**LYNDHURST DADS' CLUB 16U MUSTANG LEAGUE RULES**

All teams, managers and participants entered in the LDC 16U League, regardless of their home organization, are covered by and must adhere to the rules and governance of the Club.

The 16U League will play by the current year Federation High School Rules (FHSR), except as noted below. GENERAL INFORMATION

1. No tobacco product of any kind is permitted on the field of play or on a team bench.
2. Alcoholic beverages are not allowed in any city park or on school grounds.
3. When lightning is seen in the area; by an umpire, manager, coach, any LDC Trustee or Other league official\*\* the game **must be suspended immediately. The game may Only be re-started after 30 minutes of time has passed from when the last lightning was seen.**
4. The **winning** team is responsible for reporting the score of the game to the Lyndhurst League Director within 24 hours. (Terry O'Driscoll, tjodriscoll@sbcglobal.net)

FIELD CONDUCT

1. Profanity, taunting or intimidating by any participant or spectator will not be tolerated. A game participant shall be ejected from the game, at the discretion of the umpire. A spectator shall be ejected from the park.
2. Throwing of a bat or helmet could result in an ejection at the discretion of the umpire.
3. A player must slide, give up or attempt to avoid being tagged while a play is being made on them. No player shall initiate contact with another player. Penalty- Runner is out, a dead ball will be declared, and all other runners will return to the last legally occupied base.
4. Only the team manager may confer with the umpire.
5. Phantom tags are prohibited.
6. Any jewelry worn must be in compliance with the FHSR. FIELD & EQUIPMENT
7. Bats permitted shall be BBCOR certified -3 (2-5/8") or wood WITHOUT EXCEPTION. The size &

approval must be clearly marked on the bat. Any bat not marked will be declared illegal and may not be used.

1. **Metal spikes may be worn.**
2. The Pitching distance is Sixty (60) feet. Bases are ninety (90) feet.
3. Ball used shall be Rawlings RlOO or equivalent

\*\*other league official means any designated individual(s) by each organization/city within the league While at their field

PLAYER INFORMATION

1. All players completing their **freshmen** or **sophomore year** of high school shall be eligible to play in the league, regardless of age. Juniors who are age eligible\* (16) shall also be permitted to play. \*[A player's LEAGUE age is determined by the rules of their home organization]. Exception- Each team is permitted to have up to 30% of their team made up of players who are 17-18 years of age with no more than one 18 year per team. Once again; \*[A player's LEAGUE age is determined by the rules of their home organization].
2. Each team must have a minimum of eight (8) players to start and finish a game.
3. All players must have at least one at-bat regardless of game length, except for a weather shortened game. It is preferred, but not required, that all players are in the field for six (6) defensive outs.

**PENALTY- 1" Violation:**

**2"•** & **Additional: Violations**

**Warning issued to Manager**

**Manager suspended for 1 Game** & **Game Forfeited**

1. A substitute player may re-enter a game defensively if a player is injured or !Eno other players are available who have not yet played defensively.
2. Starters may re-enter a game (defensively) once.
3. If a player must leave the game because of an injury or illness, their position in the batting order will be skipped and NOT an automatic out. However, if a player is ejected, an out will be recorded every time their spot in the batting order comes up. Regardless, the player cannot re-enter the game.
4. If a team starts with eight (8) players, any player arriving **before** their team has batted through the

original order (1-8) may play in the game, but must bat in the last position of the order.

1. **All eligible players will bat in continuous order until 3 outs are recorded when there are 12 or fewer players present.**
2. **When 13 or more players are present, the manager is permitted and may choose not to**

**continuously bat every eligible player. However, he MUST communicate this intent to the opposing manager and umpire(s) prior to the start of the game.**

GAME INFORMATION

1. There is a ten {10) run mercy rule in effect after five (5) innings, 4 *Y,* innings if the home team is winning.
2. There is a two (2) hour time limit on games. A **NEW** inning cannot start after two hours. A full

inning must be played for the inning to count.

1. Exception: early start {6:00 pm) games are permitted to play to conclusion if there is no late game scheduled to follow. However, lights must be turned off by 10:30 pm.
2. A fifteen (15) minute grace period will be recognized before a forfeit is declared. This period of time will be considered as part of any time limit imposed upon a game.

HOME FIELD RESPONSIBILITIES

1. Each organization/city is responsible for field preparation, providing 2 new regulation baseballs (RlOO), paying all umpires, re-scheduling of games, and cancellation of games due to field conditions at their fields. Failure of the home team to properly lay out the field for play will result

in an automatic forfeit if not corrected prior to the start of the game unless field conditions prohibit the proper layout; in which case the managers and umpires may agree to any necessary alterations.

1. Each organization agrees to provide the field(s) necessary to accommodate any scheduled home games of their teams during the regular and post-season play of the league.

