

Mustang Youth Baseball (MYB)

****Special Note: Beginning in 2018, MYB will use the BPF (bat performance factor) of 1.15 as well as the USA Bat Standard. All non-wood bats shall be imprinted with the USSSA BPF of 1.15 or USA Bat Standard or they will not be allowed to be used. This rule is in effect for some Tournament Sanctioning Bodies, so be aware of this rule before entering. It is highly likely that in 2019 season that we will only allow the USA Bat Standard.**



General League Rules

1. Player 1-Eligibility:

- 1.1. See age specific rules for age playing rules. (Changed 2008)
- 1.2. A birth certificate, hospital certificate, baptismal certificate, or equivalent religious or legal document shall certify dates of birth for player eligibility. This document should be presented to a league official at sign-ups or to the team coach prior to the first regularly scheduled league game. Photo static copies of any of the above documents are acceptable.
- 1.3. Date of birth documentation turned into the team coach should be forwarded to baseball coordinator prior to the first regularly scheduled league game. Each coach should keep a copy of these documents for his/her records.

2. Rosters:

- 2.1. All Rosters must be turned into the one of the Tournament director with payment before your first game. Rosters must have Team name, Full player name, DOB, and playing number on them.
- 2.2. Players may not be added to the team roster after the first game without the approval of the age Tournament directors or MYB Board,
- 2.3. A player cannot be carried on the roster of more than one team in the same tournament at any given time.
- 2.4. Players listed on the roster cannot be more than two years younger or one day older than the division designated on the roster. *Example:* A roster for 12-year-old division cannot contain a 9-year-old player and if a roster contains even one player older than the rest of the players, that team must play in the division corresponding to the age of the oldest player.
- 2.5. All Coaches will be required to carry their rosters, Birth Certificates with them to all games played. If a team is found to not have it the game could result in a forfeit.

3. Conduct:

- 3.1. All persons participating in this association must accept and abide by its rules and regulations. Failure to do so may result in disciplinary action, up to and including removal from the Tournament.
- 3.2. The head coach of each team is responsible for the conduct of his or her assistants, players and

fans to ensure that there is no unsportsmanlike conduct, foul or profane language, and/or unruliness towards opposing players, parents and/or spectators.

3.3. **Penalty:**

3.3.1. *First occurrence:* The umpire shall warn the coach about the violation. The umpire has the authority to skip directly to the consequence of the second or third occurrence if they feel it is necessary.

3.3.2. *Second occurrence:* The violator(s) and Head Coach will be removed from the ballpark and out of site.

3.3.3. *Third occurrence:* The umpire shall forfeit the game. The team with the coach responsible for the conduct will receive the loss due to the forfeit.

3.4. There will be zero tolerance for misconduct towards any umpire, coach, administrator, parent, spectator or staff. Any attack (verbal or physical) toward an umpire will be reviewed by the league's baseball coordinator and/or the MYB board for permanent dismissal from coaching. No warnings are needed for coach, players, parents and/or spectators dismissal due to misconduct toward an umpire.

3.5. No protests will be allowed; conduct is considered a judgment call.

6. **Alcoholic Beverages:**

6.1. MYB absolutely will not condone or permit alcoholic beverages or anyone intoxicated on the grounds during the game. If alcohol is present and the person does not leave the grounds, the umpire has the authority to forfeit the game to the opposing team.

7. **Protests:**

7.1. Protest will be allowed for violations of playing rules and player participation rules only. Provided that the umpire and opposing coach(es) have been notified at the time of the said violation.

7.2. The Umpire shall announce that the game is being played pending protest and all positions and game situations shall be noted.

7.3. The protest once announced must be brought up to the Tournament coordinator by the protesting team. The Coordinator will then collect the \$100 fee and proceed with the protest. The protest must be stated exactly for what is being protested. It would need to be specific if you are protesting a player.

7.4. The MYB President, Vice President will be responsible for managing the protests filed at their park.

8. **Disciplinary Action:**

8.1. When a coach, player or fan is ejected from a game they will be suspended for, a minimum, their next 2 games (tournament), up to a full calendar year.

