



Boys Mustang Baseball Rules

MISSION - The goal of OYA Boys Programs is to enhance the quality of life for the **youth** of our community, by striving to provide quality baseball, basketball, and volleyball leagues, where players can **learn and develop** fundamentals, skills, and **good sportsmanship**.

GENERAL POLICIES

Play is governed by this OYA Rule Book and then by PONY BASEBALL'S OFFICIAL BASEBALL RULES (the "Sporting News" edition).

These rules and regulations have been established by and will be enforced by the Board of Directors of the Orland Youth Association, Boys Programs.

For simplicity and readability, the following terms in this rule book are interchangeable: "Parent" as "parent/guardian"; "son" as "son/daughter"; "brother" as "brother/sister" "boy" as "boy/girl"; "his" as "his/her."

General Rules for Parents

Player Status: To maintain recreational status, a player may not be rostered on, any full or part-time travel baseball team not sponsored by OYA, or another recreational baseball program, during the OYA recreational season. A player is considered to be rostered even if not published if he plays in 20% of a Travel team's games. During registration, players are required to declare any travel baseball team that they have been rostered on.

Transportation: Parents are responsible for providing transportation to and from all practices and games. Players are expected to be on the field, in uniform, ready to play, 15-30 minutes before game time.

In the event of inclement weather use the Rainout App. Details regarding the App can be found on the OYA website.

If your child is unable to make a game or practice, courtesy is to please call the team manager or a coach ahead of time. The team manager may need to cancel the practice, adjust the lineup, or forfeit the game.

Uniforms: Supplied by league.

Players must wear Cup type athletic supporters, for games and practices. Uniforms are not necessary for practices.

Communication: Suggestions, complaints, and questions about player's progress or a player's playing time are to be directed to the team manager.

Parent Coaching: If a parent wishes to discuss baseball fundamentals with his or her child, they should wait until after the practice or game. Parents are not allowed to "coach" from directly behind home plate or in the stands at any time.

Umpires: Only managers can discuss issues with umpires, not players, spectators or parents. Any violation may result in forfeiture by the offending team. Anyone ejected from a game by an umpire will automatically be suspended for the following game, and further penalties will be determined by Board review.

Safety Exception: Especially at the younger age levels, you are encouraged to help make sure that players do not take warm-up swings too close to others, swing a bat in the dugout, go on deck to bat without a helmet, or practice too close to spectators.

Siblings: During games and practices, only the Team Manager designated Assistant Coaches, and Players are allowed in the dugout and the field. Parents are responsible for keeping yourself and your other children out of harm's way. Keep small children behind fences when possible.

No Alcohol: OYA and the Village of Orland Park strictly prohibit alcoholic beverages at all parks. Any violation may result in forfeiture by the offending team.

No Smoking: Village Ordinance restricts smoking at public events. Coaches and any parents on the field or in the dugout should refrain from smoking during OYA games.

No Cheerleading: Organized cheerleading (and chanting) and the use of musical instruments are prohibited. The first infraction of this rule may result in a warning from the umpire. On the second infraction, the offender may be asked to leave. If he or she refuses to leave, the team represented by this person must forfeit the game.

Insurance: No insurance is available or implied through OYA Boys Programs. It is the responsibility of each individual parent to have insurance for his/her own child.

Spectators: Parents are responsible for ALL family members and friends attending games. Spectators who do not show appropriate sportsmanship will be subject to disciplinary action including measures that may include the suspension or expulsion of the child from the league.

Spectators may **not:**

Harass, heckle or otherwise question umpires, coaches, participants or opponents. The OYA will suspend or remove players where relatives, friends, etc. cannot show proper sportsmanship at games.

Engage in negative cheering (ex.-“Don’t worry, he can’t hit.”).

Use of profanity, alcohol consumption or any other activities not appropriate with young children and families present. The OYA Board will have final discretion over the appropriateness of any behavior based on the specific facts and circumstances. “Coach” or give specific instructions from the stands or behind fences.

