

## APPENDIX E. MUSTANG DIVISION

### E.1. Introduction

The Mustang Division is an instructional League for 9 to 10 year-old players.

### E.2. Division Composition

- A. The Division will consist of eight (8) to twelve (12) teams, depending upon league registration numbers.
- B. Each team's roster will have a minimum of ten (10) players and a maximum of thirteen (13) players.

### E.3. Playing Rules

The Mustang Division will be governed by the current season's edition of the *PONY Official Regulations and Playing Rules*, unless otherwise specified in the EYB Policies & Procedures or in the Mustang Division Rules.

- A. A regulation game is six (6) innings. A complete game will consist of three (3) innings.
- B. A new inning begins the moment the third (3rd) out is recorded in the previous inning.
- C. No new inning will begin after 1 hour 35 minutes. Games must end before 9:45 p.m. Ties are permitted.
- D. The Mustang Division shall observe a "Five (5) Run Rule" for the first three (3) innings of the game. When the fifth (5<sup>th</sup>) run of an inning crosses the plate, all play stops. In the event that the fifth (5<sup>th</sup>) run scored during an over the fence home run, then *all* runners on base at the time the home run was hit will be allowed to score.
- E. Minimum play rule: No player may sit out a second (2nd) inning before all players have sat out for one inning. No player may sit out a third (3rd) inning, until all players have sat out a second (2nd) inning. All players must play at least one (1) inning in the infield (exceptions are allowed due to safety but must be pre-approved with the league). The infield play rule only applies to Regular Rec Season, it is not required in Tournament Play.
- F. There will be no guarantee of available time for infield warm-ups prior to any game.

### E.4. Scorekeeping

See Sections: [5. Responsibilities of Teams](#) and [7. Official Scorekeeper Responsibilities](#)

### E.5. Pitching

Pitchers may pitch a maximum of 75 pitches per day, including a continuation or suspended game.

MUSTANG, BRONCO, PONY are to use the chart printed below.

#### REQUIRED REST DAYS (PITCHES)

AGES	DAILY MAX	0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
9 - 10	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
11 - 12	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
13 - 14	95	1 - 20	21 - 35	36 - 50	51 - 65	66+

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- A. The pitcher will only be required to observe the calendar day(s) of rest for the threshold the pitcher reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter
- B. Once the home plate umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- C. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- D. 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.
- E. A Manager or Coach may instruct a catcher in between innings but may not instruct the pitcher.
- F. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, including in between innings, a pitching change shall be made. The only exception to this rule is in case of injury.
- G. A pitcher will be replaced immediately when he/she hits three batters in any one game appearance. There is no exception to this rule.
- H. Every player must pitch to at least five (5) complete players during the Spring season. If a player hasn't gotten to pitch to five (5) complete players during the regular recreation Spring season, the team will be disqualified from the Spring Playoff Tournament.

### **E.6. Balks**

Balks shall be used as an instructional device, with the umpire issuing a warning for all balk calls. The umpire or coach will correct the pitcher at this time. The ball will be declared dead with the runner returning to the original base.

### **E.7. Batters**

EYB shall use a continuous batting order for this division.

### **E.8. Runners**

- A. **EYB will use PONY Mustang Rule (2) as modified:** Runners may lead off of first and second base and steal at will. Runners may not leave third base until the ball crosses the plate. After a single warning per team, runners will be called out for leaving early. Stealing home is permitted, provided that the runner does not leave until the ball crosses the plate.
- B. Runners may advance from 3rd at their own discretion when the ball is live. A ball is live once the pitcher steps off the rubber and leaves the mound or attempts a pick off at any base. The ball is still live when the catcher throws to any base and when the pitcher misses the throw back from the catcher. The play is dead and the runner from 3rd must be anchored once the play has stopped and the pitcher possesses the ball on the mound. The runners at first and second may advance at their own discretion any time the ball is in play.

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- C. A courtesy runner is allowed for the catcher with two (2) outs. Must be the player that was the last recorded out.
- D. The Mustang Division will not allow the use of a pinch runner, except in the case of an injured player, in which case the player who made the last recorded out shall be used to run for the injured player.
- E. Drop third strike is NOT in effect.

### **E.9. Mercy Rule**

The "Ten (10)-Run Rule" applies: Ten (10) runs ahead after four (4) innings. The team with ten (10) runs shall be declared the winner.

