



Mustang Division

Local Rules are adopted rules governing play for Seal Beach Pony Baseball. The SBP Board has adopted the following rules to supplement the official rules of Major League Baseball and Pony League, Inc.

Violation of these rules may result in forfeiture of the game, and/or suspension of a manager, coach, or player, at the discretion of the SBP Board.

The Seal Beach Pony Board of Directors reserve the right to change, modify, add, and delete to the local rules as needed for the best interest of the League and the Players.

1. Description and Objective of the Mustang Division

- 1.1 Mustang is an advanced instructional division designed to introduce the complete sport of baseball while continuing to teach the basics and promote the growth of baseball for players of all ability levels. Manager's goal is to always assist and encourage players in a friendly atmosphere of sportsmanship and teamwork.
Competition, though important, should never supplant the safety or welfare of the player.
- 1.2 Introduce players, coaches and parents to:
 - Player pitching with runners leading off
 - Pick-offs and Balk Rules
 - Dropped third strikes
 - Stealing bases including home
 - Infield Fly Rule
 - Bunting
 - Further development of position specific skills

2. Managers and Coaches

- 2.1 A Manager may manage or coach only one team in each division.
Managing or coaching a separate team in another division is permitted.
- 2.2 **No more than one Manager and 3 Coaches are on the field, including dugout, during play.**
A team parent counts as a coach. No exceptions to this rule!
- 2.3 Should a Manager or Coach be ejected or removed from a game, the team shall complete play with one less manager/coach.
- 2.4 Coaches are not allowed on the playing field during play.
- 2.5 One Defensive Coach is allowed one visit to the mound per half inning. A second trip to the mound by any Coach in the same half inning to talk to the same pitcher will result in that pitcher being replaced. "A trip to the mound" occurs any time a Coach crosses the baseline, whether he or she talks directly to the pitcher or another defensive player. It is not considered a "trip to the mound" if the Coach calls a player to a baseline to talk in the event the other team has called time out, or some other significant delay has occurred over which the coach has no control. Any Coach may enter the field without penalty when responding to a player injury for either team.
- 2.6 Coaches are encouraged during the game to praise all players on both teams.
- 2.7 Coaches are permitted to warm up players and pitchers between innings.

3. Teams

- 3.1 The selection of players will be conducted on a draft basis after all players have participated in a skills assessment. The Division Commissioner will conduct the draft in accordance with SBP league guidelines.
- 3.2 Managers and/or Coaches shall not manipulate the draft. See Section 26.1 Unsportsmanlike Conduct.
- 3.3 Depending on registration, Mustang 10U teams shall consist of not more than 12 players and not less than 10 Players. The SBP Board can authorize exceptions to team size.
In a season with an (11) eleven or less player roster, (8) eight players are needed to start a game.
In a season with a (12) twelve or more player roster, (9) players are needed to start a game.
To avoid forfeiture of a game, a team that does not have the minimum number of players required to start a game, must add a Pool Player from the pre-authorized waiting list comprised of players in the lower Pinto division. At any point in the game, a team not able to field the required minimum number of players, will forfeit the game. The game may continue, but officially as a forfeit.

4. Uniforms

- 4.1 SBP Baseball supplies one uniform jersey with player last name and number and a team cap. Parents are responsible for pants, socks and belt. Team may pick the color of the sleeves worn under the jersey. Team may choose the color and style of their pants and socks.
- 4.2 Teams are permitted to provide a custom team cap at the team's expense if each player is included. Teams may also purchase at the team's expense an alternate jersey representing their assigned team.
- 4.3 SBP Managers and Coaches are required to wear a representative team jersey and cap to identify them as a Coach.