Sit directly behind home plate except at those fields where permanent bleachers are placed there. All fans must be either in or adjacent to permanent bleachers or down the outfield lines beyond the dugouts.

General Rules for Team Managers

We, as members of OYA Boys Programs (OYA), believe that our work has a direct impact on the youth we coach and an important impact on the quality of life in our community. To demonstrate our dedication to the children and families in our community, we commit ourselves to the following **values** and rules of conduct.

An *OYA Coach* acts as an official representative of OYA who is required and trusted to work within the rules established by the *OYA Board of Directors*.

The basic duties of a coach include: providing **positive instruction** and guidance for the youth; maintaining a **positive team attitude** & team concept throughout season; ensuring the enjoyment of **all participants** including opposing coaches and players teaching **sportsmanship** through example and direction of players and parents Overall management of the day to day activities of the team (as defined in the OYA Rule Book for each sport); and Adherence to all OYA established rules & Board decisions, throughout season a Coach shall perform all of their duties impartially, without favor or ill will and without regard to status, sex, race, or religion. All players and parents will be treated equally and with courtesy, consideration, and **dignity**.

Coaches shall conduct themselves in such a manner as to inspire confidence and respect for the **position of trust** they hold. Coaches will never allow personal feelings, animosities, or friendships to influence conduct.

Coaches shall perform their duties with **integrity** and always maintain a professional disposition. Integrity is defined as being honest, moral, upright, and sincere. We believe that integrity is the basis for trust within the OYA community; therefore, we can only coach effectively to the extent that we are credible, individually, and as an association.

Any deviation from the OYA rules and policies in an effort to win games, or any unsportsmanlike conduct by managers, coaches, parents, or players, will not be tolerated. Such actions are subject to a board committee hearing, and may result in suspension or ejection from the league, for those individuals involved.

- **Communication:** Team Managers are encouraged to communicate clearly with your team parents.

Team rosters and schedules will be posted on the OYA website for families to view.

Pass out uniforms to Players promptly and carefully. Uniforms are pre-ordered. Inform your commissioner promptly of any missing uniforms or replacement orders.

Please inform your team promptly when you get dates for picture day, travel tryouts (if applicable), makeup games/practices, and the picnic. All this is on the website.

- **Field Usage**

Managers must check the Rainout App prior to games and must not use fields that the Parks Dept. has deemed unplayable. The schedule will designate the home team for each game. The home team resides in the 3rd base dugout. The visiting team bats first.

Upon arrival, team managers should confirm an even split of field usage for warm-ups prior to game starting time. Traditionally, the visiting team may practice on the field 30 - 15 minutes before the game. The home team practices on the field 15 minutes before the game.

Games must take place during game time as designated by the schedule set forth by OYA and your Commissioner. Since the field may be allocated to another team or another organization later in the day, a game may not be started later than 15 minutes after the scheduled starting time.

If it begins to rain after the game is started, the umpire will make the determination as to whether the game should be called. Upon activation of the lightning detector, or at the first occurrence of lightning, Managers must clear the field and keep their team clear of metal fences, poles, and stands. Follow instructions from Park Dept. officials. Games may continue if the lightning detector gives the all-clear signal.

Managers must hold their team responsible for cleaning its respective dug-out and spectator areas, following games and practices.

Managers should work to move the games along as efficiently as possible by having a predetermined lineup, having on deck hitters ready, warming up pitchers in between innings, and generally working to prevent delays.

- **Team Equipment**

Managers are responsible for their assigned equipment. Equipment must be returned to the OYA at the end of the season, but Managers may keep the baseballs. (Many managers pass out game balls to players during or at the end of the season.) Game Balls: one new ball per team is required per game.

- **Addressing the Umpires:**

Only team managers can address the umpires, not coaches, players or parents. Any violation may result in forfeiture by the offending team. ***There will be no debates on umpire judgment calls (ex. plays on bases, balks, etc.) including, balls and strike calls.***

If a player, parent, team manager or coach is evicted by an umpire from any game for any reason, he is automatically suspended for the following game, and also may be subject to immediate dismissal, per review by the OYA Board of Directors.

