



Meadows Place PONY Baseball Ground Rules Mustang Division (9-10-year-olds)



Managers are required to have a copy of the rules in their possession for each game. PONY Baseball rules (<https://www.pony.org/Default.aspx?tabid=1026027>) and MLB rules shall apply unless otherwise specified.

Objective: Mustang Division begins the players' training in the complete game of baseball.

Sportsmanship

- Unsportsmanlike behavior will not be tolerated. Umpires will maintain control and have the authority to eject or remove players, coaches, or fans from the facility. Umpires should not be approached after the game under any circumstances.
- Any manager, coach, player, or fan demonstrating unsportsmanlike behavior may be ejected from the game and may be suspended for additional games.
- Razzing, heckling, chanting, or making disparaging remarks or noises directed at opponents in any manner is prohibited. Shakers or noise makers are not allowed. For the safety of all players and to maintain integrity of the game, organized cheering or chanting is not allowed while the pitcher is preparing to deliver the pitch or as the ball is pitched. Like all rules, enforcement is subject to umpire judgment.
- Foul and abusive language will not be tolerated under any circumstances. Cursing or throwing equipment is grounds for an automatic ejection.
- There is a zero-tolerance policy for making threats or taking physical action. Any occurrence will be immediately reported to the Board and the proper authorities.

Declared League Age

- As part of the League registration, each player MUST declare a league age (determined by their age on May 1) for the up coming season. Once a player determines their league age for the season, they may NOT change their league age for the remainder of that season.
- As permitted by PONY baseball rules, MPPB has adopted the "And Under" player age chart, which will allow players to move up one age division, ONLY under the following conditions.
 1. The player's age MUST be within 1 year of the age division they wish to move up to.
 2. The player MUST have played at least 1 full season at the lower division with MPPB (other leagues will not count).
 3. The player's safety and well-being will be a priority for final determining of moving up a division.

Player Draft Process

- Draft day and the draft procedures will be pre-determined by the board prior to the start of the regular season. All coaches or coach representatives shall be present at the player draft. All coaches will receive a list of available players (player's pool).

Game Length / Time Limits

- Games shall be 6 innings. No inning will start beyond 1 hour and 35 minutes after the official starting time.
- Time begins upon umpire's notification to the managers. Subsequent innings begin the moment the third out is made (or fifth run scores) in the previous inning. The umpire is the sole judge of time.
- The game is completed when the time limit is reached, and additional play will not change the outcome. If time expires while the home team is batting and winning, the umpire shall announce, "Time has expired, ball game" before the next batter enters the batter's box, not during a player's "at bat". If time expires while the visiting team is batting and is behind in the score and can

mathematically tie or take the lead, the umpire shall announce, "*Time has expired, we will complete the inning*". If time expires while the visiting team is batting and winning, and the home team cannot mathematically tie or take the lead, the umpire shall announce, "*Time has expired, ball game*".

- If a game is tied at the end of 6 innings and before 1 hour and 35 minutes has elapsed, it shall go into extra innings. Games may end in a tie.
- If the umpire calls a game due to weather or other hazardous conditions, it is an official game if 3½ innings (home team leading) or 4 innings have been completed.
- A maximum of 90 seconds or 5 warm-up pitches -- whichever comes first -- will be allowed between innings, with time starting on the third out. Automatic strikes may be called on offensive teams not ready, and automatic balls may be called on defensive teams not ready.

Postponed or Canceled Games

- Any game that is postponed or canceled that requires to be made up will use the following format to be re-scheduled.
 1. If a game is postponed due to weather, (or availability of lights, etc.) it shall be picked up at the exact place where left at. Batting order, runners on base, fielding position, score, etc... shall resume as a continuation from where the game was halted. New "pick up" players are NOT allowed for the re-scheduled game.
 2. The make-up game should be attempted to be re-scheduled on the Home Team's next practice. The Home Team has the option to use either its mandatory practice or its optional practice for this game.
 3. The coaches MUST coordinate with the league's scheduling officer (or president) to determine when the make-up game will be played. This will assure that umpire(s) can be scheduled for the game and that the game does not conflict with other games or practices.
 4. Should any team fail to show up or have enough players for the re-scheduled game, the game will be called, and the win will go to the team that has enough players and ready to play.

Run Rules

- A maximum of 5 runs allowed per inning per team (3 outs or 5 runs will constitute an inning for the offensive team), except no limit on runs scored during the 6th inning (or later innings).
- The game is called if a team is behind by 15 runs after 3 complete innings, 10 runs after 4 innings, or 8 runs after 5 innings.

