

TIPPECANOE MUSTANG/PINTO LEAGUE MUSTANG RULES AND REGULATIONS

The purpose of the Tippecanoe Mustang League is to develop young people into better baseball players. The League is for 9 and 10 year old players; therefore, all players will learn the basic fundamentals of offensive and defensive baseball. Sportsmanship will be conducted on and off the baseball field. The season and tournament rules are listed below:

1) **TEAMS**

A team roster of each member team will be filed with the league president at the beginning of season by member league directors. These rosters will be used to verify the tournament rosters. All players named on the team roster shall participate in all tournaments. No player shall be told not to participate in any tournament game. Any coach found to be in violation of this rule by the authoritative body will be suspended from coaching for the remainder of the season.

2) **LEAGUE AGE**

The league is for 9 and 10 year old players. At the start of the baseball season, if one is 10 years old and his birthday is prior to May 1, he will be asked to participate in the Bronco league. Community league directors must review birth dates of all players prior to start of season.

3) **SELECTING BALANCED TEAMS**

All the coaches from each community will conduct a meeting. This meeting will establish; first, the coach's team number, and then, in sequence, the coaches will equally draw out all the 10 year olds, and 9 year olds. This will establish a balanced Mustang League, which will enable all players to learn from each other the basic fundamentals of defensive and offensive baseball. Balanced teams within a community are a must. Please do not pick a "Cream of the Crop" team. You are only hurting others within your community. For all scheduled games, there will be two umpires and a pitching machine operator. The home team will furnish a behind-the-plate umpire and a pitching machine operator. The visiting team will furnish a base umpire. Umpires must be at least 16 years old.

4) **PLAYING FIELDS**

A) Distance between bases is 60 feet.

B) Pitching distance is 44 feet using a Jugs pitching machine with a speed setting of 39 mph. (This corresponds to a dial setting of 50 on older Jugs machines.) Pitcher will have one foot within three (3) feet of pitching machine at time of pitch. A chalk "pitcher's box" is recommended. Pitching machine operator should keep both hands on the handles of the machine. (Revised 4/2004)

C) Home plate to center of 2nd base is 84 feet 10 inches.

D) Home plate to home run fence down first and third base lines is 150 feet - to center field is 180 feet.

5) **PLAYING RULES**

A) Official baseball rules (published by The National Federation of State High School Associations) will be used. Rule books may be ordered from NFSHSA, P.O. Box 20626, Kansas City, MO 64195. The following rules will be added:

B) It is required that each player on the team play at least two complete innings. All players will bat in succession.

C) No lead-offs.

TIPPECANOE MUSTANG/PINTO LEAGUE
MUSTANG RULES AND REGULATIONS

- D) Runners may steal second or third bases, but may not leave the base they are occupying at the time of the pitch until:
- 1) The pitched ball has gone past the catcher.
 - 2) The returned ball to the pitcher is dropped or missed.
- Any time the ball is behind the feet of the catcher or dotted line; this means the runner can advance to second or third: NOT HOME.
- A runner leaving before the ball has reached the catcher will be called out by the umpire. If the pitched ball was batted, the team in the field will have the choice of:
- 3) No pitch and the runner out, or
 - 4) Accepting the outcome of the pitch.
- Any base runner who is off the base after a pitched ball that was not batted and did not go behind the feet of the catcher must return to his base. (Revised 4/2003)
- E) Catcher may go one step in front of the home plate in returning the ball to the pitcher. Catcher cannot walk ball back to the pitcher or vice versa.
- F) Third strike is an automatic out.
- G) Runner(s) will be awarded two bases from their positions on the base path at the time of the throw if an overthrow lands out-of-bounds (beyond foul ball territory). Over throws which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with liability to be put out.
- H) The defensive team will field 10 players (4 outfielders). Any team fielding less than 7 players will forfeit the game. All outfielders shall be positioned at least 25 feet beyond the baselines until the ball is hit. (Revised 5/2001)
- I) Sliding is acceptable.
- J) Bunting is acceptable. If a batter shows bunt, then takes a swing – batter is out. (Revised 4/2006)
- K) If a batted ball strikes the pitching machine it is treated as any other ground ball. If a batted ball lodges inside the pitching machine, or stops on the ground in the area between its legs, the ball is dead, the batter is awarded first base, and runners advance one base. (Revised 4/2006)
- L) Inside diamond Fly Rule will not exist.
- M) All purpose shoes will be worn (no metal cleats).
- N) A batter accidentally throwing bat receives warning - next time called out. A player intentionally throwing a bat or helmet in disgust will be ejected from game.
- O) Batter hit by pitch does not advance to first base.
- P) No one team will play over two games in one day during the scheduled season. During tournaments, the tournament director will decide if a third game is necessary and when it will be played.
- Q) NO WALKS WILL BE PERMITTED IN LEAGUE OR TOURNAMENT PLAY.
- R) Any pitch that is over the heads of the catcher and umpire and cannot be fielded by a legitimate attempt of the catcher or any pitch that hits in front of the plate or hits the plate is a dead ball after it passes the catcher's heels. No advancement by base runners will be permitted. Prior to the ball becoming dead, any attempt by the batter will be played as a live ball.