5. Equipment

- 5.1 DPL-1 Diamond Pony Hardballs are used in Mustang.
- 5.2 Bat barrel is 2 5/8 maximum. Wood bats are allowed.
- 5.3 SBP adopted the January 1st, 2018 bat rule. Refer to SBPony.com website and click on the "New Bat Rule" link. All bats must be USA Baseball certified. Any bat without the USA Baseball stamp is not permitted for use in the game.
- 5.4 SBP will issue Team Managers two game balls for each home game, catcher's gear, catcher's glove and one equipment bag. Each team will share the 200 practice balls in the green container stored inside the equipment gate. The Home Team supplying the game balls will retain possession of the balls after the game and label the balls SBP with a Sharpie and add them to the green practice balls container. Managers are responsible for all issued equipment and will maintain control during the regular season. All equipment, excluding balls, must be returned after the season to the Equipment Manager. SBP does not require a deposit from the Manager for the equipment on loan.
- 5.5 All male players are required to wear a protective hard cup.
- 5.6 All female players are required to wear a soft protective cup.

6. Game Balls

- 6.1 SBP provides each Manager two game balls for each Home Game.
- 6.2 Game balls are not to be used for practice until after they have been used in a game.
- 6.3 The Home Team provides the umpire 2 new game balls. If the Home Team neglects to supply the two game balls, they must be purchased at the snack shack for \$5.00 each.
- 6.4 The team who provided the game balls will take possession of them upon conclusion of the game.

7. Playing Fields

- 7.1 Distance between bases – 60 feet
- 7.2 Pitching Distance – 46 feet Mound height – 6 inches Mound Diameter 10 Feet
- 7.3 Home Plate to center of second base – 84 feet 10 ¼ inches
- 7.4 Home Run Distance
Left Field – 177 feet Center Field - 188 feet Right Field – 163 feet

8. Safety

- 8.1 Shoes with metal cleats are not allowed.
- 8.2 Protective hard cups are required for all male players, protective soft cups are required for all female players.
- 8.3 All players, except for the on-deck batter, shall remain behind the protective fencing within the confines of the dugout, and must refrain from swinging bats or throwing and catching balls. Players are not allowed to stand or sit in the doorway of the dugout.
- 8.4 Players are not allowed to leave the playing field once the game begins without permission from one of their coaches.
- 8.5 Players may not serve as Base Coaches.
- 8.6 "On Deck" batters must always wear a helmet and stay inside the clearly marked on-deck circle.
- 8.7 Players are not allowed to climb the dugout fencing.
- 8.8 SBP allows water, sports drinks, snacks, and even sunflower seeds in the dugout unless stated otherwise by the Manager. Chewing gum must properly be disposed of. Glass objects are not allowed in the dugout or on the playing field. Each team is responsible for dugout maintenance and trash removal on their side of the field, including the bleachers, after the game.

9. Game Safety

- 9.1 A base runner is automatically out and subject to ejection if in the umpire's judgment:
 - He or she fails to slide which results in a hard collision at any base other than 1st base when the ball arrives simultaneously with or before the runner, including stealing home on a passed ball. Pony Umpires tend to strictly enforce the sliding at home rule if there is any possibility of collision. He or she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way. NOTE: Some Pony umpires require runners to always slide when stealing home and have been known to call the runner out for not sliding.
 - He or she purposely attempts to dislodge a ball from a defensive player other than by a slide.
- 9.2 Defensive players may not block the progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the umpire.
- 9.3 For safety reasons, a player may be removed from the game by the umpire (non-ejection) for multiple offenses of throwing a bat without non-sportsmanlike intentions.
 - The umpire must first issue a warning to the player and the Manager for throwing the bat. The umpire may remove the player from the game for a subsequent infraction during the game.
 - An umpire cannot declare a player "out" for throwing a bat. If a ball is put in play, the umpire must allow all play to stop then take appropriate action. A substitute runner may be used to replace a player removed from the game under this safety provision. The replacement runner must be the previously recorded out.
 - The removed player's batting spot shall be skipped over without penalty for the remainder of the game. A player removed from the game under this provision shall not be considered ejected from the game and shall not be subject to additional game suspensions.
- 9.4 A batter who purposely throws his or her bat, helmet, or glove in anger is subject to removal from the game at the Umpire's discretion.
- 9.5 No "Slash Bunting". Batter will be called out without warning even if the batter misses the ball. Second infraction will result in player ejection. Fake bunting is allowed apart from waiving the bat in the bunting position. Fake bunting is used to draw corners in but should not be abused to intimidate pitchers at the Seal Beach Pony Rec Ball level.

