

**OBGC Mustang Kid Pitch Rules**

 **Season Standings and Playoffs**

* Won/loss records will not be kept during the regular season.
* Regular season won/loss records will not be used to determine post season playoff seeding. Playoff seeding will be determined by a blind draw by the Sports Manager.
* Playoff games will be played to completion.

**Sportsmanship**

* Players will not taunt or tease players on the opposing team. Clapping of the hands or wildly waving a bat with the intent to distract or deceive players on the opposing team will not be permitted.
* Deliberately removing the batting helmet when on the playing field while the ball is alive will not be permitted.
* Throwing a batting helmet or bat on or off the playing field will not be permitted.
* Penalty for unsportsmanlike activity: each team will be given one warning; the next infraction will be declared an out of the violating team. If the same individual is repeatedly warned, that player will be ejected from the game. Ejected players will be allowed to stay at the field and watch the game while sitting on the team bench.
* Coaches are representing OBGC and their community. Coaches will teach sportsmanship to their team as well as maintain their own level of sportsmanship. Ballplayers will look to the coach for guidance and direction. Provide the players a positive and fun experience.

**Umpires**

* Umpires are not used at the Mustang Level.

**General Guidelines**

* Home team will use bench on third base side
* Home team will provide the bases.
* Each team will provide game baseballs
* Players, coaches and spectators are not allowed to stand directly behind the backstop. This is so the catcher, pitcher, batter and umpire are not distracted.
* Only players and coaches should be allowed in the dugouts or on the playing field during a game.
* No bat boys allowed.
* Bat size limited to 2 ¼” barrel
* A player that is suspended from a game by an umpire for any reason will not be allowed to play in the next game or playoff game.

**Offense**

* All players will bat in a continuous batting order consisting of all available players until three (3) outs have occurred.
* Five (5) run rule limit per inning, or three (3) outs, whichever comes first.
* In the top of the sixth innings, unlimited runs can be scored until three (3) outs are made.
* In the bottom of the sixth inning, unlimited runs can be scored until the home team takes the lead, then it becomes a five run rule limit. If the home team is winning going into the bottom of the sixth inning, then it is a five run rule limit, or three outs, whichever occurs first.
* If the coaches determine a regular season game cannot be played to completion, the coaches may agree together to modify the sixth inning rule to a five run rule limit per team. This exception only applies to the regular season.
* Only two players can swing a bat at the same time. One batter at the plate and one player on-deck. The on-deck batter should be on the field in foul territory.
* No tees, hitting nets or hitting sticks are allowed during the games.
* Batters will not throw their bats. Each team will be given the one warning per game. Every successive teammate who throws a bat will be declared out. Runners will not advance.
* A courtesy runner may be used for the catcher with two outs in an innings, with the opposing team’s permission.
* Coaches should not teach players to slide headfirst.
* Runners may not leave a base until the ball reaches home plate.
* Runners may not steal home.
* Runners may be picked off any base by the catcher.
* Runners will not be allowed to advance past third base on steal attempts, even if the ball is overthrown.
* Runs will only score when either forced to by rule (bases loaded walk, hit by pitch) or when a pitch is batted and put into the field of play.

**Pitching (Pitching Machine)**

**Defense**

* Coaches must have their defensive line-up completed before the game starts.
* Defensive line-up must be exchanged with the opposing team before the game starts.
* Participation rule-each player must play at least four(4) innings in the field, of which two(2) innings must be in the infield and one(1) inning must be in the outfield.
* A player cannot play the same infield or outfield position more than two innings in a game.
* One defensive inning is defined as a player playing the same position for three outs/5 run rule limit in the same inning, except for pitcher, which the rules are defined in the pitching section.
* If team has a complete/full roster for a game, all players must sit a minimum of one inning. Team cannot have a player sit two innings and another player sit zero innings.
* No infield fly rule, no dropped third strike rule, no balk rule
* Players should not stand directly in the baselines and the first baseman should not stand in the middle of the base when fielding a thrown ball.
* Base runners will automatically be awarded a base if a fielder impedes a runner when they do not have the ball and/or a fielder blocks a base without possession of the ball

**Collision Rule**

* If a fielder is making a play at a base and there is a collision at that base and the base runner did not slide, then the runner will be declared out and the play will be called dead. If there is no collision, then there is no harm and the runner will be safe, except if the runner jumps over the body of a fielder, then the runner is out.
* If a fielder is making a play on a runner and there is a collision with malicious intent, the runner will be declared out and the play will be called dead. The umpire will suspend the runner from that game. The suspended player may continue to watch the game from the team bench.

**Game Time Limit**

* When there is more than one game on a field during the same day, regular season games will end two (2) hours after their scheduled start time. The two hours is from the scheduled start time, not the time the game actually started. This is a “two hour drop dead” rule. Unless the game is completed, all games should be played right up to the two hour drop dead time.
* There is a 15 minute transition time between games. Five minutes are for the two leaving teams to pack-up and leave the dugout. Five minutes are for the two arriving teams to set-up and get organized. The remaining five minutes is for a brief infield practice. If there is a time constraint, the infield practice will not take place.
* For weekday games or games in which no other game follows, there is no two hour drop dead time. The games can be played to completion, or end with both coaches in agreement on an ending.
* If the scheduled umpire is not there five minutes prior to the start of the game, get a coach or parent to umpire. Do not wait for game time to notice that there is no umpire is to start the game.
* Once the game begins, hurry your players on and off the field. Pitches will only take six warm-up pitches. Coaches should also be very diligent in getting their next inning catcher dressed as early as possible.

**Inclement Weather**

* See previous email from the sports manager