

Springville City Recreation Mustang League Rules

1. **Time Limit** - 1 hour and 20-minute time limit. No new inning starts after 1 hour 20-minutes, unless tie game.
 2. **Stealing** - Ball must cross the plate before the base runner leaves the base.
Mercy rule on stealing- Once a team is ahead by 10 runs there will be no stealing; not even on a pass ball by the catcher. If the team behind gets under 10 runs, stealing is legal until the 10 runs come into effect again.
 3. **Leaving Base Early** -First time caught leaving early is a team warning, all others on that team caught leaving early will be called out.
 4. **Batting** - Everyone bats, this means that there is free substitution for players in the field, but the batting order remains the same for the entire game. Pitchers are different, once a pitcher is pulled from the mound he is no longer allowed to pitch again in that game, he can return to a fielding position.
 5. **Cleats** - **NO METAL CLEATS** on the field or practice field. They must be rubber molded or plastic.
 6. **Run Rule** - 15 runs after three innings, 12 runs after four innings or 8 runs after five innings, the team in the lead will be declared the winner.
 7. **Pitching** - Maximum outs in one week is 18, maximum outs in one day is also 18. If a pitcher has 12 outs or less he can pitch the next day, if he has 13 outs or more he has to have 24 hour (1 calendar day) rest before he is eligible to pitch again. **See U.B.B.A. pitching rules on p. 19.**
 8. **Slide Rule** - Head-first sliding is prohibited when advancing to any base. Head-first slides are permitted only when returning to a base. **See rule in UBBA book pg. 21.**
 9. **Players** - 10 players in the field defensively, the 4 outfielders must be spaced evenly in the outfield consisting of a left fielder, left-center fielder, right-center fielder and right fielder, they must also be the same distance from the dirt of the infield. Teams can play with 7 players to be a legal game with no automatic outs being taken. **For tournament only, automatic outs are taken with fewer than 9 players.**
 10. **Uniforms** - All players must be in their **city uniform** (hats and shirts). It is suggested that pants be matching in color. Accelerated uniforms are not allowed.
 11. **Tie Game** - In the event of a **tie at the end of a regulation game**, the **international tie-breaker** rule will be used. **See page 16 of the UBBA Rule Book #9.**
 12. **Dugouts** - **Please help us by cleaning out your dugouts after each game.**
 13. **Umpires** - Games are officiated by youth from our community to keep the cost of the leagues down. Please treat the umpires with the same respect you would our recreation staff. They are doing their best to manage the game fairly and are not intentionally influencing the outcome. If you have a problem, call/talk to **Jodi 801-491-5566.**
 14. **Pre-game warm-up** - Please stay off the infield when the field has been prepped. Use the soft toss nets for batting practice.
 15. **Home team** is listed second and will use the 3rd base dugout.
 16. **Bats** - 2 3/4 max bat diameter.
 17. **Six run offensive limit** during all innings of play.
- DO NOT** yell at the umpires. Please set a great example of sportsmanship for the youth!