- Violations of the pitching rules will result in a 1 game suspension of the coach on the first offense along with the forfeiture of the game(s) in which the violation occurred. The second violation will result in a full calendar year suspension of the violating coach along with the forfeiture of the game(s) in which the violation(s) occurred.

9. **Forfeits:**

9.1. If a team fails to appear, shows with fewer than 8 players or refuses to begin play within 15 minutes past the scheduled game time, the game shall be forfeited to the team not at fault.

9.2. There will be \$100.00 forfeiture fee to be paid by the forfeiting coach, to the Tournament Coordinator in which the game was to be played. This fee must be paid prior to the team's next scheduled game, or subsequent games will also be forfeited.

10. **Tournament Games:**

11. RAIN OUTS: Start "0" games = full refund

Start "1" game = 50% refund

Start "2" games = no refund

12. RAIN DELAYS: MYB/MSA reserves the right to change the tournament format and game times in order to complete the tournament.
13. SUSPENDED GAMES: In tournament competition, any game not legally completed because of inclement weather or other unforeseen developments shall be a suspended game and play shall resume from the point of suspension weather permitting.

MYB Baseball Rules

1. The MYB shall play by the current "NFHS Baseball Rules", unless the "MYB Baseball Rules" make exceptions. MYB Baseball Rules take precedence over the NFHS Baseball Rules.
2. The home team shall be listed on the schedule and score card last and bat last.
3. The home and visiting teams shall provide a scorekeeper. The home team will be the "official" scorekeeper. Either coach or the umpire may inspect the official score record at any time during a game.
4. The head umpire on the field is responsible for preparing game scorecard. At the end of the game, a coach from each team must sign the game scorecard verifying the final score. The umpire must also sign the scorecard and turn it in along with the game balls to the field coordinator each night in order to collect his fees.
5. The batting order of each team (last name and first initial) must be presented to both scorekeepers and the home-plate umpire prior to the beginning of each game. All line-up changes must be reported to the scorekeepers and the home plate umpire.
6. A team must have at least eight (8) players to start the game. An automatic out will be recorded when 9th position comes to bat. Upon arrival, the 9th player must be immediately inserted into the lineup in the 9th position.
7. All teams 10 years old and under will bat the roster (all players will bat). Teams 11 years old and above will bat the lineup (play regular baseball).
8. Coaches allowed
 - 8.1. Offense you are only allowed the coaches on First and Third base coach's box. (7U and 8U are allowed the pitching coach as well. This coach is not allowed to have any verbal conversations with players at any point and must stay out of the way of any live play)
 - 8.2. Defense The only coach that is allowed outside the dugout is the coach giving the signs to the catcher. All others must remain in the dugout.
9. **Participation Rule:**
 - 9.1. Each player carried on a team's roster must play at least 6 defensive outs in games they attend that go 4 or more innings, or, 3 defensive outs in games that go 3 innings or less.
 - 9.2. The coach may bench a player for disciplinary action, but the opposing coach and the home plate umpire must be notified before the start of the game.
 - 9.3. 11, 12 and Prep age group is exempt.

10. Substitution Rule:

- 10.1. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, the last substitute removed from the lineup by the coach who is eligible to play may be used as a substitute.
- 10.2. A substitute is classified as a player not on the starting lineup.

11. League provides the balls.

12. Bats designated as "Tee Ball" bats may only be used in the T-ball division of the league. No softball bats will be allowed. The Prep (13-14 year old) division the of use NFSH regulation baseball bats (i.e. -3oz drop, 2 5/8" diameter and marked as meeting the BPF performance standard) is recommended. The 3oz drop will be left up to the player however lighter bats cannot be used in High School sponsored games. If the tournament is listed as a wood bat tournament you must use a wood bat.

