

GBI MUSTANG LEAGUE RULES

The purpose of our 9 & 10 year-old Mustang League is to provide a recreational league that allows instruction in a competitive environment. This league plays under the Tarheel Official Baseball Rule Book except for any GBI Board adopted local rules.

1. THE LEAGUE

- a) The number of teams in the Mustang League and the number of players on each team shall be left to the discretion of the Mustang League Director and the GBI Board.
- b) The league shall furnish two (2) umpires for each game.
- c) A season shall consist of **ten (10) games**. The league will reschedule enough rained-out games to guarantee a minimum of 10 regular season games.
- d) All players are required to pre-register and attend an evaluation. The League Director and the coaches will draft players to select equitable teams. Siblings within the same league will be allowed to play on the same team. Special requests will be reviewed but may not be honored.
- e) Players shall be permitted to play up to another league if all coaches agree the players skill level is to a standard where the player will be successful throughout the season. This must be voted on by the coaches after evaluations have been completed, and the result must be unanimous for a player to be allowed to play up.
- f) Rained-out games will be made up as quickly as possible. A team that cannot complete a lineup for a rescheduled rained-out game will forfeit that game. During the regular season, if time does not permit for a rained-out game to be made up and it does not affect league standings, the game will not be played.

2. AGE ELIGIBILITY

A player must not turn 11 before May 1. Any player that turns 11 on or after May 1 is eligible. All players “age up” to the next league in the fall season. For example, a player may be 8 years old and must play in the 9-10 Mustang league even if their birthday is after the fall season, but before the May 1 cut off of the next year.

3. PLAYING FIELD

- a) All games will be played at the Garner Baseball facilities. Main field will be Penny field.
- b) Field dimensions shall be 65’ bases and 46’ pitcher’s mound
- c) There will be a 10-foot lead off limit line placed off 1st, 2nd, and 3rd base.

4. PITCHING

- a) Tarheel Baseball governs all pitching rules, except where local rules supersede including the use of Pitch Smart guidelines.
- b) Coaches will be required to count the number of pitches thrown by each pitcher during the game. This rule has been modified from the “Pitch Smart” USA Baseball rules for the GBI Local Recreational Baseball Program.

c) **DAILY MAXIMUM PITCHES: 50**

REQUIRED REST (PITCHES) Note : Rest is Calculated as per a calendar day.

0 DAYS: 1-20 Pitches

1 DAY: 21-35 Pitches

2 DAYS: 36-50 Pitches

Example: John pitches 36 pitches on Monday, John will be able to pitch on Thursday.

- d) Coaches will be required to count the number of pitches thrown by each pitcher during the game. If desired, coaches should track pitches thrown by the opposing team as well.
- e) A pitcher may not start a new inning if he/she is within five (5) pitches of the maximum allowable limit. For example, a pitcher who finished the 3rd inning and has thrown forty-five (45) pitches may not start the next inning even though they have not reached their allowable pitch count limit. The reason for this is so we do not introduce any more unnecessary time delays in the game due to pitcher substitution. The best place to conduct a pitching change is between innings.
- f) If a player reaches his maximum pitch count in the middle of a batter's at bat – they may finish pitching to that batter even though they will exceed slightly the pitch count limit.
- g) Curve balls, knuckleballs, sliders, or forkballs (defined as pitches where the pitcher intentionally “breaks” his or her wrist to produce a downward or sideways spin on the baseball) will not be allowed in the Mustang League. We do not expect umpires to “monitor” this rule – we expect our coaches to demonstrate good sportsmanship and concern for the wellbeing of their youth players. In other words, self-enforced. There will be zero tolerance for arguments about whether pitches are “curveballs” or not during games, on or around the field. Only fastballs or change-ups are legal pitches.
- h) Balk rule is in effect, however, there will be no penalty. Coaches and umpires should take this opportunity to instruct pitchers. A balk is a dead ball. If a pitcher continuously balks, the umpire may remove offending pitcher from the game.
- i) Pitching records are maintained online. Each head coach must enter the following information in the pitching record: Player name, date, and number of pitches thrown. This pitching record is available to any GBI Mustang League Head Coach to view. It is the responsibility of the league director to periodically review the pitching records for completeness and intent. Failure to record pitching information or adhere to pitching guidelines may result in a game forfeit or player(s) not being eligible to pitch the following game. By entering records, coaches are indicating this is the official score and stats for that game.

