

APPENDIX A-4 - MUSTANG DIVISION

Rules

The Mustang Division will be governed by the current season's edition of the *PONY Official Regulations and Playing Rules*, unless otherwise specified in the EYB Policies & Procedures or in the Mustang Division Rules.

Division Composition

- A. The Division will consist of (8) to (12) teams, depending upon league registration numbers.
- B. Each team's roster will have a minimum of 10 players and a maximum of 13 players.

Introduction

The Mustang Division is an instructional League for 9 to 10 year-old players.

The Game

- A. A regulation game is 6 innings. A complete game will consist of 3 innings.
- B. No new inning will begin after 1 hour 35 minutes. Games must end before 9:45 p.m. Ties are permitted.
- C. A new inning begins the moment the third out is recorded in the previous inning. Partially completed games that affect the start of the next game may be suspended. Ten (10) minutes prior to the start of the next scheduled game. The Umpire, with Director on Duty's approval, has discretion to suspend games under these circumstances. No game that qualifies as a complete game will be suspended.
- D. The Mustang Division shall observe a "4 Run Rule" for the first three (3) innings of the game. When the fourth run of an inning crosses the plate, all play stops. In the event that the fourth run scored during an over the fence home run, then *all* runners on base at the time the home run was hit will be allowed to score.
- E. Mustang Division shall incorporate a "10-Run Rule." If a team is leading an opponent by at least 10 runs after 4 complete innings have been played or after 3½ innings if the home team. The team with 10 runs shall be declared the winner.
- F. Minimum play rule: No player may sit out a second inning before all players have sat out for one inning. No player may sit out a third inning, until all players have sat out a second inning. All players must play at least one inning in the infield (exceptions are allowed due to safety but must be pre-approved with the league). The infield play rule only applies to Regular Rec Season, it is not required in Tournament Play.
- G. There will be no guarantee of available time for infield warm-ups prior to any game.

Batting

EYB shall use a continuous batting order for this division.

The Runner

- A. **EYB will use PONY Mustang Rule (2) as modified:** Runners may lead off of first and second base and steal at will. Runners may not leave third base until the ball crosses the plate. After a single warning per team, runners will be called out for leaving early. Stealing home is permitted, provided that the runner does not leave until the ball crosses the plate.

Runners may advance from 3rd at their own discretion when the ball is live. A ball is live once the pitcher steps off the rubber and leaves the mound or attempts a pick off at any base. The ball is still live when the catcher throws to any base and when the pitcher misses the throw back from the catcher. The play is dead and the runner from 3rd must be anchored once the play has stopped and the pitcher possesses the ball on the mound. The runners at first and second may advance at their own discretion any time the ball is in play.

- B. A courtesy runner is allowed for the catcher with 2 outs. Must be the player that was the last recorded out.
- C. The Mustang Division will not allow the use of a pinch runner, except in the case of an injured player, in which case the player who made the last recorded out shall be used to run for the injured player.
- D. Drop third strike is NOT in effect.

The Pitcher

A pitchers maximum number of pitches per day is determined by the player's age on the date they are pitching, including a continuation or suspended game.

MUSTANG are to use the chart printed below.

REQUIRED REST (PITCHES)						
AGE	DAILY MAX	0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+

- A. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- B. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begin at that point.
- C. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- D. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- E. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, including in between innings, a pitching change shall be made. The only exception to this rule is in case of injury. A Manager or Coach may instruct a catcher in between innings but may not instruct the pitcher.
- F. A pitcher will be replaced immediately when he/she hits three batters in any one game appearance. There is no exception to this rule.
- G. Every player must pitch at least one inning during the Spring season. If a player hasn't gotten to pitch one inning during the regular recreation Spring season, they will pitch an inning during the Spring Playoff Tournament.
- H. **Balks** - Balks shall be used as an instructional device, with the umpire issuing a warning for all balk calls. The umpire or coach will correct the pitcher at this time. The ball will be declared dead with the runner returning to the original base.

Time Limits

The Mustang Division will carry a hard stop at 9:45 PM.

Unsportsmanlike Behavior

Any player using foul language during a game or who throws his helmet or bat "in anger" will be ejected from the game with no warning. That player will also serve a one game suspension, which he will have to attend and sit on the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he fails to do so, he will have to sit out each following game until he complies.

Slide or Avoid Rule

SLIDE OR AVOID RULE SHALL BE ENFORCED. In all instances where it is apparent a defensive player protecting a base is in possession of a live ball and attempting to tag or force out an advancing runner. The runner, if he chooses to continue his advance, may not intentionally attempt to dislodge the baseball from the defensive player by use of physical force while not in the process of sliding. Base runners shall not run into, strike, or attempt to knock down the fielder in possession of the baseball. If the base runner chooses not to slide, he must avoid contact. This will be a judgment call by the umpire. And will not be subject to an appeal. PENALTY: In the event a base runner fails to “slide or avoid” he will be declared out.

Junior Umpires –

Junior Umpires may be used in this division. And managers and coaches should be aware of the following:

- A. Any Umpire’s decision which involves judgment calls, such as but not limited to: whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out is final. No player, manager, coach or spectator shall object to any such call. Official baseball rule 9.02 (a)
- B. Each umpire has authority to disqualify any player, coach, or manager for objecting to a decision, for unsportsmanlike conduct or language. And to eject such disqualified person from the playing field. All ejections will be conducted by the Director on Duty.
- C. There will be no appeals on a Junior Umpire decision. (i.e.) pulled foot, out of position. All judgment calls made by junior umpires are final.
- D. If a rules appeal is needed. The Manager only shall contact the Senior Umpire or the Director on Duty for a rules only appeal.