

WAYNE BASEBALL ASSOCIATION

MUSTANG HOUSE RULES Updated 4/12/2011

Games

1. Games will start at 6:15 pm.
2. Home team is listed first on the schedule.
3. Games will be 6 innings or 2-hour time limit. No inning can start after 8:15 pm except in a tie game.
4. See Weather Rule.
5. If a game is called for any reason before 3 complete innings have been played it shall be considered an incomplete game and will be rescheduled to play over from the beginning.
6. There is no mercy rule. Five (5) runs or 3 outs and the inning is over, except the 6th inning, or the Umpire's decision, in which the visiting team may score Five (5) runs, and the home team may score as many runs as needed to tie. If a pitcher has given up five (5) runs in the 6th inning, he/she will be removed.
7. After 6 innings – revert to 5 runs 3 outs ruling.

Managers/Coaches

1. Only managers or designated coaches may coach the bases. Coaches must be at least 15 years of age and any coach under the age of 18 must wear a protective batting helmet.
2. There are unlimited trips to the mound; however the umpire may limit these in the event he believes the coach is deliberately stalling.
3. There is no offensive time out limit in regards to a manager talking with a batter; however, the Umpire may limit these in the event he believes the coach is deliberately stalling.
4. Any manager, assistant, or parent who is ejected from a game will be suspended for one game and the WBA Board will review his/her status with the team. Removal from his/her position with the team can be a possibility.

Playing Rules

1. There will be a continuous batting order.
2. Players must play a minimum of 3 innings. Two of the first 4 innings and one of the last 2.
3. No metal spikes are allowed. Rubber spikes may be worn.
4. All players are required to wear a protective cup.
5. All players will wear protective helmets when at bat, on base, or in the on-deck circle. Players removing their helmets when on base may be called out. This will be at the Umpire's discretion.

6. There is no infield fly rule.
7. On a batted ball the runner can advance until the umpire stops play.
8. A batter may not advance to first base on a dropped third strike.
9. Base runners may not lead off. If caught, they are out.
10. Ball four is considered a dead ball and a runner on 2nd base may not steal 3rd base on the pitch.
11. A player may not steal home.
12. A player may steal 2nd or 3rd base once the ball has crossed home plate.
13. On a stealing play the runner may only advance to 3rd base.
14. When stealing a base a player cannot score on an over throw.
15. If a player is on 3rd base after stop in play the only way the player may score is to be hit in or walked in.
16. The offensive team may use a courtesy runner for the catcher when he/she is on base with 2 outs. The courtesy runner is the player that made the last out.
17. If a runner gets hurt or injured, a pinch runner may be inserted using the criteria used in rule #16.
18. A base runner must slide into a base or intentionally give themselves up if the defensive player covering the base has the ball in their possession. The purpose of this rule is to prevent any injury to a player. A deliberate collision with a defensive player with the ball will result in an ejection of that player. This will be a judgment call and the umpire will make the final decision.
19. Players are not allowed to fake tags without possession of the ball and ejection may result from doing this.
20. Pitchers are allowed to pitch 3 consecutive innings in a game. A total of 6 innings are allowed in one week (Sunday 12:00 am – Saturday 11:59 pm). There must be at least 40 hours of rest in between each game.
21. When a pitcher pitches one pitch in an inning that is considered 1 inning pitched.
22. A pitcher must be pulled if they hit 3 batters.
23. A new pitcher is allowed 8 warm-up pitches or 1 minute.
24. A batter not present at the time of at-bat, he/she will be out and the next batter is up.
25. Any player ejected from a game will automatically be suspended for the next game. The player must sit out the suspended game on the bench, in uniform before they are allowed to play again. The reason for ejection will be reviewed and he/she may receive further disciplinary action from the WBA Board.
26. The WBA reserves the right to make any decisions that it feels are in the best interest of the league.
27. Coaches are required to get the players on and off the field quickly. This causes the innings to be delayed.