10 Pool Players

- 10.1 By February 2nd, all Mustang Managers should receive the names of all Pinto players who based on skill level are suitable to play up a division. Pool players will not be allowed to pitch, must play outfield only, and bat at the end of the line-up. Pool Players must wear their Pinto uniform in order to distinguish them as a Pool Player. Pool Players must have permission from their parents to substitute in a higher division. The Pinto Commissioner will forward the Pool Player list to the Mustang Commissioner.
- 10.2 The following is based on a 10-person roster. Refer to Section 3 for other team sizes. The Mustang Commissioner will provide each Mustang Manager the list of Pool Players submitted to him or her by the lower Division Pinto Commissioner, which Mustang Managers can use if he or she believe they will not be able to field a team with at least 8 players. Playing with less than 8 players at any time during the game will result in forfeit, even if the game began with more than 7 players. Whereas a Mustang Manager must attempt to acquire a Pool Player to field an 8-person team to avoid forfeit, the Manager has the option of calling upon a Pool Player to field a 9 or 10-person team.
- 10.3 On a 10-player roster, 8 players must be present. A team has 15 minutes after the scheduled start time to field an 8-player team. The 15 minutes counts towards the official length of the game.
- 10.4 A Pool player who arrives 15 minutes after the actual start time on a team that began with at least 8 players, can play if the first inning if the first inning has yet to be completed and his or her team has not batted through the line-up.
- 10.5 Suspected abuse of the Pool Player system will be reviewed by the "Decisions Committee" (See Section 29.4 for Decisions Committee Defined) and may result in suspension of the Manager. Use of Pool Players will not be allowed in the Play-offs.

11. Suspended Games and Rescheduled games

- 11.1 A suspended game is defined as a game stopped before it has become "Official". An "Official" game is 4 innings completed. No time-limit can be enforced until a game has become "official". Should a time limit be reached before the minimum 4 innings have been played, it shall continue until it has reached "official" status. If there is no following game scheduled, the "no new inning" limit shall be extended if halting the game results in a "suspended game".
The Home Team batting in the 4th inning with a lead is considered an official 4 inning game if the drop-dead time limit or no new inning time limit has been reached. If the game is stopped for any other reason while the Home Team is batting in the 4th inning with a lead, the game shall not be considered "official" whereas the 4th inning was not completed.
- 11.2 Suspended games shall be resumed from the point of suspension and played until the time limit is reached or game completed. If resuming from beyond the time limit, the game is played until the current inning or 4 innings have been completed.
- 11.3 A suspended, or rescheduled game must be resumed or made up as soon as possible. The Division Commissioner and Schedule Coordinator will determine the dates available for rescheduling suspended or rained out games. Each Manager involved will have the right to refuse one date given, unless no other options are reasonably available.
- 11.4 Whereas a makeup game involves two (2) teams who practice on the same day, that practice day may be used to play the game. If a third Manager not involved in a make-up game relinquishes his practice time slot, a make-up game can take place during that time. Keep pitch counts in mind.
If the Managers cannot agree on a date and time, the President has the final word.
- 11.5 If Pool Players were used, but are unavailable for the rescheduled time, and Pool Players are still needed, new players can be picked from the approved list of Pool Players.
- 11.6 Players who were previously removed from the mound will not be allowed to pitch in the rescheduled game; however, the pitcher who was pitching when play was suspended will be allowed to resume their pitch count and inning until he or she has reached their maximum pitch count or maximum number of innings allowed in one game. All make-up games resulting from a suspended game will resume at the time and inning when the game was officially suspended. Rules for time limitations and minimum inning requirements still apply for suspended and or make-up games.

