



## Mustang League Rules

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. Scheduling and Umpiring

- 1.1 All games will start within 15 minutes after posed starting time.
- 1.2 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.
- 1.3 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.
- 1.4 No new inning may start after 1:45 from the 1st pitch.
- 1.5 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.
- 1.6 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.
- 1.7 For inclement 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 15 minutes. **IF IN DOUBT, SUSPEND PLAY.**
- 1.8 The scheduled home team will have the 3<sup>rd</sup> basedugout.

### 2. Rosters and Fill in Pinto Players

- 2.1 Players may be moved from the Pinto to the Mustang Division to fill a roster for a single game. No Pinto Player can play ahead of a Mustang Player,



## Mustang League Rules

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.

### 3. **Baseball Play**

3.1 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).

3.2. 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. Each player must play at least one inning in the infield. If in the discretion of the manager the player cannot defend himself/herself to play an infield position, or the player refuses to play the infield, the player need not play an infield position. Notice should be given to the player's parent(s) in either scenario.

3.3 A continuous batting order will be used and there will be free substitution of player positions, except for Pitchers.

3.3.1 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.

3.4 A Player who intentionally throws off his helmet while running the bases is automatically out.

3.4.1 Any Player throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach throwing an item of equipment shall be ejected from the game, and may be removed from his/her position, at the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.

3.5 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. Stealing is allowed only after the pitch has crossed home plate.



## Mustang League Rules

3.5.1 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.

3.5.2 If the base runner successfully steals home, the run will not count and he will be sent back to third base.

3.5.3 No base runner may advance once the Pitcher has control of the ball in the dirt portion of the mound.

3.6 Bunting is allowed.

3.7 The infield fly rule does not apply.

3.8 On a dropped third strike, the Batter is still considered out and may not attempt to take first base.

3.9 A Safety Base will be used at first base.

3.9.1 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.

3.9.2. 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, a base runner will automatically be awarded the next base, including home plate.

3.9.3 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.

#### 4. **Game Completion**

4.1. 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.



## Mustang League Rules

4.2 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.

4.3 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.

### 5. Pitching Rules

5.1 Intentional walks are expressly prohibited.

5.2 No balks will be called.

5.3 Pitchers in the Mustang in-house league are allowed to pitch up to the table below with a maximum of 3 innings per game. A pitcher pitching to one batter in the 1st inning, getting three outs in the 2nd inning and getting three outs in the 3rd inning constitutes 3 innings pitched.

<u>LEAGUE AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

5.3.1 Exception: If a pitcher reaches the limit imposed 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

5.4 Note 1: A pitcher who delivers 35 or more pitches in a game cannot play the position of catcher for the remainder of that day.



## Mustang League Rules

Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

5.5 Each team must designate a manager, coach, or scorekeeper as the official pitch count recorder.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. Keep an accurate pitch count, adhere to rest requirements, and share with Eagles coaches as well, if applicable, to ensure the health of the pitcher.

5.6 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.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

### 6. **Game Protests**

6.1 A protest based on a play which involves an Umpire's judgment is not permitted.

6.2 A protest must be based on an interpretation of the rules.

6.2.1 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.

6.2.2 Protests must be submitted to the League Director or the Director of Umpires within 48 hours of the completion of the protested game.

6.2.3 A committee consisting of the League Director, the Director of Umpires and one Board Member 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.



## Mustang League Rules

6.2.4 If the protest is upheld, the game will resume from the point of the protest, as marked in the score books.

6.2.5 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.

### 7. Equipment

#### 7.1 **Bats- All Bats must be certified with a USA Bat Stamp per Pony Rules**

- Barrel Size: 2 ¼" and 2 5/8" barrel bats are OK. 2 -3/4" barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA Bat) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats
- Bats with the USSSA stamp or BPF 1.15 are **NOT** allowed

#### **Pony Rulebook:**

In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball has adopted the new USA Baseball bat standard (USABat). Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all other 2-5/8 inch minus factor bats (-5, -7, -9, etc.) and 2-¼" bats must be certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. 2-¼" BARREL bats are legal in all divisions of PONY Baseball except **COLT 16U™, PALOMINO 18U™ and THOROBRED 23U™**. 2-¼" and 2-5/8 inch minus factor bats (-5, -7, -9, etc.) used in 2017 will be illegal to use in 2018. 2-5/8" barrel bats are legal in all division of PONY Baseball. If a 2-5/8" bat is -3, it must be BBCOR certified (stamped on the bats). Effective January 1, 2018, all other minus factor bats (-5, -7, -9, etc.) Must be certified with USABat licensing mark stamped on the bat.

2-¾" barrel bats are prohibited in all divisions of PONY Baseball.

7.2 All players must wear a protective cup at all times. This includes during games and practices.

7.3 No metal cleated shoes are permitted in practice, games, or tournaments. Some removable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.



## Mustang League Rules

### 8 Dugout Personnel

8.1 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.

### 9. Sportsmanship

9.1 Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, at the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.

9.2 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.



## Mustang League Rules