ACWORTH BASEBALL ASSOCIATION

Mustang League Rules

Ages 9 & 10 • Revised in 2025 by Rick Jarrell, Mustang Director

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> **Please note:** Our rules are meant to be guidelines for our leagues — not something to be exploited. Sometimes things are missed, or a loophole slips through. If you see anything that doesn't seem correct, please reach out to your league director. The League Director has the final say on any rule issue.

SECTION A – TEAM STRUCTURE

The team shall be the smallest unit of organization and shall be governed by those active in the program who make up the managing personnel.

A.1 Each team may have a manager and two (2) coaches. A team is only allowed to have two (2) players locked going into the draft.

A.2 The manager will be the official in charge of the team, and the responsibility for the team will be that of the manager.

A.3 The coaches will assist the manager.

A.4 Any deviation from these rules must be voted on by the ABA board.

SECTION B – LEAGUE STRUCTURE

B.1 Each team within the league must play a regular schedule of games. In order to qualify for tournament play, each team must play a twelve (12) game schedule.

B.2 Each league will be run by a League Director that is an ABA board member.

SECTION 1 – THE PLAYING FIELD

1.A First (1st) and third (3rd) baselines shall be sixty-five (65) feet from the point of home plate.

1.B The distance from the point of home plate to second (2nd) base and from (1st) base to third (3rd) base shall be (91) feet (11) inches.

1.C The pitching distance from the point of home plate to the front of the rubber shall be forty-six (46) feet.

1.D The minimum recommended home-run distance shall be 200 feet.

1.E The height of the pitching mound above the level of home plate shall be raised by a gradual slope of 6 inches.

1.F The strike zone shall comply with major league rules.

SECTION 2 – EQUIPMENT

2.A All players must be in full baseball uniform (cap, numbered shirt, pants & socks).

2.B A number must appear on the back of the uniform shirt to assist the official scorer and spectators in identifying the players in tournament play (numbers not required on coaches' shirts).

2.C A catcher must wear a chest protector, shin-guards, protective cup (male catchers only), NOCSAE approved helmet, mask, and a throat protector. Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable). A catcher's mitt is highly recommended but not required.

2.D Metal cleats will not be allowed for participants (coaches, players, and umpires) twelve (12) years and under.

2.E The bat shall be an unaltered baseball bat (not softball). For ages 5–12, all non-wood bats "MUST" meet 1.15 BPF (Bat Performance Factor) for the life of the bat and "MUST" possess a "clearly identifiable" manufacturer's certification stamp. This will include 2¼, 2⅔, and 2¾-barrel bats. BBCOR / USA / USSSA bats are legal for use in ages 5–12.

2.F Any player warming up the pitcher must wear a mask and a cup while in the down or crouch position.

2.G A leather mitt may be used by the first (1st) baseman and the catcher only.

2.H Equipment must be kept in the dugout.

2.I All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

2.J A pitcher is not to wear a white sleeve or white wrist band on their throwing arm while pitching.

SECTION 3 – MANAGER AND COACHES

3.A A team may have a manager and (2) coaches as listed on your tournament team roster.

3.B Two adults may coach the bases if they choose to do so.

3.C When at bat, with the exception of the base coaches, all players, managers, etc. must remain in the dugout throughout the game. When in the field, only 1 coach is permitted to be outside the dugout throughout the game. Gates must be closed.

3.D Only registered adult coaches and manager of the team are permitted on the coaching lines. The adult manager or coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball; however, if he/she at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he/she shall immediately be ejected from the current game and must sit out the entire next game.

3.E The manager is responsible for the conduct of coaches, team and fans. Any manager or coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a manager or coach) more than one (1) time at bat (overall maximum of 3 time outs per inning) will be required to remove the current batter from the game and make the substitution in the lineup.

- He/She may re-enter at completion of the inning if he/she can do so without violating the substitution rule.
- **NOTE:** The only exception to the rule is in case of injury or if time is called by the opposing team or the umpire.

3.F Each team will be allowed a maximum of four (4) adults in the dugout, one (1) manager and three (3) coaches.