### **E.10. Time Limits**

- A. Partially completed games that affect the start of the next game may be suspended ten (10) minutes prior to the start of the next scheduled game.
- B. The Umpire, with approval from Board Member on Duty, has discretion to suspend games under these circumstances.
- C. No game that qualifies as a complete game will be suspended.
- D. The Mustang Division will carry a hard stop at 9:45 PM.

### **E.11. Slide or Avoid Rule**

#### **SLIDE OR AVOID RULE SHALL BE ENFORCED.**

In all instances where it is apparent a defensive player protecting a base is in possession of a live ball and attempting to tag or force out an advancing runner. The runner, if he chooses to continue his advance, may not intentionally attempt to dislodge the baseball from the defensive player by use of physical force while not in the process of sliding. Base runners shall not run into, strike, or attempt to knock down the fielder in possession of the baseball. If the base runner chooses not to slide, he must avoid contact. This will be a judgment call by the umpire. And will not be subject to an appeal.

**PENALTY: In the event a base runner fails to "slide or avoid" he will be declared out.**

### **E.12. Unsportsmanlike Behavior**

Any player using foul language during a game or who throws his helmet or bat "in anger" will be ejected from the game with no warning. That player will also serve a one game suspension, which he will have to attend and sit on the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he fails to do so, he will have to sit out each following game until he complies.

### **E.13. Umpires**

Junior Umpires may be used in this division. And managers and coaches should be aware of the following:

- A. Any Umpire's decision which involves judgment calls, such as but not limited to: whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out is final. No player, manager, coach or spectator shall object to any such call. Official baseball rule 9.02 (a)

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- B. Each umpire has authority to disqualify any player, coach, or manager for objecting to a decision, for unsportsmanlike conduct or language. And to eject such a disqualified person from the playing field. All ejections will be conducted by the Board Member on Duty.
- C. There will be no appeals on a Junior Umpire decision. (i.e.) pull foot out of position. All judgment calls made by junior umpires are final.
- D. If a rules appeal is needed. The Manager only shall contact the Senior Umpire or the Board Member on Duty for a rules only appeal.

### **E.14. Mustang Playoff/Tournament Rules**

- A. All Mustang rules listed in the current season's edition of the *PONY Official Regulations and Playing Rules* are enforced for Playoff/Tournament.
- B. If a game is tied after time expires or the sixth (6th) inning has expired (whichever is earlier), the teams will play an open inning until a winner is declared. The game shall not proceed more than two (2) open innings. If the game is tied after the second open inning, a coin flip will determine the winner.
- C. Championship game should be played to a complete six (6) inning game.

## **SECTION 5. RESPONSIBILITIES OF TEAMS**

**Division Directors will also email these responsibilities to each manager prior to the start of the season.**

### **5.1. Home Team Responsibilities**

Responsibilities of the **HOME TEAM** as designated by the playing schedule:

1. Prior to the game, prepare the field as outlined in [Section 15](#) and see to it that the Home Team side of the field, including dugout and bleachers, is cleaned up.
2. See to it that the EYB-provided iPad and scoreboard controller are present, and that the official scorekeeper is present in the scorekeeper's booth and logged into GameChanger.
3. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
4. After the game, clean up the assigned area as outlined in [Section 15](#), and ensure the return of the iPad and scoreboard controller to the Snack Bar.

### **5.2. Visiting Team Responsibilities**

Responsibilities of the **VISITING TEAM** as designated by the playing schedule:

1. Prior to the game, see to it that the Visiting Team side of the field, including dugout and bleachers, is cleaned up. Assist in any way to get the game started on schedule.

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2. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
3. On fields that have electronic scoreboards, the Visiting Team will provide a scoreboard operator.
4. After the game, cleanup the assigned areas as outlined in [Section 15](#).
5. The after-game responsibilities must be completed within 15 minutes of game completion.

### 5.3. Joint Team Responsibilities

The managers of **BOTH TEAMS** will be responsible for:

1. The conduct of all players on their team, the parents of the players, and the spectators on their side of the field. ***The managers will comply with the umpire's request to control the parents if necessary. Refusal to comply will result in an immediate ejection.***
2. Familiarizing themselves with the field rules in [Section 15](#) of these rules for the current year.

### 5.4. Penalties

Failure to comply with the responsibilities as outlined herein shall result in the suspension of the Manager for a minimum of one (1) game.

