

# NLBA Mustang Division Rules Spring 2022

The following is not a complete list of Mustang rules. For complete rules consult your NLBA Handbook and the PONY Baseball Rule and Regulations. Any situation not covered below will revert back to official PONY rules

## **A. GENERAL**

1. Each team is required to have at least 9 uniformed players within 15 minutes after the scheduled start. If a team fails to provide the required number they shall forfeit the game
2. Managers have the option of calling up NLBA Pinto players. If a Pinto player is used they are not allowed to pitch in the game
  - i. Regular Season : Teams may call up one or two players per absent player if they choose  
Playoffs: If you call up a player your roster cannot exceed 10 players
3. Every player must play a defensive position a minimum of 4 innings.
4. No player shall sit 2 innings in a row

*Note: Rule 3 cannot be guaranteed if less than 6 innings are played*

5. The entire roster team shall bat in order
6. Free defensive substitutions except for pitching is allowed
7. No out will be given to an injured player that is forced to leave the game. If that player misses his time in order he is not to reenter the game
8. Ejected players will count as an automatic out in the batting order

## **B. GAME LIMITS**

1. Mustang games are 6 innings
2. One half inning consists of 3 outs or 5 runs scored by the batting team. 5 run limit is waived in the 6th inning and extra innings
3. No Inning shall start after **1 hour and 50 minutes** from the umpires designated start time. Keep in mind that some fields have lights on them and the game also ends when the lights are turned off. (Refer to Game Limits Rule #6 and 7 for called games.)
4. A complete game is determined by any one of the following scenarios
  - i. Game is played to regulation length (6 Innings) or 5 ½ innings if Home team is leading.
  - ii. If the game is called for any reason (Time, Weather, etc). (See Game Limits Rule #6 and 7)

- iii. 10 Run Mercy Rule (See Game Limits Rule #8)
- 5. Tie games can go into extra innings and shall not exceed (9) nine innings. Please note that the time limit rule is in effect and the game ends in a tie. (Exception: Playoff games cannot end in a tie)
- 6. If a game is called for any reason (for instance: inclement weather), it shall be considered a completed game if 4 innings have been played or the Home team is leading after 3 ½ innings are completed. If the game is postponed and less the 3 ½ innings are complete or the home team is not winning after 3 ½ completed innings, play shall continue from the point of postponement at a future schedule date and time with play resuming under the exact circumstances existing when play was ceased (ie: score 5 - 3, 2-1 count, runner on 2nd, etc)
- 7. If a game is stopped mid inning (Weather, Lights out) and cannot be resumed within the time limit and it is past the 4 innings, the score reverts back to the last completed inning and the game is over.
- 8. 10 run mercy rule: If a team is leading by 10 or more runs
  - i. After 4 completed innings or
  - ii. The home team is leading after 3 ½ completed innings, or
  - iii. The home team takes a lead of 10 or more runs during the bottom half of the 4<sup>th</sup> or 5<sup>th</sup> inning.

The game shall be terminated and the team in the lead will be declared the winning team.

Additionally, both managers may agree to play additional innings (within the limitation of the above mentioned time constraints). Any and all runs accumulated in the additional played innings do not count in the final score. However, any and all pitcher's innings do count toward the pitching limits as described in the pitching rules

**Note:** Umpires must stay to the completion of 6 innings, or the time limit, in order to be paid. If they leave it is the responsibility of the managers to immediately inform the divisional VP so that umpire will not be paid for that game.

### C. PITCHING

- 1. The pitching mound is 46' from home plate
- 2. A manager gets 1 free trip to the mound per pitcher in each inning. A second trip to the mound will result in pitching change
- 3. A pitcher must be removed from the game if they hit 2 batters in the same inning or 3 batters during the course of the game

- 4.** There are no intentional walks. The opposing pitcher **MUST** throw 4 called balls for a batter to be awarded first base
- 5.** NLBA has the following pitchers placed on the Mustang players
  - i.** Pitching calendar week is from 12:01AM on Monday to Midnight the following Sunday
  - ii.** First pitch thrown by a pitcher will count as **1** full inning pitched
  - iii.** Pitchers **SHALL NOT** pitch more than **3** innings in the same calendar day
  - iv.** Pitchers **SHALL NOT** pitch more than **8** innings in any calendar week
  - v.** Pitchers **SHALL** have **40** hours rest after **3** pitching innings on the same calendar day
  - vi.** Pitching rules **SHALL** apply to combined House and Travel teams.
  - vii.** Rules are not altered for rescheduled or postponed games

**Note:** *These rules are put in place for the safety of the children. Violation of any pitching rule will result in forfeiture of that game and Manager will serve a **1** game suspension (as delineated by the Executive Board)*

