

FYB MUSTANG RULES

Revised 2/14/2024 – All rule violations will be brought to the FYB Board for further discussion

USA bats required- no prohibited bats allowed

IN THIS DIVISION PLAYERS BEGIN TO LEARN THE COMPLETE GAME OF BASEBALL

Pony Baseball Rules and Regulations will be followed with the exceptions noted below:

1. A regulation game will be 6 innings, with the following time limit: No top of inning shall begin after 1 hour and 45 minutes, from the “Official Start Time” indicated by the umpire prior to first pitch. Drop dead game limit is 2 hours and 15 minutes. Exception: a maximum of fifteen (15) minutes shall be added to the end of the game's time limit to replace the exact amount of time lost during that game due to “Acts of Nature” or serious injury requiring a player to permanently leave the game. The umpire will determine the exact amount of time extension, up to fifteen minutes. At the end of the extended time, the game will be either a completed game (four innings) or a suspended game, which will resume from the time of play stoppage.

2. If less than eight players are ready to play after a fifteen (15) minute waiting period, the game is a forfeit. No makeup of that game will be allowed. The umpire will decide when the allowed fifteen (15) minutes have expired. At this point the umpire will remain to call the game if the teams wish to play a scrimmage game. If an umpire does not show up within (15) minutes after the game time, an umpire will be chosen from the stands or from the Coaches by agreement of the two teams and the game will proceed. The names(s) of the umpire(s) must be inserted in the official scorebook.

Note: Extra innings are allowed, not to exceed 9 innings for the game (time permitting as outlined above).

3. The Home team scorekeeper is the official scorekeeper. Home team scorekeeper should note the official start time provided by the umpire. As soon as the game concludes, the home team needs to report the final score to the designated league representative via text or email.

4. Balks: Pitcher in violation of balk rule shall be given warnings only. Umpires are to call the balk with no penalty.

5. No dropped third strike rule.

6. A slide or avoid contact rule shall be in effect at all times. Any violation of this rule by a base runner shall result in the runner being called out, if they were otherwise safe, and possible ejection of the player at the discretion of the umpire.

7. If any defender fakes a base runner into sliding unnecessarily, that defender will be warned by the umpire and the defender's actions treated as unsportsmanlike conduct, which may result in being ejected from the game.

8. Any one team may score a maximum of five (5) runs per inning until the fifth and sixth innings, both of which will be considered 'open'. A team may have any number of batters per inning until five (5) runs are scored, or three (3) outs are recorded, whichever comes first.

9. No player shall sit on the bench during 2 consecutive defensive innings. No player shall sit twice before every player has sat out at least once. No player shall sit out a third time until all other players have sat twice. The Manager/Coach will be required to inform the home scorekeeper between innings who is sitting out defensively for the entire inning of play. The Manager/Coach will provide a last name & uniform number for the player(s) to the home scorekeeper.

10. Each player shall play a minimum of one (1) inning at an infield position and one (1) inning at an outfield position per game. Within a single game, no player may play the same infield

position more than two (2) innings with the exception of a catcher and a pitcher. Violation of this rule is not grounds for protest.

11. Each player shall pitch to a minimum of six (6) batters per season. The only exception is a safety issue. NOTE: Any exception to this rule needs to be presented to the Operations Board in writing.

12. When a pitcher hits three batters in the same game, that pitcher will be removed as pitcher only for the remainder of the game. They may be warned at the time of the second offense.

13. All players will be in the batting order at all times. Free substitution on defense.

14. No metal cleats allowed

15. No "Mercy Rule." Games will continue even if one team is 10 or more runs ahead. The intent of this rule is to maximize playing time for all players. A game shall not end just because a winner has been determined and the other team "can't catch up."

16. Players are to remain in the dugout during the game, except for the on-deck batter and players warming up in the bullpen area. Catchers warming up pitchers must wear a protective facemask, including cup.

17. COURTESY RUNNER: Team may pinch run for next inning's catcher at any time using the last batter to make an out to speed up transition to the next inning.

18. Both teams will be responsible for ensuring that bases are in place, and the field is dragged and chalk the foul lines. Field prep must be completed 40 min prior to the start of the game. After the final game of the day, both team's shall prep the batter's box. Both teams are responsible for cleaning their respective stands after each game. Both teams are also responsible for cleaning their respective dugouts.

19. TIME PERMITTING Visiting team has the field for infield practice starting at 40 minutes before game time. The home team has the field from 20 minutes before game time until game time. Home team has the batting cage starting at 45 minutes before game time & the visitors have the batting cage 25 minutes prior to game time. During the game, the batting cage will be closed to both teams.

20. If a player is injured, or has to leave the game for any reason, their position in the lineup is simply skipped, and no out is recorded. If this occurs while they are at bat, the next hitter in the lineup assumes the count, and the game proceeds without recording an out. If the injury occurs by being hit by the pitcher or after you have an occupied base, you may have a courtesy runner for the injured player, which will be the last, recorded out of the inning.

21. Players arriving late are inserted at the end of the lineup. Eight players are required to start and complete a game. Less than eight players available results in a forfeit. Loaning players will not avoid a forfeit but is encouraged to enable the game to be played for the sport of it.

22. The only legal pitches allowed by a pitcher are a fastball, a change-up, and a knuckle ball. Any other pitch will be declared an illegal pitch. This is up to the umpire's discretion.

23. PITCH COUNT: All players are subject to the restrictions of the below pitch count, as recommended by MLB Pitch Smart Guidelines. These guidelines apply to players based on their actual age, not their league age. Rest is calculated as per calendar day.

24. Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched.

25. As the home team is the official scorekeeper, the visiting team will keep the official pitch count. To ensure accurate pitch counts, it is recommended to use GameChanger, a free

electronic app. As soon as the game concludes, the visiting team needs to report the final pitch count to the designated league representative via text or email.

26. Any violation of the pitching rules/ineligible player will result in the Manager being subject to suspension by the League. Violations shall be reported to the league representative for the Mustang Division.

27. Lead Offs are allowed on all bases.

28. Wearing a face shield on the helmet is optional. The league furnishes helmets with face shields in this division for players who choose to wear them. It is acceptable if the player has their own equipment.

29. Runners at third base may not steal home while the pitcher or catcher has firm possession of the baseball, including a bounced ball caught cleanly by the catcher. They may not steal home on a return throw from the catcher either. If a runner tries to steal home under these circumstances, the runner will be called out, but not ejected from the game. **Players *may not* advance at their own risk on an overthrow from the catcher back to the pitcher.** If the pitcher or catcher 'pick off' to 3rd base, the ball is live and player advances at their own risk. **The runner may still advance on a passed ball.**

30. Infield fly rule is *NOT* in effect for this division.

31. No eating or drinking (except water, sports drinks, sunflower seeds, or similar) will be permitted in the dugout.

32. A runner on first cannot attempt to steal 2nd base until the pitcher is beyond the "set" position and makes movement either towards home plate or 1st base. Similarly, a batter who

walks to first must stop and stay at first base and cannot advance or attempt to take/steal second base until the next pitch. Upon notice of either violation, the umpires are to stop play immediately, no pitch is recorded, and runner(s) are sent back to the base they came from.

33. A full inning is 3 outs.