

Mustang League Rules

Review Parents and Coaches Handbook for 2020 prior to reviewing these General Rules. Share these rules with players and parents.

1. Sportsmanship shall be the #1 priority for coaches, players, and parents.
2. All players in Yearling, Mustang and above are required to wear an athletic protector (cup).
3. Teams will be set by a draft. Refer to draft rules on setting of teams.
4. All coaches and parents helping on the field must be certified in concussion and heat illness training before working with players.
5. Coaches are encouraged to instruct parents and players to be positive to both teams. (It is ok to stress to parents not to coach from the stands as this is a safety issue. If the child is watching for instruction from a parent, they are not listening to their coach and injuries could occur.)
6. Players shall be encouraged to hustle on and off the field at all times.
7. Please do not allow the batters to stand outside the dugout, in the dugout entrance, and please do not allow the players to climb the dugout fence at any time.
8. Coaches shall provide their batting order to the other coach at least 10 minutes before the game starts. Shetland League does not need to provide batting orders.
9. Prior to all games, the umpire and both head coaches will conduct a coin flip to determine which team is home and which team is visitor during regular season scheduled games
10. Each team shall keep a score book. Umpires are not responsible for knowing the score. Umpires are responsible for time limit, calling outs and decisions on runners advancing and scoring. (*You may have a volunteer to keep track of your scorebook.*) Those keeping the books are encouraged to check with opposing team's book at the end of half innings. Home team book is official.
11. There are no protests. Umpire's rulings are final.
12. No player, coach or parent at any time, throw equipment or use inappropriate language.
 - a. First offense is a verbal warning.
 - b. Second offense is automatic ejection from the game.
 - c. Third offense will result in suspension, along with a meeting with the Board of Directors.
13. California Rule extra innings will be played in the tournament only as needed. See "California Rules" listed on website.
14. All games will be pursuant to all USSSA rules.
15. All bats must be approved with USA or USSSA stamp. No wooden bats permitted.
16. Weather cancellations during a game, will be rescheduled when possible. During the regular season, games will be official after 3 complete innings or the home team is up and batting is not needed to win. Tournament weather related rules will be sent prior to the start of the tournament.

17. Use the player substitution rule on website as needed. All coaches will assist a team with players as needed.

18. Up to 3 coaches in the dugout at one time for Mustang, Bronco and Pony leagues. 3 coaches and a parent helper for yearling and Shetland league.

Rules specific to Mustang League

1. The Base path will be 65'.

2. The pitching distance is 46'.

3. Bunting is allowed.

4. Infield fly rule is enforced.

5. Dropped third strike is enforced.

6. No inning can start after 1 hour 20 minutes have lapsed.

7. Mercy Rule: Games will be called if a team is ahead by at least the amount of runs below, after the completion of the corresponding inning. Mustang is a 6 inning league.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15	3rd Inning
6 Innings	8	4th Inning
7 Innings	15	3rd Inning
7 Innings	12	4th Inning
7 Innings	8	5th Inning

8. All lead offs are permissible. Coaches are responsible for teaching all players how to play defense and offense for lead offs.

9. Balk rule will be in effect. There will be one warning and all future balks will result in a base advancement if there is a player on base. The umpire shall teach at mound for each balk. It is the umpire's discretion if a balk has occurred. Coaches may ask the umpire to watch for a balk motion in-between innings.

10. Tournament pitching rules and any rule alterations (length of game time/time limits) will be sent out prior to the start of the tournament.

11. Innings will last 3 outs or 6 runs or full batting order, whichever comes first. It is the coach's responsibility to notify the umpire of 6 runs or full batting order.

12. Use the player substitution rule on website as needed. All coaches will assist a team with players as needed.