

Mustang Division Rules

Revised 2/2014

Game Length: All games will be no more than 6 innings, two (2) hours or played while safe light conditions exist as determined by the umpire. If game has unsafe light conditions or past the time limit, it shall revert back to last completed inning.

Rules: Playing rules will follow in order of precedent: *HY* supplemental rules, official PONY rules and MLB Rules.

1. Home team will take infield first ten (10) minutes with visiting team followin. With less than 20 minutes till game time, teams will split infield equally. Games will start on time.

2. All players attending game will bat. No substitution of runners unless injury has occurred. Players arriving after start of game will bat at the end of line up.

3. Mandatory Play Rule: No Player will sit in the dugout consecutively more than one defensive inning.
Penalty: Manager ejected from game.

4. Player leaving game early due to injury or illness will receive an "out" the first time the players batting turn occurs. Any subsequent at-bats for the same player will be skipped with no penalty.

5. Runners at third base shall not lead off more than five (5) feet until the pitched ball has been hit or has reached or passes the batter. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who pass the five (5) feet mark before the pitched ball is hit or has reached or passes the batter shall be called out and the pitch shall be considered a dead ball.

Runner is not allowed to straight steal home, with the exception of a pass ball to the catcher.

Runner at all times must be aware that at anytime the catcher or pitcher may throw him out at 3rd base. **NO EXCEPTIONS**

Runner cannot lead off past the 5 foot line until pitch crosses the plate. Be aware that there is no exception in straight stealing home, runner must go back to 3rd if pitch is caught by catcher. Runner must be aware that he/she may be thrown out at anytime by catcher or pitcher. Runner must be tagged out.

6. Slide **OR** avoid contact rule is in effect at 2nd, 3rd, and home plate, if in the opinion of the umpire there is a play. **Penalty: Runner is called out.**

7. No stealing of home allowed after ball has been returned to pitcher and pitcher is on mound dirt area.

8. Home team will keep official scorebook.

9. Maximum 2 minutes between ½ innings.

10. Only rubber soled or rubber cleats shoes are permissible.

11. All batting helmets must have a protective face guard and be worn by all offensive players who enter the field of play (including on deck hitters).

12. Players must be instructed in proper handling of bat. Thrown bat will result in (1) warning (2) Batter being called out (3) Batter ejected from the game.

13. Pitchers can pitch three (3) innings a game, six (6) innings in a calendar week, with a mandatory 40 hours rest in between games if more than two (2) inning are pitched in the prior game. Once a pitcher has been removed from the mound, that pitcher cannot return to the mound in the same game.
14. Five run rule, eight run maximum per inning on concurrent play. **Last inning, Unlimited runs.**
15. Ten (10) run mercy rule is in effect after four (4) innings.
16. Batters must keep one foot in batter's box between pitches. Umpire may issue a warning and subsequent delay of game can result in umpire issuing "Strike" to the batter.
17. Dropped 3rd strike rule in effect.
18. Pitching helmets are mandatory for pitchers on the mound during a game.
19. No curve balls allowed. Penalty: The pitch will be called a ball.
20. **Balk Rule: MLB Balk rules apply including penalty.**
21. **No arguing with the umpire over judgement calls. Protest of rule interpretations will be directed to the umpire-in-chief by the coach immediately following the rule infraction once time is called. The coach must show the stated rule in the rule book within three minutes to the umpire-in-chief. The umpire-in-chief will then render a decision. All protest shall cease at this point.**
22. **The coaching staff will behave in a responsible manner and as positive role models. No dissension towards umpires, opposing players, or spectators will be tolerated. Coaches are responsible for the behavior of themselves, their players, and their spectators.**
23. **Please have your parents and players clean up around the dugout and field after every game.**
24. **Intentional Walk: Pitcher must make the required number of pitches to intentionally walk a batter. No "Automatic" walks are allowed.**
25. **It is mandatory for all Managers, Coaches, and players to be in full uniform while on the field during the game. Penalty: Not be permitted to participate in the game.**
26. ***HY* has a zero tolerance policy towards negative or abusive conduct toward an umpire. If in the opinion of the umpire your action(s) are seen as hostile, verbally abusive or even "posturing," you will be ejected from the game or asked to leave by on duty *HY* staff.**
27. **Penalty(s): Any manager or coach ejected during a game will serve that game as first penalty. A second ejection from a game, penalty will be that game and one additional game. A third ejection will be addressed by *HY* executive board.**

One Final Note:

As a coach, you hold the future of these children and *HY* in your hands. We entrust our teams to your care. *HY* expects responsible leadership from our coaches, players, and parents. *HY* along with PONY encourage all volunteers to refrain from the use of foul language, tobacco and alcohol while actively performing the responsibilities of a coach or volunteer. No alcohol or tobacco is allowed at the *HY* facilities, city park, or at West Valley High School. Thank you!!

