

Mustang Division Rules

These are the local rules for the Santa Ynez Valley Pony League.

The game will be played on the "OFFICIAL BASEBALL RULES" Sporting News Edition as modified by the Pony League Mustang rule book and as further modified by the following rules;

1. Runner shall not leave the base until the pitched ball reaches or passes the plate. Penalty: Runner is out, dead ball, no pitch.
2. Base runner must slide at home if a play on the runner is made **and** if runner has contact with the **fielder**. (Intent is to avoid accidents by runner taking out the catcher.) Penalty: Runner is out. This is a judgment call by the umpire and may not be appealed.
3. No runner may purposely collide with a fielder to attempt to dislodge the ball or take a fielder out of play. Penalty: runner out.
4. Ten players shall be used in the field. Tenth player must be in the outfield. Free substitution is allowed except for pitcher where Pony League rules must be followed.
5. We will use recreational batting order. All players must bat in assigned order.
6. With the 12 players at the game each player must play 4 of 6 innings in the field. With 13 players at the game, each must play 3 of 6 innings in the field. Under any condition, no player can sit out 2 consecutive innings of the first 4, unless player misses practices, is a discipline problem, or is hurt. A player may not be added to the line up after the team has gone through the batting order.
7. There is no infield fly rule.
8. A team may score a maximum of 7 runs in any inning, except the sixth. In the sixth inning, the side must be retired by the fielding team.
9. There is no time limit for games. Six complete (or 5-1/2 if home team is ahead) innings will be played. "EXCEPT" in the case of darkness, the umpire will call the game, and all play will stop and the score will revert to the last complete inning. There is an inning limit of 9 innings.
10. Unless in the first or third base coaches box, no coach may be on the playing field by more than an arms length of the dugout gate.
11. The strike zone for the full season is as follows:
 - A. Vertically from the bottom of the knees to the middle between the top of the shoulders and mid point.
 - B. Horizontally any pitch so close to the corner as to be questionable to the umpire will be a strike. The reasoning for this is not only to reduce the number of walks from inexperienced pitchers, but to also encourage batters to swing.
12. If a pitcher hits batters 3 times in an inning, he shall be removed from pitching.
13. Both teams must have a minimum of 8 players at game time to start a game. If one team does not have players ten minutes after official game time, they will forfeit.
14. Dropped third strike rule is NOT in effect.
15. Runners on 3rd base may not attempt to steal home. However, they may attempt to score on:
 - A. Passed ball or a wild pitch.
 - B. Overthrow by catcher on returning ball to pitcher.
 - C. If catcher or pitcher puts ball in play by throwing to a base.

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Penalty for attempted steal - runner out when touches home plate.

Note: A runner attempting to draw a throw after the ball is in possession of the pitcher will not be allowed by the Umpire. A delay of the game of this nature will be an out.

16. Throwing the bat for any reason will be called as an out and the ball will be called dead. No runners may advance on a thrown bat.
17. The balk shall not be called except when the pitcher fails to deliver the pitch.
18. Disciplinary actions imposed on any player must be reported to
 - A. The player's parents
 - B. The opposing teams coach
 - C. The head umpire
19. Ten run rule after 4 innings.
20. No intentional walks. No pitchout intentional walks. Pitcher must pitch to every hitter with catcher in crouched position.
21. All players must be dressed in full uniforms (hat, pants, shirts, socks). All shirts must be tucked in pants, no exceptions. Penalty: Player will not be allowed on the field.
22. **No fungo or hitting balls against dug-out fence or field fence.**
23. **No metal spikes shall be used.**
24. Pitchers shall not be allowed to pitch more than a total of 3 innings over two consecutive calendar days. Pitchers shall have at least 40 hours rest after pitching those 3 innings, whether it is in one or two calendar days. The 40 hour rest rule is computed per the official Pony rules.
25. Pitching restrictions are as follows: Three innings per day and 8 innings per week. (Note: For the Mustang Division season-end tournament, the innings-per-week rule is waived if a team has more than 2 games in a week. The 40 hour rest rule is still in effect.)
 - 25A. A pitch count guide. Up through April 19th, the maximum pitches in a game for any pitcher is 50 and for a week are 100. After April 19th, the maximum pitches in a game are 60 and for a week are 120.
26. Umpires will supply two official game balls before the games starts.
27. A pitcher may not throw curve balls.

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