

2010 Mustang Playing Rules

1. See 2003 Pony Baseball Rules and Regulations.
2. On a pitched ball, base runners **MUST** stay in contact with the base until the ball crosses home plate (i.e. there are **NO** lead offs). If the base runner leaves the base prior to the ball crossing home plate, the **TEAM** violating this rule (**umpire's discretion**) will get **1 warning**. The offending runner will be sent back to the original base. The next offending runner on the "warned" **TEAM** will be called out.
3. A runner on 3rd base may not steal home on a ball thrown back or handed back to the pitcher successfully (unless the ball is dropped or missed). If the pitched ball goes past the catcher (wild pitch, passed ball), or a play (throw) is made to any base by either the pitcher or catcher, the runner(s) may advance at their own risk.
4. Regarding time limits for games: An inning cannot start beyond 1 hour and 50 minutes after the official (not scheduled) start time of the game.
5. A trip to the mound between inning counts as a trip to the mound.
6. If a manager or Coach of the defensive team goes onto the field of play (i.e., between the white lines) to talk to any player more than once in an inning, while the same pitcher is pitching, a pitching change must be made (counts as two trips to the mound).
7. Pitchers **SHALL** not pitch in more than 3 innings on the same calendar day. Violation of any pitching rule will result in the forfeiture of that game and the Manager will serve a 1 game suspension (as delineated by the Executive Board).
8. Pitchers **SHALL** not be allowed to pitch more than 8 innings in any calendar week. A calendar week is from 12:01 AM on Monday to midnight the following Sunday.
9. Pitchers **SHALL** have 40 hours rest after pitching 3 innings on the same calendar day.
10. The 40 hour rest rule is computed from the scheduled starting time of that game in which the pitching occurred or in games which began more than two hours after the scheduled starting time.

NOTE: For rules 7 through 10, rescheduled or postponed make up games do NOT alter these rules.
11. Upon the first pitch thrown by the pitcher, this will count as 1 inning pitched.
12. Games shall be 6 innings and not to exceed 9 innings (within the limitation of the above mentioned time constraints).
13. If a game is called for any reason (for instance: inclement weather), it shall be considered a completed game if 4 innings have been played or the Home team is leading after 3 ½ innings are completed. If the game is postponed and less than the 3 ½ innings are complete or the

home team is not winning after 3 ½ completed innings, play shall continue from the point of postponement at a future schedule date and time.

14. 10 run mercy rule: If a team is leading by 10 or more runs

- a. After 4 completed innings or
- b. The Home team is leading after 3 ½ completed innings, or
- c. The Home team takes a lead of 10 or more runs during the bottom half of the 5th inning.

the game shall be terminated and the team in the lead will be declared the winning team.

Additionally, both managers may agree to play additional innings (within the limitation of the above mentioned time constraints). Any and all runs accumulated in the additional played innings do not count in the final score. However, any and all pitcher's innings do count toward the pitching limits described above.

NOTE: Umpires MUST stay to the completion of 6 innings, or the time limit, in order to be paid. If they leave it is the responsibility of the managers to immediately inform the divisional VP so that umpire will not be paid for that game.

15. A team failing to field at least 9 uniformed players within 15 minutes after the scheduled starting time shall forfeit that game.

16. **NEW RULE: 7-Run cap**

Any team scoring 7 runs in their half of an inning will announce that they have reached the run limit allowed, and, once this is verified by the opposing team scorer, will switch to their defensive positions. In the case that more than 7 runs score (example: a bases-loaded hit with the "7th" run on 3rd base scoring all three base runners), only 7 runs will be counted in the official score for that inning.

For example: A homerun over the fence scoring more than the 7th run will count the same as above as well, maximum 7 runs, but allow the player to complete the homerun.

The only inning that the 7-run cap does not apply is the 6th inning.

17. Managers have the option to use NLBA Pinto players (under the consent of their parents or guardians) within the 15 minutes. If a Pinto player is used, they are not allowed to pitch in any inning.

18. No out will be given to any player leaving or being injured during the course of that game. Ejected players will count as one out as they appear in the batting order.

19. Protested games: The Manager (or the coach assigned the role as manager for a game when the official manager is not able to attend) is the only person that has rights to protest a game. Thus, the Manager (or coach serving as manager) must immediately notify the umpire at the time of the dispute and for what reason; the umpire will immediately notify the opposing Manager and

make a public announcement that the game is being played under protest. The Executive Board will rule on the protest as explained in the Managers Handbook

20. There is NO drop third strike rule. If the catcher drops the ball after a swing or called third strike, the batter is out and runners are free to advance at their own risk.
21. Hit by pitch rule: Pitcher must be removed if they hit 2 batters in the same inning or 3 batters during the course of the game.
22. Every player must play a defensive position(s) a minimum of 4 innings. No player shall sit out for 2 innings in a row.

NOTE: Rule 22 can't be guaranteed if less than 6 innings are played.
23. The entire team roster shall bat in order and free defensive substitution is acceptable. The only restriction is in regards to pitchers. A player may not pitch in non-consecutive innings during the game.
24. Home team is required to: set the bases, chalk the lines and batter's box area, return/replenish used materials to the lock box, obtain and operate the score board (if applicable); and rake the field where/if necessary. The Home team will occupy the 3rd base dugout for the game. Additionally, the Home team is responsible to report to the Division VP's any missing equipment immediately.
25. The Winning team is required to: Pull & cap all base pegs (except home plate), rake out batters boxes and base areas, repair mound area including filling all holes by pitching rubber, return scoreboard (if applicable), chalk box, rakes, and all bases to the equipment box. **LOCK ALL FIELD LOCK BOXES!**
26. In order for the score to be recorded for the game, both managers must call their Executive VP and provide the following information:
 1. The score of the game including the number of completed innings
 2. Name(s) and uniform number(s) of pitchers used for both teams and the number of innings they pitched in the game.
27. Rain out games must be reported to the Executive VP ASAP for rescheduling. If more than 36 hours is past, that game may be in jeopardy of being rescheduled.
28. There will be NO intentional walks. The opposing pitcher **MUST** throw four called balls for a batter to be awarded first base.

Approved by Executive Board 12/07