3.G Any manager who calls time and goes onto the playing field more than once (1) in one (1) inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher. The pitcher may not return to the mound in the same game (this means crossing the white line).

SECTION 4 — REGULATION GAMES

4.A Any game that involves a time limit, time will start at the conclusion of the base meeting for coaches and umpires.

4.B In league play, it is a regulation game if it is called by the umpire due to darkness, rain, or other cause which in the umpire's judgment interfered with further play, provided that: four (4) or more innings have been played, or three and one half (3½) innings shall constitute a legal game if the home team is ahead at the end of the half (1/2) inning, or before the end of the fourth (4th) inning if the home team is ahead.

- In the event of a partial inning beyond 4 innings, if the visiting team has not completed batting or the visiting team is ahead, you would revert back to the last completed inning.
- If one-half inning is completed and home team is ahead, the game is back at the point with home team winning.
- In the event that a game is halted before completion for any cause, it must be resumed from the point of termination when the game is rescheduled by league officials, with as nearly the same lineup as possible.

> **EXCEPTION:** The game shall be terminated and the team in front declared the winner when it is mathematically impossible for the trailing team to catch up: a lead of 16 or more runs at the end of the third (3rd) inning, 11 or more runs at the end of the fourth (4th) inning, or 6 or more runs at the end of the fifth (5th) inning. This rule to apply in all local league play.

> **WARNING: DO NOT VIOLATE ANY PITCHING RULES.**

4.C Games shall be played for one hour and 30 minutes (1:30).

SECTION 5 — PITCHING RULES

Pitch Count & Required Rest Limitations for 9/10 Year Old (Mustang)

PITCHES THROWN	REST REQUIRED	DAILY MAX
1 to 35 pitches	0 calendar days	**75 pitches** (per day, not per game)
36 to 50 pitches	1 calendar day	
51 to 65 pitches	2 calendar days	
66 to 75 pitches	3 calendar days	

5.B A pitcher, once removed from the mound, cannot return to the mound as a pitcher in the same game. Penalty: Forfeit.

5.C The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group (Mustang 75 pitches). The pitcher may remain in the game at another position.

Exception: If a pitcher reaches the day(s) of rest threshold (75 pitches) while facing a batter, the pitcher may continue to pitch until any of the following conditions occur:

- The batter reaches base;
- The batter is put out;
- The third out is made to complete the half-inning.

Pitch count resets to the last batter: A pitcher's count resets back to the start of the last batter — the count is the number of pitches thrown before the last batter stepped in. Pitches thrown to the last batter do not count toward the rest threshold or the daily max.

Note: Any batter that is intentionally walked (4 pitches) will be recorded as pitched to the batter.

5.D All pitches pitched during a game will be counted towards your daily max. A player may pitch more than one game in a day as long as they haven't pitched more in a previous game that day to need the required rest.

5.E Each league must designate the scorekeeper or another game official as the official pitch count recorder. In league play it is recommended that the team bookkeepers maintain the pitch count and sync the count at the end of every inning. In tournament play it is recommended that the bookkeepers sync with the scorekeeper at the end of every inning and when a "pitching" change is made. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.

5.F Violation of any section of this regulation can result in protest of the game in which it occurs.

5.G In suspended games resumed another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

5.H A pitcher who is turned in on a lineup card or any new pitcher who throws a pitch to a batter is the pitcher of record and shall pitch to the batter until the batter is put out or reaches first base, before the pitcher can be replaced or substituted and will be charged with all pitches pitched.

NOTE: Once an illegal pitcher toes the rubber and throws a pitch to a batter and the opposing manager protests, the game is forfeited at that point.

5.I If a pitcher hits a batter, the pitcher receives one warning. If the same pitcher hits another batter during the same game, the pitcher is removed. The pitcher may play any other position but not return as pitcher during the duration of the game.

SECTION 6 — FORFEITURES, APPEALS AND PROTESTS

6.A The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

6.B An appeal play will be handled in this manner:

- The manager will make his appeal to the plate umpire who will consult the base umpire.
- The manager must identify the correct player by name or number and also the correct base involved in the play; no second chance if he names the wrong player or base.
- Appeal must be made before the next pitch is thrown.

