

# KBA Mustang League Rules

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Kennesaw Baseball Association's Mustang league will follow Dizzy Dean Rules as outlined in the current rule book and as shown here, <http://dizzydeanga.org/DizzyBoysRules.pdf>, along with the following exceptions and clarifications:

1. **Games will be 6 innings or one (1) hour and thirty (30) minutes.** If you start an inning, we will finish the inning. No new inning will start after the 1 hour & 30 minute time limit.
2. Five (5) run limit per inning.
3. Mercy rule – 10 runs after four (4) innings.
4. All teams shall use a continuous batting order.
5. Free substitution of all players except the pitcher. Once removed from a game – a pitcher cannot be re-entered.
6. No player shall sit more than one (1) consecutive inning. No player shall sit out two (2) innings in a game until all other players have sat out once during that game.
7. **No player can play the same position for more than two (2) consecutive innings.**
8. Home team will keep the official scorebook.
9. Visiting team will provide an adult or teenager (14 and up) to run the scoreboard.
10. Pitching rules, as outlined in the Dizzy Dean Boys Rules (9 and 10) shall be followed with the following:
11. All **WALKS** and **HBP** are a **DEAD BALL**. No advancement by any base runner.  
Clarifications:  
Dizzy Dean Rule 6.11 – a pitcher is allowed 8 innings in a week. A week shall be defined as starting and ending on Saturday 12 midnight.
12. No drop 3<sup>rd</sup> strikes. No infield fly rule.
13. Stealing is allowed once the ball crosses home plate.
14. There will be **NO** balks. Intentional walks are allowed, but only (1) per game.
15. No sunglasses can be worn while any player is pitching, prescription glasses only.
16. Unlimited bunting.

## Additions:

**Pitchers can only pitch a maximum of two (2) innings per game. Once the pitcher is taken out of the game, he CAN NOT return. A 9 year old or combination of 9 year olds MUST pitch an entire inning. An entire inning is considered 3 outs in the same inning or 5 runs allowed in an inning. Failure to do so will cause that team to forfeit the game 6-0.**

## Pitching Rules:

We will track outs by 1/3 inning. For example, if a pitcher throws one pitch and does not record an out – this **WILL NOT COUNT** as 1/3 of an inning. When the new pitcher comes in and records all 3 outs – they get a full inning charged to them. Thus, let's say a particular pitcher gets 1 out and does not throw a single pitch to the next batter – and then you bring in a new pitcher – the new pitcher would only be charged with 2/3 of an inning – and they could still pitch 1 1/3 innings for that game. **A team can start and play the game with a minimum of eight (8) players.** A team may recruit a Mustang player if they are short players. Recruited player shall play right field only, bat last in the line up and be removed from the game if a regular team player shows up. Replacement player must come from same draft round or lower, than replaced player. Or approval by the opposing coach. Pinto players can be picked up **WITHOUT** any approval from the opposing coach.  
All runs score on an "over the fence" home run, regardless of inning run limit.

Catcher/runner substitution – the catcher for the next inning can be pinch run for regardless of outs in the inning. Last batted out is the substitute runner. **Must be the catcher of record. (Meaning the catcher from the previous inning)**

Pitcher/runner substitution – the pitcher for the next inning, if a **NEW** pitcher, can be pinch run for (regardless of outs in the inning). Last batted out is the substitute runner.

**Sportsmanship is required at all times.** Umpire calls should not be argued. If you feel the need to discuss a call or the interpretation of a rule, do so with professionalism and maturity. If you as a head coach or one of your assistant coaches are ejected from a game the head coach (and the assistant if applicable) will be required to provide a written explanation of the situation to the League Director before being considered for return to the field to coach the team in a game.