



2013 Mustang Playing Rules

1. See 2013 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** leadoffs). 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 manger 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** be allowed to pitch more than **8** innings in any calendar week.
8. Pitchers **SHALL NOT** pitch in more than **3** innings on the same calendar day.
9. Pitchers **SHALL** have **40** hours rest after **3** pitching innings on the same calendar day.

10. A calendar week is from 12:01 AM on Monday to Midnight the following Sunday.
11. 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).
12. All managers must fill out the Game Recap sheet and send it to a VP after each game. This sheet can be hand delivered or emailed.
13. **Note:** For Rules **7** through **12**, rescheduled or postponed make up games do **NOT** alter these rules.
14. Upon the first pitch thrown by the pitcher, this will count as **1** inning pitched.
15. Games shall be **6** innings and not exceed **9** innings (within the limitation of the above mentioned time constraints of rule **#4**).
16. 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 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.
17. 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, Rule **#4**). 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, Rules **#7** thru **#12**.

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.

18. A team failing the field at least 9 uniformed players within 15 minutes after the scheduled starting time shall forfeit that game.
19. **5-run per inning cap:** Any team scoring 5 runs in their half 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 case that more runs score (i.e., a bases-loaded hit with the "5" run on 3rd base scoring all three base runners), only the 5 runs will be counted in the official score for that inning.

For example: A homerun over the fence scoring more than the 5th run will count the same as above as well, maximum 5 runs, but allow the player to complete the homerun.

The ONLY inning that the 5-run cap does not apply is the 6th inning if it is reached. Not the final inning (i.e. the game only goes 4 or 5 innings instead of 6).

20. 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.
21. 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.
22. Protested games: The manager (or the coach assigned the role as manager for the 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.
23. 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 the runners are free to advance at their own risk.
24. 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.

25. Every player must play defensive positions 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.*

26. 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.

27. Home team is required to: set the bases, chalk the lines and batter's box area, return/replenish used materials to lock box, and rake/drag the field as 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.

28. The Visiting team is required to: Pull and 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 chalk box, rakes, and all bases to the equipment box. **LOCK ALL FIELD LOCK BOXES!!!!!!!!!!**

29. Rainout games must be reported to the VP's **ASAP** for rescheduling. If more than **36** hours is past, that game may be in jeopardy of being rescheduled.

30. There will be **NO** intentional walks. The opposing pitcher **MUST** throw four called balls for a batter to be awarded first base.