

9/10 Mustang RULES – 2017 Season

The 2016 Official Regulations and Playing Rules of PONY Baseball (the “Rulebook”) shall apply for the regular season and the season ending tournament except as provided herein. However, some rules from the rulebook are provided herein for further clarification. Mustang Division is instructional. Equal play is mandated by our league. (Some exceptions listed in these rules on equal play)

Teams are required to wear identical t-shirts and hats. T-shirts shall be tucked in at all times during the game. **No child with shorts or short pants is allowed on the playing field.** Cleats are not required but highly recommended. Only rubber cleats are allowed. All batters and base runners shall wear protective helmets. Male catchers shall wear a protective cup. Female catchers shall wear a pelvic protector. However, all players are encouraged to wear cup or pelvic protection.

Game Preliminaries. Managers shall arrive not later than 30 minutes prior to the start of scheduled game time. Both home and visitor Managers will be responsible for lining the foul lines and batter’s box if needed. Bases must be moved to 60 feet for the Mustang Division and the pitching mound moved to 46 feet. Base dig out tools shall remain in the dugouts, please do not take these with you.

5 minutes before the game, both home and visiting coach shall meet at home plate with the umpire. Each coach shall furnish the opposing coach and home plate umpire a batting order with the players’ names, jersey numbers and starting positions. The batting order shall list all players present. Each team shall be responsible for maintaining a scorebook. The official scorebook is the home team’s scorebook. The home team occupies the dugout on the 1st base side. If the league does not provide a home plate and base umpire, the home team provides the plate umpire and the visiting team provides the base umpire. **The umpires shall not coach from their positions.** The Home team supplies two new baseballs for the game. If a player arrives after the first pitch is thrown, the player shall be placed in the last batting position in the batting order and the opposing manager & umpire shall be notified of the addition. Any changes to lineup must be given to the umpire and opposing coach. The player’s coach may require the late player to sacrifice a required defensive inning of play for each defensive inning the player missed.

Managers and coaches are not permitted to change the rules at the start of a game or any time before the end of the game.

For the safety of all players that are pitching, the mandatory pitch record sheet shall be followed. Prior to each game, both team managers shall jointly inspect the pitching records of both teams with the home plate umpire to identify players ineligible to pitch in the ensuing game.

Players shall remain in the dugout during the game. All equipment shall be stowed in the dugout area throughout the game. **No food or drink (except water or sports drinks) shall be allowed on the field or in the dugout, this includes gum and sunflower seeds.**

Both Home and Visitor Managers will be responsible for making sure the players clean up the dugout or bench area and remove all trash after each game. Failure to do so could result in a 1 game suspension for the next game. If you are the last game of the night, please bring into the dugouts the garbage cans from inside the complex and lock the dugouts.

Five – Run Rule there is a maximum 5 run rule per inning. **NO FIVE RUN RULE ONCE THE LAST INNING HAS BEEN DECLARED OR IT IS THE SIXTH INNING.**

Ten – Run Rule. If after (4) innings, (3 ½ innings if the home team is ahead), one team has a lead of 10 runs or more, the manager of the losing team shall concede the game.

Game Time and Duration. Game starts when scheduled regardless of the actual time the game starts. Game shall be cancelled if not started within 15 minutes of the scheduled time. During School no new inning may start after 1.75 hours after the scheduled start time of the game. Once school ends no new inning will start after two hours and 10 min. (THE FINAL INNING MUST BE PLAYED TO COMPLETION AFTER SCHOOL ENDS). A new inning starts the moment the third out is made or the 9th batter (see continuous batting order below) has batted against the home team. If an inning extends past the allotted time period, that inning shall be allowed to continue until a winner is determined or ends in a tie. **While school is in session, all games must be completed by 9:15 pm with no exceptions. HOME TEAM WILL ALWAYS GET LAST BATS**

Continuous Batting Order. Each team may bat up to, but not more than nine (9) batters per inning, or until three (3) outs are made, i.e. a half inning shall be completed when either 9 players have batted or 3 outs are made, whichever occurs first. If the 9th batter hits the ball, play continues until the ball is returned to the catcher and play stops. The manager of the team of the team batting notifies the opposing team and home plate umpire when the 9th batter comes to bat. Examples: A half inning ends when a team with 12 players bats the first 9 batters in the batting order without making 3 outs. The team's batting order or the first 3 batters to bat the next inning would begin with the 10th, 11th and 12th batters. If the same team had batted only the first 8 batters in the batting order that inning before 3 outs were made by the opposing team, the batting order or the first 3 batters to bat the next inning would begin with 9th, 10th and 11th batters. In both examples, the next batter after the 12th batter is the 1st batter in the batting order.

Mandatory Play (MP). Coaches must ensure all players have equal play which should be based on innings or time played. All players should get the opportunity to play every position throughout the season. Exceptions are attitude, unsportsmanlike conduct and practice participation.

Pitchers. Any player may pitch.

Catchers. Drop 3rd strike is recognized at the Mustang level after June 13th. Drop 3rd strike with 2 outs the runner may advance to 1st base if occupied.

These limits pertain to pitches thrown in games only and does not include warm-up pitches. Balks will be called, however there will no runner advancement to home plate.

