

## DIVISION RULES: MUSTANG

### OUTLINE OF PLAY

The Official Pony League Rules apply with the exception of the Local League Rules listed below.

#### I. PLAYING FIELDS:

A. **PITCHING DISTANCE:** 46 lineal feet

B. **DISTANCE BETWEEN BASES:** 60' lineal feet

C. **HOME RUN FENCE DISTANCES, recommended:**

1. **Foul Line:** 175 lineal feet

2. **Centerfield:** 225 lineal feet

D. **CHALKING:** All chalk lines shall be 2" in width.

1. **Foul Lines:** From the batter's box passing through the outside edge of 1st and 3rd base to the grass. (The outside edge of the foul line and the outside edge of Home plate and the bases are the same.)

2. **Batter's Boxes:** Starting 6" away from home plate extending 2.5' toward the pitching mound from the back corner of the plate (where it turns to make the point) is the front inside corner of a rectangular box with dimensions 5' x 3'.

3. **On Deck Circle:** A circle with 5' diameter on each side of the field in foul territory. Depending on the field configuration choose a location that best protects the "on deck" player giving them enough time to protect themselves from a foul ball and allows them a clear view of the pitcher and batter.

4. **Lead off line:** The base path between 3rd and Home Plate a 1' line perpendicular to the base path at a distance of 15' from 3<sup>rd</sup> base.

**II. EQUIPMENT:**

**A. BALL:**

1. 5 - 5.25 oz. ball measuring 9" - 9.25" in circumference. Leather or vinyl cover bearing the PONY emblem.
2. All baseballs used on regular season and postseason games will be provided by the league.
3. The Home Team shall provide (2), league provided, game balls for each regular season game.
4. Postseason game balls will be provided by the league at game time.

**B. BAT:** Wooden, Metal, Graphite or ceramic bats manufactured for baseball play that are round and no more than 2-<sup>5</sup>/<sub>8</sub>" in diameter and no more than 42" in length. Bats must bear the USABat licensing stamp.

**C. CATCHERS:** Catchers must be fully equipped with the following:

1. Shin guards
2. Chest protector
3. Face Mask & Helmet w/ throat protector. Hockey style masks are permitted. 2 Piece mask and helmet are PROHIBITED.
4. Catcher's Mitt: Only a Catcher's mitt shall be used in the catching position.
5. Catchers MUST wear a protective cup.

**D. PROTECTIVE EQUIPMENT:** All players are required to wear a protective cup. All offensive players outside the dugout shall be required to wear a batter's helmet. Pitchers are encouraged to wear a heart protector

**E. UNIFORMS:**

1. All players available for play must be dressed in official, matching uniforms, as provided by Orangevale Ponyball.
2. All uniforms shall be numbered and such numbers shall be recorded and maintained on file.

3. No uniforms purchased outside the league are allowed.
4. Metal Cleats are not allowed.

### **III. SCHEDULE:**

- A. Regular Season:** A regular season consists of, but is not limited to 12 league games.
- B. Post Season - Tournament of Champions (TOCs):** A double elimination bracket will be created using the standings from the regular season.
  1. Ties: If there are multiple teams with the same record. The following hierarchy will determine tie-breakers for the purpose of seeding.
    - a) Runs allowed
    - b) Runs scored
  2. Participation medals will be awarded as a memento for the season with 1st, 2nd and 3rd place receiving “placement” medals.

### **IV. GENERAL RULES:**

- A.** Only board approved individuals are permitted on the playing field and the dugout during games and practices.
- B.** Any violation of these league rules or the rules contained herein may result in appearance and review for disciplinary action before the Board in accordance with OVPB Code of Conduct.
- C.** Only official record keepers are permitted within the designated scorekeepers area.
- D.** Opposing team members shall not make derogatory or demeaning references to each other. This includes opposing team members, coaches, and spectators. Teach the ball players to chatter to each other but not to the opposing team members.
- E.** All members of the General Body and their guests must abide by all school district rules. This includes (but not limited to) a ban on pets on school property, and observation of school parking rules. Any violation of such rules will result in ejection from the school premises . Failure to leave the school

premises upon being ejected shall result in forfeiture and/or stoppage of said member's team's game. All offenses will be subject to penalties specified under Orangevale Pony ball Code of Conduct.

- F.** Smoking, the use of other tobacco products, vape products, and alcoholic beverages are forbidden at any and all league facilities and events, including events hosted by other leagues at which Orangevale Pony ball teams are participating.
- G.** All teams playing regular season games at the Pasteur Middle School fields shall be responsible for operating the snack bar on regular season games days. The number of dates each team will be required to work the snack bar will be dependent upon the number of teams in each division and the number of games scheduled. The scheduled home team will be responsible for providing a snack bar helper. The respective game will not start until he or she is in place at the snack bar. Failure to provide a helper will result in disciplinary action detailed in Orangevale Pony ball's Code of Conduct.
- H.** Make-up games shall be scheduled by the league scheduler.