13. Protective cups are required for all male players,

14. Steel Cleats will not be allowed in Tournament games ages T-Ball through 12 years old or for pitchers in Prep.

15. There is no "must-slide" rule in CVBA. When the fielder has the ball and is waiting to make the tag, the runner has two options: 1. Slide; or 2. Attempt to get around the fielder. The runner must NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.

15.1. Until he has the ball, a catcher cannot set up in the base line and block the runner's advance to the plate. This also includes the runner's view of the plate. Technically, if the runner cannot see the plate because the catcher has it fully blocked, this too is obstruction. Should a collision occur under this circumstance, the runner should be ruled safe.

16. The DH (designated hitter) rule will not be allowed in any games.

17. Batters may not throw the bat; the umpire shall give one (1) warning per game per team. Throwing the bat will result in a dead ball, no advancement on a hit ball is allowed. Batter re-bats with hit counted as a strike. On the second and all subsequent occurrences in the game, the umpire will call the batter out.

18. The infield fly rule will be in effect for all age groups except tee ball.

19. No jewelry allowed which includes bracelets, necklaces.

T-Ball (6 & under) - Mustang

Field Specifications:

Bases:	60 feet with 33-foot player line
Home to Second:	84 feet 10 inches
Legal Hit Arc:	10-foot radius arc (measured from the back of home plate), from the first base line to the third base line, in front of home plate.
Pitching Circle:	6-foot diameter circle centered at crossing of foul lines centered 36 feet from back of home plate.

1. To be eligible for this division a player must be at least 4 years of age before sign-ups begin for the current year (February) and may not turn 7 years old before May 1st of the current year.
 2. Game time limit shall be 60 minutes (1 hour) for bracket play and 55 Min for Pool Play Unless posted otherwise on the bracket or pool play document. Immediately after the third out of an inning, the next inning begins, except if game time has elapsed. If there is any time remaining at the end of an inning, another inning will be played.
 3. Regulation games shall be 5 innings long, unless game time has expired.
 4. Three innings (3 innings if the home team is ahead or 20 mins or under left in play time.) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 5. Only 6 runs may be scored in an inning or 3 outs to complete an inning whichever comes first.
 6. If a team is leading its opponent by at least 13 runs after 3 innings (3 innings if home team is ahead) have been played or at least 7 runs after 4 innings (4 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
 7. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name will be added to the bottom of the batting order.
 8. One coach from the team that is batting shall be responsible for adjusting the tee to the satisfaction of the hitter. The umpire shall then place the ball on the "tee" and call aloud "Play ball". The coach will then be responsible for removing the "tee" and bat from the playing area after the ball has been hit legally on or past the legal hit arc.
 9. The batter is allowed 3 swings. It is not counted as a swing if the bat accidentally knocks the ball off the tee while addressing the ball.
 10. The ball is put into play when a batter hits a legally batted ball. A legally batted ball is a ball hit into fair territory and travels on or past the 10-foot legal hit arc. Any fair ball that does not travel on or past the legal hit arc on the third swing will be considered an illegally hit ball and the batter is called "Out". A ball hit into foul territory on the third swing will be considered a foul ball and the batter shall continue to bat. All balls hit fair (on or past the legal hit arc) is fair even if the batter hits the tee.
 11. No bunting is allowed. The batter must take a full swing. Penalty: The batter shall be called "Out".
 12. Runners may advance only when the ball is legally hit. One team warning for leading off or stealing, thereafter, the runner is out. The runner may not advance if the ball does not travel on or past the legal hit arc.
 13. Every player must play a fielding and batting position in each game. There will be a maximum of ten (10) defensive (fielding) positions.
 - Outfield players must play behind the bases.
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CVBA Rules
10/16/2015

Updated:

14. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called.

