**Troy Baseball League**

**Spring Mustang Rules**

This rule book does not contain a complete set of rules governing play in Troy Baseball League Mustang division. Play is governed by Pony Baseball Rules and the Official Rules of Major League Baseball. This book contains only exceptions and clarifications to those rules.

Rules and Regulations for MUSTANG Leagues

**1 – TEAM/PLAYERS**

A. A team must have a minimum of 8 players to start a game. If one team does not have 8 players 10 minutes after official game time, they will forfeit the game and take the loss. The game may be played with borrowed members from the other team, but the loss due to forfeit still stands as official.

B. Each player must play 3 of 6 innings in the field. No player can sit out 2 consecutive innings, unless the player is injured or for disciplinary reasons (i.e., misses practices, team or player rule violations).

C. Nine (9) players shall be used in the field. Free substitution is allowed except for the pitcher, where Pony Baseball rules must be followed.

D. Up to 3 players may be substituted in your line‐up to allow a game to be played provided the player:

 a. Is from the Mustang level current season in‐house program organization.

 b. Is not a current travel team player.

 c. Must wear their own team’s uniform.

 d. Can only play in the outfield and bat last in the line‐up.

E. Disciplinary actions imposed on any player must be reported to the player's parents, opposing teams coach, head umpire, & Mustang Commissioner.

**2 – EQUIPMENT**

A. Players must be in full uniforms with shirts tucked into uniform pants. No Jewelry is allowed with the exception of medical related tags as per PONY Baseball rules.

B. Metal spikes of any variety are prohibited.

C. All Bats must have The Official USA / USSSA / BPF 1.15 Stamp on the Handle / Barrel.

 1. There is NO Restriction on Barrel Size.

 2. All Senior League / Big Barrels allowed.

 3. Wooden Bats are allowed and there are no restrictions on Wood Bats.

 4. A bat that may be in question must be brought to the attention of the Umpire before or during the at bat. If a player advances to a base with a bat in question he shall be deemed safe even if the bat is recognized as illegal. The bat must be removed from the game.

D. All players will use required protective gear (athletic supporter with cup) and must wear appropriate safety headgear covering the ears in the field of play as outlined by PONY Baseball rules.

E. Catchers are required to wear proper protective equipment including a mask with throat guards, chest protector, shin guards, and headgear which gives protection to the top of the head and both ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask.

F. Use of communication devices are to be limited and cannot be used in the field of play as per PONY Baseball rules.

**3‐PLAYING RULES**

A. Official start time, score, at bats, balls, strikes, hits, runs, and pitcher’s innings should be recorded in the home team’s score book to alleviate any discrepancies.

B. A complete game is 3 innings or 2 ½ if the home team has the lead.

 a. Six innings will be played as time allows.

 b. No new inning will begin after 1 hour and 30 minutes from the official start time.

 c. A new inning begins when the third out is made or the sixth run is scored in innings 1‐ 4. In the Fifth and sixth inning, the side must be retired by the fielding team (3 outs must be made).

 d. The game will end at the 1 hour 45 minute mark, regardless of the score.

 e. If the game is stopped before the completion of the 3rd inning, the game will be called and the rescheduled game will be started over with the score of 0‐0.

 f. Suspended or cancelled games will be rescheduled by the Commissioner(s).

 g. Slaughter Rule:

 i. 15 runs after 4 complete innings

 ii. 10 runs after 5 complete innings

C. Weather Delays:

 a. Weather delay will be determined by the managers. If the mangers cannot agree, the umpire’s decision will be final.

 b. All games must be delayed at the first sight of lightning. This is non‐negotiable

 i. Games may restart 15 minutes after the last lightning was spotted.

 ii. Wait time cannot exceed the 1 hour or the established 1 hour 45 minute game

time limit.

D. Coaches are allowed in first or third base coach’s box only when the ball is live.

E. No chanting allowed: A team may cheer on their team mates but it must stop when the pitcher comes to a set pitching position.

**4‐PITCHING RULES**

A. Any team member may pitch, subject to pitching restriction rules.

B. Pitchers may not wear white on the pitching arm unless part of the uniform.

C. Pitchers are not allowed to wear non‐prescription sunglasses.

D. One pitched ball constitutes an inning pitched.

E. Dropped third strike rule is not in effect.

F. Intentional walks are not permitted. Pitchers must pitch to every batter with catcher in crouched position.

G. If a pitcher hits 2 consecutive batters, or 3 batters in a game, they must be removed from pitching.

H. The coach shall be limited to one trip to the mound per pitcher per inning.

 a. The pitcher must be removed on second trip to the mound in an inning or 3rd trip to mound in the game.

 b. A visit to the mound for an injury will not count as a visit.

I. Balks will not be called until after Memorial Day. Dead ball and explanation is to be given by the umpire. After Memorial Day, 1 warning per pitcher, then balks will be enforced. A pitcher who fakes a throw to 3B and throws to 1B will be called for a balk.

J. Pitching restrictions are as follows:

 a. Pitchers shall not be allowed to pitch more than 2 innings per day, a total of 4 innings over two consecutive calendar days, and 6 innings per week.

 b. A calendar week clock resets at 12:01 AM every Monday.

 c. Pitchers shall have at least 40 hours rest after pitching 3 or more innings over two consecutive days. The 40 hour rest rule is computed per the official Pony rules.

**5‐BATTING RULES**

A. Continuous batter order is in effect.

 a. All players on bench must bat.

 b. Players must bat in assigned order. If batters bat out of turn, batter will be out. The violation occurs after the batter takes the first pitch, any base runners that advance must return to their starting position.

 c. If a player is skipped in the batting order for reasons other than illness or injury, an out will be recorded each time the player is skipped.

B. Infield fly rule will not be in effect.

C. Bunting is allowed. Fake and slap bunts are NOT permitted. Batter is out and ball is dead.

D. Throwing the bat for any reason is not permitted. Batter will be called an out and the ball will be called dead. Runners may not advance on a thrown bat.

**6‐BASE RUNNING RULES**

A. Base runners may lead off until they reach the designated 10 foot line

B. Base runners are allowed to steal when the ball crosses the plate regardless of the catcher receiving the ball cleanly.

C. Delayed stealing is not permitted

D. Runners on 3rd may not pass the 10 foot lead off line until the ball becomes batted. Clean steals of home are not permitted.

E. Runners on 3rd may advance on any attempt to the 1st, 2nd, or 3rd baseman.

F. Base runners may not advance on a miss‐played ball from catcher to pitcher. When the catcher throws the ball to the pitcher, it is a dead ball

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G. The ball is called dead once the pitcher has control of the ball inside the 15 foot 'halo' of the pitcher’s mound.

H. There is a No Contact Rule in effect at all bases if a play is being made on the runner:

 a. Base runners must make an effort to avoid the tag or contact at all bases if a play on the runner is made. i. A ‘play on the runner’ is in the umpire’s judgment. Penalty: The ball is ruled dead and the runner is out.

 b. Fielders may not initiate contact with the baserunner for the purpose of blocking his pathway to the base. Penalty: The ball is ruled dead and the baserunner will be awarded the base. This is a judgment call by the umpire and may not be appealed.

 c. If in the umpire’s judgment, a player intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field. Penalty: Runner initiated: runner is out and player is removed from the game; Fielder initiated, runner(s) is awarded base(s), fielder is removed from the game.

I. Courtesy runners are mandatory for pitcher/catcher after 2 outs and optional after 0 or 1 out. a. The last player to make an out will serve as the runner