

Mustang League Rules – Girls

All games will be played under ASA Girls Fast Pitch rules with these exceptions:

Game Duration:

<u>LEAGUE</u>	<u>INNINGS</u>	<u>TIME LIMIT</u>	<u>10 RUN RULE</u>
Mustang	5	1 hour 45 minutes	After 4 innings

Exceptions: Games on non-lighted Diamond (3) must end 1 hour and 30 minutes from the scheduled start time. No inning shall be started 15 minutes or less before the game's time limit. The game will end at its time limit. If the team that is behind has not completed it's at bat the score will revert back to the last completed inning. Umpire's time is the official time.

The following guideline will be used by umpires and coaches in handling lightning situations.

From the time thunder or lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

Base / Pitching Distances and Ball Size:

<u>LEAGUE</u>	<u>BASES</u>	<u>PITCHING DISTANCE</u>	<u>BALL SIZE</u>
Mustang	60 feet	32 feet	11"

Game Rules:

- Game duration will be as listed above, unless called by the umpire. In the event of incomplete games due to weather, or other uncontrollable circumstances, the following rules will apply:
 - Less than two (2) innings played, restart game.
 - Less than three (3) complete innings played, game is suspended to be completed at a later date.
 - Coaches must notify the Scheduling Chairman within 48 hours or game will not be rescheduled.
- One (1) inning constitutes seven (7) runs or three (3) outs, whichever comes first.
- **Twelve (12)** runs will be allowed in the last official inning. The umpire will declare the last official inning as required when the maximum number of innings cannot be completed due to time limitations.

- A sixteen (16) foot pitching circle will be used.
- **Pitchers that pitch on any travel team are allowed a maximum of two (2) innings per game.** One (1) pitch to any batter in an inning constitutes an inning.
- A pitcher who is removed from the mound may return to the mound in the same game. Such pitchers may not be returned to the mound in the same inning in which they were withdrawn from the mound, and must otherwise be eligible to pitch.
- Five (5) warm-up pitches or **one minute** will be allowed between innings.
- A pitcher may walk only four (4) batters in an inning, after which the batting teams coach will pitch until the 3rd out of the same inning, or maximum number of runs for that same inning have been scored. A hit batter is also counted as a walk.
- Batter may not run on dropped 3rd strike.
- Pitchers must be removed from the mound after **hitting two (2) batters** in one (1) inning, or a total of **four (4) batters** per game.
- Batter must make an attempt to avoid being hit by a pitched ball. If no attempt is made, the pitch is considered to be a dead ball and counts as a ball in the count. No hit batter will be charged to the pitcher. Base runners may not advance on the play. Clarification: If the ball hits the ground first and hits the batter, the batter is awarded 1st base and is scored a HIT BY PITCH.
- It takes **seven (7)** players to field a team.
- Will use **nine (9)** defensive players. **Defense will consist of standard infield (P, C, 1B, 2B, 3B & SS) and 3 outfielders.**
- All base runners must slide at 2nd, 3rd, and home plate any time there is a play being attempted. If runner doesn't slide she is out. It is the umpire's discretion on whether a play is being made.
- Except for the pitcher, there will be free substitution during the entire game for the defensive team.
- Each player must play at least two (2) defensive innings.
- The batting roster will be made up of the entire team.
- Any time a batter is hit by a pitch they will take their base regardless of number of walks.
- Base runners may advance with the liability to be put out when the ball leaves the pitchers hand on a pitch.
- Overthrows out of the field of play – runner is allowed one (1) base.
- No infield fly rule is allowed.
- On walks, the base runner must hold 1st base until the 1st pitch is made to the next batter.

- Base runners may not score from 3rd on a passed ball or wild pitch. Runner on 3rd base may score only when: Ball is hit by the batter, runner is forced in by a walk, or a hit batter.
- Runner may NOT advance on an overthrow by the catcher to any base or the back to the pitcher.