



# Frankfort Baseball, Inc.

P.O. Box 261, Frankfort, IL 60423  
[www.frankfortbaseball.com](http://www.frankfortbaseball.com)



## Mustang League Rules

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**Directors of Mustang League:**

Kip Nuzzo

708-207-6120

**Director of Player Personnel:**

Bill Jennrich

815-469-7640

The following rules apply to all Mustang League games. All other rules governing Frankfort Baseball are contained in the Official Pony League Rule Book.

1. All games will start within 15 minutes after posed starting time.
  - 1.1. If a team is not on the field within the allotted time, that team shall forfeit the game. If neither team has enough players present to play a game, both teams will forfeit the game.
  - 1.2. If there is no Umpire present within 15 minutes of the schedule game time, the game will be played with alternate umpires. If there is more than one umpire working any other Frankfort Baseball game at that time, one of those umpires can be used. Otherwise, both managers should select an adult to umpire the game.
  - 1.3. No new inning may start after 2 hours from the 1<sup>st</sup> pitch.
2. All games will be played as scheduled unless postponed by the League Director. Makeup games will be rescheduled as soon as possible. It is the responsibility of the League Director to set the date for the makeup game. If the game cannot be played as scheduled, the Director will set a second date.
3. If a scheduled playing field is not available due to bad weather, the game will be rescheduled by the League Director at the next earliest convenient date. Managers do not take it upon themselves to arrange for rescheduling.
4. A thrown ball is live upon hitting the fences and dead upon leaving the playing field. The batter is entitled to the base to which he is advancing plus one. (See 7.05g of the Official Baseball Rules).
5. Each player present must play in a defensive position at least three innings in each game, assuming the game is not shortened by the slaughter rule or the weather. A continuous batting order will be used.
6. Managers shall exchange batting orders at the beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.
7. A Player who intentionally throws off his helmet while running the bases is automatically out.
8. Any Player or Coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire.





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9. Base runners may not lead off. Any player who leaves the base before the ball crosses the plate or is struck by the batter will be called out. There will be no warnings.
  10. Stealing is allowed only after the pitch has crossed home plate.
  11. A runner cannot advance to home on an overthrow during an attempted steal of any base by any runner. A base runner will be called out if he is picked off/tagged out while attempting to steal home, while rounding third base on a steal, or while leading off third base.
    - 11.1. If the base runner successfully steals home, the run will not count and he will be sent back to third base.
  12. Players may be moved from the Pinto to the Mustang Division to fill a roster. No Pinto Player can play ahead of a Mustang Player, and may start if, and only if, there are less than nine Mustang players present. The Pinto player must play the minimum number of innings specified for the Mustang League, but the Pinto player cannot play more innings than the Mustang players. The Pinto player will not be allowed to pitch or catch and the Pinto player must bat last in the lineup.
  13. After a second Batter is hit by a Pitcher during a game, a warning will be issued to both the Pitcher and his Manager. If a third Batter is hit, the Pitcher will be relieved of pitching duties.
  14. There will be a 10 run slaughter rule in effect for all games. If, after four complete innings, or three and one half complete innings if the home team is ahead, a team is leading by 10 or more runs, the game will be called.
  15. Free substitution, except for Pitchers.
  16. All games are suspended games if stopped prior to the completion of the fourth inning or three and one half if the home team is ahead and subject to the Official Baseball Rules governing its completion.
  17. Bunting is allowed.
  18. The infield fly rule does not apply.
  19. No balks will be called.
  20. On a dropped third strike, the Batter is still considered out and may not attempt to take first base.
  21. No base runner may advance once the Pitcher has control of the ball in the dirt portion of the mound.
  22. Pitchers in the Mustang League are allowed seven innings in a calendar week, with a maximum of 2 innings per game. Pitchers, after pitching 2 innings in one game, must have 24 hours of rest between game starts. Game starts are defined as the scheduled time each game starts not the time the pitcher entered the game.
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- 22.1.** One pitch thrown within an inning in the game constitutes a complete inning pitched. For example, a pitcher getting 1 out in the 3<sup>rd</sup>, 3 outs in the 4<sup>th</sup> and 2 outs in the 5<sup>th</sup> constitutes 3 innings pitched.
- 22.2.** Monday starts a new week and the pitched innings count starts over; however, Sunday players who pitched at least 2 innings on Sunday must still receive 24 hours rest, and players who pitch 3 innings on Sunday will be ineligible to pitch on Monday.
- 22.3.** If a travel player pitches 7 innings in a calendar week during league play, he is ineligible to pitch on Sunday.
- 22.4.** Sunday Travel Team Players who pitch 2 innings on Saturday will only be eligible to pitch one inning on Sunday.
- 22.4.1.** The player can pitch a maximum of three innings on Sunday in accordance with Sunday League rules as long as the 24 hour rest rule is observed and the player does not exceed the 7 inning maximum per week.
- 23.** Filing of Protest Procedure.
- 23.1.** A protest based on a play which involves an Umpire's judgment is not permitted.
- 23.2.** A protest must be based on an interpretation of the rules.
- 23.2.1.** The protesting Manager must notify the home plate Umpire of his intent to protest at the time the play occurs, before the next pitch takes place. He must also notify the opposing Manager and/or Score Keeper. The score books must be marked so that the game could be replayed from that point, if the protest is upheld. The Umpires must initial the score books at that time.
- 23.2.2.** Protests must be submitted to the League Director or the Director of Umpires within 48 hours of the completion of the protested game.
- 23.2.3.** A committee consisting of the League Director, the Director of Umpires and one Board Members will rule on the protest within one week. If the Director of Umpires was a working umpire during the game under protest than the Board President shall appoint a replacement at his sole discretion.
- 23.2.4.** If the protest is upheld, the game will resume from the point of the protest, as marked in the score books.
- 24.** Any Team Manager or Coach who withdraws a team from the playing field under any circumstances prior to the official completion of the game, shall forfeit all rights to protest the game as described above.
- 25.** A Safety Base will be used at first base.





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- 25.1. A base runner may be called out if the runner does not touch the orange portion of first base, when a play is being made on the runner, and the runner is going through first base.
- 25.2. A base runner may be called safe if the fielder does not touch the white portion of first base when making a play on a runner going through first base.
- 25.3. These rules will be called at the discretion of the umpire.
- 25.4. A base runner will automatically be awarded the next base, including home plate, if a defensive player stands on a base and thus interferes with the runner's ability to touch that base and advance to the next.
26. In the case of a tie game stopped due to a time restriction, the game will be scheduled to continue from the point of suspension at the request of the two managers. All other games will be governed by Pony Rule 11 section. E.
27. All players must wear a protective cup at all times. This includes during games and practices.
28. No metal cleated shoes are permitted in practice, games, or tournaments. Some removeable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.
29. A player must slide, attempt to go back to the base he came from or give himself up as an out to avoid contact with a defensive player who has control of the ball and is covering his base. Any contact greater than glove to body (umpires discretion) without sliding will result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.
30. WEATHER-Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 20 minutes. IF IN DOUBT, SUSPEND PLAY.
31. A maximum of 4 adults are allowed in the dugout during games, Manager, two coaches, and the team scorekeeper if necessary. Parents are not permitted to watch the games from the dugout area.
32. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter, swing", "slaughter rule", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.