15. Over throws at 1st base - Balls will be called a dead ball (no advancement). If the defensive player at first base touches the ball prior to it entering foul territory it is considered a fair ball.
16. The pitcher is a fielding position; however, he must stay in the 10-foot pitching circle until the ball is legally hit. The pitcher is required to wear a batting helmet with a face guard.
17. The catcher must remain against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear his equipment. Helmet with mask, throat protector, chest protector and shin guards are required.
18. No defensive player (fielding) may play closer to home plate than the 33-foot hash mark on the base line until the ball has been put into play. Any player within 3 feet of the 33-foot hash mark must wear a batting helmet.
19. One defensive coach is allowed in the outfield. No contact with the players or ball is allowed. *Penalty:* Coach will be removed from the playing field for the remainder of the game.
20. Tiebreakers (Mustang):
 - 1st extra inning: regular rules
 - 2nd extra inning: teams start with 2 outs and runner on 2nd base, the player that made the last out in the previous inning becomes the runner on 2nd.
 - 3rd and subsequent extra innings: teams start with 2 outs and runner on 2nd base, the player that made the last out in the previous inning becomes the runner on 2nd. Each batter will start with 2 strikes.

Coach Pitch (7 and 8 year old)

Field Specifications:

Bases	60 feet with hash marks at 33 foot Arc from 1 st to 3 rd
Home plate to 2nd	base 84 feet 10 inches
Pitching Rubber	Front edge set at 42 feet from the rear point of home plate.

1. The pitching coach shall keep one foot on the pitching rubber at all times while pitching.
Penalty: If the coach violates this rule the coach will be warned if it occurs again the coach will be removed from pitching for the remainder of the game.
2. The Pitching coach shall not verbally or physically coach
3. The Pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
Penalty: If the coach violates this rule after the ball is pitched, obstruction will be called and the runners will return to their base before the at bat and the hitter will be out.
4. ***The pitching coach cannot throw in a manner that gives his base runners an advantage, if this occurs the coach will be removed. Second Offense: will result in a forfeit.***
5. ***Additionally if the ball lands in front of the plate no runners may steal a base. If the hitter hits the ball it is considered live at that point.***
6. ***All pitches have to be catchable by the catcher. If the umpire deems that a ball is not catchable and a runner is stealing then the umpire will make the runner return to the base they were at before the pitch.***
7. ***The player in the pitching position will be on either side of the coach pitching with one foot on the hash mark which is three foot from the pitching rubber.***

1. To be eligible for the 7-year-old division a player may not turn 8 before Jan 1st of the current year. To be eligible for the 8-year-old division a player may not turn 9 before Jan 1st of the current year. For Fall you must play the age group you will play the next spring.
2. Game time limit shall be 70 minutes (1 hour and 10 minutes) for bracket and 65 minutes for pool play unless posted otherwise on the bracket or pool play document. Immediately after the third out of an inning, the next inning begins, except if game time has elapsed or if there is 5 min or under we will not start another inning.
3. Regulation games shall be 5 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
4. Three innings (2 1/2 innings if home team is ahead or 20 mins or under left in play time.) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e.

inclement weather, power failure, etc.).

5. We will not have a fair ball arch.
6. CVBA will only allow 9 defensive players on the field.
 - Outfielders must play behind the bases until the ball is put into play
7. CVBA will use the infield fly rule.
8. No intentional walks will be allowed
9. Only 6 runs may be scored in an inning or 3 outs to complete an inning, whichever comes first.
10. If a team is leading its opponents by at least 13 runs after 3 innings (2 ½ innings if home team is ahead) have been played or at least 7 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
11. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name shall be added to the bottom of the batting order.
12. Batter will receive 5 pitches or three swinging strikes whichever comes first. No base on balls (walks) are allowed. If on the 5th pitch, the ball is hit into foul territory, the batter may continue to receive pitches until he either strikes out or puts the ball into play.
13. Bunting is allowed. Once a batter shows bunt, they must either bunt the ball or take the pitch. Penalty: If the batter swings, the batter/runner is out, the play is called "DEAD", and all runners must return to their previously occupied base.
14. **Stealing bases** –Leaving the base early will result in a dead ball. No advancement will be allowed on a hit ball. (Added 2008)
 - 7 Year olds –Base stealing is NOT allowed. Runners may advance only when the ball is legally hit. One team warning for leading off or stealing will be given, thereafter; the runner will be called out.
 - 8 Year olds – 8U Stealing is allowed – Stealing of second and third bases is permissible. A runner may not steal home on a pitched ball. No runner may leave the base until the ball has crossed the plate. (This is at sole discretion of the umpires and a non-arguable call) Once the ball has crossed the plate the runner may steal second or third base (If the defensive player puts the ball in play by attempting to throw out the runner the ball is considered live and the runner may advance all the way to home plate). Penalty: If a player is caught leaving the base early the team will receive a team warning. The player will be forced to go back to previous base. If a runner from same team leaves the base early thereafter the player will be declared out.
15. The batter may not advance on a called third strike pitch dropped by the catcher; however, (8 year olds only) runners may advance at their own risk. (See rule 14).
16. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called. If the runner has advanced past the 30-foot mark, then they may advance to the next base.

