

SUMMIT-PARKLAND YOUTH ASSOCIATION
MUSTANG 10U Competitive
RULE AMENDMENTS/SUMMARY 2007

1. TEAMS

- Age, for league purposes, is that age attained by a player prior to May 1.
- Teams shall consist of no fewer than 10 players.

2. EQUIPMENT

- The ball shall be an official 9-inch ball.
- Wooden, metal, graphite or ceramic bats which are round and not more than two and three-fourth inches (7.0cm) in diameter at the thickest part, no more than 42 inches (106.7cm) in length, are acceptable. Smaller bats manufactured for hardball use are recommended. Bats must be taped or wrapped at the handle.
- No steel cleats.
- The batter, players in the on-deck batting area and base runners must wear protective headgear, which gives protection to the top of the head, temples, ears and base of the skull.
- Catchers are required to wear a face mask with throat guard, chest protector, athletic supporter with cup, shin guards and protective headgear which gives protection to the top of the head, and a catcher's mitt when catching behind the plate.
- Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- It is recommended that managers make every effort to see that all players wear athletic supporters.
- Illegal equipment shall be removed from the game.

3. PLAYING FIELDS

- Distance between bases 60 feet
- Pitching distance 44 feet
- Home plate to center of 2nd 84 feet 10 inches

4. PLAYING RULES

- League rules are governed by Pony and Official Baseball Rules unless otherwise noted in SPYA rules.
- **The home team shall occupy the third base dugout.**
- Teams will bat their entire line up.
- All players will bat in line up order. A team will receive one (1) team warning, after which batters will be called out.
- A team failing to field at least eight legal players within 15 minutes scheduled starting time of a game (applies to weekday games only), or at any time during the game shall forfeit the game.

- Nine players will be used defensively.
- Three outs or five runs per inning. (If there are less than 3 outs when 5 runs are scored, the teams switch sides).
- Players must play in at least 2 innings of defense each game and bat once.
- There is no infield fly rule.
- The batter is not permitted to run to first base on a dropped third strike.
- Base runners are permitted to steal the bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher.
- NO leading off base.
- Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.
- No more than three players shall "huddle" on the playing field, at any one time during the game.
- Runners may advance on overthrows of 1st & 3rd.
- Teams may substitute freely except for the position of pitcher.
- Pitchers may not resume pitching after having been removed from that position, but may return to another position.
- Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion. The pitcher makes an appeal.
- Each team will receive one verbal warning from the umpire for thrown bats, after which the batter will be called out.
- Any player who is injured or leaves the game will not be considered an out in the batting line up.
- If a player is ejected from the game, that player will be an out his next time at bat only and will be skipped in the batting order for the remainder of the game.
- Players who intentionally (umpire judgment) discard their protective headgear while batting or running the bases, will be given a team warning upon the first violation. Thereafter the player shall be called out.
- No head first sliding allowed - the player will be called out.
- It is the offensive player's responsibility to avoid contact with the defensive players. Defensive players cannot purposely block the base lines (umpire judgment).

5. PITCHING RULES

- Pitchers shall not be allowed to pitch in more than three innings in one calendar day.
- A pitcher shall not be allowed to pitch in more than eight innings in any one calendar week.
- A calendar week is from 12:01 am Monday to 12 midnight the following Sunday.

- As soon as a pitcher delivers one pitch to a batter, that pitcher shall be considered as having pitched in one inning.
- A pitcher who is withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound in the same game.
- If a relief pitcher comes in "cold" due to injury of the previous pitcher, the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
- After pitching in three innings on the same calendar day, pitchers shall have 40 hours of rest before pitching again. The 40-hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used to interpret this rule.
- Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to immediate removal of the player from the lineup and ejection of the coach from the game. Both the player and the coach shall be ineligible to participate in the next scheduled game played by the team.
- Stopping in the middle of the pitching motion constitutes a balk. One warning per pitcher.