### 5.5. Equipment Boxes

Failure to close and lock the equipment box during the Managers scheduled time will be held responsible for any missing equipment and subject to the cost of the missing equipment.

## SECTION 7. OFFICIAL SCOREKEEPER RESPONSIBILITIES

### 7.1. Home Team GameChanger Scorekeeper

The team designated as 'HOME TEAM' must designate an official GameChanger scorekeeper, who will have the following duties:

1. Keep the official score (in accordance with the Rules of Baseball, Section 13.00) in **GameChanger**.
2. The official scorekeeper **must** sit in the scorekeeper's booth provided by the League so that each of the opposing managers can have equal ease of access to: (1) submit lineups and confirm changes during the game; (2) check the score as the game progresses; (3) be able to easily confer with the umpires as pertaining to runs scored, counts on the batter, etc.
3. If the Home Team cannot provide a GameChanger Scorekeeper, they must confer with the Visiting Team to arrange one.
4. Return the EYB-provided iPad to the Snack Bar the League following each game.
5. All scorekeepers in the score booth must **comply with the established Pony rule** to not influence the game, by ensuring that they refrain from ***cheering for or coaching a player***, or pointing out infractions, unless approached by Umpires or Managers. Managers are responsible for bringing any infractions to the

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Umpire's attention, at which time, the scorekeeper may be asked by the Umpire(s) to verify if the infraction did indeed occur.

**PENALTY:** Game may be recorded as a protest by the Manager of the team that committed the infraction.

6. The scorekeeper will start the iPad clock when the Umpire calls "Play Ball".
- 7.2. **Visiting Team Scoreboard Operator**  
On fields that have an electronic scoreboard, the team designated as "VISITING TEAM" must designate a scoreboard operator who will operate the scoreboard during the game. The scoreboard operator will be responsible for returning the scoreboard controller box to the Snack Bar after the last game of the day on that particular field.
- 7.3. **Additional Scorekeepers**  
Each of the teams playing in the game may have their own scorekeeper but they will not be considered as the official scorekeeper.
- 7.4. **Manager Responsibilities**  
Both home and visiting managers shall report all changes to their team's line up to the official scorekeeper before the start of each inning.

## **SECTION 15. FIELD CARE AND CLEAN-UP**

- 15.1. **Pre-Game / Practice Duties**  
Prior to commencement of each game, it is the responsibility of both team managers to ensure that the field of play and the stands are put in playable condition. The following rules are set forth and must be adhered to.
  - A. Responsibilities of the Home Team:
    1. Rake home plate and pitcher's mound, and chalk fields as necessary.
    2. Install bases as needed.
    3. Put away, in its proper place, all equipment used for pre-game duties.
    4. Pick up all litter in and around home stands and dugouts.
  - B. Responsibilities of Visiting Team:
    1. Pick up all litter in and around the visitor stands.
    2. Pick up all the litter in the visitor dugout and put it in trash barrels.
    3. Put away, in its proper place, all equipment used for pre-game duties.
    4. Pick up litter and clean out the score booth.
    5. Wet and drag the field before the next game.

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6. Rake the pitcher's mound and batter's box and repack as necessary.

### **15.2. Post-Game / Practice Duties**

Upon completion of each game, the field of play and stands must be left in a presentable condition. The following rules are set forth and must be adhered to

#### **A. Responsibilities of the Home Team:**

1. Pick up all litter in and around home stands and dugouts and empty trash cans.
2. Put away, in its proper place, all equipment used for post-game duties.
3. Pick up litter and clean out the score booth.
4. After completion of the last game of the day, return the scoreboard controller to the Snack Bar.

#### **B. Responsibilities of Visiting Team:**

1. Put away, in its proper place, all equipment used for post-game duties.
2. Pick up all litter in and around visitor stands and dugouts and empty trash cans.
3. Put away, in its proper place, all equipment used for post-game duties.
4. Pick up litter and clean out the score booth.
5. Wet and drag the field before the next game.
6. Rake the pitcher's mound and batter's box and repack as necessary.

### **15.3. Responsible Enforcement Authority**

In keeping with their responsibilities, any of the following persons have the authority to enforce all of the aforementioned rules: League Duty Official, League Umpires, or any member of the Board of Directors. They will notify the Rules Committee, which team(s) failed to comply with the pre-game or post-game duties. The Rules Committee will make the final decision as to what team penalties will be assessed due to an infraction of the rules governing pre-game and post-game duties (See Section IV, Rule 4).