Managers are responsible for the actions of their team's players, parents and assistant coaches.

Managers are required to wear their OYA Manager shirt or hat. This will help control the game.

- **Score Reporting:** The final score is entered by the winning manager.

- **Rosters & Line-Ups**

Rosters are assigned by via draft. Once rosters are finalized there are no trades allowed under any circumstances. Rules for playing time must be strictly followed with the general goal of distributing at bats and field time evenly, and providing all players the opportunity to play multiple positions (on both the infield and outfield).

General Rules for Commissioners

- **REGISTRATION / AGE GROUPS**

League Age – The Mustang league is for 3rd and 4th graders.

- **MANAGER SELECTION**

MANAGERS: Commissioners & appointed review committee shall assemble list of possible managers. Managers will be selected based on their ability to fulfill the mission described above and their ability to appropriately relate to the players and participate as productive leaders in our leagues. This list shall be presented to the Board for approval. Commissioners will assemble a final list of Team Managers, including phone numbers and e-mail addresses, and submit to the OYA Board of Directors for posting on the website.

ASSISTANT COACHES: Assistant coaches will be assigned with their sons through commissioner selection and are not pre-selected. At all levels, our leagues struggle to find enough manager volunteers, and our hope is as many parents will decide to manage teams as possible. This policy is revisited annually, and may change should volunteer rates increase to meet the need for managers.

- **TEAM FORMATION**

Mustang teams shall be formed via draft. Where available, ratings from the prior year will be used to attempt equal distribution of talent across teams. Goal is to make the average rating of each team equal.

Brothers are always kept on the same team.

Special requests are not honored.

Commissioners Board Members and Managers players

Can assign their sons to any team. These players will occupy appropriate draft slots in the Mustang draft.

- **PLAYING FIELDS**

* Pitching distance = back of pitching rubber to back point of plate

League	Base Distance	Pitching Distance*	Home Plate to 2 nd Base	Recommended Home Run center field)
Mustang	60 feet	44 feet	84 ft 10 in	225 feet

- **PLAYER EQUIPMENT**

Players must provide their own, properly sized mitt.

Bats: OYA will restrict bats to those with BPF (Bat Performance Factor) of 1.15 or less. Bat barrels must be smaller than (or equal to) 2 1/4" in Maverick. Bats must be less than 42 inches in length. The BPF is printed on the barrel of many bats or can be researched with the manufacturer

Maximum bat ounces:

Mustang	31 ounces
---------	-----------

*NOTE: Only rubber-cleated and/or rubber soled shoes permitted for recreational teams;

Batters, players in the on-deck area, base runners and players coaching the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull.

Mustang batters and base-runners headgear must have protective face masks and be used in practices, practice games and all season games.

All headgear must be NOCSAE approved.

Only one player is permitted on deck at a time.

Catchers are required to wear a cup-type athletic supporter, mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. (Any player serving as a catcher to warm up a pitcher must wear a mask when the pitcher is warming up on the playfield.)

Cup type athletic supporters must be worn by all players at all levels. Sliding pants (worn under the uniform pants) are not required, but they are recommended.

Pitchers may not wear white sleeves or non-prescription glasses on the mound.

GAMES

- **ATTENDENCE**

The minimum number of players required to play a game is eight.

A game can be postponed only 15 minutes, after which time the game must be forfeited.

In event of a forfeit, games can/should be played with borrowed players, but result will remain a forfeit.

- **LENGTH OF GAMES**

A Mustang regulation game has 6 innings.

Ties: For Mustang games tied at the end of regulation innings shall go into extra innings until a decision is reached, or game is called by the umpire due to time limit.

- **COMPLETE GAMES**

If game is called for any reason, it is a complete game if four innings have been completed or if the home team is leading after 3 1/2 innings.

We try to have a minimum of 12 games played at the Mustang level.