6. LENGTH OF GAMES

- Six innings in duration.
- Innings started before one hour and forty minutes may be completed. No inning shall begin after one hour and forty minutes.
- In case of a tie after the last inning, the game will be recorded as a tie if after the time limit.
- 10-run rule - If a team is leading its opponent by at least 10 runs after four or more equal innings have been played, the game shall be terminated and the team in front shall be declared the winner.

7. SCHEDULE

- Scheduling and rescheduling of league games shall be the responsibility of the League Director or appointed representative, and should provide each team not less than 10 games (Spring) and 8 games (Summer).
- Games may be postponed only by the action of the Director or representative. If weather makes playing conditions unsatisfactory, the Director may postpone games before 4:30 PM, but it shall be the duty of each coach to call the Info Line (253-298-3019) to make certain of the postponement. If games have not been postponed by 4:30 PM both teams must appear at the game site in full strength or the non-appearing team shall forfeit the game regardless of playing conditions due to weather or otherwise. The umpire shall be the sole judge as to the fitness of the field of play after 4:30PM -Games must be played as scheduled or be forfeited.

8. UMPIRES

- There should be at least one staff umpire working each game.
- Umpires other than staff, when staff umpires fail to report on time, or are otherwise unavailable, shall be agreed upon, preferably in writing, by opposing coaches.

9. SCOREKEEPERS

- Scorekeeper shall record the actual starting time of the game and advise the umpire when game approaches the playing time limit of one hour and ten minutes.
- The home team shall be considered the official scorekeeper and responsible to supply the umpire with pitcher's information, a game score card and turn in the final score to the umpire.
- *Winning team is responsible for reporting the game score to the SPYA Office via phone call or email by 3pm the following day.*

10. COACHES

- Adult coaches must be used on both first and third base coaching boxes.

11. SPONSORS

- Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or to be permitted to display any form of such advertising in connection with the program.

12. PROTESTS

- A protest based on a play, which involves an umpire's judgment, is not permitted.
- All protests must be submitted with a \$20.00 fee to the Summit Parkland Youth Association. If a decision is rendered in your favor, the fee will be returned.
- When protests are based on the interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the umpire, the opposing manager and official scorekeeper that the game is being played under protest, and submit the protest in writing to the Summit Parkland Youth Association within 48 hours of the completion of the game, accompanied by the \$20.00 fee.
- Umpires should make a public announcement to the crowd when a game is being played under protest.
- Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section and be subject to disciplinary action.

13. DISCIPLINARY ACTION

- Any coach or player ejected from a game will receive an automatic **two** game suspension at a minimum.
- Persons, youth or adult, who refuse to comply with the above rules and ethics of the Summit Parkland Youth Association, may be considered for the following disciplinary action:
 - 1) **WARNING** - The offending person is to be advised, in writing of the offense and further advised that repetition of the offense will result in a more severe penalty.
 - 2) **SUSPENSION** - The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games or days.
 - 3) **DISMISSAL** - The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - 4) **BARRED** - The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.
- Persons subject to such discipline shall have the right to a hearing before the League Board before such discipline is imposed. **Exception: Coaches or players ejected from a game receive an automatic suspension (ineligible to participate) from the next 2 scheduled games.**

14. MISCELLANEOUS

- SPYA operates with a no profanity policy. Players, coaches and fans found to be using inappropriate language will be asked to leave the playing area.
- Tobacco use is prohibited.
- Each coach must obtain a copy of these rules and regulations and he/she shall acquaint his/her players with their contents. Ignorance of the rules and regulations shall not be accepted as an excuse for violations.
- The coach of a team is responsible for the conduct of spectators following his/her team.
- The umpire has the authority to forfeit a game because of the conduct of the spectators.
- It is against the law to drink alcoholic beverages on county park and public school property. It is possible for a team to be suspended from the league if any of those supporting it are found to be drinking. A suspension of that supporter is also a possibility.

