

## MUSTANG DIVISION LOCAL RULES

All play shall be governed by the Pony Rule Book, with the exception of the following local rules:

1. GOOD SPORTSMANSHIP is a must. After each game all players must shake hands. (Penalty of forfeit).
2. Parents are REQUIRED to help with field maintenance and snack bar.
3. Official Game. Each team must have a minimum of seven (7) players. A forfeit shall result for any team with less than seven (7) players. Each team must include at least nine (9) batting spots in their batting lineup. If a team fields less than nine (9) defensive/offensive players at the start of a game, that team shall be penalized with an out in the batting lineup for each player below the nine (9) player minimum. The team Manager shall, prior to the start of the game, designate which spots in the team batting line-up shall be considered an out (i.e., 6<sup>th</sup> batter, etc). Players arriving after the start of the game will be inserted into one of the existing batting line-up holes, placement at the discretion of the team Manager. (Upon Player arrival and insertion into lineup, empty batting slot "automatic out" shall be removed) Time limit for Mustang Division games – no new inning shall begin after one hour and forty minutes (1:40).
4. Official Game scorekeeping, Game Score posting on league web site and certified team defensive innings and pitch count affidavit cards:
  - a. The Home Team is the Official Scorekeeper for the game
  - b. The Home Team/Official Scorekeeper is responsible for posting the game Score on the league web site within forty-eight (48) hours of the conclusion of the game.
  - c. Each team will prepare and submit their complete official league player defensive inning lineup cards (*subject to player defensive innings requirements rule, paragraph 12*). The team Manager will review and certify the player defensive inning card as accurate, sign the card and deposit the card per League direction. Failure to submit a complete and signed defensive inning lineup card at the conclusion of the game will result in team forfeit. This rule is not subject to appeal at any level.
  - d. Each team will prepare and submit their complete official league pitcher innings and pitch count tracking cards (*subject to pitching limitation rules, paragraph 11*). The team Manager will review and certify the pitcher innings/pitch count tracking card as accurate, sign the card and deposit the card per League direction. Failure to submit a complete and signed pitcher innings/pitch count tracking card at the conclusion of the game will result in team forfeit. This rule is not subject to appeal at any level.
5. The Home Team shall be responsible for:
  - a. Pre-Game Infield drag
  - b. Chalk lines and batters box
  - c. Placing the bases in the field
  - d. Raking the mound
  - e. Watering the field, to be completed 30 minutes prior to game time
  - f. Place outfield fences
  - g. Official Scorekeeper for the Game
6. The Visitor Team shall be responsible for:
  - a. Obtain scoreboard numbers from field house and man the scoreboard during the game.
  - b. Post-Game Infield drag
  - c. Return bases to field house, place caps on field base pegs
  - d. Raking the mound
  - e. Watering the field
  - f. Take fences down, store in field house (last game on Saturday or Sunday).
  - g. Store scoreboard numbers and all other equipment in field house

7. All batters must wear batting helmets with face shield.
8. Players are not allowed to practice or play games wearing metal cleats.
9. Base runners must slide on any close play at any base (excluding 1<sup>st</sup> base) or be subject to being called out. Intentionally knocking over an infielder or catcher in the field of play can result in being ejected from the game.
10. A dropped third strike is an out. (No need to throw to first base but the ball is live for any other runners.)

