

WHEATON YOUTH BASEBALL MUSTANG LEAGUE - A DIVISION SUPPLEMENTARY RULES

Revised & Approved: November 12, 2009

League play will be governed by Mustang League Baseball playing rules unless otherwise stated in these supplementary rules. Play is governed by Official Baseball Rules: "the Sporting News" edition. Note: there is another version of Official Baseball Rules published by the National Baseball Congress, Inc. which is acceptable for our league. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

**MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY
RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER
REFERENCED DOCUMENTS OR RULES.**

I. LEAGUE ORGANIZATION

The American Sport Effectiveness Program (ASEP) has been adopted for use by Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will fund ASEP and will advise all managers of their certification upon the successful completion of the course. New managers are required to complete the certification within one year of entering the baseball program. ASEP managers will be given first priority in team assignments.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Any board member has the authority to immediately suspend from the program any person whose conduct is considered detrimental to the best interests of the program.

Players in the Mustang League - A Division shall consist of individuals who are in 3rd grade at the time of registration.

II. TEAM ORGANIZATION

The number of players on each team will be determined by League Vice Presidents based upon the number of players registered at each level.

III. ASSIGNMENT OF PLAYERS

- A. All players will be selected in a draft conducted by the League Vice-President.
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and all new players are subject to a re-evaluation. Please see Paragraph IV below.
- C. Players may be assigned to a lower/higher League on an individual basis to be approved by the President of Baseball, League Vice President and League Administrator. Please refer to the Player Movement paragraph in the WPDYBS Policies and Procedures for additional information on this topic.

IV. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations.

V. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the League Vice President is required to make a decision on the case, including whether a registration refund should be granted.

VI. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the League Vice President and President of Baseball to decide whether such loss should be filled from the player waiting list, if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below.
- A call up player may only play twice per season for the same team. Season shall be defined as all scheduled Park District games including playoffs & tournaments.
- A call up player may neither play more innings than a rostered player, nor pitch in the game. The call up player shall bat last in the batting order unless there are 3 call-up players and then they will bat last, second to last, and third to last in the batting order.
- All call up players must be recorded on the game summary sheet which should be filled out by both managers at the beginning of the game and completed at the end of the game.
- A call up player may not be on any type of “Travel Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player **MUST** play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than Three (3) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team **MUST** have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit. Any questions please contact the League Vice-President.

VII. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers will select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game.
- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games

as necessary in the best interests of the program.

- D. HOME TEAM RESPONSIBILITIES: The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play. The home team shall also complete the Game Summary Sheet with official score, pitchers' innings, non-rostered players, umpire information, managers' signatures and deposit it in the space provided in the equipment/lock box, and/or email the same information to the League VP.
- E. TIME LIMIT: The game duration in all A League games will be six (6) innings, except that a new inning shall not start after 8 PM on school nights. For all non-school nights and all weekend games for the entire season, the time limit for starting a new inning is 2:15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 6 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new inning can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played due to the time limit.
- F. COMPLETE GAME: If a game ends for any reason prior to completion of the 6th inning, it is official if four (4) or more innings have been played, or the home team has scored more runs in three (3), and before it completes the fourth inning, than the visiting team has scored in four (4) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 5th or 6th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 5th or 6th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings. A game may end in a tie.
- G. SUSPENDED GAME: A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VI. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.
- H. SLAUGHTER RULE: The game will end by the slaughter rule if one team leads by twelve (12) or more runs after four (4) or more complete innings.
- I. PLAYING TIME: All players must play in every game and the difference between the

player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). (Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.

- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- J. Any player who has a bleeding injury **must** leave the ball field immediately. A player may return once the bleeding has been contained. This rule must be followed to insure the safety of all players and officials.
- K. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- L. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- M. PROTESTS: A manager wishing to protest an interpretation of the rules must advise the home plate umpire, the opposing manager and the official scorer before the resumption of play following the ruling. The official scorer shall note in the score book the point at which the ruling in question took place including the position of base runners, outs and ball / strike counts. The manager must file a written description of the specific ruling he is protesting within 48 hours of the completion of the game. A check for \$25.00 must accompany the protest. The fee will be refunded if the protest is upheld and deposited in the treasury of Wheaton Park District Youth Baseball if the protest is denied. The protest shall be delivered to the League President who will review the rule with the Umpire-in-Charge.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.
- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are **not** allowed in league, championship or tournament games.

- D. Baseball bats in excess of 2 ¼ inches in diameter (big barrel bats) are prohibited.