Roster

- A minimum of 7 players must be present or the game will be called a forfeit at 10 minutes past the scheduled start time.
- There is no penalty for playing with 7 players.
- The game will be called a forfeit any time a team has fewer than 7 eligible players.
- Players who must leave before the end of the game may do so. Their position in the batting order will be ignored for the rest of the game and no out will be charged.
- If, in the umpire's opinion, a player is unable to continue playing due to injury or illness, the team will not be penalized when it is the missing player's turn to bat.
- Any time the batting order is reduced by an ejection, an automatic out shall be declared in that batting order position.
- Every player present for a game is in the batting order for the duration of the game (Roster Bat).
- Any late arriving player(s) shall assume the last position in the batting order, regardless of when they arrive.
- Players not registered with Meadows Place PONY Baseball and not assigned to the team are ineligible. Players cannot participate in more than one PONY baseball division (i.e., Pinto and Mustang) at the same time. Only players who have played in the Mustang division are eligible to participate in the MPPB Mustang All-Star program.
- All players must wear the proper safety equipment at all times.

Pick-up Players

- If teams have fewer than 9 players present prior to the start of a game, they may use another player “pick up” from another team, under the following conditions:
 1. The “pick up” player(s) MUST be registered MPPB player(s).
 2. The “pick up” player(s) can ONLY play in the outfield; they cannot play at the pitcher, catcher, or infield positions. The “pick up” player(s) are allowed to bat but MUST be put at the bottom of the batting order.
 3. The “pick up” player(s) may be from the same division or one division lower. Teams are only allowed a maximum of two “pick up” players. Teams MUST have fewer than 9 players in order to use “pick up” players. Teams may only use “pick up” players to put their team at no more than nine players.
 4. If a team is unable to “pick up” players from another team in the same or lower division to have 9 players, they may “pick up” up to two players from the opposing team, to reach 9 defensive players. The “pick up” players may only be used for outfield defensive purposes; additionally, the players used should be chosen and rotated in such a way as to allow the batting order of the opposing team to continue unhindered.

Batting

- Only bats approved by PONY Baseball for play at the respective divisions will be allowed to be used. Refer to the official PONY Rule Book for specific approved bats.
- Managers are expected to check each player’s equipment prior to each game. Illegal equipment will be removed from the game with no penalty. No bat shall be used if dented, cracked, modified, or misshaped.
- The penalty for throwing bats is umpire discretion and can result in an out and/or player’s ejection.
- The batter must keep one foot in the batter’s box at all times in order to speed up play. PENALTY: Umpire will call “play ball” and call the pitch a strike.
- Squeeze plays are not allowed. With a runner on third, a batter may not fake or attempt a bunt in any way. PENALTY: Both the batter and the third base runner are declared out.
- Umpires shall not permit more than one offensive time out in each half-inning to allow a manager or coach to talk with a batter.
- For the safety of all players and to maintain integrity of the game, organized cheering or chanting is not allowed while the pitcher is preparing to deliver the pitch or as the ball is pitched. Coaches shouting instructions to their batters or base runners may be ejected if this is judged to be disruptive to the pitcher.
- In the case of batting out of order, regular baseball rules apply -- the player who should have batted (the proper batter) is called out. Any hit or advance made by the batter is nullified.

Base Running

- Leadoffs are permitted on all bases.
- **Optional Modified Closed Bases:** During the fall season and other seasons as determined by the Baseball Commissioner, the Mustang division will play modified closed bases. This means the runner can only lead off up to where the grass cutout area for the base ends (about 10 ft). The runner is not allowed to attempt a steal until after the ball crosses home plate. If a pickoff attempt is made, the runner can advance. If a player is called for leaving early by the umpire, the play/pitch is dead immediately and the player must return to the original base.
- Runners may steal any base except home. A stolen base occurs when a base runner successfully advances to the next base while the pitcher is delivering the ball to home plate.
- Runners on third base cannot steal, but can attempt to score on:
 - a passed ball or a wild pitch
 - an overthrow by the catcher returning the ball to the pitcher
 - a throw to a base by the catcher or pitcher
- An excessive leadoff at third base is a safety issue and may be ruled an attempt to steal home. PENALTY: For an attempted steal of home, the runner is out when touching home plate. *This*

rule is intended to help protect base runners at third base from getting hit by a line drive down the third base line, an excessive leadoff reduces a player's reaction time to a fast, hard-hit ball.

