

1. OBJECTIVES OF THE MUSTANG DIVISION:

- 1.1. Build players' skills and game knowledge.
- 1.2. Introduce players, coaches and parents to the concepts of:
 - Allowing base runner to lead off
 - Having pitchers hold base runners on base and balks
 - Advancing to 1st base on a dropped 3rd strike
 - Infield Fly Rule
 - Position Specific Training
- 1.3. Having Fun!

2. SAFETY

- 2.1. Shoes with metal cleats are not allowed.
- 2.2. Protective hard ups are required for all male players.
- 2.3. Players are to remain in the dugout behind the fence, unless they are on defense, up to bat or the on-deck batter.
- 2.4. Managers and coaches must stay in the dugout unless they are a base coach or time is called.
- 2.5. Players are not allowed to leave the playing field once the game begins without permission from the Manager.
- 2.6. Base coaches under the age of 18 must wear a protective batting helmet.
- 2.7. A base runner is automatically out and subject to ejection if in the Umpire's judgment:
 - He/she fails to slide which results in a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
 - He/she slides "with cleats high" carelessly or attempt to intimidate or injure a defensive player in any way.
 - He/she purposely attempts to dislodge a ball from a defensive player other than by a slide.
- 2.8. Defensive players may not block progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the Umpire.
- 2.9. Batter throwing the bat (non-sportsmanlike infractions) – For safety reasons, a player may be removed from a game by the Umpire (non-ejection) for multiple offenses of throwing the bat.
 - The umpire must first issue a warning to the player for throwing the bat. The umpire may remove the player from the game for a subsequent infraction during the game.
 - An umpire **cannot** declare a player "out" for throwing the bat. If a ball is put in play, the umpire must allow all play to stop then take appropriate action. A substitute runner may be used to replace a player removed from the game under this safety provision.
 - The removed players batting spot shall be skipped over without penalty for the remainder of the game. A player removed from the game under this provision shall not be considered ejected from the game and shall not be subject to additional game suspensions.

3. MANAGERS & COACHES

- 3.1. No more than one manager and two coaches are allowed on the field during the games. There must be one manager/coach in the dugout at all times.
- 3.2. Once the game begins, managers and coaches are not allowed to leave the playing field without permission from the umpire. Umpires may remove managers or coaches from the game who leave the field without permission.
- 3.3. Coaches may alternate in the dugout during a game. However, should a manager or coach be ejected or removed from the game, the team shall complete play with one less manager/coach.
- 3.4. Managers and coaches are permitted to "warm-up" players and pitchers.

4. GAME MANAGEMENT

- 4.1. There is no live batting practice on the game fields. Soft toss into a net, whiffle balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game batting drills.
- 4.2. Starting line-ups must be submitted to the Official Scorekeeper at least 10 minutes prior to the start of the game. Line-ups shall list the player's number, last name, first initial, and position. Managers will also exchange line-up at home plate prior to the start of the game.
- 4.3. **Defensive Substitutions:** In order to track minimum playing time requirements, managers must fill out and turn in a Player Position Sheet to the Official Scorekeeper after the game. Failure to do so could result in a Suspension for the next game.
- 4.4. Playing time for games will be 6 innings. An official game is 4 innings (3 innings before Daylight Saving Time). No new inning shall be started after 2 hours. Drop Dead time is 2 hours 15 minutes.
 - Time limits will be based upon actual start times as designated by the umpire. The Official Scorekeeper shall record the start time of the game as indicated by the umpire.
 - No time-limit can be enforced until a game has become "official." Should a time limit be reached before the minimum innings have been played, it shall continue until it has "official" status.
 - The "Buzzer" shall determine drop dead time for evening games, when innings or time limits have not been fulfilled yet.
 - When the Home team is not able to complete their at-bats when behind after a game has become "official" the score shall revert back to the previously completed inning.
- 4.5. At the discretion of the Board, time limits may be modified or removed for purposes of tournament play.
- 4.6. **Inning Run Limit:** A team may score a maximum of five (5) runs in a regular inning and unlimited runs in any inning that is declared "open."
 - An "open" inning shall be the 6th inning or any inning that begins after 1 hour and 45 minutes, as declared by the umpire.
 - **Exception to 5-Run Limit:** The inning run limit shall be waived in the case of an over-the-fence homerun. In this instance, all runners on base and the batter shall be allowed to score.
- 4.7. There is a 10-run mercy rule after 4 complete innings. (3 ½ if the home team is up by 10 runs.)
- 4.8. **Suspended Games are defined as:** Any game stopped before it has become "official" (curfew, weather, darkness, etc.)
- 4.9. Suspended games shall be resumed on the first available day from the point of suspension and played until:
 - a) If resuming before the time limit, until the time limit is reached and the score is not tied – or –
 - b) If resuming from beyond the time limit, until 5 or more complete innings have been played and the score is not tied.
- 4.10. "Suspended" games must be completed before the two teams can begin a new game between themselves.
- 4.11. Protest
 - All protests must be submitted in accordance with the PONY Rule: 19-PROTESTS.
 - Properly submitted protests will be decided upon by a decisions committee.

