

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

MUSTANG LEAGUE (ages 9 & 10) (time 1 hr. 45 min.)

The official playing rules, with the exceptions and variations contained in the current year's "Rules & Regulations for Pony Baseball, Inc." and the "CBC Playing Rules" noted below, shall be the "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

1. All players must participate offensively as determined by the batting lineup and must play two (2) defensive innings in the first four (4) innings and must not sit out two (2) consecutive defensive innings in the first four (4) innings. Failure to comply will result in forfeiture of the game (see General Rule #13 for penalties). The team manager may exempt a player from the game for disciplinary reasons if he notifies the opposing manager prior to the start of the game.
2. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out (see General Rule #33 if this puts you at less than nine (9) players).
3. Use of metal cleats shall be prohibited.
4. Any pitcher who is found to be in violation of a league pitching rule shall cause the game to be a forfeit. To be considered the pitcher of record, the pitcher must throw one pitch to a batter.
5. Pitchers may be 9 or 10 year olds. Each pitcher may only pitch a total of nine (9) innings per calendar week. Section 10 – Pitching Rules: G & H do not apply.
6. Runners may steal bases in accordance with A,B,&C
 - (A) Runners at first and second base may lead off and steal bases, as in The Official Baseball Rules, but runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the batter. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave before the pitched ball reaches or passes the batter shall be called out and the pitch shall be considered a dead ball. Any runner that steals home without a play being made on him or another runner will be called out.
 - (B) A runner cannot steal home unless the pitcher or catcher attempts to make a defensive play on him (or any other base runner) in an attempt to get him (or any other base runner) out. A runner can only advance one base on a passed ball or wild pitch unless a defensive attempt is made.
 - (C) If the pitcher does not deliver the pitch to the plate to purposely catch the runner off the base or to prevent the batter from bunting or hitting, the umpire shall call the motion a ball, and the ball is dead with no advance by the runner or runners.
7. Any base runner is out when he does not slide or attempt to get around a defensive player who has the ball and is waiting to make the tag. Any base runner who intentionally runs into a defensive player who has the ball and is waiting to make the tag, shall be ejected from the game.
8. The first time a batter slings or throws a bat, the umpire will give him a warning. The second time and any other times, that player is called out. The batter shall not be ejected from the game. This rule does not apply to those batters, who in the judgment of the umpire, throw the bat in an unsportsmanlike manner (see General Rules, 4, J).

9. Teams may use a substitute runner for the catcher and the pitcher. The last batter out in the inning will be the runner (if no outs, the last batter in the previous inning).

10. On a dropped third (3rd) strike by the catcher, the batter is out.

11. There will be no "Infield Fly Rule"

12. Balks will be called, if a pitcher commits a balk, a dead ball will be called, and no runner will be awarded a base because of the balk. No runner shall be picked off or thrown out when a balk is called. A ball will be awarded to the batter because of the balk.