

Mustang Interleague Division Rules

Ages 9 & 10

League Specific Rules

Garden Grove Pony & Tustin Pony are located on school property. There are NO animals, smoking/vaping, alcohol allowed.

Fountain Valley, no music or walk up music during the game.

All parents and visitors must adhere to these rules when visiting fields

Overview

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players are at different levels of skill, understanding and attention span. All leagues will respect the general playing rules and code of conduct for coaches, players and parents. All teams involved need to know the general rules for safety and general game play.

The following are specific guidelines for interleague play:

1. Managers must exchange lineups at the beginning of each game. If a player arrives late, you may add them to the bottom of the lineup but you must announce this to the scorekeeper who in turn reports it to their coach.
2. Each team must have a minimum of (8) players to start a game. If after 15 minutes of the scheduled game time, one of the teams does not have enough players, the score is recorded as a forfeit of 1-0. The game can continue by sharing players but the outcome regardless will be recorded as 1-0
3. There will be NO farming of players unless absolutely necessary. Must have less than 8 rostered players attending the game. Farmed players cannot be select or travel ball players. Cannot play the infield and must be at the end of the lineup. Opposing manager must be notified at the plate meeting before the start of the game.
4. Games are limited to 6 innings. No new inning may be started after 1 hour and 45 minutes. Time adherence is critical on days when multiple games are scheduled.
5. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first. On April 5th, all innings are open. **CONFIRM AT HOME PLATE BEFORE GAME START**
6. Each team will be allowed to score unlimited runs in the 5th & 6th inning only. Their half inning at bat will end upon the completion of one of the following:
 1. The defensive team records 3 outs.
 2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs. If the team records 3 outs, the half-inning is over.
7. Mercy Rule: The game shall be a mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.
8. There are no "extra innings" in the regular season. If the game is called due to darkness, the score shall revert to the previously completed inning. If the game is tied, it will be recorded as such.

Equipment & Setup

1. Wooden, Aluminum, or Composite bats manufactured for baseball play, which are round and not more than 2-5/8" in diameter at the thickest part, and not more than 42" in length, are acceptable. All bats must contain the USA Baseball Certification Stamp.
2. Standard hard baseballs shall be used in this division. Ex. Diamond DPL1
3. 60' bases, 46' pitching rubber
4. Metal cleats are not allowed in this division.

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Batting

1. Entire line up bats. (12 players present = 12 kids in the line up) If a batter needs to leave the game for any reason, their first at bat after leaving is considered an out, then removed from the lineup thereafter
2. Bunting is allowed (no slash bunting)
3. The batter must leave one foot in the batter's box at all times. The umpire will give one warning and the next offense will be called a strike

Base Running

1. Base Runners may lead off and steal bases.
2. The must slide or avoid rule is in effect.
3. The dropped third strike rule is in effect. Batters can advance to 1st base on a dropped third strike by the catcher unless first base is occupied with less than two (2) outs.
1. Pinch runners for pitcher, catcher, and injured player, The last out in the line up shall be the pinch runner.

Defense

1. Each player should be rotated into as many positions as possible. For safety reasons, not every player will play the infield.
2. Teams are limited to 9 players per inning.
3. If a runner is tagged out or forced out, the runner must return to the dugout.
4. Only the umpire can kill a play. Ball is live until the umpire indicates the play is dead.
5. No switching of defensive players in the middle of an inning unless a pitching change is being made.
6. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning.

Pitching

1. Must use USA Smart Pitch guidelines
2. Balks are in effect. The umpire will issue a warning to the pitcher on the first offense and discuss what he/she did wrong. On the second offense the balk will be called and the runners will advance.
3. A manager must change the pitcher after the second visit in the same inning.
4. A pitcher can not return as a pitcher later in the same game. (Once they are removed as a pitcher, they are done pitching for that game)
5. 3 hit batters = removal of pitcher from game.

Pitch Count

<u>LEAGUE</u> <u>AGE</u>	<u>DAILY MAX</u> <u>PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
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	1-20	21-35	36-50	51-65	66+	N/A
15 - 16	95	1-30	31-45	46-60	61-75	76+	N/A
17 - 18	105	1-30	31-45	46-60	61-80	81+	N/A
19 - 22	120	1-30	31-45	46-60	61-80	81-105	106+