5. GENERAL PLAYING RULES

- 5.1. Minimum Defensive Playing Time: Each player must play at least 2 innings in the field. An "inning" is defined as three outs.
 - Minimum Playing Time Rules do not apply to players that arrive after the game has started.
 - Minimum Playing Time Rules are not enforceable for games halted before 5 defensive innings are completed.

- 5.2. The Manager will be suspended if any player does not receive the minimum defensive playing time. Any player not receiving the minimum defensive playing time shall play the next game in its entirety.
 - Exceptions may be made if communicated with and approved by the Player Agent.
- 5.3. Coaches may be subject to disciplinary action imposed by the WGGYB Board for multiple and/or intentional violations of the Minimum Defensive Playing Time Rule.

6. PITCHING RULES

- 6.1. Throwing one pitch to a batter constitutes one inning pitched.
- 6.2. Pitchers shall not pitch more than 75 pitches in any calendar day.
- 6.3. Pitchers must be removed from the game after throwing:
 - 75 pitches in a calendar day.

Exception: If a pitcher reaches a limit while facing a batter, the pitcher may continue to pitch until: (1) that batter completes his/her at bat; or, (2) the third out is made to complete the half-inning.
- 6.4. Pitchers shall rest 4 calendar days after pitching 66 pitches in a calendar day, 3 calendar days after pitching 51 pitches, 2 calendar days after pitching 36 pitches, 1 calendar day after pitching 21 pitches as measured by calendar days. Pitchers who throw 1-20 pitches need no day rest.
- 6.5. Pitches must be thrown to a batter in order to issue an “international” walk.
- 6.6. A pitcher must be removed when Managers or Coaches making more than 1 visit to the mound in an inning.
- 6.7. The Manager will be suspended for violating pitching rules.
 - Exceptions may be made if communicated with and approved by the division commissioner.
- 6.8. Coaches may be subject to disciplinary actions imposed by the WGGYB Board for multiple and/or intentional violations of the maximum pitching restrictions.

7. BATTING RULES

- 7.1. A continuous batting order will be used for all games.
- 7.2. Any player injured or absent must be declared so prior to the start of the game by the Manager.
- 7.3. Any player that becomes unable to bat due to injury, illness, or other reason during the game will have his/her batting position skipped for the remainder of the game without penalty.
 - Once a batter’s position is skipped during a game, that player may not participate on defense or offense for the remainder of the game.
- 7.4. Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.

8. BASE RUNNING RULES

- 8.1. A pinch-runner may be used for any player on base that is injured during the course of a play.
 - This player shall remain in the game until his/her batting position is skipped, at which time the player may not participate the game further.
 - Any player removed for a pinch-runner a second time in the same game may not participate in the game further.
- 8.2. The designated “pinch-runner” shall be the last player to have batted that is not currently on base.