

Mustang Division Rules

Mustang games shall be played under official PONY Baseball Rules and Regulations and supplemented by the general League rules defined in this document. Any other rule not mentioned will defer to the MLB rule book.

Mercy Rule

1. 15 runs after 3 innings.
2. 10 runs after 4 innings.

Inning Run Limit

1. A maximum of 5 runs allowed per inning for the first 5 innings.
2. The sixth inning will be capped at 10 runs.
 - **Exception:** A home-run over the fence that puts the team over the 5-run limit will entitle the offense to all runs scored on that play.

Game Duration/Time Limit

1. Six (6) innings total.
2. No new inning shall start after 1 hour and 45 minutes (SPRING Season).
3. Drop-dead time limit is 2 hours and 15 minutes, at which point the game reverts back to the
4. last completed inning.
5. Extra innings are not allowed during the regular season; games that are tied at the end of regulation will remain as ties.
6. If the home team is winning and the "no new inning" time limit has been reached, the inning will finish, and the final score shall be recorded at that point.

Pitching Regulations

1. Pitch Smart Pitch Count Rules must be adhered to (refer to the [PONY rulebook](#) for detailed pitching regulations and penalties, including the Pitch Smart Pitch Count Rules grid).
2. Balks will be called at the umpire's discretion. Each pitcher will receive one warning per game before Balk is enforced.

Age/Daily Max Pitches		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
9-10	75	1-20	21-35	36-50	51-65	66+	N/A

Base Running & Stealing

1. MLB Rules for Lead off and stealing with the exception of a straight steal of home.
 - **Additional Clarity:** when there is a clean throw from the catcher to the pitcher and there is a runner on 3rd base, that runner is "locked" at 3rd. Players may not advance home.
 - **Pick off attempts to 3rd base by catcher or pitcher; the runner MUST attempt to return to 3rd. If the ball is over thrown then the player can advance home.**
 - If the catcher overthrows the pitcher OR the pitcher overthrows a pick off attempt at 3rd, the runner may advance home at their own peril.

Minimum Play Rule

1. All players must sit out once before any player is permitted to sit out a second time.
 - IF the STARTING pitcher exception is used, Once the starting pitcher is removed from the game that player must sit the next inning (3 consecutive outs). This rule is in place to allow a pitcher to remain in the game and not be removed to sit. For example if the starting pitcher is throwing a no hitter they don't have to be removed due to the sit rule.
2. All minimum play rules are in place for parents to monitor their coach and not to be policed from team to team. Managers who fail to comply with minimum playtime rules face suspension and possible forfeiture of games.

Coach & Manager Requirements

1. Managers must wear league-supplied uniforms to be on the field.
2. A maximum of four (4) Coaches are allowed on the field during a game. This number includes the manager.

Additional Rules

1. There is no "Dropped Third Strike."
2. Intentional Walks must be executed by throwing 4 pitches and will be included in that pitchers total pitch count.
3. No metal cleats.