

MILLBRAE LIONS BASEBALL

2019 MUSTANG DIVISION

GENERAL RULES:

1. The official playing rules, with the exceptions and variations contained in these rules shall be the "Official Rules of Major League Baseball," unless otherwise noted. Games will be scheduled for six (6) innings. The time limit for each game shall be one hour and forty-five minutes. No new inning may start after one hour thirty-five minutes. Time is defined as the third out of the previous inning.
2. Innings:
 - a. When a game is tied at the end of regulation play and time limit is not reached, International Tie Breaker will be applied. Extra innings will be played with the last 2 outs as base runners on first and second base w/no outs.
 - b. If a game is called for any reason, it shall be considered a complete game if five innings have been played.
3. A maximum of three coaches, including the manager, will be allowed for each team in the dugout.
4. Umpires shall not permit more than one offensive timeout in each inning to allow a manager or coach to talk to with a batter or base runner.
5. If a manager or coach goes onto the playing field to talk to/with any defensive player or players more than once in the half-inning while the same player is pitching, a pitching change shall be made.
6. Only the manager or a designated coach may go onto the field to discuss an umpire's call.
7. Players not actively participating in the game shall not leave their bench area during the game.
8. Each team's starting lineup, as well as substitutes, along with all uniform numbers, must be presented to the opposing manager and/or scorekeeper 15 minutes before game time.
9. A minimum of nine players must be in lineup. If minimum number is not present at game time, game will be declared a forfeit.
10. Home team will occupy third base dugout.
11. Home team shall keep official scorebook—at-bats, hits, runs, strikeouts, base on balls, innings pitched by each pitcher, and start time of game.
12. Scorekeeper shall communicate only with the home plate umpire and/or commissioner.
13. Home team shall set-up/prepare the field prior to games (bases, mound, chalking, and dragging).
14. Away team shall take down the field (bases, mound, dragging), unless another game follows.
15. Umpires and/or commissioners' rulings are final. No protests.
16. Rescheduling of Mustang division games shall be the responsibility of the head coaches of the two opposing teams. Rescheduling of any game must consider availability of field, umpires, and must be approved by the commissioner.

SPECIFIC PLAYING RULES:

1. Distance between bases: 60'.
2. Pitching distance: 46' (front of pitching rubber to back of home plate).
3. Home plate, pitching rubber, and bases shall be office size as used in regulation baseball. Portable pitching mounds that meet the correct size requirements may be used.
4. The entire roster of players present for the game shall bat in rotation. If a player leaves game, their next at bat will be an out, unless player is injured or sick.
5. Ten players will be used defensively in games played at Taylor Fields and Upper Green Hills. The four outfielders must be positioned on outfield grass. If one team has only nine defensive players, the team with more than nine can choose to play either nine or ten. In games played at Lower Green Hills Field, nine players shall be used defensively (three outfielders).
6. Any hit ball that rolls to the blacktop from Taylor Fields will be a triple. Any ball that hits the blacktop on the fly will be a home run.
7. There is no dropped third strike rule. A third strike is an out even if the catcher drops the ball.
8. Base runners are permitted to steal bases.
 - a. NO LEADS. Base runners shall remain in contact with the base until the ball is hit or crosses home plate.
 - b. PENALTY: If a runner is off the base/leaves base before the ball is hit or crosses home plate—the runner is out—the ball shall be considered a dead ball/no pitch.
 - c. Home plate umpire will remind coaches before the game starts—there will be no warning.
 - d. Base runners may steal second or third at any time.
 - e. Stealing home is permitted if ball from catcher goes anywhere other than pitcher's glove. Runner must slide at home plate. NO CONTACT.
 - f. Stealing home is not allowed on wild pitches or passed balls—pitches passing the catcher.
9. Base coaches are not allowed to touch runners or enter field of play. Runner will be called out.
10. There is no infield fly rule.
11. Each player must play a minimum of two consecutive full innings.
12. Unlimited substitutions, with the exception of pitchers—see "Pitching Rules" below.
13. No more than five runs may be scored in an offensive inning, except in the sixth or last inning, when there is no run limit—limited to batting through the lineup once.
14. Appeal of a play can be made, following the play that is to be appealed, at any time before the next pitch is thrown.

PITCHING RULES:

1. Any team member may pitch, subject to the restrictions of the pitching rules.
2. Mustang pitchers shall not pitch more than three innings in a calendar day. If the pitcher throws one pitch in an inning, the player is charged with an inning pitched.
3. Mustang pitchers shall not pitch more than six innings in a calendar week

(Monday- Sunday).

4. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed three innings in a calendar day.
5. There shall be no breaking balls (i.e. curves, sliders). Any such pitch shall be considered a dead ball and the pitcher shall be warned. Second warning and the pitcher shall be removed from pitching.
6. There shall be no pickoffs.
7. There shall be no balks.
8. There shall be only one coach visit to the mound per inning. Second visit shall result in pitching change.
9. Any pitchers removed from the mound shall not be permitted to pitch again in the same game.
10. If a relief pitcher comes in "cold," the umpire shall allow the pitcher to warm up properly with 8 warm up pitches.
11. Pitchers in violation of any of the pitching rules shall be considered ineligible pitchers.
12. The pitcher may bring their pitching hand in contact with their mouth or lips while in pitching area as long as they wipe off the hand prior to making contact with the pitching rubber.

EQUIPMENT:

1. Leather baseball bearing the emblem of PONY baseball are the baseballs required for league play.
2. Only USABaseball certified/stamped metal bats will be permitted. No bat shall be used if dented, cracked, modified or misshaped.
3. 2-3/4" barrel bats are prohibited in all divisions of PONY baseball.
4. Only rubber-soled or rubber-cleated shoes are permitted—no metal cleats.
5. The batter, players, in the on-deck batting area and base runners shall be required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull. Those items shall be NOCSAE approved.
6. Catchers are required to wear proper protective equipment including a mask, chest protector, shin guards, athletic supporter with cup and NOCSAE approved headgear which gives protection to the top of the head and both ears (hockey style – 1 piece) when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
7. Pitchers are prohibited from wearing white long sleeves (below the elbow) under the uniform.