12. In the event of Rain

- 12.1 Check our website www.SBpony.com for weather updates and the latest information on game status.
- 12.2 The President and Director of Baseball will make the final determination to cancel games. The decision will be made as soon as possible to allow families to plan their day.
- 12.3 Rainouts will be made up the next available day. The Schedule Coordinator and Division Commissioner will choose the available dates and pursue a consensus with the Managers involved.
Leave the rescheduling to the Schedule Coordinator who takes everything into consideration including existing schedule, practice times, pitch count limitations, umpire availability, McGaugh functions, Snack Shack Services, field prepping and more.
- 12.4 If the amount of rain is insufficient to cancel the game, but enough to require pre-game preparation, each team must send one coach or parent at least two hours before the scheduled start to help prepare the fields for play.

13. Field Preparation and Breakdown

- 13.1 Pre-Game Responsibilities – Home Team
The Home Team will occupy the 3rd base dugout.
- 13.2 Post-Game Responsibility – Both Teams
Both teams must clean up all the trash on their respective sides, including dugout.
Both teams must sweep the infield dirt off all areas of the grass on their side of the field.
- 13.3 Post-Game Responsibility – Visiting Team
SBP prepares all the fields for play prior to the first game. After the game, the Visiting Team, if a game is to follow, is responsible for getting the field ready for play, including dragging, raking and chalking the batter's box and base paths.
The visiting team is responsible for returning the bases, pitching machine, and dugout organizer to the storage shed. The visiting team must take the large plastic trash cans to the gated area next to the snack shack.
The Visiting Mustang Team is responsible for securing the gate near the snack shack after all trash cans and picnic tables are placed inside.
- 13.4 Post-Game Responsibility – Home Team
After the game, the Home Team, if a game is to follow, is responsible for applying water to the infield dirt if necessary.
The Home Team is responsible for rolling up the outfield fence and returning it to the shed.
The Home Team is responsible for locking the shed.
The Home Mustang Team is responsible for turning off the field lights and securing the two outer locks on the electrical box.

14. Scorekeeping

- 14.1 The home team is responsible for supplying a trained person to act as the Official Scorekeeper for each game. If the visiting team has a more qualified and willing scorekeeper, the home team can relinquish the scorekeeping responsibility to the visiting team. Managers must provide the Scorekeeper and each Manager with a completed official line-up card at least 10 minutes prior to the scheduled start of the game. Line-up cards must include the first initial, last name, and jersey number of each player. The official scorekeeper should always note the "official start time" of the game in the official scorebook. The "official start time" is the "actual start time", not the Scheduled Start Time. The Official Scorekeeper should confirm the official start time with the umpire. If both Managers and the Umpire agree, the game may start earlier than the scheduled start time.
- 14.2 Scorekeepers should have a timepiece at hand to keep accurate time. Both Managers should review and sign the scorebook at the game's end to verify the accuracy of the information (final score, pitching, etc.). In the case of a suspended game, the duration of time played should always be noted. In the event of a protested game, a notation must be made in the official scorebook as to who made the protest and exactly at what point in the game the incident occurred (time, inning, batter, pitch count).

- 14.3 Scorekeepers must keep an accurate pitch count as part of the official record.
A second representative of each team must also maintain a pitch count.
- 14.4 **Scorekeepers are vital to the integrity of the game & must always exercise and maintain impartiality.**
Any scorekeeper who intentionally alters the course of the game or who manipulates the outcome of the game places a team at risk of penalty including forfeiture of the game.

15. Pre-Game Warmups

- 15.1 There is NO live batting practice on the field before the game.
Hitting off a tee into a net, soft toss into a net, whiffle balls, heavy balls and hitting stick training bats with small balls or plastic balls are permitted. No hitting allowed into any metal fencing. Batting cages are to be used by the home team first, up to 30 minutes before the game, and by the visiting team second, 30 minutes prior to the start of the game.
Helmets must be worn by all players participating in any pre-game batting drill.
- 15.2 Both teams are required to conduct team warm-up drills in the area behind the right /center field fence. Pitchers can warm-up in the throwing cage between fields one and two.
- 15.3 Time Permitting: The visiting team shall take infield practice between 25 and 15 minutes before the scheduled game time. The home team shall take infield practice between 15 and 5 minutes before game time. If time does not allow the visiting team to take infield practice on the playing field before the game, the home team will not be allowed to take infield practice on the playing field, even if they are within the home team 15 and 5-minute window stated above.
- 15.4 Pre-game practice on the game field will end 5 minutes before the scheduled start time.

