



LEHI CITY
RECREATION

Mustang Baseball Rules
3rd-4th Grade

Game Time

1 hour 15 minutes for the regular season. 1 hour 25 minutes for tournament.

Bat Rules

Players are allowed to use up to a 2-3/4" diameter barrel bat. There is no maximum drop rule for the Mustang league. All bats must be compliant with the **current** USSSA restricted bat list. No retooled bats will be allowed. The restricted list can be found at www.quickscores.com/lehi.

Line Up

Game clock will start at the scheduled game time. If line ups are not turned in, one run will be added to the opposing team's score every minute that expires. If a game goes over the allotted time then we will start the next game within 5 minutes.

Batting

During season play coaches are required to bat everyone and play everyone. **No exceptions!!** During post season tournament play, Lehi will follow the rules as per the U.B.B.A. State Tournament rules.

Base Running/Stealing

There will be no lead offs or pick offs for regular season or tournament play. This will also continue for U.B.B.A. State tournament play. No running on dropped third strikes for Mustang. Pitcher and Catchers are allowed to call timeout if they chase the runner back to the bag. This will eliminate the cat and mouse games that some coaches are teaching their players to play.

Runs Allowed

There will be a 6 run offensive limit. The last play will be live. This will allow more than 6 runs to be scored. Once the play is completed teams will switch. No extra innings will be played during the regular season. Games can end in a tie. No new inning will begin after time has expired. In order to stay on time, if the home team is at bat when time has expired and is down by 10 runs or more, the game will end. Otherwise the game will continue until the home team either scores the winning run or 3 outs are achieved. This is for season play only.

Batting / Pitching (Mustang only)

Mustang games will be played with a 4 walk rule max per inning. The walk rule is per inning, per team, not per pitcher. Walks are classified as base on balls, not hit by pitch. If a batter is hit by a pitch, it does not count toward the walk total. **When a base on ball situation occurs, the batter may only advance to first base. However, if the catcher makes any attempt to any base, other than the ball being thrown back to the pitcher, that batter**

can then advance at his own free will. After four base on balls, the batter must hit, get hit, strikeout, or get out by a fielded ball. Pitches that are called a ball do not count towards the strike / ball count. If the umpire ask for the pitcher to be removed from the mound, such pitcher must be removed. Walks do not reset for the new pitcher. This rule is for season play only.

Mercy Rule

For all leagues, if a team is leading its opponent by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the team in the lead will be declared the winner.

Penalties

Any team failing to field **at least 9 players** will be assessed an out in the batting order for each missing player at the place designated by the coach (before the game starts). Game will be declared a forfeit if a team cannot field at least 7 players.

Pitching

Pitchers are allowed 21 outs per week. If a pitcher throws 1 more pitch than 12 outs then such pitcher cannot pitch again until 1 full calendar day's rest. Mustang pitchers can throw a max of 18 outs in one day. Pitchers are allowed 5 warm-up pitches. We will try and start every new inning within 2 minutes from the last out. **Max. mound visits allowed per game is 4.**

Pitching Charts

All coaches are required to sign the pitching chart after their game has been completed. If is not signed it becomes official with what the scorekeeper has recorded. All pitching must be reported to the tower.

Infield Fly

The infield fly rule can be called in all leagues. However, it is completely up to the discretion of the umpire in all age groups. All umpire decisions are final.

THE HOME TEAM WILL TAKE THE 3RD BASE DUGOUT.