

# Mustang Ground Rules 2015

## **Pitching Rules:**

1. A 9 year old pitcher must start the game and pitch to at least "9 batters" or "2 full innings" (Considered a 9 year old if they are 8 or 9 and they do not turn 10 before May 1st)
2. Pitchers shall not be allowed to pitch in more than three innings in one calendar day.
3. Pitchers when pitching in more than one game during a calendar day may pitch in any combination of innings, provided they don't pitch more than a total of 3 per calendar day.
4. Pitchers must have a minimum of 40 hours rest from the start of the first inning pitched if they pitch 3 innings in one calendar day. (Refer to Pony Rules & Regulations Book, page 20 #H)
5. As soon as one pitch is thrown it is considered an inning pitched.
6. Pitchers may not pitch more than 6 innings in one calendar week. (Calendar weeks are from 12:01 am Monday to 12:00 midnight the following Sunday). \*Regular Season Only!
7. No pitcher taken from the mound may re-enter to pitch in the same game.
8. Each new pitcher will be given 8 warm-up pitches. There after the start of each inning they will be given 5 warm-up pitches. (Remember the games are timed.)
9. If a coach or assistant coach or a combination of either visits the mound 2 times in the same inning they must make a pitching change. (Crossing the infield line on a timeout call is considered a visit.)
10. Any team violating these rules will be considered illegal and will result in 1 warning and then in forfeiture of the game.

## **Games:**

1. All Games will be followed as scheduled.
2. Games will be 5 innings or 1 hour and 30 minutes. No new innings will be started after 1 hour and 25 minutes of play. There is a 10 run rule in effect after 3 and 1/2 innings with the home team ahead or four complete innings. Games may be extended in the event of a tie.  
Early games will be rescheduled to a later date if needed.
3. In the event that any games are suspended (rain, darkness, etc.) 3 and 1/2 innings with the home team ahead or 4 complete innings will constitute a regulation game. If the game is suspended during a tie, the game will resume from the point of suspension on a later date.
4. Games will start at the scheduled starting time. Teams must field at least 7 players, and their lineup must be arranged to include one or two out(s), depending on the number of players. Late players may enter the game immediately. Batting order shall be followed as stated below.

5. All cancelled games due to weather, etc. shall be replayed the following free day or Saturday beginning with the first 2 teams that were unable to finish or play their game.

**Equipment:**

1. Metal cleats are not allowed. Anyone found wearing metal cleats during the game will be ejected.
2. Catchers will wear protective headgear and masks while warming up or catching for the pitcher during the game. Any other players who warm-up the pitcher must follow these same rules. Male catchers are advised to wear protective cups.
3. Bats shall be no more than 33 inches long nor have a diameter larger than 2 5/8 inches. Metal bats are legal.
4. Batters on deck and running the bases will wear protective headgear that fits properly and has earpieces that cover both ears. If any player deliberately throws their helmet or bat they will be called out or can be ejected.
5. All players in the field must wear sponsors uniform, shirt, hat and gray pants.

**Batting Order:**

1. The first four batters in the lineup must be 9 years old. (Considered a 9 year old if they are 9 years old and do not turn 10 before May 1st.)
2. If a coach cannot fulfill this requirement for the batting order the opposing coach can rearrange his line-up to match the other. Both coaches need to agree and let scorekeeper and umpire know before starting game.
3. All players are in the lineup and will bat the entire game.

**Stealing:**

1. Stealing bases is allowed only after a pitched ball reaches home plate or on overthrow.
2. If the pitcher is on the rubber and the base runner is leading off when the ball is pitched the runner will be declared out.
3. The batter cannot run to first on a dropped third ball strike.

**Miscellaneous:**

1. All players must play at least two full innings. (Unless the player is injured). Pinch- running, pinch-hitting does not qualify for an inning played. If a player is not able to play two full innings due to shortage of game that player is required to start and play a minimum of two innings the next game.
2. There may be one adult coach stationed at the 1st and 3rd base coaching boxes.
3. Profanity, tobacco usage, alcoholic beverages are **NOT** permitted on the playing field and in the dugouts.

4. Players or adult volunteers who engage in unsportsmanlike conduct such as fighting, abusive language, or similarly derogatory activity, may be suspended for one or more games..
5. Any player may leave the game and re-enter the game once. Provided that the player does not improve their position in the batting order. (A player cannot bat twice before 8 other players have batted.)
6. If there is a play at a base and runner does not slide, and deliberately and with great force crashes into the defensive player, the runner is declared out, the ball is dead and all other runners must return to the last base touched at the time of the collision if the act is determined flagrant the offender will be ejected. \*Coaches have agreed to teach their players to slide and encourage them to do so to prevent the injury of another player. Headfirst is not allowed (only to get back to base). The player may only block the line of play if he is making a play with the ball to the base they are playing.
7. Try to keep the game moving by hustling all the time, pitchers will be given 5 warm-up pitches before the beginning of each inning.
8. All players need to be entered by the top of the 3rd inning and once entered in the game will stay in for at least 2 innings. (This is subject to coach=s discretion based on unacceptable reason for missing practices/games.) Re-entry rules are defined in the Pony League Rule book.