



2024 RULES FOR DYBA MUSTANG (3RD-4TH GRADE)

Please note that if there is any conflict between this document and any other DYBA Handbooks or document, the league-specific rules in this document will supersede all other documents.

Reminder, it's recommended that coaches convene prior to all games to confirm key rules and alignment, and where questions arise in the game, to gather to respectfully resolve any rulings with umpires accordingly.

1. HAVE FUN!! Although score will be kept at this level, the purpose is for the players to have fun while continuing to learn how to play the game.
2. All games last for six (6) innings unless the time limit has been exceeded. The time listed on the Master Schedule is the START time for the game. Have the players arrive 15-20 minutes early in order to warm up and be ready for an on-time start. No new inning can begin after 1 hour and 45 minutes. A new inning – even extra innings - will begin if the previous inning has ended before 1 hour and 45 minutes. The umpire is the official timekeeper. If there is no umpire, the official timekeeper is to be a person mutually agreed upon by both team managers.
3. Slaughter rule – 12 runs after 4 innings (or 3½ if the home team is ahead) and 10 runs after 5 innings (or 4 ½ if the home team is ahead).
4. Managers must adhere to the Fair Play Guidelines in the General DYBA Rules, Section 1.16. Each manager must exchange line-ups, including inning-by-inning positions, prior to the start of the game and the line-ups must comply with the Fair Play Guidelines. A team's failure to provide a line-up or if a team's line-up does not comply with the Fair Play Guidelines, the team shall get a warning and the opportunity to create or correct the line-up. The second violation in the game will result in a forfeit. Changes to the line-up during the game must be communicated to the opposing manager and must continue to comply with the Fair Play Guidelines.
5. A player may not play the infield four (4) times while another player plays the infield two (2) times in the same game. No player may play the infield more than two (2) consecutive innings. NEW - Catcher position = Outfield to encourage putting players that can catch behind the plate to keep the game moving. Players can play a maximum of 4 innings combined of battery positions. *i.e.* Pitch 2 innings and Catch 2 innings or Catch 3 innings and Pitch 1 inning.

6. Eight-player minimum is required to avoid a forfeit. The manager can determine which defensive position is left vacant.
7. A drafted player (Stallion Call-Up) may not pitch or catch.
8. A player may pitch a maximum of two (2) consecutive innings in one game. One pitch thrown in an inning counts as an entire inning. Once a pitcher is removed, he may not return later in the game as a pitcher. Travel players (regardless of which league they are affiliated with for travel baseball) may NOT pitch more than one (1) inning per game.
9. During a full game a team must use at least four pitchers. No more than two pitchers can pitch two consecutive innings. A team can use a rotation of 2-2-1-1, or any combination there-of, during a game. **IN THE SPRING, AT LEAST ONE SECOND OR THIRD GRADER MUST PITCH AT LEAST ONE OF THE FIRST 3 INNINGS OF EVERY REGULAR SEASON (NON-PLAYOFF) GAME.**
10. Curve balls are not allowed. A pitcher knowingly throwing a curve will be disqualified from pitching for the remainder of the game.
11. Pitchers should be scheduled to adhere to the maximum pitch counts and rest periods specified in the DYBA Protection of Pitchers Guidelines.
12. The strike zone will be from the batter's shoulders to his knees. One ball to the inside of home plate and two balls to the outside of home plate will be considered part of the strike zone.
13. The dropped third strike rule is not in effect.
14. There are no leadoffs. Once a pitcher has stepped on the rubber with the ball in his possession, a runner who leaves the base before the pitched ball reaches or passes the catcher will be called out, and the pitch will be considered a dead ball. No warnings for a player leaving the base early will be issued.
15. A maximum of 4 successful steals of 2nd base per team per game are allowed. Runners can leave after the pitch has crossed the plate. Outside of the 4 steals, the only way to advance to 2nd base is by contact, by a walk or by a hit batsman. The hitter may advance to 2nd base on an overthrow at 1st base. A runner stealing 2nd base may attempt to steal 3rd on an overthrow of 2nd base if their team has steals at 3rd remaining as clarified in rule 16. This would count as a steal of 2nd base AND a steal of 3rd base. Running on a passed ball or wild pitch represents a steal.
16. A maximum of 4 successful steals of 3rd base per team per game are allowed. Runners can leave after the pitch has crossed the plate. 15. There is a wall at 3rd base – a runner cannot score from 3rd base on an overthrow (from anywhere on the field) on a play at 3 base. A runner at 3rd base can score on an overthrow anywhere else in the field as long as a batted ball started the play. A runner may continue to advance to Home if the runner has clearly passed 3rd base prior to the ball arriving at 3rd base. Additional Clarification: The wall goes up on a batted ball in play when there is a timely play on a runner advancing to 3rd base. This is a judgment call for the umpire and the umpire's ruling is final.

A runner is liable to be put out if he is caught stealing an attempted 5th stolen base at either 2nd base or 3rd base. But a successful stolen 5th base will result in a dead ball and the runner will be required to return to the base they held at the time of the pitch. The umpire will issue the team a “Steal Warning” and subsequent successful stolen bases will result in a dead ball and the runner being called out. A runner who abandons any stolen base attempt and tries to return to his base while the ball is in play is liable to be tagged and put out while off his base. Each team can receive only 1 team warning in violation of this rule during a game – teams do not get a Steal Warning of 2nd base and a separate Steal Warning at 3rd base.

17. Stealing home is not allowed.
18. Bunting is not allowed.
19. No balks will be called on the pitchers.
20. No Intentional Walks are allowed.
21. The “Infield Fly Rule” shall not be in effect.
22. Each team’s official at-bat will be completed after three outs or after scoring a maximum number of runs. The next half-inning starts immediately after the previous half-inning ends.
23. For all games, the maximum number of runs that can be scored by each team in an inning is five (5), except for in the last inning. The umpire will determine which inning is the last inning, and will use their best judgment to try to adhere to rules regarding timing so that the kids can play as much as possible. In the last inning, the visiting team may score either a) 5 runs, or if they are behind; b) 5 runs more than the score of the home team. The home team can then score runs until the side is retired.
24. A courtesy runner must replace the next inning’s catcher on base. The courtesy runner must be the player who made the last out. Courtesy runners are also allowed for pitchers and injured players.
25. Coaches are allowed one free trip to the mound. On the second trip, the pitcher must be removed. A pitcher must be removed after walking six (6) batters in one inning OR after hitting three (3) batters in one inning.
26. Bat rules – All bats must have a “USA” stamp affixed by the manufacturer visible on the bat. Wood bats are also allowed.
27. Home Team is listed 2nd on the schedule and is responsible for providing two baseballs, field setup before the game (putting out bases, lining the fields, general field maintenance) and field clean-up after the game (removing the bases, general field maintenance). The home team will be in the 3rd base dugout. The away team will be in the 1st base dugout. Both teams must clean the area in and around their dugout and sidelines after the game to remove all trash and debris.

28. The home team in the playoffs is the better seeded team. Playoff seeding is determined by overall winning percentage. The team with the best overall winning percentage will be the 1 seed, and so on. Tiebreakers will be:
- a. Best head-to-head record
 - i. If multiple teams are tied, then the team with the best combined winning percentage against the other tied teams would be the highest seed.
 - b. Most Regular Season Total Team Runs Scored
 - c. Fewest Regular Season Total Team Runs Allowed
 - d. Coin Flip

29. HAVE FUN!!!