TIME LIMITS

Every attempt should be made by the umpire to complete an inning in progress before calling the game; however, safety comes first. Also, games may be stopped if another organization reserves the field following a game, and is unwilling to wait any longer.

Umpire will keep official time of game.

*****No new inning shall begin after one hour and forty five minutes. The game is officially over at the end of the inning, or after playing a total of one hour and fifty five minutes.**

DELAY OF GAME If in the judgment of the umpire, the game is being intentionally delayed by either team, that team will be given one warning. The second warning results in a forfeit of the game.

No more than three players shall "huddle" on the playing field at any one time during the game. Umpires should discourage such "huddling" when it is tending to delay the game.

BATTING RULES

- **Batting Order**

All divisions will use a continuous batting order. All players will and must be listed

in the batting order and bat accordingly. Managers are encouraged to track at-bats throughout the season and try to keep total at-bats even among players.

- **Batting Out of Turn**

- 1) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. a) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out. In this case, balls and strikes shall be counted towards the proper batter's time at bat.
- 2) When an improper batter becomes a runner or is put-out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, umpire shall: 1 - Declare the proper batter out; and 2 - Nullify any advance or score made because of a ball batted by improper batter or because of improper batter's advance to first base on a hit, error, base on balls, a hit batter, or otherwise. NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch, or passed ball, such advance is legal.
- 3) When an improper batter becomes a runner or is put-out, and the first pitch is made to the next batter of either team before an appeal is made, then improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- 4) When the proper batter is called out because he has failed to bat in turn, the next batter shall be batter whose name follows that of the proper batter thus called out.
- 5) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

- **Batters Box:** a batter is out for illegal action when:

- He hits a ball with one or both feet on the ground entirely outside of the batter's box
- He steps away from one batter's box to the other while the pitcher is in position, ready to pitch.
- He interferes with the catcher's fielding throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.
- **EXCEPTION:** batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out, for batter's interference. No base advancement is allowed if "interference" is called. If no batter's box, this is under umpire's judgement.
- Anytime a bat is thrown by a batter, the batter should be issued a warning. On the second offense player should be called out. This will be determined by umpire judgment.

- **Bunting**

In the Mustang division, batters are not permitted to bunt or swing easy at the ball.

Drop Third Strike does NOT apply at the Mustang level.

Infield Fly Rule DOES apply at the Mustang level. If a fly ball in the infield is declared an "infield fly" ball by the umpire, the batter is automatically out. Runners may advance at their own risk. Rule only applies with first and second, or first, second and third base occupied before two are out.

RUNNING RULES

- **Stand-up rule** (applies to entire league): The base runner must slide if the play is close. The umpire will decide if the runner is out.
EXCEPTION: At home plate, the IHSA rule of No Slide to Avoid Collision is also allowed.

- **Lead-offs and Stealing:**

In Mustang runners may steal bases, but may not leave the base they are occupying at the time of the pitch until the pitched ball passes the plate. Once the pitcher has stepped on the rubber with possession of the ball runners who leave a base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.

In Mustang there will be no stealing home allowed. This includes all passed balls, wild pitches, over throws back to the pitcher or if a play is made on the runner at third base or any other base.

- **Hold Up Rule:**

If, while the ball is in play, the pitcher, while in the vicinity of the mound receives and maintains possession of the ball, the play will then be declared dead, time out automatically called, and runners can no longer advance.

If a runner is more than halfway to the next base, the runner shall be awarded that base, otherwise he must return to the previous base.

Mustang – if a team is up by NINE or more runs the runners from that team cannot steal bases or advance on a passed ball or wild pitch.

Fielders may not stand on bases or in the baseline unless fielding a batted ball. Obstruction of runners by fielders will be ruled interference and the runner will be awarded the base the next base.

- **Catcher Rule**

In order to expedite the game, when there are two outs and the team at bat's catcher is on base, a pinch runner should be put in. The pinch runner must be the batter who made the most recent out, who is not already on a base. A runner who is pinch run for MUST catch the following inning in its entirety (with exception for injury requiring removal.)

