



ACWORTH BASEBALL ASSOCIATION **MUSTANG DIVISION RULES**

HIERARCHY OF RULES:

- 1) Acworth Baseball shall use the Acworth Baseball Association Park Rules.
- 2) In any event not covered by those rules, the Official Dizzy Dean Rulebook shall govern.
- 3) If the event is not covered by either the ABA Park Rules, or the Dizzy Dean Rulebook, then official Major League Baseball Rules shall be applied.
- 4) Sources for Rules:
 - a) Major League Baseball (mlb.mlb.com/mlb/downloads/y2016/official_baseball_rules.pdf);
 - b) Dizzy Dean (dizzydeanbbinc.org/Rules/2017_baseball_rule_book.pdf);
 - c) Acworth Baseball Park Rules (this document).

SPORTSMANSHIP:

- 1) Acworth Baseball Mustang Division strives to:
 - a) Teach the fundamentals of baseball to players;
 - b) Teaching good sportsmanship; and
 - c) Let players have fun so they will remain enthusiastic about baseball.
- 2) Zero Tolerance Policy:
 - a) ABA will not tolerate any form of poor sportsmanship including, but not limited to:
 - i) Throwing bats, gloves, or helmets;
 - ii) Making undo comments to any player or umpire; and
 - iii) Having an overall bad attitude. This includes coaches, players, and parents.
 - b) Any behavior exhibiting poor sportsmanship shall be reported to the Mustang Division Director and/or an appropriate ABA board member.
- 3) Concluding a Game:
 - a) At a game's conclusion, all coaches shall shake the hand of all opposing coaches. Failure to do so will result in a one game suspension.
 - b) Any coach that does not allow his players to shake the hands of the opposing team shall be suspended for two games.
 - c) Each team is responsible for policing all litter in the dugouts and surrounding grounds prior to departing the field. Failure to do so will result in the loss of the team's next scheduled practice.

GENERAL GAMEPLAY:

- 1) Pre-Game Checklist:
 - a) Each team shall supply a game ball to be used during the game.
 - b) It is the visiting team's responsibility to maintain the game's official scorebook.
 - c) It is the home team's responsibility to maintain the game's scoreboard.
 - d) A minimum of eight players is required to play a game. A team failing field at least eight players shall forfeit. If a team is unable to field eight uniformed players of their own team, a maximum of two fill-in players will be allowed. Those fill-in players shall:
 - i) Be first-year players in the Mustang Division, or second-year players in the Pinto Division;
 - ii) Not currently have a position on an All-Star team;
 - iii) Only play as a replacement in an outfield position; and
 - iv) Bat at the bottom of the batting lineup.
- 2) Length of Play:
 - a) The game shall last six innings or one hour and thirty minutes.

- b) Innings shall be comprised of either three outs or five runs, whichever occurs first.
- 3) For the duration of a game, only approved managers, coaches, dugout help, and scorekeepers will be allowed in the dugouts and on the playing field.

OFFENSE:

- 1) Batting:
 - a) All players shall be included in the batting order.
 - b) The batting order cannot change after gameplay begins except for:
 - i) Removal due to injury; or
 - ii) A player arriving after the first pitch, who shall be entered as the last batter in the order.
 - c) Any player removed from the game will be skipped in the batting lineup and not counted as an out unless ejected from the game.
 - d) Managers and coaches shall not approach a batter on the playing field more than one time per at-bat. Likewise, batters shall not approach the dugout or bench to talk with their coach more than one time per at-bat.
 - i) Violation of this rule will result in the removal of the batter from the game, until completion of the inning.
- 2) Base-Running:
 - a) Time shall be called when:
 - i) the base runner comes to a complete stop, making no attempts to advance; and
 - ii) the pitcher has possession of the ball while toeing the rubber of the pitcher's mound.
 - b) The offensive coach may elect for a courtesy runner to replace a base runner, as long as:
 - i) the courtesy runner recorded the last batted out; and
 - ii) the substituted player plays the next defensive inning at catcher, barring injury.

DEFENSE:

- 1) Pitching:
 - a) If a pitcher hits two batters in an inning or three batters in a game, that pitcher shall be replaced and shall not return for the remainder of that game.
 - b) Team managers shall keep an accurate accounting of innings pitched by a player, so as not to violate any of pitching rules. Failure to do so will result in forfeiture of that game.
- 2) There shall be free substitutions on defense.
- 3) Whenever possible, each player should play a minimum of two innings per game. If a player does not play at least two defensive innings in a game in which it was possible to do so, that player shall play in all the defensive innings of the subsequent game.

President, Acworth Baseball

Director, Mustang Division