



**WESTGATE-WESTSIDE ATHLETIC ASSOCIATION**  
**MUSTANG DIVISION BASEBALL**  
**POLICY AND RULES**  
Revised March 2023

**Philosophy**

The Mustang Division is the first competitive division in Pony Baseball. The intent of this division is to reinforce fundamental baseball skills and rules knowledge, introduce and develop advanced baseball skills, and instill a sense of fair play and sportsmanship in the players in a fun and supportive environment.

**Mustang Division In-House Specific Rules**

The rules below are WWAA Mustang Division rules, which pertain to the Mustang in-house division and are exceptions to, or clarifications of, Pony Baseball Rules. All other rules not listed below will be in adherence to Official Pony Baseball Rules.

Rules **BEFORE** Memorial Day

1. Inning will consist of 3 outs, 7 runs or bat the larger line up. See rule 3.1.
2. NO LEAD OFFS. See rule 4.4.
3. HOME IS CLOSED (must be walked or hit in) - We want to encourage catcher throws to 3<sup>rd</sup>. You cannot go home on an overthrow. See rule 4.7.
4. Drop third strike is an out! See rule 3.5.

Rules **AFTER** Memorial Day

1. Can lead off and steal any time.
2. Can now steal home on a pitched passed ball only. (Not on a pick off or throw down.) See rule 4.7.
3. Dropped third strike is NOT an out. You must tag or throw out the Batter Runner. Definition of Catch is used. Make sure you know the rule if the base is occupied. See rule 3.5.

**1. Game Duration (Time Limit)**

1.1. Time limit for Mustang games is 1 hour and 40 minutes. A regulation game is SIX innings. If the game is tied, it is tied. NO extra innings, unless you have 10 or more minutes of regulation time remaining.

1.2. The official game start time and designated timer will be noted in the Home Team's scorebook at the beginning of play. Any question of game start time will be based on this start time. It is recommended that the Away Team ask for the official game start time and official timer soon after the start of the game and mark it in their scorebook.

1.3. Run Rule: 15 runs after 3 innings, 12 runs after 4 innings and 8 after 5 innings.

## 2. Pitching

2.1. All innings will be kid pitched.

2.2. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.

2.3. Pitchers can throw a maximum of 3 innings (28 pitch per inning average to satay within 85 pitch rule) per game or 20 batters total. Hours of rest are based on # of innings pitched (see below).

2.4. If a pitcher pitches 2 or fewer innings, they must have 22 hours of rest before pitching again. The 22 hour rest period begins from the actual start time of the game in which the pitching occurred.

2.5. If a pitcher pitches 3 innings or 20 batters, they must have 44 hours of rest before pitching again. The 44 hour rest period begins from the actual start time of the game in which the pitching occurred. Mustang pitchers may not pitch more than 8 innings in any one Monday-through-Sunday calendar week.

2.6. Pitching for the Mustang Division All-Star Team must be included in the 40-hour and 8-inning restrictions noted above. Coaches for regular season and all-star teams are responsible to communicate with each other to ensure that these rule are not violated.

2.7. If a pitcher hits 4 batters in 1 inning they must be removed from the mound, but is still eligible to play in the game at any other position.

2.8. 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.

2.9. Balk warnings will be given by the umpires throughout the year. Before each game **both** coaches should talk to the umpires about balks so there is a common understanding of how it will be called.

2.10. Winning and losing coaches are required to report game score and pitcher information including the names of the pitchers used and number of innings each pitched for each game played. Coaches are required to submit this information within 24 hours on the WWAA website. Your player agent can provide instructions and log-in information.

## 3. Batting & Inning Length

3.1. An inning will consist of 3 outs, 7 runs or bat the larger line up. If you have 10 kids present and the other team has 12 kids present, everyone can bat up to 12 players.

3.2. If only playing 8 players the 9<sup>th</sup> position in the batting lineup is NOT an out.

3.3. The entire roster of players present for the game will bat in rotation. All players must play at least 2 innings in the field each game.

3.4. Bunting is allowed.

3.5. Games Played prior to Memorial Day the Drop 3rd Strike is an OUT. Games played Memorial Day and After (Includes the In House Tournament and All Stars) the Drop 3rd Strike is NOT an out and the defense must make an out on the Batter Runner, or other Runner. The Definition of a Catch is used here. Pretty much if the ball hit the dirt it is not a catch. Catcher can tag the batter runner, throw to first or other forced base or step on home plate if bases are loaded with 2 out.