SECTION 7 — OVERTIME RULES

7.A Tournament games cannot end in a tie. If a tournament game ends in a tie at the end of the time limit, or conclusion of 6 innings, the overtime rule is in effect.

- A full inning will be played until one team is in the lead.
- A runner will start on 2nd base; the runner will be the last at bat from the last completed inning.
- The at bat will start with 1 out on the board.

SECTION 8 – GENERAL RULES

8.A Max of 5 runs per inning.

8.B Game Time Limit:

- Regular season game: 1:30 hours; a new inning can start up to 1:30. Limit of 6 innings per game; game is able to end in a tie.
- Tournament play: Same as above, except cannot end in a tie.

8.C Mercy Rule: The game ends when it is mathematically impossible for the trailing team to catch up — a lead of 16 or more runs after 3 innings, 11 or more runs after 4 innings, or 6 or more runs after 5 innings (5 runs max per inning).

8.D Base Running: Steals are only allowed once the ball crosses the plate. Lead offs are not allowed.

8.E Sliding / Sliding at Home: Players do **NOT** have to slide at home if there is a play at the plate, but it **IS** the player's responsibility to avoid contact. If there is a collision due to the baserunner not sliding, the baserunner will be called out. If the plate is blocked with no play at the plate, the point will be awarded to the runner. No sliding into 1st base allowed at any time. No sliding head first when advancing from a base; only allowed to go back head first when returning from a no momentum lead off. ***** This is an update to the previous rule starting in the Spring 26 Season *****

8.F Dropped 3rd strike: There is no dropped third strike.

8.G Infield Fly: The infield fly rule is not in effect.

8.H A runner on base may advance due to a passed ball.

8.I Steals are allowed once the pitch crosses home plate.

8.J There are no lead-offs allowed. If the runner tries to advance with a lead-off, the runner will receive 1 warning and be sent back; if the runner attempts a lead-off again, the runner will be called out.

8.K The balk rule is not in effect, but will still be monitored.

8.L Intentional Walks:

- Verbal — anytime during the at bat.
- There will be only one intentional walk allowed per inning.
- If a batter is walked, the pitch count of 4 balls will go against the pitcher.

8.M There are no fake bunts or slashing allowed.

8.N Bunting is allowed.

8.O Slung bat: First offense is a player warning; second offense is an automatic out.

8.P There are no defensive coaches allowed on the field.

8.Q Mound visits / field visits / removals: 1 free visit; 2nd visit, pitcher must be removed.

8.R Courtesy runner: Catcher is the only position allowed to have a courtesy runner. The courtesy runner has to be the last batter to earn an out.

8.S There has to be a minimum of 8 players on the field to start the game.

8.T Fill-in players:

- No All-Star players from current season or the season just ending.
- Must bat last, and play in the outfield.
- Max of 2 fill-in players per team, up to 9 players.

- Players are only allowed to be from the same league, or the Pinto League.

8.U Minimum innings to complete a game: 3½ innings if home team is ahead.

8.V Book / Scorekeeper: Home team must provide someone to keep the book. Visiting team must provide someone to keep the scoreboard.

8.W Injured at bat: This rule is only at play if the batter gets hurt in the box not due to another player, and cannot continue. Last batted out will finish the at bat, where the other player left off.

8.X In between games, all umpires get a minimum break of 5 minutes, max 15 minutes.

8.Y Player showing up late: A late player is allowed to enter the game late until the batting order has fully completed one full rotation.

8.Z Official game balls: Regular season games, the coaches provide the balls for the umpires. Use only the balls provided to you from the park. Tournament games, the League Director will provide the balls.

SECTION 9 — PARK RULES FOR ALL LEAGUES

9.A Absolutely no walk out music allowed during the games at Acworth Baseball.

9.B All coaches and board members must enforce: no pets allowed at the park unless service papers can be provided.

9.C All coaches and board members must enforce: no scooters, bikes, skateboards, skates, or any other ride on toys allowed at the park at any time unless used for a medical reason.

Rules Hierarchy: (1) Acworth In-Park Rules (2) Braves Country (3) MLB Rules