- A courtesy runner may be used for the catcher or pitcher of record at any time. A courtesy runner must be used for the catcher of record when there are two outs in the inning. A courtesy runner must have made the previous out.
- Slide Rule. Runners advancing to any base with intent to break-up a double play or where a tag play is evident must slide into the base or seek to avoid contact with the player who has the ball. The runner must slide, give up, go around, or go back.
- Head-first slides are not allowed, except for a dive back to a base after an attempted pick-off. Any head first slide will automatically be ruled an out.
- Any tag above the shoulders of a player will automatically be ruled safe.
- No player shall initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY: The player initiating malicious contact shall be ejected from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent".
- For the safety of all players and to maintain integrity of the game, organized cheering or chanting is not allowed while the pitcher is preparing to deliver the pitch or as the ball is pitched. Coaches shouting instructions to their base runners may be ejected if this is judged to be disruptive to the pitcher.

Pitching

- Pitching distance is 46 feet (front rubber). No exceptions.
- 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.
- If a relief pitcher comes in "cold" because of an injury situation, the umpire shall allow the pitcher to warm up properly with at least ten pitches.
- Pitchers in violation of any of the pitching rules shall be considered ineligible players for the remainder of the game.
- The pitcher named in the batting order turned in prior to the start of the game shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates them from pitching.
- Balks will be called on a pitcher after that pitcher has received one warning. Each pitcher used in a game will be allowed one balk warning per game. Subsequent balks will be enforced.
- Balks result in an immediate dead ball, "no-pitch", with umpire time-out to explain infraction. Managers are allowed to participate in balk discussion; no mound trip will be charged if done immediately.
- Intentional walks are discouraged; the pitcher must pitch the ball. Intentional walks will not be automatically issued at the request of the manager, pitcher, or catcher.
- All players must follow the Pitch Smart chart below:

LEAGUE AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-30	31-45	46-60	61-75	76+	N/A

Defense

- Every player must play at least 2 complete innings by the end of the fourth inning and may not sit out more than 2 innings the entire game (unless a player is ill, injured or refuses to play). Failure to comply with this rule will result in a one game suspension for the manager. A second offense will result in suspension for the remainder of the season or post-season play.
- Only one timeout for defensive substitutions from the bench will be allowed during any half-inning (does not include pitching changes or injury situations).
- If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
- On-field defensive switches or position changes are freely allowed, as long as it is not an attempt to delay the game.
- Position players cannot block a base (including home plate) without the ball.

Coaching

- Teams should have no more than 4 meetings per week, not to exceed 8 hours total, including games.
- Managers must exchange line-ups before each game and should discuss ground rules at the umpire's plate conference before the start of each game.
- Once a game starts, the umpire is in complete control; only the team manager is allowed to question a ruling after a time-out is called.
- Protests are not allowed on judgment calls. A rules protest is allowed and must be made before the next pitch.
- Players, managers, and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game. Teams may have no more than four coaches in the dugout at any time.
- Scorekeepers or others are not allowed to coach from the stands.
- Home team is responsible for preparing the field for game play and keeping the official scorebook.
- Visiting team will prepare water coolers and trash receptacles for both dugouts and manage the scoreboard, if applicable.
- Both teams are responsible for cleaning up the dugouts, bleacher areas and grass areas around the field following their game.
- Parents should never "coach" from the stands or outside the fences. Please allow your team's on field coaches to do their jobs.
- Pre-game warm-ups should be held in the outfield or common areas – no infield practice before games.
- No jewelry shall be worn by any player, except for medical identification.
- Cell phones, pagers or any other type of communication devices cannot be used on the field of play.
- Dugouts must be cleaned of litter before leaving.
- Tobacco and alcohol in any form is not allowed in the dugouts, buildings, stands or playing areas.

Post Season Tournament Rules

Post Season Tournament play, if applicable, will be determined by the league. Tournament rules will not vary from Regular season rules except for the following:

- Seeding will be determined by: (1) won-loss record, (2) head-to-head, (3) total runs allowed, (4) total runs scored, (5) coin flip.
- Home team is highest seed (lowest seed number), except Home team for the championship game is the team from the winner's bracket, regardless of original seeding.
- Playoff games can NOT end with a tie. All playoff games ending in a tie at the end of regulation time will use the International Tie-Break Rules to determine the winner. There are no time limits on Championship games (all divisions) and will be played until the completion of 6 innings. All

Championship games ending in a tie at the end of 6 innings will then go to the International Tie-Break Rules to determine the winner.

- Pick up players WILL NOT be permitted during post-season play.

Governing Rules

Rules not covered by this document shall revert to the Official PONY Handbook and the Official MLB Handbook. Should any situation/incident that occurs during game play that is not covered by any of the above rules, the head umpire on the field will make final determination.