



## IFPAA League Rules (Mustang – 10-year olds)



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### TOURNAMENT RULES

**Little League Baseball Rules with the following exceptions:**

**(NO BIG BARREL (2 3/4) BATS PERMITTED! (2 1/4) IS THE MAXIMUM BAT SIZE!)**

1. **ROSTER:** Maximum of fifteen (15) players. No more than four (4) adults on the bench, which includes the manager, two (2) coaches and a scorekeeper. Roster must be submitted prior to first game.
  - a. **Roster Challenges:** Teams must furnish birth certificates upon request. In the event the challenge is upheld, your team will forfeit the tournament and all remaining games.
2. **AGE:** Player cannot have reached his 11<sup>th</sup> birthday by April 30<sup>th</sup> of current year.
3. **HOME/VISITING TEAM:** Determined by a toss of a coin at the beginning of the game.
4. **PLAYERS on the FIELD:** Nine (9) players. Team forfeits with less than nine players unless an injury occurs during the game. Team must forfeit if it has less than eight players on the field after the injuries. If playing with less than the number of players the game started with, an out is recorded for the batting position of the missing player.
5. **STARTING TIME:** Fifteen minutes grace to field the minimum of nine (9) players. If a travel delay occurs, please call the Tournament Director.
  - a. **START of GAME:** Warm-ups, five (5) minutes to the home and away team, **time permitting.**
  - b. **BETWEEN INNINGS WARM-UPS:** Six (6) pitches maximum.
6. **UNIFORMS:** Players must be in baseball uniforms. Metal cleats are **NOT** permitted.
7. **PITCHING:** Maximum of three (3) innings per game. A pitcher who pitches in more than one inning is not permitted to pitch in the next game. No tournament limit.
  - a. One pitch constitutes an inning pitched for the purpose of this rule.
  - b. Once a pitcher is removed from that position, he cannot return to the pitcher position.
  - c. **Hit Batsman:** 2 per inning or 3 per game and the pitcher must be removed from the pitcher position
  - d. **Balks:** None
  - e. A pitcher must be removed if a coach takes more than one (1) trip to the mound in an inning.
8. **ROSTER OPTIONS:** All players of the team who appear for the game must bat in a set order. Any late arrivals will be added to the bottom of the batting order. Unlimited field substitution is permitted except for the pitcher as detailed above.
9. **IN-FIELD FLY RULE:** In effect.
10. **NO SLASH BUNTING:** Batter will be called **OUT**. Runners will return to the base they were on prior to that pitch. The defensive team has the option to waive this call (example player hits into a double play).
11. **BAT THROWING:** The umpire will issue one game warning, thereafter the batter will be called out. Runners will return to the base they were on prior to that pitch. The defensive team has the option to waive this call (example player hits into a double play).
12. **STEALING HOME:** Permitted.
13. **SLIDING:** Must slide or avoid contact rule is in effect. If a player does not slide, any contact, other than incidental contact, will result in an "out" call. Players are advised to slide in order to avoid this consequence.
  - a. Head first sliding is not permitted unless the player is returning to a base. The consequence is that the player will be called **out**.



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14. **UMPIRE CALLS:** You may **NOT** review or appeal a judgment call. Any rule questions will be resolved prior to the game restarting. **Only the MANAGER can review or appeal a call.**
- Protest:** Solved immediately on the field by the umpires and the Tournament Director if necessary. **Managers** are the only individuals who may dispute a call by an umpire. They must object utilizing an appropriate tone and appropriate words.
  - Managers may not object to any ball or strike calls.
  - If the manager objects to a field call, he must be able to cite to a particular Tournament Rule or the Little League Baseball Rule Book. No judgment calls may be challenged.
15. **RUNS:** The ten (10) run surrender rule applies after the fourth defensive inning.
16. **SHORTENED GAMES:** During bracket play, any game suspended (by weather, curfew, or 10-run-rule) after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, **it will be resumed at the exact point of interruption.**
- All bracket games will be limited to a two hour time limit. No new inning may start after one hour and fifty minutes from start of game.
  - During the playoff round, all games will be played a full six innings, except in the case where the 10-run-rule comes into play.
  - Only the Umpires and the Tournament Director can call a game.
17. **SPEED UP RULE.** A courtesy runner may be allowed for the catcher only (of the previous inning) once there are two (2) outs in the respective half inning. Runner must be a player WHO MADE THE LAST OUT. This will be permitted one time per inning. Other than a courtesy runner for the catcher (or as a result of an injury) no pitch runner is permitted.
18. **FAN BEHAVIOR:** Managers are responsible for their fans' and coaches' behavior. Any player, manager or coach ejected in a game will not be permitted on the playing field for the next game.
19. **TOURNAMENT FORMAT:** First round will consist of two 4-team divisions with round-robin play. Four teams will advance from the first round to the championship round. For 8 team brackets, the top two teams from each four-team division advance (chosen using tiebreakers within that division). Top seed in first division plays second seed in second division and vice versa. Winners play for 1<sup>st</sup> (no consolation game)
20. **TIE BREAKERS:**
- Head-to-head
  - Fewest runs allowed for all games
  - Fewest runs allowed in games between all tied teams
  - Coin flip
    - if at any step the number of teams remaining tied is the same as the number of teams to select for advancement, those advance and coin flip used to determine which has higher seed
    - if at any step the number of teams remaining tied is more than the number of teams to select for advancement, continue with the next tiebreaker for only the teams remaining tied after the previous tiebreaker
    - if at any step one team wins, advance that team (giving it the highest remaining seed) and if necessary start again from tiebreaker 1 to select another team from the remaining teams

### EXAMPLE

A, B, C all tied at 2-1, D lost all games.  
A beat B 7-5, B beat C 6-4, C beat A 5-4.  
A and B both beat D 10-1, C beat D 16-2.



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- A allowed 11
- B allowed 12
- C allowed 12

A advances on tiebreaker #2. If needed, B then advances on tiebreaker #1

**EXAMPLE**

A, B, C all tied at 2-1, D lost all games.  
 A beat B 7-6, B beat C 6-4, C beat A 5-4.  
 A and B both beat D 10-1, C beat D 16-2.

- A allowed 12 (11 against tied teams)
- B allowed 12 (11 against tied teams)
- C allowed 12 (10 against tied teams)

C advances on tiebreaker #3. If needed, A then advances on tiebreaker #1.

**EXAMPLE**

A, B, C all tied at 2-1, D lost all games.  
 A beat B 7-5, B beat C 6-3, C beat A 5-4.  
 A and B both beat D 10-1, C beat D 16-2.

- A allowed 11
- B allowed 11
- C allowed 12

If two teams are to advance, A and B both advance on tiebreaker #2.

If only one team is to advance, flip coin between A and B (even though C would have won tiebreaker #3 since it lost tiebreaker #2)

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