5. GENERAL PLAYING RULES

- a) The home team will maintain the official score book.
- b) There is no infield fly rule.
- c) No advancement by batter on dropped strike three.
- d) A walk will be considered a dead ball play. Batter will advance to first base. All other runners shall return to the base occupied at the time of the pitch, without liability to be put out, unless forced to advance.

e) **LINEUPS**

- a. Each team must be on the field and ready to play at the scheduled time. If a team does not have enough players to begin the game, a forfeit will be called ten (10) minutes after the scheduled time. A team must field eight (8) players to begin and end the game and may add additional players to the end of their batting order as they arrive during the game.
- b. A player may be removed from the game due to injury, sickness, or disciplinary reasons. Said player's spot in the batting order will be skipped without penalty.
- a. All players present at a game must play in every game unless serving a suspension or due to a coach's disciplinary action. The head coach must notify the scorekeeper and the opposing coach of any player on the bench that is not on the lineup card.
- c. Free substitution and a continuous batting order will be used. **No player shall sit out more than one (1) consecutive inning and must start every other game.** Any player arriving late is inserted at the bottom of the order.
- d. The batting order never changes.
- f) Players are forbidden from sliding head first into a base except when sliding back to a base during an attempted pick off. Any player sliding head first into a base, will be called out. There will be no warnings issued for this rule.

g) **MODIFIED STEAL RULES**

- a. There will be a 10-foot mark placed off 1st, 2nd, and 3rd base.
- b. The runner can take a lead but cannot cross the 10-foot mark until the ball crosses the plate.
- c. The runner will be allowed to steal when the ball crosses the plate.
- d. If the runner gets a RUNNING START or is outside the 10-foot mark BEFORE the ball crosses the plate, the runner shall be called out and the pitch shall be considered as a dead ball
- e. Standard, primary and secondary leads are expected to be taught and utilized. In short, running starts are NOT permitted.
- h) Intentional walks are not permitted in the Mustang League.
- i) A runner cannot steal home after making a move back to third base and have crossed over the lead time (nearer to third base). This rule is intended to prevent the cat and mouse game that leads to wasted time and causes the pitcher to run up the mound back to the rubber which could lead to an injury.
- j) Bunting is allowed. However, a player cannot pull back a bunt to swing at a ball.
- k) In order to maximize playing time, a courtesy runner may be used for the pitcher and catcher at any time. The courtesy runner will be the last player to make an out.
- l) Teams are allowed three (3) players in the outfield.
- m) Each team shall be entitled to one (1) offensive time out per inning. The umpire shall determine the length of the time out.
- n) **Mound visits:** A defensive coach can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed. A mound visit to check on a potential injury shall not count against the two allowed visits.

- o) Penalty for use of an ineligible player, upon appeal by the opposing manager, when the official scorebook or other organization league records verify the ineligibility of the player concerned, shall be the immediate ejection of the head coach from the game. The head coach shall be ineligible to participate in the next scheduled game played by the team. For the purpose of interpretation of this rule, a player shall not be considered in violation of the rules until at least one (1) pitch has been thrown to the batter beyond the maximum allowed. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, with no penalty.

6. OTHER GENERAL RULES and GUIDELINES

- a) All players must start at least every other game and may not sit on the bench more than one (1) consecutive inning.
- b) No tobacco products are allowed on the playing field by a player, coach, or parent at any time. This includes practices.
- c) Good sportsmanship is required of all parents, coaches, and players. Coaches are to govern the conduct of their players and the parents of their players. Any player or coach ejected from a game by the umpire shall also sit out the entire next game (including tournaments). The ejected player will sit on the bench with the team during their suspension in full uniform. The ejected coach will not be allowed in the dugout or on the playing field.
- d) Each team is responsible for picking up trash in their dugout at the end of each game. Only adults or children with adult supervision shall be permitted in the score booths.