PROTESTS

1. Protests, based on rules FHSR 1-9 are permitted. A protest must be made, by informing the opposing team manager and umpire(s) before (a) the next pitch or play or, if it was the last play of the game, before the umpire(s) leave the field of play.
2. Once a team has indicated it is going to protest the game, they have forty-eight (48) hours from the scheduled start time of the protested game to submit a written report to the Lyndhurst League Director. Said report must contain the following information;
	1. Date, time and place of the game,
	2. Name(s) of the umpire(s),
	3. The rule and section of the FHSR or League rules under which the protest is made,
	4. The conditions at the time of the event and the decision/ruling made by the umpire
	5. Any and all other facts involved in the matter protested.
3. The Protest Committee of the Lyndhurst Dads' Club will investigate and rule on the protest. All decisions of the Committee are final. The Committee may (a) dismiss the protest, (b) uphold the protest and order the appropriate action, or (c) rule that although valid, the substance of the protest had no significant material impact on the final results of the game and let the result of the game stand.

PITCHING RULES

1. One (1) pitch in an inning constitutes an inning pitched.
2. The pitching week is defined as Monday thru Sunday.
3. Pitchers are limited to seven (7) innings in a game, and a maximum of twelve (12) innings per week. Any pitcher who pitches four (4) or more innings in a game cannot pitch the next day.

**PENALTY: THE GAME THE VIOLATION OCCURRED IN WILL BE DECLARED A FORFEIT.**

1. A pitcher may be visited by his manager or coach once per inning. Two (2) visits in an inning or three (3) visits in a game (to the same pitcher) and the pitcher must be removed.
2. Each pitcher will be given one (1) warning for a balk before the rule is enforced.

EJECTIONS

1. Managers must notify the League Director the night of the game for any player, coach, or manager that was ejected. Anyone ejected from a game is automatically suspended and cannot participate in the next game played by the team.
2. A second ejection of the same individual during the season will result in an automatic two (2) game suspension **AND** the individual must meet with the LDC Executive Committee and League Director. They will remain suspended, beyond the two (2) games until meeting with the Committee.
3. If the player, coach or manager participates in any game they were ineligible for that game will be declared a forfeit and said penalty will continue until the suspension is served.

BORROWED PLAYER

1. Borrowing a player for use in the same league or lower league is not permitted.
2. A player may be borrowed to play up only if the team requesting the player would otherwise forfeit the game.
3. Players must be called up from the league directly below the calling league and cannot cross

programs/organizations.

1. A player from any other league will be considered an ineligible player.
2. A player cannot be borrowed from a team that has a concurrent game in their own league.
3. In the event that the requesting team has enough of its official roster at game time and has already borrowed a player, the borrowed player is required to play per Rule 3 under Player Information.
4. Borrowed players shall only play in the outfield and bat in the bottom 1/3 of the batting order.
5. Teams will be provided with a copy of the list of eligible players, from their home organization, that may be borrowed.
6. One team cannot borrow the same player two (2) games in a row unless no other player is

available.

1. The borrowing manager must notify the League Director within 24 hours of using a borrowed player(s).
2. The manager of the team with the borrowed player must notify the opposing manager and

umpire(s) that a borrowed player is being used.

1. The borrowed player must wear the uniform of their regular league team.

**PENALTY:** lsrViolation of the Borrowed Player Rules Warning issued to Manager

2"d & Additional Violations of the Borrowed Player Rules One (1) game suspension of Manager

Note: Only players designated by their organization/city are eligible to be called up.

A team can borrow enough players to have a game roster of 10. However, borrowed Players can only play in the outfield regardless of circumstances.

PLAYOFFS AND MAKE-UPS

1. Playoffs will consist of one single-elimination tournament for the teams with the 8 overall best records. Teams will be seeded based on the final standings at the end of the regular season. The division winners will be seeded 1 and 2 based on overall record. The remaining 6 teams will be seeded by overall record. The quarterfinal games will be bracketed as follows. (Ex: 1 vs. 8, 2 vs. 7, 3 vs. 6, & 4 vs. 5).
2. Trophies will be awarded to the players of the team with the best regular season record (League

Champions) and to the players of the team that wins the post-season playoff tournament (Tournament Champions). Each organization is responsible for providing trophies for their own team should they win the single-elimination post-season tournament.

1. Originally scheduled games can only be re-scheduled because of (a) school activities, (b) tournament games, or (c) weather conditions which make it impossible for the game to be played.

If a team can field at least eight of their **own** team players in spite of (a) or (b) above the game shall be played.

1. If a game needs to be rescheduled, the managers have **no more than 72 hours** from the original start time of the game to reschedule the game and to notify their city/organization Director. After 72 hours the game will be scheduled by the League Director(s) of the teams involved. Make-up games shall be played within two weeks of the original scheduled game date. Games that impact the final standings must be made up before playoffs begin.