Kid Pitch (9 and 10 year old)

Field Specifications:

Bases	65 feet
Home plate to 2 nd Home plate to rubber	91 feet 11 inches
Mound height	46 feet
	4 inches

1. To be eligible for the 9-year-old division a player may not turn 10 before Jan 1st of the current year. To be eligible for the 10-year-old division a player may not turn 11 before Jan 1st of the current year. For Fall you must play the age group you will play the next spring
2. Game time limit shall be 75 minutes (1 hour and 15 minutes) for bracket and 70 minutes for pool play unless posted otherwise on the bracket or pool play document. Immediately after the third out of an inning, the next inning begins, except if game time has elapsed or if there is under 5 min we will not start another inning (5 Min on the clock means there is more than 5 min on the clock so the clock would have to be listed as 4 Min).
3. Regulation games shall be 5 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
4. Four innings (*3 $\frac{1}{2}$ innings* if home team is ahead) constitutes a complete game or 20 mins or under left in play time. if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
5. Only 6 runs may be scored in an inning or 3 outs to complete a *Y*,inning, whichever comes first.
6. If a team is leading its opponents by at least 13 runs after 3 innings (2 $\frac{1}{2}$ innings if home team is ahead) have been played or at least 7 runs after 4 innings (3 $\frac{1}{2}$ innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
7. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name shall be added to the bottom of the batting order. Courtesy runner will be allowed for the catcher and pitcher only, and is mandatory with two outs.
8. Pitchers shall not be allowed to pitch more than 5 **innings** per calendar day. After pitching **3 innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **6 innings** in a 2 day tournament and **8**innings in a 3 day tournament. **A warm up pitch shall be considered as having pitched 1inning.**
9. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game.
10. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
11. Base stealing is allowed.
12. Balks will be called.
13. Third to First pick off move will be considered a balk
14. Any pitcher that hits 5 batters total (per game) will be removed from pitching immediately.

Kid Pitch (11 and 12 year old)

Field Specifications:

Bases	70 feet
Home plate to 2nd	99 feet
Home plate to rubber	50 feet
Mound height	6 inches

