

# 2010 Mustang Rules Tri-County Baseball

1. Umpires must be PONY patched to umpire behind the plate, and at least 16 years old for the bases.
2. Max bat diameter is 2 5/8 inches.
3. Only in Tournament play there will be a 10 run rule after 4 innings.
4. In a play at the plate the runner must slide, or can be called out. The umpire has sole judgment on the play.
5. A Mustang player may be called up to play on the Bronco team for one week. (2 games). The player can not play more than 2 Bronco games in one week. If that player is called up to Bronco again he must stay up for the remainder of the year. A Mustang player cannot pitch in Bronco.
6. There will be no stealing of home plate unless a play is made on the base runner. This includes passed balls and wild pitches. "Pump Faking" a throw is making a play on the runner. The play does not have to be on the runner at third, i.e. in a first and third situation a runner stealing second and a play made on the runner stealing, the runner on third can go.
7. No stealing is allowed when the ball is thrown back to the pitcher and mishandled.
8. There is no leading off.
9. A base runner can steal only after the ball crosses the plate.
10. Catchers must wear a throat protector.
11. A courtesy runner can and should be used for the catcher only, with 2 outs but is not required.
12. A game can be started with only 8 players on a team but, 1 out will be taken each time the 9<sup>th</sup> batting position is reached.
13. Continuous batting order can be used but is not required. If you start the game with a continuous order you must finish that way. Each team can decide before the game and instruct the opposing coach.
14. Infield fly rule is in effect and must be called by the umpire's judgment.
15. Make up game are to be re-scheduled as soon as possible and are the responsibility of the HOME team. If efforts to re-schedule are made but not reached, contact Tony Wise as soon as possible 815-482-4217
16. The pitching distance is 44 feet.
17. A pitcher is allowed to pitch six innings per week in league play. The week starts on Monday and ends on Sunday.
18. If a pitcher throws 4 or more innings he must have 3 days (72 hours) of rest before pitching the remainder of his innings. Time is computed from the start of the game.
19. If a pitcher throws 3 innings or less he is eligible to pitch on 1 day rest (24hours).
20. One pitch consists of an inning pitched.
21. Once a pitcher is removed he cannot re-enter as the pitcher.
22. The only time a balk can be called is if the pitcher is not in contact with the rubber when delivering the pitch. Three warnings will be given before a balk is called.
23. On an intentional walk, the pitcher must throw 4 balls.
24. A pitcher cannot wear wrist bands or batting gloves.

25. If a game is stopped after 4 completed innings it shall be a complete game. The only exception to this rule is if the game is tied. Then it should be played from the exact point at which it was stopped. The pitcher's regulation shall be determined from the week the game is replayed.
26. All games stopped prior to 4 innings will be rescheduled. The game will be played from the exact point it was stopped. The pitcher's regulation will be determined from the week in which the game is replayed.
27. If a game is called during an uncompleted inning the game will revert back the last completed inning unless the home team was batting with the lead.
28. Mustang games are 6 innings long. Extra innings are allowed.
29. There will only be 6 runs allowed per inning until the 6<sup>th</sup> inning, after which there is no limit. The same applies for extra innings as the 6<sup>th</sup> inning.

### **Tournament Pitching rules**

Pitching rules for the tournament are the same as regular season with the exception stated below.

In 1<sup>st</sup> and 2<sup>nd</sup> place game and 3<sup>rd</sup> and 4<sup>th</sup> place game there will be no rest rule in effect.

REMEMBER NOT TO INJUR A PITCHER JUST TO WIN!!!