IX. PITCHING RULES

- A. Pitchers may be any player on the team roster. A player removed from pitching is not allowed to return to pitching even if they have remained in the game at some other position.
- B. A pitcher who hits three batters in the same game must be removed from pitching.
- C. Balks shall be **not** called.
- D. “A” Division pitchers are limited to two (2) innings per game. A pitcher has pitched a complete inning as soon as he throws one (1) pitch during an inning. Thus, if three (3) pitchers are used in one (1) inning, each is considered to have pitched that complete inning. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers.
- E. League rules allow a maximum of six (6) pitched innings per week. A pitching week begins on Monday morning and ends Sunday night. The Home Team manager is required to fill out the game summary sheet with all pitcher’s names and innings pitched. If pitching rules are violated, a forfeit of the game will occur. **The innings per week rule is waived for Championship Day and All Star Day.**
- F. Four (4) additional travel innings are allowed for pitchers who pitch innings for their respective league’s travel teams. These additional innings may not be used for in-house games. See the WPDYBS Travel Team Guidelines for additional explanation.

X. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game then the injured batter will be removed from the line up and all batters will remain in their respective places in the batting order.
- C. The batting order in all leagues shall consist of all players present at the beginning of the game. Call up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.

- D. A half-inning will be complete when three outs are made or when the team has "batted around", i.e., if the sixth (6th) position leads off, the number of outs is automatically set to two (2) when the fifth (5th) position batter goes to bat, and the half-inning is complete when they have batted, regardless of the number of outs. Except that the half-inning may not end with a "walk" or a hit batsman **unless** the batting team is ahead by ten (10) runs or more.
- E. The total number of batters possible in a complete inning shall be equal to that of the team having the lesser team members in attendance at the game. If a player leaves during the course of the game, for any reason, the number of batters the opposing team can bat will not be reduced.
- F. BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be NO warning for such an offense.

XI. DEFENSE AND BASE RUNNING

- A. The infield fly rule and the dropped third strike rule shall **not** be called.
- B. Leading off is not permitted in league play.
- C. Base stealing is **not** allowed in the A Division. A runner may score only on a batted ball, walk or hit batsman. Base runners leaving early on a base hit can only advance the equivalent of the hit. Repeated offenses will result in a warning and continued occurrences will result in the player being called out at the sole discretion of the umpire.
- D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XII)
- E. Safety on the base paths:
- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
 - In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalties may also be assessed by the Board of Control.
 - In the above situation the ball is dead and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.

F. Base runners **MUST** stop at the base they are **going to** when the ball is returned to the **possession** of an infielder in the **infield area**. Runners may not advance any further once the ball is in **possession** of an infielder in the **infield area** even if that player tries to make a play on any base runner. Any runner who attempts to advance AFTER the ball is in **possession** of an infielder does so at his own risk. For example, a runner who attempts to score when the ball is in the possession of an infielder is subject to being tagged out if he does not return to third (3rd) base prior to a play being made on them. (See Paragraph H).

G. Overthrows out of the playing field shall be handled as follows:

- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
- All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.

H. **Definitions:**

"Possession" is defined as having the ball in one's hand or glove.

"Infield area" is defined as the imaginary rectangle formed by the extension of the backstop to a point five (5) feet beyond first and third base and turning at 90 degree angles to intersect approximately seven (7) feet behind second base.

"Going to" is defined as being definitely on the way to the next base. Simply being past the previous base does not automatically qualify the runner as being on the way to the next base. It is important to note that a runner is eligible to be thrown out even if they are not entitled to the base they are attempting to advance to. If a player has advanced safely to a base beyond which they are entitled, the runner is awarded a safe return to the prior base once the ball is dead and the play over.

XII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIII. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held. The teams will be seeded based upon their regular season record. All championship, play-off

and/or tournament games for all Mustang Leagues **shall** be at least six (6) complete innings unless ended by the slaughter rule. If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games.

1. Head to head competition (best record in games between the tied teams).
2. Best net runs in all games. **
3. Runs Allowed
4. Coin toss.

** Net runs are limited to a maximum five (5) per game.

XIV. TOURNAMENT TEAM

A Division Post Season Tournament Team: At the option of the Travel VP, either a tryout will be held for the tournament team OR each manager in the league will submit a list of not less than twelve (12) players they would like to see on the team. The players will be selected either by a Board of Control selection committee consisting of eligible Board members at the tryout OR based upon the number of votes received by the managers of the league. Only those players that played in the league that year are eligible.

The Manager of the Tournament Team shall be selected by a Board of Control committee consisting of the Travel VP, League VP, League President and WPD Administrator.

XV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XVI. FIELD DIMENSIONS

A League:

Bases.....60'
Pitching..... 42'