

HAC and LBSC

2025 Mustang Baseball League Rules

1. NEW BAT RULES: -13 or heavier; no specific stamp requirements (USA, USSSA, etc all allowed)
2. There will be free substitution during the game for all players except pitchers.
3. A pinch runner may be inserted if there are 2 outs in the inning and the hitting teams' catcher is on base. The new runner must be the same player that made the 2nd out in the inning. The runner who was replaced must catch the entire next inning, unless he is injured / or replaces the pitcher.
4. All players must play a minimum of three innings in a six inning game. No player shall sit out more than two innings in a row unless due to injury.
5. There will be a continuous batting order throughout the game. Players arriving after the game has begun will be added to the end of the order.
6. The maximum runs allowed per inning shall be 6 runs. This rule does not apply in the losing team's last inning.
7. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four or more complete innings have been played or after three and one-half innings if the home team shall have a 10 run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner.
8. No-Steal Rule: Runners on a team ahead by 10 or more runs shall not be permitted to steal unless a play is made on him.
9. The Drop-Third-Strike rule does not apply.
10. Bunting is allowed.
11. Lead-offs are not allowed. Stealing is permitted as follows: Runners may steal 2nd and 3rd base only after the ball crosses home plate. Players are not allowed to advance two bases on an overthrow. Players are not allowed to steal home under any conditions.

Players may steal 2nd or 3rd base only..

Runners are NOT allowed to advance to home on a steal, passed ball, or an overthrow by the catcher back to the pitcher.

There is no dropped third strike rule.

There is no infield fly rule.

Runners must stop when the pitcher has the ball and is on the rubber. It will be at the umpires discretion if a player was past halfway or not.

12. Base runners are required to slide or to avoid contact with the opposing player when a play is being made on the base runner. It is a judgment call by the umpire and implemented for the safety of the players. Any malicious actions taken by a player will not be tolerated, and the player will be immediately ejected from the game. Any further acts of this type by a player should be brought to the attention of the League Director.

13. The Infield Fly Rule is not in effect.

14. All players must wear protective cups during games and practices. No exceptions are allowed.

15. Metal spikes are not allowed.

16. A team can play with 8 players. A team with less than 8 players shall forfeit the game. The forfeit is official fifteen minutes after the scheduled start time.

a) Should a team lose a player during the game, for reasons other than injury, an out shall be recorded each time the missing player's position comes up in the order.

b) Injured players may be substituted with a pinch runner (last recorded out).

c) The injured player may reenter the game without penalty.

17. Players not in attendance cannot be replaced with a player from another Mustang team's roster. A Pinto player may be used only as the 8th player to avoid a forfeit. He must bat in the last spot in the order and play all defensive innings in the outfield. a. Players arriving late will be placed at the end of the lineup.

18. No new inning after 1:45. - If the visiting team is trailing and the completion of the top half of an inning, the game will be considered over.

*EXAMPLE - the 1:45 minute mark elapses in the top of the 4th inning, where the home team is leading 5-3. If the visiting team does not tie the score or take the lead by the end of the top of the 4th inning, the game will be considered over.

19. The pitching distance is measured at 46 feet from the front of the pitching rubber to the back point of home plate. Bases are set at 60 feet apart.

20. A League Director can decide if a game should be cancelled and rescheduled due to poor weather conditions prior to the start of a game. Upon the 1st pitch, the umpire assumes authority to postpone the game.

- LEMONT WILL FOLLOW RAINOUT APP. Please contact Jeff Stec (LBSC Master Scheduler), and Shawn Carmody (Umpire Coordinator), and Mike McGlennon (LBSC VP) when games are going to be cancelled or need to be rescheduled.

21. If the umpire calls a halt to a game in progress due to inclement conditions, the game shall be considered a complete game provided the losing team has completed at least 4 innings. If the game cannot be considered as complete or is tied, it will be considered a suspended game and will resume at

the exact point with the exact lineups at a rescheduled date. Manager must note player at bat, players on base, who has pitched, and players that have sat out. If a player who did not participate in the suspended game becomes available on the rescheduled date, he may be inserted at the start of the next inning at any position except pitcher. This player is to be inserted at the end of the batting order. Games can end in a tie if the allotted maximum time limit is reached.

22. The batter must keep one foot in the batter's box at all times in order to speed up play. The 1st infraction will result in a warning. Subsequently, each time the player steps out of the batter's box, the umpire shall call a strike.

23. The first instance of a thrown bat will result in a warning. The second occurrence will result in an automatic out and a dead ball.

24. The batter, the runners, and the on-deck hitter are the only players allowed on the field from the hitting team. Protective headgear is required for these players.

25. Only the manager shall engage the umpire on a disputed call. These conversations are limited to rule interpretation. Judgment calls are not to be argued. The ejection of a Manager will result in an automatic one-game suspension and review by the HAC and LEMONT Board of Directors. If a parent/relative/guardian is ejected from a game, their child is also considered ejected. Like other player-ejections, an out will be recorded each time the player's position comes up in the batting order.

26. Home team managers are responsible for preparing the field prior to the game. This includes setting the bases, lining the foul lines and batters' boxes, and all other necessary actions to safely and properly play the game.

27. The Visitor's manager is responsible for removing and storing the bases at the conclusion of play. All equipment must be safely stored and locked-up.

28. The home team shall have the infield for practice 15 minutes before the start of the game. The visiting team will occupy the infield prior to that.

29. The consumption of alcoholic beverages is prohibited.

30. Spectators are not permitted to sit or stand behind home plate or backstop.

31. Managers are responsible for the actions of their team's parents, siblings, and spectators. The Umpire will communicate any occurrence of unsportsmanlike conduct to the Manager. Failure by the Manager to control the situation (including asking a spectator to leave) could result in the forfeiture of the game.

32. We will be using Game Changer for our league scoring. This will be the official scorebook. The team that starts scoring first will have the official score. This can be manually changed, please check with the opposing coaches between innings to ensure scores are matching.

33. No more than three players shall "huddle" on the playing field at any time during the game.

34. Should a player have a scheduling conflict among his Part-time travel team and Mustang team commitments, the Mustang team's interest shall take precedence in every case.

Pitching Rules

1. Pitchers are allowed a maximum of 2 innings per game. No pitcher may appear in more than 3 innings during consecutive games on consecutive days. For Playoffs: Same rules as season.

2. The official pitching week begins on Monday and continues through Sunday.

3. A pitcher is allowed:

a) 8 innings in a 4-game or less scheduled week

b) 9 innings in a 5-game scheduled week

No pitcher should pitch more than 3 innings within a 2-day period.

4. Once a pitcher is removed, he may not return as a pitcher in the same game.

5. One pitched ball constitutes an inning pitched.

6. A pitcher shall be removed from the game upon the second visit from a manager/coach within one inning.

7. A pitcher shall be removed from a game in which he hits 2 batters in the same inning, or hits 3 batters during the game.

8. A new pitcher shall be granted 5 pitches prior to the start of that inning, returning pitcher shall be granted 3 pitches prior to the start of each inning.

9. Part-time travel ball pitchers statistics should be communicated with the Mustang team manager. It is the responsibility of the Part-time travel manager and the applicable Mustang manager to ensure that innings pitched by their common player is not excessive and that the health and well-being of the player is their main priority.

10. If a pitcher is warming up during a game on the field there must be a third person with a glove and batting helmet (if a player) protecting the pitcher and catcher from any foul balls.

11. Any infraction of the above pitching rules may result in the forfeiture of the game in which the violation occurred.

12. All injuries must be reported immediately to the team manager and then the league director if medical treatment is rendered.