**11. Pitching:**

- a. A pitcher, starter or reliever, may not return to pitch once removed from that position.
- b. No curve balls or sliders are allowed. Fast balls, knuckle balls and change-up only.
- c. The pitching restrictions are as follows:
  - i. Mustang Division: Per pitcher, a maximum of seven (7) innings per calendar week OR maximum weekly total pitch count. Any pitcher appearance during an inning, whether a partial or full inning, will count as one full inning.
  - ii. Pitchers shall have at least two full (2) calendar days rest after pitching on the same calendar day three (3) innings OR the maximum allowed daily pitch count. *(As an example, a pitcher who pitches three or more innings OR exceeds the pitch count on Monday may not pitch again until Thursday.)*
  - iii. A calendar week is defined as the seven day period from 12:01am Monday to 12:00 Midnight the following Sunday.
  - iv. No pitcher will begin a new BATTER after the daily pitch limit has been exceeded. If during an inning a pitcher exceeds the pitch limit, the pitcher must be removed after the at-bat during which the pitch limit was exceeded. In the event of multiple games on the same calendar day, no pitcher who has exceeded the daily pitch limit shall be allowed to pitch again on that calendar day.  
The number of pitches allowable for the Mustang Division shall be:
    1. Starting at the beginning of the season and ending at the conclusion of the fifth week (Monday through Sunday), the total maximum daily pitch count will be 50. The total maximum weekly pitch count will be 95.
    2. Starting at the beginning of the sixth week the daily pitch count will be increased to 60. The total maximum weekly pitch count will be 105.
    3. A Pitcher may remain the game so long as he does not exceed the daily pitch count. There is no maximum innings per game pitcher restriction, only the daily pitch count limit. *There IS a "weekly pitcher inning restriction" as outlined in Rule 11.c(i)*
    4. Per Rule 4(d), Managers are required to track each pitcher innings and pitch counts on the official league pitcher innings/pitch count card, sign and submit the certified card to the League at the conclusion of the game. Failure to adhere to the daily/weekly pitch count rule and weekly pitching maximum innings or submit the signed official defensive innings lineup card will result in team forfeit.
    5. The League strongly recommends that Managers and Coaches observe a "guideline" regarding those players that may play both pitcher and catcher positions during the same game. In the interest of player arm health and injury prevention (and general common sense), the League recommends that player "combined per game total innings" between the pitcher and catcher positions be limited to a maximum combined total of five (5) innings per game. This recommended guideline concerns only players with pitcher and catcher combined innings during a game and does not apply to a player at only the position of a catcher.

12. Players:
- a. All players in attendance shall be in the offensive lineup throughout the entire game.
  - b. All players in attendance must play in each game unless injured.
  - c. All players in attendance must play at least four (4) defensive innings in a full game. Two (2) of the required four defensive innings MUST be played within the first four (4) innings of each game. Per Rule 4(c), Managers are required to track each player's defensive innings on the official league defensive inning lineup card, sign and submit the certified card to the League at the conclusion of the game. Failure to adhere to the player minimum defensive innings rule or submit the signed official defensive innings lineup card will result in team forfeit.
  - d. All players that are not in the starting lineup are required to start the next game.
  - e. No substitutions shall be made that shall alter the original batting rotation.
  - f. Any player may change defensive position at any time (shortstop to outfield, 1<sup>st</sup> base to catcher, etc.) with the exception of pitcher as specified in 11(a).
  - g. An inning may not be ended with an Intentional Walk.
  - h. If a Player takes an official at-bat and then leaves the game for any reason, his spot in the batting lineup is eliminated and the next batter in the order will bat. If Player's departure reduces the total amount of batters on the team below nine (9) batters, each empty batting slot below nine batters will be an automatic out. (Refer to Paragraph 3 "Official Game"). Players that depart during the game and are removed from the batting order may not return to the game either on offense or defense.
  - i. If a Player gets hit by a pitch or gets hurt while on a base, the player is allowed to be replaced by a pinch runner while he recovers. The pinch runner will be the player who made the last out of the team. The player will also be allowed to remain in the lineup for his future at-bats and play defense without leaving the game, at the sole discretion of the umpire.
  - j. The ten (10) run mercy rule is in effect after the 4<sup>th</sup> inning.
  - k. There shall be no lead off or stealing home from 3<sup>rd</sup> base, except on a passed ball. A player can lead off from 3<sup>rd</sup> base once the baseball crosses home plate.
  - l. During innings 1-5, the 10-batter rule is in effect. (i.e.; if three outs are not recorded in the inning, the offensive team shall send only ten (1) batters to the plate. The defensive team may record the final out by means of conventional play or the catcher may step on home plate while in control of the ball.) This rule is NOT in effect for the 6<sup>th</sup> inning.
13. Player uniforms shall be tucked in at all times. In addition, coaches are encouraged to have players hustle onto and off the playing field in order to speed up play.
14. Absolutely no hitting into fences around the perimeter of the field or batting cages. No soft toss or pepper.
15. Any coach or player ejected from the game by the umpire must leave the ballpark facility and shall serve a one game suspension from the next scheduled game. Any additional ejections will result in disciplinary actions by the Board of Directors, which may include dismissal from coaching duties or ability to continue play.

**The above rules apply to all League games played during the regular season INCLUDING the Double Elimination Tournament. The Pony Rule Book "Blue Section" applies ONLY to post-season All-Star Tournament play and does NOT apply to the Santa Barbara Pony Baseball regular season or double elimination play.**