General Playing Rules

16. Start Time

- 16.1 Game officially starts when the umpire says, "Play Ball", not the scheduled start time.
The Official Scorekeeper shall record the start time of the game as indicated by the Umpire.
- 16.2 A 10- player Pinto team must field at least 8 players to avoid forfeit.
- 16.3 A team has 15 minutes to field an 8-person team or the game will be called a forfeit.
The 15 or less minutes used to field a team will count toward the elapsed time.
A team with 9 or less players may call up a Pool Player. See Section 10. Pool Players.

17. Length of Game

- 17.1 Time limits are based on the actual start time as designated by the Umpire and Official Scorekeeper.
- 17.2 Playing time for games is 6 innings or a two-hour and 15-minute drop dead time.
No new inning can start after 2 hours.
- 17.3 A New inning begins immediately after the 3rd out of the previous half inning or when the 5th run crosses the plate during innings 1-4.
- 17.4 Drop Dead Time means the game is over at that exact minute regardless of whether the inning has reached conclusion or runners occupy a base.
If in the judgment of the Umpire, a team is deliberately using "delaying tactics" to manipulate the time limit rule, that team risks forfeiture of the game.
NOTE: Some umpires are known for keeping a time that doesn't match the scorekeeper for the sole purpose of not allowing a new inning to start so they can leave early. Therefore, the Scorekeeper must make sure that the start times match. Ask the umpire what time he has, and then go with his time but also note the difference between your two time's. Make sure the other team knows the start time.
- 17.5 If the game being played is a playoff game, there will be no drop dead time. There will be no new inning after 2 hours and the game must go 4 innings to be considered, "official".

18. Tie Games

- 18.1 Ties are permitted in Mustang. Tie games will count as ½ win and ½ loss in the standings.
If the Home Team, in a game that has reached "Official" Status, is not allowed to complete their final at-bat, the score reverts to the previous inning, which can be a tie.
- 18.2 If two teams have the same win loss record at the end of the season, the winner is determined by their head-to-head record, followed by the team who gave up the least number of runs. If still tied, both teams will be rewarded for their placement in the standings.

19. Run Limits

- 19.1 A team is only allowed 5 runs per ½ inning in innings 1-4. The 5th and 6th innings are “Open” and there is no run limit.
In innings 1 -4, additional runs (over 5) that may have crossed the plate during the final play will not count, unless the additional runs were the result of a Home Run “Over the Fence”.
- 19.2 Mercy Rule will take effect, ending the game, when a team has a 15-run lead after 4 innings or a 12 run-lead after 5 innings.
- 19.3 The Official Score Keeper shall notify the umpire when a team has reached the 5 run limit per inning. If one or more batters completed a plate appearance because the Official Scorekeeper neglected to notify the umpire that 5 runs scored, no runs above 5 in that inning shall count, and the Visiting Manager can choose to allow the extra batters to start the next inning or consider them official at-bats. The pitches needlessly thrown by the pitcher after the 5 runs will Not count toward the pitch count.