1. To be eligible for the 11-year-old division a player may not turn 12 before Jan 1st of the current year. To be eligible for the 12-year-old division a player may not turn 13 before Jan 1st of the current year. For Fall you must play the age group you will play the next spring
2. Game time limit shall be 75 min for pool play (1 hour and 15 minutes) and 80 Min for Bracket play (1 hour and 20 minutes) unless otherwise identified on the Pool Play and Bracket Schedule. Immediately after the third out of an inning, the next inning begins, except if game time has elapsed or if there is under 5 min we will not start another inning (5 Min on the clock means there is more than 5 min on the clock so the clock would have to be listed as 4 Min).
3. Regulation games shall be 6 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
4. Four innings (3 1/2 innings if home team is ahead) constitutes a complete game or 20 mins or under left in play time. if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
5. If a team is leading its opponents by 20 runs at any time at the completion of a complete inning the game will be called. If a team is leading its opponents by at least 15 runs after 3 innings (2 1/2 innings if home team is ahead) have been played or at least 10 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
6. Batting order shall be according to Oklahoma High School rules with no free substitution and no designated hitter. Courtesy runner will be allowed for the catcher and pitcher only, and is mandatory with two outs. If a team is playing with only eight (8) players and the ninth player arrives late, their name shall be added to the bottom of the batting order.
7. An Extra Hitter (EH) will be allowed, giving a team an 10 -player line-up that must be declared before the start of the game and used for the remainder of the game. The EH may occupy any position in the line-up, but must remain in the original batting order throughout the game. The EH position shall be considered the same as a defensive position, normal substitution and re-entry rules apply.
8. Pitchers shall not be allowed to pitch more than 6 **innings** per calendar day. After pitching **4 innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **8 innigs** in a 2 day tournament and **10** innings in a 3 day tournament. **A warm up pitch shall be considered as having pitched 1inning.**
9. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game.
10. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and may result in forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
11. Base stealing is allowed.

12. Balks will be called.

13. Third to First pick off move will be considered a balk

PREP (13 and 14 year old)

Field Specifications:

Bases	90 feet
Home plate to 2nd	127 feet 3 3/8 inches
Home plate to rubber	60' 6" feet
Mound height	8 inches

1. Mustang Prep league will follow OSSAA baseball rules except the rules listed below
2. To be eligible for the Prep division a player may not turn 15 before Jan 1st of the current year.
3. Game time limit shall be 90 minutes (1 hour and 30 minutes) for bracket and 85 minutes (1 hour and 25 Minutes for Pool unless otherwise identified on the Pool Play and Bracket Schedule, immediately after the third out of an inning, the next inning begins, except if game time has elapsed or if there is under 5 min we will not start another inning (5 Min on the clock means there is more than 5 min on the clock so the clock would have to be listed as 4 Min).
4. Regulation games shall be 7 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
5. Four innings (3 1/2 innings if home team is ahead) constitutes a complete game or 20 mins or under left in play time if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
6. If a team is leading its opponents by 20 runs at any time at the completion of a complete inning the game will be called. If a team is leading its opponents by at least 15 runs after 3 innings (2 1/2 innings if home team is ahead) have been played or at least 10 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
7. Batting order shall be according to Oklahoma High School rules with no free substitution and no designated hitter. Designated runner will be allowed for the catcher and pitcher only, and is mandatory with two outs. If a team is playing with only eight (8) players and the ninth player arrives late, their name shall be added to the bottom of the batting order.
8. An Extra Hitter (EH) will be allowed, giving a team a 10-player line-up that must be declared before the start of the game and used for the remainder of the game. The EH may occupy any position in the line-up, but must remain in the original batting order throughout the game. The EH position shall be considered the same as a defensive position, normal substitution and re-entry rules apply. .
9. Pitchers shall not be allowed to pitch more than **7 innings** per calendar day. After pitching **5 innings** or more in a calendar day the pitcher must have **40 hours** of rest before pitching again. A player may not pitch more than **10 innings** in a 2 day tournament and **13 Innings** in a 3 day. A warm up pitch shall be considered as having pitched 1inning. Each inning is composed of three outs. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
 - Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
 - For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out

above the legal pitching limits pursuant to these rules.

- Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day, etc.

10. Once a pitcher is removed from the mound, he will not be able to pitch in the remainder of the game, except for the starting pitcher. If the starting pitcher is moved to a defensive position, the player may return as pitcher once per game so long as that player has not violated rule 8, 9 or has been placed on the bench.
 11. Penalty for violation of the pitching rule in baseball will result in a game suspension of the coach on the first offense and forfeiture of game(s) in which the violation(s) occur. The second offense will result in a full calendar year suspension of the coach and forfeiture of game(s) in which violation(s) occurs.
 12. Base stealing is allowed.
 13. Balks will be called.
 14. No Metal Cleats will be allowed for Pitchers
 15. Third to First pick off move will be considered a balk
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