- 6.** A different (9) nine year old (as defined at the start of the season on the provided roster by the NLBA) will pitch (1) inning prior to the start of the fifth inning. Once a (9) nine year old starts pitching an inning, they must be replaced by a (9) nine year old unless the (1) one complete inning minimum has been met. Notwithstanding 5. ii above, A complete inning is defined as (3) three outs or a maximum of (5) five runs scored in one inning. Each team must declare a specific (9) nine year old in specific innings on the lineup card prior to the start of the game.
  - i.** A (9) nine year old is a first year Mustang player and an (10) ten year old is a second year player by league years and not by actual age.
  - ii.** If a (9) nine year old pitcher in Rule #3 hits (2) two batters in the same inning will be replaced by a pitcher of the same league age. The removed pitcher cannot pitch in later innings during the game. The rule of same age does not apply after the fourth inning, a second inning for a (9) nine year old or for a (10) ten year old.

#### **D. BASE RUNNING**

- 1.** There are no Leadoffs in Mustang
- 2.** Stealing: On a pitched ball, base runners **MUST** stay in contact with the base until the ball crosses home plate. If the base runner leaves the base prior to the ball crossing home plate, the **TEAM** violating this rule (umpire's discretion) will get 1 warning. The offending runner will be sent back to the original base. The next offending runner on the "warned" **TEAM** will be called out.

3. A runner on 3<sup>rd</sup> base may not steal home on a ball thrown back or handed back to the pitcher successfully (unless the ball is dropped or missed). If the pitched ball goes past the catcher (wild pitch, passed ball), or a play (throw) is made to any base by either the pitcher or catcher, the runner(s) may advance at their own risk.

#### **E. FIELDING**

1. Bases are set at a distance of **60'**

#### **F. HITTING**

1. All bats must be USA Stamp 2 5/8" Barrel Max
2. All bats are to have a barrel no larger than 2 5/8". Any bat found larger than that size the following rule applies
  - i. If bat is identified prior to the ball put into play, the bat must be removed and no penalty enforced
  - ii. If bat is identified after the ball is put into play, the bat is removed from play. Additionally the player is called out and all runners on base must return to their previously occupied base
  - iii. If the bat re enters play at any time the manager is subject to ejection and a 1 game suspension
3. Bunting is allowed in the Mustang division, however it is illegal to pull the bunt back and take a full swing.
4. There is NO drop third strike rule. If the catcher drops the ball after a swing or called third strike, the batter is out and the runners are free to advance at their own risk.

#### **G. SAFETY**

1. All players must wear a protective cup regardless of gender
2. Batting helmets are to be worn by all players batting, on deck or on the bases
3. Each team will be issued **1** warning for a batter thrown bat. A second occurrence on the same team will result in batter ruled out.

#### **H. MANAGER RESPONSIBILITIES**

1. Each team is responsible for providing **1** game ball each to the umpire prior to the start of the game
2. Each manager will provide a lineup card to be exchanged with the opposing manager
3. Each manager is responsible for informing opposing manager of which inning is the designated 9 year old inning.
4. Home Team Responsibilities
  - i. Occupies the 3<sup>rd</sup> base dugout

- ii. Sets all the bases for the game
- iii. Stripes the foul lines, batters boxes, and on deck circles
- iv. Obtains rakes from equipment garage
- v. Turns on lights for night games

**5. Visitor Team Responsibilities**

- i. Occupies 1<sup>st</sup> base dugout
- ii. Returns bases, chalk dispensers and all other equipment to field box and locks the field box
- iii. Replaces all the base caps
- iv. Field maintenance
  - 1. Rake or Drag infield
  - 2. Push dirt back into all the holes around mound and bases
- v. Sweep out dugouts and clear of trash
- vi. Turn off lights if a night game

**I. RAIN OUTS**

1. In the event of poor weather, both managers will arrive at the field to inspect field conditions and determine if field is playable or delays need to occur
  - i. Both managers must agree that field is not playable
  - ii. Home manager contacts the Division VP to inform them of the agreed upon cancellation
  - iii. Manager and Division VP are responsible for contacting Umpire Organization and Umpire director to inform them.
2. The Division VP is responsible for rescheduling games. Make up games can occur on Sundays.

**J. UMPIRES**

1. Umpires are covered in the NLBA Handbook as well as the signed Code of Conduct

**K. PROTESTS**

1. The manager (or the coach assigned the role as manager for the game when the official manager is not able to attend) is the only person that has rights to protest a game. Thus, the Manager (or coach serving as manager) must immediately notify the umpire at the time of the dispute and for what reason; the umpire will immediately notify the opposing Manager and make a public announcement that the game is being played under protest. The Executive Board will rule on the protest as explained in the Managers Handbook.