

2020 MUSTANG LEVEL (9 & 10 YEAR OLDS) RULES

1. All Canon-Mac Baseball is governed by the Official Rules of Major League Baseball, except in the instances noted in the Pony Baseball Rules and Regulations Book and the specific circumstances noted below. Pitching mound (46) feet. Bases are set to (60) feet. Each team will supply a new game ball for use in the game. Games are (6) innings. Teams will exchange lineups prior to the game.
2. Teams can play (10) players and must start with a minimum of (9) players. Teams are allowed (4) outfielders, no rover positions.
3. Mandatory player rotation during the regular season. No player shall play more than (3) innings at any one position in a game. Each player must play at least one (1) inning in the infield each game. No player rotations rules in the playoffs.
4. **NO INTENTIONAL WALKS during the regular season.**
5. Everybody bats in rotation and no player shall sit out a second inning before every other player in the lineup has sat out at least one inning. Free substitutions except for pitchers, once a pitcher is removed, that player cannot pitch again in the same game.
6. There will be a five (5) run per inning limit (no continuation), except for the 6th inning which will be unlimited until the Away Team is ahead by 10 runs or more.
7. **No infield fly rule.**
8. **No swinging bunts** If batter attempts a swing bunt and does not make contact batter shall be warned by umpire. If batter performs a swinging bunt and puts ball in play the play is dead, runners may not advance and batter is out.
9. **No head first sliding into advancing bases** including home plate. Exception is when a player is diving back into the base on a throwback. The penalty is an automatic out.
10. When a defensive play is being made at a base, the runner must slide or avoid contact with defensive player. No head first slides, unless diving back to a base. The penalty for contact will be an automatic out called on the player and possible injection from the game.
11. Each team will be issued one (1) team warning for a thrown bat at the plate. The second violation is an out.
12. Throwing of team equipment by any player or coach may result in an Automatic ejection, after completion of the play (Umpire's Judgment).
13. A pitcher must be replaced if they have hit (2) batters in the same inning or a total of (3) batters in a game.

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14. Once the pitcher places their foot on the rubber with possession of the ball, the play is dead and the runner cannot advance to next base, until the next pitched ball has been put in play with the bat or the pitch has passed the plate.

15. Base runners cannot steal until the ball passes the plate. One warning will be issued per team. Penalty is an out after warning issued. (Umpire's Judgment)

16. On attempted steals to 2nd, the runner can advance to 3rd base on an overthrow, but cannot continue to home plate. **If overthrow to 3rd base, when stealing third, runner cannot go home. No runner can steal home.**

17. During pick-off attempts by the catcher at 1st or 2nd base, the runner can advance all the way to 3rd base if possible. Once on 3rd, the runner must be batted or walked in.

18. Delayed steals are permissible to 2nd or 3rd base. If the pitcher misses the throw from the catcher, a runner can advance to 2nd or 3rd base. Once on 3rd, the runner must be batted or walked in.

19. The batter must keep one (1) foot in the batter's box at all times in order to speed up play. The batter can step out only when time is called or if there is a foul ball.

20. On a dropped 3rd strike the batter is out. Runners may not advance.

21. **USA BASEBALL stamped bats only.** Maximum barrel size allowed is 2 5/8". **Bats 2 3/4 inch barrel will be NOT be permitted.**

22. Player Call Ups: A team may utilize Pinto call up players in order to bring their starting roster up to a maximum of (10) players.

23. Called Up Players must be added to the bottom of the batting order. Play the outfield and play in right field. If two substitute players are needed, they will play right and left field. A third substitute would then play center field. Substitutes can only be Pinto players and such Pinto player cannot skip a Pinto game to play up in Mustang.

PITCHING: - Maximum of 7 innings per week. Sunday through Saturday constitutes a week

- Maximum 2 innings per game or 3 innings per day for a double header.

- If you pitch 2 innings or less in a game, you may pitch the next consecutive game without forty (40) hours rest.

- Once you pitch 3 innings in one day, pitcher must rest 40 hours. One pitch constitutes an inning pitched.

*** TWO different nine (9) year old pitchers must pitch before the END OF THE 5th INNING. Each nine (9) year old pitcher must pitch for at least 3 outs or 6 batters to fulfill nine (9) year old pitching rule requirements. If a nine (9) year old pitcher hits two batters in an inning and must be removed, another nine (9) year old pitcher must take his place to fulfill the nine (9) year old pitching rule requirement.**

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PLAYOFFS

- 1) No player may sit the bench more than one inning until everyone has sat at least one inning.
- 2) You must have (9) players to start the game and cannot use other Mustang players from other teams in the playoffs. You must call up players from Pinto in the playoffs. Called up player will bat last in the lineup and play right field the whole game.
- 3) If a player starts the game and leaves for any reason other than injury whenever his/her turn comes up in the lineup for the rest of the game an OUT will be recorded.
- 4) (10) run rule after the 4th inning will be used in pool play round only.

Each player will be given a uniform that consist of a jersey and hat. Each player is responsible for getting baseball pants, socks, helmet, bat, glove and non-metal baseball cleats. Please encourage your kids to have their shirts tucked in their pants, have their hats on forward and socks pulled up.

FALL SEASON

ALL THE ABOVE RULES APPLY with the following exceptions

- 1) (3) runs max per inning, except for the 6th inning which will be six (6) run max