TIPPECANOE MUSTANG/PINTO LEAGUE
MUSTANG RULES AND REGULATIONS

- S) Once an infielder is in control of the ball within the infield and advancement of all runners has ceased, then play is dead. No further advancement by base runners will be permitted. A runner on third base may only advance when a play is made on him or any other runner, or by a batted ball. (Revised 5/2006)
 - T) The boundaries of the infield will be defined as the straight line between home plate and first base, first base and second base, second base and third base, and third base and home plate.
 - U) A runner coming to home plate must slide if his attempt to score will endanger the safety of the fielder covering the plate (Penalty – runner is out). It is strongly suggested that this be discussed by the coaches and umpires in their pre-game meeting.
 - V) If a player is injured by a batted ball, play is stopped and all runners are awarded one base. In the case of any other injury on the playing field, the umpires have the discretion to stop play immediately. Runners advance only if forced.
 - W) Metal bats with pressurized bladders are not allowed in this league. All other bats manufactured specifically for baseball play, which are round and not more than two and three-fourths inches in diameter at the thickest part or more than 42 inches in length are acceptable. (Added 4/98).
 - X) The most recent batter not on base may fill in as a pinch runner for a baserunner who becomes ill or is injured and unable to continue. (Added 5/2001)
 - Y) A missed base must be verbally appealed after play has stopped and before the next pitch. An umpire shall not call a base runner out without an appeal from a defensive player or coach. (Added 4/2002)
- 6) LENGTH OF GAME
- A) Regulation games shall be six innings duration.
 - B) No game shall continue more than nine innings during scheduled season. If the score is tied at the end of nine innings, the game shall be decided a tie game. Tournament game must continue on another agreeable day, etc.
 - C) After four complete innings, the baseball game becomes official. If a weather condition arises prior to four complete innings, the game may be rescheduled at a later date and be played as a new ball game.
- 7) 15-RUN RULE
- If a team is leading its opponent by at least 15 runs after four complete innings, the game shall be terminated, and the team in front will be declared a winner. Also, a limit of 15 runs per team per inning will be used during scheduled season.
- 8) TOURNAMENTS
- A) All scheduled season games will have priority over any tournaments.
 - B) Once play has begun in a tournament game, the game shall be played to regulation length unless called because of the 15-run rule or forfeited. Games called for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by the tournament director. (Added 5/2001)
 - C) Suspended tournament games shall be resumed from the point of curtailment except that the player at bat when a game was suspended shall start with a fresh count when the game is resumed. (Added 5/2001)
 - D) Players on a tournament game's original line-up but absent when the game is resumed shall be removed from their team's line-up. All other players shall be left in their original order on the line-up.

TIPPECANOE MUSTANG/PINTO LEAGUE
MUSTANG RULES AND REGULATIONS

- E) Players not on a tournament game's original line-up but present when the game is resumed shall be added to the bottom of their team's line-up. (Added 5/2001)
- F) At the end of the regular season, each community will have a tourney determining the championship Mustang Team of each community. After the tourney, All-Star Team(s) may be selected by the coaches from each community. **The number of All-Star teams each community shall have will be determined as follows:** No All-Star team shall be allowed in the County Mustang All-Star tourney(s) that has been created by selecting the best players from more than three regular season teams and, further, communities with more than three teams will send multiple teams to the County Mustang All-Star tourney(s), but all All-Star teams from a single community must be "balanced" by ability. **Communities with 1, 2, or 3 teams will send 1 All-Star team, communities with 4-6 teams will send 2 "Balanced" teams, and communities with 7-10 teams will send 3 "Balanced" teams.** The All-Star coaches will be selected by each community league from their Mustang coaches. (Revised 4/2009)

The Tippecanoe Mustang All-Star Tournament is generally scheduled for the 3rd or 4th week of June.

Tippecanoe Mustang All-Star Tournament Sites

2008 – Battle Ground	2013 –
2009 – Mintonye/Dayton	2014 –
2010 –	2015 –
2011 –	2016 –
2012 –	

- 9) **INSURANCE**
Coverage for accident while traveling to various away games, etc., should be handled through each community league.
- 10) **BOUNDARIES**
Basically, players living in the county townships may sign up for the Tippecanoe Mustang League within the player's desired community. Players living within the Lafayette city limits are suggested to sign up under the city program. If a city player, after several suggestions to sign up under the city programs, strongly prefers to sign up with the Tippecanoe Mustang League, the player's request may be granted.