**V. PLAYING RULES:**

**A.** The official playing rules, with exceptions and variations contained in this document, shall be the PONY Rules and Regulations and then the Official Rules of Major League Baseball.

**B. Game Length:**

1. The official start of a game shall be when the first pitch is thrown.
2. No new inning shall be started after 2 hours have elapsed from the declared start of the game.
  - a) If a tie exists at the 2-hour time limit, 1 extra inning shall be played. At the end of that inning, if a tie still exists, the game shall be recorded as a "Tie Game".
3. Once an inning begins it is to be completed.

**4. Incomplete Game:**

- a) If a game is called for any reason before it has reached complete game length of 4 innings, it shall be rescheduled by the league scheduler and completed.
- b) The game shall be continued where it was suspended.
- c) The governing rules at the time of the incomplete game shall be used.  
This includes rosters and available players and batting line-ups.

**5. Incomplete Inning:** If a game is called for any reason in an incomplete inning, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the incomplete inning, the game shall be considered a suspended game and shall be rescheduled and completed as an incomplete game. If the visiting team does not tie the score or take the lead in the incomplete inning, the score shall revert to the end of the last completed inning and the game shall be considered complete.

**6. The sixth or designated final inning shall end when the final out is recorded.**

**a) Designated Final Inning:**

- (1)** Final Inning may not be declared prior to 105 minutes of time elapsed from the declared start of the game.
- (2)** Should the declared final inning be completed with time left to play, a new inning shall be permitted following the same declared final rules.
- (3)** Both Managers must declare and agree on the final inning prior to the first pitch thrown in that inning.
- (4)** It is the responsibility of the home team manager to inform the umpire and scorekeeper of the declaration.

C. Scores and Standings:

1. **Official Records:**

- a) Must be kept entirely separate from each team's own records.
- b) **Storage:** The records shall be kept in the league's Snack Bar. If the league's Snack Bar is not open, place records in the Blue Box behind the dugout. It is the responsibility of each record keeper to ensure the records are stored properly.
- c) The scorebook and pitching record shall be signed at the termination of the game by each team's Manager.
- d) It is the responsibility of the Home Team to report all official records to the league or update records.
- e) The Home Team Manager shall be responsible for ensuring the return of the Official Scorebook to the proper place in the League storage lock-up following each game. Failure to do so will result in forfeiture of that Manager's team's next game.
- f) **Scorebook:** The intent of the official scorebooks is to keep an official log of each game.
  - (1) An official scorebook will be provided by the league.
  - (2) **Responsibility:** The home team is responsible for keeping the official score during games. They also must email a picture of the scorebook and pitching record to scores@ovpb.net.
  - (3) The Umpire-in-Chief must sign the Official Scorebook at the completion of the game.
- g) **Pitching Record:** An official pitching record will be kept and added to the official scorebook
  - (1) Innings pitched will be defined by the number of outs recorded while the player is in the pitching position.
  - (2) Every pitch shall be counted when determining pitch count. This is to include all balls, strikes, and fouled pitches.

**(3) Responsibility:** The visiting team is responsible for keeping the official pitch count.

**h) Defensive Records:** A complete defensive record for all 6 innings of the game shall be produced and exchanged by Managers immediately prior to the start of the game.

**(1)** Deviations to this record shall be permitted providing the proposed change does not deviate from the player equal play rules detailed in Section F and has been communicated to the opposing Manager and official scorekeeper.

## **2. Run Rules:**

### **a) Max Runs Per Inning:**

**(1) Runs Allowed:** No team shall score more than (5) five runs maximum per inning during the first 4 innings. The 5th inning teams shall be allowed to score 10 runs, and in the 6th or declared final inning there will be no run rule in place.

**(2) Continuation:** No continuation of a play shall be allowed more than the max number of runs to be counted, the only exception to this is when a “home run” is batted over the outfield fence.

**(3)** There will be NO limit on runs in the declared final inning or any innings that continue thereafter.

**b) Run rule:** If a team is leading its opponent by at least 10 runs after 4 or more complete innings, 3.5 or more innings if the home team, the game shall be terminated and the leading team declared the winner.

**c) Tie Games:** All “tied-games” that are called for time shall be declared a “tie-game” in the standings.

## **D. Team Structure:**

**1. Minimum number of players:** A team must have at least 7 players present to play an official game.

**a) Positions:** The determination of the positions to be left vacant is left to

the discretion of the manager.

- b) **Less than 7 players:** If a team can only assemble 6 or fewer players, it shall forfeit the game. However, in case of forfeits a practice game should be played to provide maximum game experience for the players present. If agreeable, the forfeiting team may borrow players from the other team for the game.
- c) Any team fielding fewer than nine players shall have 1 automatic out assessed in the bottom of the line-up, regardless of the number of vacant positions, each time that position is reached in the game. This rule may be waived by agreement of both participating managers.