3.6. A helmet with a face mask is required when batting, on base, or when in the on-deck circle.

#### **4. Base Running**

4.1. All base runners shall wear a helmet with face guard.

4.2. Running over a catcher or a fielder is not allowed on close plays. The umpire will use his discretion on whether a runner is ruled out and/or removed from the game.

4.3. Runners may advance only 1 base on an overthrow. (Ie a pitched ball that goes past the catcher is a passed ball.) A runner on 1<sup>st</sup> can NOT steal 3<sup>rd</sup> from 1<sup>st</sup> base unless there is an overthrow at 2<sup>nd</sup> base also. No base runner is allowed 3<sup>rd</sup> base if 3<sup>rd</sup> base is occupied. Base runner on 3<sup>rd</sup> can not score if an attempt is made at any other base runner. See rule 4.7.

4.4. Runners on 1<sup>st</sup> or 2nd base may attempt to steal to 2nd or 3rd base once the ball has passed the plate in games that are played prior to Memorial Day.  
(No lead offs and the pitch has to pass home plate.)

4.5. Runners on 1st or 2nd base may lead off and steal 2nd or 3rd base in accordance with Pony Baseball Rules in games that are played after Memorial Day.

4.6. Runners at 3rd base can not lead off prior to Memorial Day. After Memorial Day players can lead off from 3rd and can steal home if it is a passed ball from the pitcher's next pitch. Not on a pick offs or catcher throw downs.

4.7. STEALING HOME: We want the idea to be for catchers to throw down and pitchers to pick off without the fear of giving up a run. So Games prior to Memorial Day = NO STEALING HOME when the catchers throw down to a base or on a Pick Off. Even if it is an overthrow. AFTER MEMORIAL DAY, you can now steal home on a pitched passed ball only. At this point, we want the catchers to block and pitchers to learn to cover home. No Stealing home when the catcher throws down to a base or a pick off all season long. (Note: All Stars leadoff and steals are permitted.)

#### **5. Other**

5.1. 60' between bases, 46' front edge of pitcher's rubber to back point of plate.

5.2. Play should move as rapidly as possible to maximize enjoyment of the kids. In order to speed play, players should hustle on and off the field, be ready to bat, and ready to take the field. Coaches need to know where kids will play prior to the game and be able to communicate that to other coaches so that they can be quickly positioned.

5.3. Coaches are allowed to play 10 defensive positions in the field. Per PONY rules 4 outfielders are used. (No stacked infields.)

5.4. Teams should report to the fields at least 15 minutes in advance of their scheduled game time and be warmed up and ready to play at their scheduled game time.

5.5. The “Home” team occupies the 3<sup>rd</sup> base dugout and is in the field first. The “Visitor” team occupies the 1<sup>st</sup> base dugout and bats first. The Home team is responsible to keep the official score book.

5.6. When a team needs additional players to start a game (minimum 8 players) and substitutes are available from another WWAA team (Mustang or Pinto, NO OUT OF LEAGUE PLAYERS ALLOWED), the substitute players must play outfield and bat last in the lineup. The 9<sup>th</sup> or 10<sup>th</sup> player slot are NOT outs if a team plays eight or nine players only. (See rule 3.2) If you fall down to 7 players after starting with 8, then the 8th spot WILL be an out but not the 9th spot. Three substitute players is the maximum number that a team can use. If a regular team member shows up **late**, he goes into the line-up as the last numbered batter (i.e., number 10 slot or below) and can play any position in the field. Substitute ball player can stay in the game if he so chooses if a ball player is late.

5.7. Infield Fly Rule is enforced.

5.8. Players will shake hands after each game.

5.9. Make-up games are allowed if the coaches of the respective teams can agree on a date, time, and location and secure an umpire.

5.10. An in-house post season tournament will be held the immediate week after the regular season concludes. For seeding purposes, in-house record is used. For ties, head to head will be first, if still tied or a 3-way tie then it will be decided by a coin flip. Coaches are responsible to check with the Mustang Player Agent to determine tournament times and dates to let their players and parents know.

5.11. The use of training or warm up equipment (ie hit sticks, nets, or other) can be used prior to game time and off the playing field. They should NOT be used during the games. Batting donuts are fine.

**NEW** 5.12. Play 9 defensive positions only.