7. GUEST PLAYERS

- a) If a team does not have 9 players, they are allowed to have a guest player from another Mustang league team that can substitute to bring the total number of players up to 9
- b) The guest player must be of similar or lower draft position than the player they are replacing and the player must be approved by the opposing head coach
- c) The guest player must be registered to a GBI recreational league. Express players are not allowed to substitute if not also playing in the recreational league.
- d) If two guest players are required to bring the total number to 9, both players must adhere to the similar draft position rule
- e) A maximum of two (2) guest players are allowed
- f) Guest players are not allowed to pitch
- g) Guest players must bat at bottom of the order
- h) No guest players will be allowed for tournament games

8. COACHES

- a) One (1) head coach will be assigned to each team, and the head coach may recruit up to three (3) assistant coaches and one (1) team coordinator to help during the season. The GBI Board of Directors reserves the right to approve the coaching staff.
- b) The head umpire has complete authority over the game. **ONLY THE ACTING HEAD COACH SHALL CONFER WITH THE UMPIRE.**

- c) Assistant coaches are not permitted to be in foul territory in the pitcher's periphery or near the baselines. Exceptions are for offensive team and their first and third base coaches.

9. GAME AND INNING LIMITS

- a) An inning will be complete when three (3) outs are made or the offensive team scores five (5) runs. A game is complete after six (6) innings, or when a team is mathematically eliminated, or the time limit has expired.
- b) There will be a 1 hour 30 minute time or six (6) inning limit per game. No new inning will start after one (1) hour and 30 minutes has elapsed.
- c) A new inning is considered to be started at the time of the last out of the last inning
- d) In the event of a tie of a regulation game, any new inning(s) shall begin if it is within said time limit (1 HR. 30 MIN.) If, at the end of extra inning(s) and the game is still tied and the time limit is up, the game shall end in a tie.
- e) Time delays due to weather, injuries, or disputes can be added back at the discretion of the umpire.
- f) Tournament games will be 1 hour 30 minutes or six innings and cannot end in a tie. Championship game will be 2 hours and cannot end in a tie. If the game is still tied after the 6th inning, the 7th inning will start with no outs and a runner on second base. The runner on second shall be the last recorded out.
- g) In the event of inclement weather during the regular season, a complete game is 3 full innings or 2-1/2 innings if the home team is ahead. For tournament games this is increased to 4 full innings or 3-1/2 innings if the home team is ahead.
- h) No game may begin after 8:30 p.m. Any game not started by this time will be postponed and rescheduled.

10. EQUIPMENT

- a) **Bats allowed:**
 - a. **USA Stamped bats**
 - b. **Wood bats**
- b) Players are required to wear long pants during all practices and games. Baseball or athletic shoes are also required.
- c) Catchers are required to wear protective equipment during games, warm ups and practices. All players are encouraged to wear protective cups.
- d) There is to be no jewelry worn by any player during a game or practice.
- e) Metal spiked baseball shoes are not allowed at any time. No player may participate in any game or practice while wearing metal spiked shoes.
- f) GBI local rules do not acknowledge Pony Baseball rules 8B (official baseballs) and 8A-2 (decals, names on headgear).

11. END OF SEASON TOURNAMENT

- a) During tournament play, in a single elimination format, the higher seeded team will be the home team. If a double elimination format is used, the higher seeded team in the winner's bracket will always be designated as the home team. In the loser's bracket, the higher seeded team will be designated as the home team. In a double elimination tournament

format, a coin toss will determine the home team in the event of two teams arriving at tournament final tied in tournament play. The home team dugout shall be along 3rd base and the visiting team dugout shall be along 1st base.

- b) GBI may select all-star teams from this league during the spring season. These teams may participate locally, statewide, and nationally.
- c) Ties count as $\frac{1}{2}$ win and $\frac{1}{2}$ loss
- d) The following criteria will set tournament seedings and be used for tie breakers:
 - 1. Overall record
 - 2. Head to head record
 - 3. Runs Allowed (Head to Head)
 - 4. Runs Allowed (Season)
 - 5. Runs Scored (Season)
 - 6. Run Differential between runs scored and runs allowed
 - 7. Coin toss

Any questions or comments should be directed to the league director.