PLAYING TIME

1. No player may sit more than 2 innings in a game
2. All players must sit 1 inning before a player sits 2 innings
3. All players must play at least 1 inning of the infield in each game

GENERAL RULES

Mercy Rule:

In Mustang, if a team is leading its opponent by at least 15 runs after 4 complete innings have been played the game shall be terminated and the team in front declared the winner.

No team can score more than 6 runs in an inning. If a grand slam is hit after 5 runs is scored, only the 6th run counts. The 6 run rule does not apply to the last inning of the game.

The Mercy Rule applies to all regular season and playoff games.

Gentleman's Understanding:

If a coach is aware of information and is asked by the opposing coach or umpire to divulge, he is required to provide in an effort to promote full disclosure. Examples include but are not limited to: Being asked the correct batter's count, **acknowledgement of blatant missed-call by umpire when asked directly by ump of your vantage point.**

Guaranteed Play Rule: Coaches may sit each player a maximum of two innings. In disciplinary situations, rule may be waived only with the approval of Commissioner.

Substitutes: In Mustang, any player removed for a substitute may re-enter the game at the beginning of any inning only. (Exception: pitchers may not be reinserted to pitch after being removed.)

Intentional Walks

- Intentional walks ARE permitted in the Mustang level. The manager or catcher can simply advise the umpire of the intentional walk.

Protests

- A protest based on a play which involves an umpire's judgement is not permitted.
- All protests must be submitted to the Pinto Commissioner within 24 hours of the game ending.

PITCHING RULES - Innings Pitched

- **Number of innings** pitchers may pitch 3 innings in a calendar day. Managers are encouraged to monitor pitch counts and remove pitchers even if innings limit is not reached.
- **Pitch counts should also be monitored.** Keep in mind that warm-up pitches contribute to fatigue, and, as such, the pitch counts above are upper bounds. Develop as many pitchers as possible and have them ready to throw to prevent overworking any player.
- **After throwing one pitch** to a batter, the pitcher shall be considered as having pitched in one inning. A pitcher is charged with number of innings pitched in the specific **calendar day** in which they are pitched regardless of whether they are league games, inter-league games, scrimmages, playoff games, makeup games, suspended games, tie games, All Star Games, Travel All Star Games, or "exhibition games".
- **Once removed** from the mound, a pitcher may return to the line-up, but may not return to the mound in the same game.
- If a **relief pitcher** comes in "cold" the umpire shall allow the pitcher to warm-up properly with at least ten warm-up pitches. Pitchers returning from previous inning will be limited to five warm-up pitches in order to expedite game.
- **Rest Days:** Pitchers must receive a minimum of one day rest for each inning pitched. For example, a pitcher who throws two innings on Saturday would not be eligible to pitch again until Tuesday.
Playoff Exception – Mustang – the number of rest days is cut in half for the playoffs.

	Pitchers may not exceed...	Target pitch count...
Mustang	3 innings	Less than 65

Additional Pitching Rules for Mustang Division

Mustang Hit Batter Rule: pitchers will be removed from the mound if they hit two batters in one inning, or three batters in the game. A ball that touches the ground before hitting the batter is still considered a hit batter.

Balks

There are NO Balks in Mustang.

Manger Visits

- This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.
- In Pinto, the pitcher is automatically removed after the second trip to the same pitcher in the same inning.
- The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.

- A manager or coach is considered to have concluded his visit to the mound when he leaves the 18foot circle surrounding the pitcher's mound and is considered making a visit whenever he steps on the field for any reason other than tending to an injury.
- Visits to the mound before the game begins, or between innings, do not count.

PLAYOFFS

There are playoffs in Mustang. Trophies are awarded to the 1st, 2nd and 3rd place teams.

CONCUSSION POLICY

If at any time a player is pulled out of a game by a coach or official due to the possibility of concussion that player will not be allowed to participate again until a doctor's release has been given to the OYA.