

# Mustang League Rules – Boys

All games will be played under PONY League rules with these exceptions:

## Game Duration:

<u>LEAGUE</u>	<u>INNINGS</u>	<u>TIME LIMIT</u>	<u>10 RUN RULE</u>
Mustang	6	1 hour 45 minutes	After 4 innings

Exceptions: Games on non-lighted Diamond (3) must end 1 hour and 30 minutes from the scheduled start time. No inning shall be started 15 minutes or less before the game's time limit. The game will end at its time limit. If the team that is behind has not completed its at bat the score will revert back to the last completed inning. Umpire's time is the official time.

The following guideline will be used by umpires and coaches in handling lightning situations.

From the time thunder or lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

## Base / Pitching Distances and Pitching Limits:

<u>LEAGUE</u>	<u>BASES</u>	<u>PITCHING DISTANCE</u>	<u>PITCHING LIMITS</u>
Mustang	60 feet	42 feet	3 innings per game

Exceptions: Travel players in Mustang that are playing in the farm league can only pitch 2 innings per game.

## Game Rules:

- One inning is 7 runs or 3 outs, whichever comes first. A maximum of 12 runs in the last inning.
- FIVE (5) warm up pitches or **one minute** between innings.
- Pitchers must have 40 hours of rest between pitching assignments, if they pitched more than ONE (1) inning.
- PONY baseball rules will apply for all tournaments.
- No intentional walks.
- Game Duration will be as listed above, unless called by the umpire. In the event of incomplete games due to weather or other circumstances, the following rules will apply:
  - Less than TWO (2) full innings played, restart game.
  - Less than FOUR (4) complete innings played, game is suspended to be completed at a later date.

- FOUR (4) complete innings played constitutes a complete game.
- Coaches must notify the Scheduling Chairman within 48 hours or this game will not be rescheduled.
- It takes SEVEN (7) players to field a team and there must be a catcher at all times.
- Except for the pitcher, there will be free substitution during the entire game for the defensive team.
- All base runners must slide at 2<sup>nd</sup>, 3<sup>rd</sup>, and home plate any time there is a play being attempted. If runner doesn't slide he is out. It is the umpires discretion on whether a play is being made.
- A pitcher, who is removed from the mound, may return to the mound one time in the same game. Such pitchers may not be returned to the mound in the same inning in which they were withdrawn from the mound, and must otherwise be eligible to pitch.
- Pitchers must be removed from the mound after hitting TWO (2) batters in ONE (1) inning, or a total of **four (4)** hit batters per game.
- After removal due to hit batters, the pitcher may not return to the mound in the same game.
- Each player must play at least TWO (2) defensive innings.
- Catcher must wear protective gear and protective cup.
- The batting roster will be made up of the entire team.
- If the base has been rounded at least halfway, the runner gets that base plus one additional base when the ball goes out of play (UMPIRES DISCRETION).
- Base runners may not leave any base until the ball passed home plate.
- A team may walk only FOUR (4) batters in an inning, after which the batter must either hit or strike out. **A hit batter counts as a walk.**
- Batter may not run on dropped 3<sup>rd</sup> strike.
- Base runners may not score from 3<sup>rd</sup> on a passed ball or wild pitch.
- Runner on 3<sup>rd</sup> base may score only when:
  - Ball is hit by the batter
  - Runner is forced in by a walk or hit batsman
- **Runner may NOT advance on an overthrow by the catcher to any base or back to the pitcher.**
- NINE (9) players only on the field defensively. **Standard infield (P, C, 1B, 2B, 3B & SS) and 3 outfielders is to be used.**
- Any time a batter is hit by a pitch they will take their base regardless of number of walks.