Two walks per pitcher per inning are permitted. If there should happen to be a 3rd walk a coach will soft toss at the plate to the batter no more than 3 times. If the batter misses 3 consecutive tosses the batter will be awarded 1st base and will be entered in the scorebook as a walk.

Pitching mounds can be moved no more the 40 feet closer to home plate to accommodate players that struggle from 46 feet throwing strikes with approval of both managers

To keep the game moving, the pitchers will be giving a maximum of 8 warm up pitches or one minute. If no catcher is present the pitcher can warm up with the 3rd baseman or a coach.

Pitching Conferences. Two (2) conferences by a coach in an inning are allowed. Pitcher shall be removed from the mound on the third visit in an inning by a coach. Three (3) conferences by a coach in a game are allowed. Pitcher shall be removed from the mound on the fourth visit in the game by a coach. Conference count resets with each pitching change. Conferences can occur at the mound.

Mandatory Pitching Record. The official home scorekeeper shall keep record of actual pitch count. An accurate pitching record shall be maintained throughout the season. The pitchers of record and the number pitches thrown shall be recorded on the pitching record form. Each entry must be verified and signed by the home plate umpire and home scorekeeper after the game.

Warm up pitches do not count toward the pitch count.

If a player 9+ YO pitches 76 or more pitches in a day (60 Pitches for 7-8YO) 4 calendar days of rest.

If a player 9+ YO pitches 61 - 75 pitches in a day (45 for 7-8 YO), three (3) calendar days of rest should be observed.

If a player 9+ YO pitches 46 - 60 pitches (35 for 7-8 YO) in a day, two (2) calendar days of rest should be observed.

If a player 9+ YO 31-45 pitches (25 pitches for 7-8YO) in a day, one (1) calendar day of rest should be observed

If a player 9+ YO pitches 1 - 30 pitches in a day (20 pitches for 7-8 YO) no rest is required. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below but the pitcher may remain in the game at another position:

A 9+ YO Pitcher who delivers 61 or more pitches in a game cannot play the position of catcher for the day

A Pitcher who is age 7-8 YO and pitches 45 pitches in a game cannot play the position of catcher for the day

League Age

17-18

115 pitches per day

13-16

105 pitches per day

11-12

95 pitches per day

9-10

85 pitches per day

7-8

60 pitches per day

Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. **The third out is made to complete the half-inning. NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Catcher Safety and Bat Throwing. The catcher shall wear a chest protector, leg guards, helmet and dangling throat guard. During warm up activities in the bullpen or on the field the catcher must wear a catcher's mask. A batter who throws the bat shall receive 1 warning. If the batter does it again during the game, the batter is out and no runners will advance. Male catchers shall wear a protective cup. Female catchers shall wear a pelvic protector. However, all players are encouraged to wear cup or pelvic protection.

On-Deck Batter. On deck batter is permitted

Leading Off and Stealing. Is allowed

Stealing Home: No stealing home until June 13th. A base runner on 3rd base cannot advance home on a passed ball, wild pitch, or catcher-pitcher exchange. However, if a play is made on the runner on 3rd base or any other base runner, the 3rd base runner may advance home at his/her own peril.

Bunting and Sliding. Bunting and sliding are allowed. A base runner is out if he/she slides head-first while advancing, but base runner can return to a base with a head first slide. A batter-runner cannot be tagged out after overrunning first base (REGARDLESS WHICH DIRECTION THEY TURN) if said batter runner returns to 1st and makes no obvious motion as if they were attempting to advance to 2nd base.

Slide &/or Avoid Rule

The runner must slide or avoid a fielder attempting to make a tag. No malicious contact or attempt to dislodge the ball from the fielder will be allowed.

Obstruction

A fielder, while not in possession of the ball, may not obstruct a runner in any way. At the discretion of the umpire an "obstructed" player may receive a base in addition to the base the player was headed to

Protests. Protests must be resolved before the next pitch or play. Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or use of ineligible player.

Coaches. The only coaches allowed on the field and dugout will be approved volunteer applicants that have a background check and is appointed by the league President. No parents or children not on the team are permitted in the dugouts.

At least 1 adult/coach shall be in the dugout during the game. Base coaches can be either 2 adult/coaches or 1 adult/coach and 1 player, but the player must wear a helmet as a base coach. Coaches must be granted a timeout before leaving the dugout or the coaches' boxes. No coaches shall be allowed from behind the home plate area. Managers shall be responsible for the behavior of their coaches during the game. **Up to 2 defensive coaches are permitted behind the infielders standing in the grass to help direct players to their positions until June 13th. After June 13th there will be no defensive coaches on the playing field.**

Removal/Ejection. Umpires may remove/eject any manager/coach or player from the game as well as any spectator from the stands. Should a manager/coach or player or spectator be removed/ejected from a game, that coach or player or spectator shall leave the premises. A manager/coach or player removed/ejected from a game is automatically suspended for his next physically played game and is subject to additional suspension time for conduct, which resulted in being removed/ejected from a game. A spectator removed/ejected from a game shall be the base umpire for the next game he/she attends.

End of game:

It is the responsibility of both managers to clean up the dugouts before you leave the playing fields. If you have the last game for the evening please rake any areas on the playing field that may need attention to for the next day's game. Garbage cans nearby your playing field must be brought into the dugouts. Please lock all dugouts if you are the last game of the night.