#### **E. Lineups:**

1. Managers must exchange batting line-ups at the beginning of the game.
2. Line-ups must be given to the official scorekeeper prior to the start of the game.
3. Any changes to the line-up shall be reported to the official scorekeeper at the beginning of the inning.
4. The batting line-up shall consist of all players on the team that are present at the game.
  - a) **Absent Players:** A player not present shall be listed in the scorebook and their status noted.
  - b) **Late Players:** A player that arrives late for a game, after the official line-up has been turned into the Scorekeeper, the player shall be added at the bottom of the batting order.

#### **F. Defensive Playing Time:**

1. No player shall sit out two consecutive innings.
2. All players shall sit out one inning before any player sits out a second inning.
3. Players must play at least one inning in the outfield and one inning in the infield.

4. No defensive changes are allowed during an inning, unless an injury, illness, or a pitching change occurs.

## G. Game Play

1. **Drop 3rd Strike:** Shall be in effect for the entire season. On a dropped third strike with any or all bases occupied with two outs, the batter may attempt to advance to first base. With zero or one out and first base occupied, the batter shall be called out on a dropped third strike.

## H. PITCHING:

### 1. Pitching eligibility:

- a) Players actual age and birth date shall be used when determining players rest and pitch count maximums
- b) Players 9-10 years of age maximum pitch limit shall be 75 pitches
- c) No pitcher shall appear in a game for three consecutive days regardless of pitch count.
- d) Players reaching their maximum number of pitches for a day while facing a batter will be allowed to finish pitching to that batter before being removed. Even if this exceeds the max number of pitches allowed. (This is the ONLY time max pitch limits may be exceeded)

### e) Rest:

#### (1) MLB Pitch Smart shall govern pitchers rest.

##### (a) The following are the rest requirements for kids 9-10 years old.

- (i) 1-20 Pitches: 0 days rest
- (ii) 21-35 Pitches: 1 day rest
- (iii) 36-50 Pitches: 2 days rest
- (iv) 51-65 Pitches: 3 days rest
- (v) 66+ Pitches: 4 days rest

#### (2) Rest days will be considered full calendar days. (ex. A pitcher who pitches on Tuesday that requires 2 days rest will NOT be eligible to pitch until Friday)

- (3) Failure to abide by MLB Pitch Smart rules will result in the pitcher being removed from the mound and the manager being suspended for the remainder of the current game and next game.
2. No pitcher, starting or otherwise, may return to the mound once withdrawn from the game. A pitcher who is withdrawn from the mound but who stays in the game at another position shall not be permitted to return to the mound as a pitcher in the same game. Starting pitchers removed from the game may return to the line-up at another position.
  3. After hitting 3 batters in a game, the player-pitcher must be removed from the pitching position for the remainder of that game.
  4. The balk rule will not be in effect. The pitcher shall be issued a warning.

**I. BATTERS:**

1. Throwing the bat is extremely dangerous and therefore prohibited.
  - a) **PENALTY:**
    - (1) The umpire/managers shall notify both scorekeepers when players are warned for throwing the bat so the proper penalty shall be levied.
    - (2) **1st occurrence:** The player shall be warned.
    - (3) **2nd occurrence:** On the second occurrence in the same game, the player shall be called out and barred from batting for the balance of the game.
      - (a) Players barred from batting shall be allowed to take their regular time on defense.
      - (b) When the barred batters batting position is reached in subsequent innings the team shall NOT take an out in this batting position.
    - (4) **Subsequent Games:** If the same player throws the bat two times in the next game, he/she shall be barred from batting for the

balance of that game, the Division VP shall again be notified and the corrective instruction procedure shall be repeated.

**(5) Malicious Intent:** If the bat is maliciously thrown, it will result in automatic ejection from the game and possible suspension.

**2. Infield Fly:** No infield fly rule shall be in effect.

**J. RUNNERS:**

1. There shall be an avoid contact rule on all close plays at all bases. Base runners are to be called out when he/she does not attempt to avoid a fielder who has the ball and is waiting to make the tag or if he/she deliberately runs into a fielder, subject to the umpire's discretion.

2. Courtesy Runner Rule:

a. In the event that any injury occurs to a player on base and the player must be replaced, the last batted out shall take the place of the injured runner.

b. In the event a catcher is on base, with 2 outs, the last batted out shall take the place of the runner.

3. Head-first sliding when attempting to advance to the next base is prohibited in the Mustang division. Penalty for violation: the runner shall be called out.

4. Leading off and stealing shall be allowed.

a) There will be no stealing of home plate. There will be a commit line at 3rd base. The runner cannot cross the commit line until the ball crosses home plate.

b) If the runner crosses the commit line before the ball crosses home plate the runner will be called out.

**K. 2nd HALF RULES:**

1. The following rule modifications shall be observed during the 2nd half of the season.

a) **Pitching:** The balk rule will be in effect. Each pitcher shall be issued

one warning on their first balk.

- b) Runners:** Stealing home is not permitted unless a wild pitch or passed ball has occurred.