20. Base Stealing

- 20.1 “Leading off” is allowed in the Mustang Division.
- 20.2 Runners may steal any base, including home on a passed ball.
- 20.3 Runners on third base may take a lead no further than the 20-foot hash mark. If the runner on third base crosses the hash mark prior to the ball crossing home plate, he or she will be called out.
- 20.4 Batter Interference: A batter is ruled out for interfering with a catcher’s throw.
Some Pony umpires strictly enforce the rule of a batter interfering with the catcher’s ability to throw a runner out who is attempting to steal, especially at 3rd base.
This is a difficult rule even at the MLB level. The rule is at the discretion of the umpire. A batter can unintentionally be called for interference. Moving out of the Batters Box to create a lane for the catcher can interfere. Remaining in the batter’s box can also interfere. The box is not necessarily a safe-haven. The best advice is to stay in the box and duck down.
- 20.5 Play at the plate. When a runner is attempting to steal home, the batter should clear the area. If a batter is judged to have interfered with a play at the plate, the runner is ruled out, unless it is the third out in which case the batter is out, and the run does not score.

21. Base Running

- 21.1 All base runners must wear protective helmets.
- 21.2 There is no head first sliding unless in a “rundown” play or going back to a base that was already tagged.
- 21.3 A base runner may be called out or ejected if in the Umpire’s judgment:
- a) The runner fails to slide to avoid a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
 - b) The runner slides “with cleats high” carelessly or attempts to intimidate or injure a defensive player in any way.
 - c) The runner purposely attempts to dislodge a ball from a defensive player other by a proper slide.
 - c) Slides head first into any base unless in a “rundown” play or returning to base.
- 21.4 The catcher or other defensive player may not block the pathway of a runner attempting to score unless he or she has possession of the ball. If the catcher blocks the runner before he or she has the ball, the umpire may call the runner safe.
- 21.6 A runner inside the baseline hit by a ball put into play is ruled out.
- 21.7 The “infield fly rule” is enforced in the Mustang Division.
The Rule states that if less than two outs with runners on 1st and 2nd or bases loaded, a fly ball in the infield is declared an “Infield Fly” by the umpire when, in the umpire’s judgment the ball can be caught with ordinary effort by the defense. The batter is automatically out regardless of if the ball is caught. The base runners need not attempt to advance to the next base but *may* still advance at their own risk.
- 21.8 Home Plate is “open” and Runners at 3rd base can steal home anytime, including passed balls delivered by the pitcher.

Local League Rules

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- 21.5 MLB Rule 7.08(j) allows a runner to overrun first base. There is a misconception that runners must turn right. There is Nothing in the rule that state which direction the runner must turn. The rule states that the runner cannot be tagged out after overrunning first base if he/she immediately returns to base. The exception is the runner can make NO attempt to go to 2nd base or the runner can be tagged out. In the Mustang Division, the umpire shall exercise proper judgment when a runner returning to 1st base in fair territory attempts to avoid a tag by the defender, whether the defender is acting alone or reacting to the verbal instructions of misinformed parents and coaches screaming "Tag the Runner". Coaches in the past have intentionally utilized the "Tag the Runner" strategy with the intention of provoking evasive movement; therefore, the umpire's call shall be based on the runner's obvious intention, not the sudden movement toward 2nd base to avoid a tag.
- 21.9 A pinch-runner may be used for any player on base that is injured during play. The designated "pinch-runner" shall be the last player put out. The injured player can remain in the game until his or her batting position is skipped, at which time the player may not participate in the game further. Any player removed for a pinch-runner a second time in the same game may no longer participate in the game.
- 21.10 A pinch-runner is allowed for the catcher with 2 outs, the pinch-runner must be the last recorded out. The "catcher" is defined as the catcher on record who caught the previous inning and who will catch the next inning. Pinch runners are recommended to speed up the game.

22. Playing Time - Defensively

- 22.1 A team will field (9) players, if available.
A team can play with only 8 players.
Playing with less than 8 players at any time during the game will result in forfeit, even if the game began with more than 7 players.
- 22.2 Outfielders must play in the outfield grass before the pitch.
- 22.3 Players shall not sit out two consecutive innings. Exception: If player is injured or becomes sick during the game or simply refuses to participate.
- 22.4 The Home Team starts on defense and will always occupy the dugout on the third base side.
- 22.5 Stoppage of Play: The ball is "live" in Mustang and play continues until a coach calls time or the umpire stops play.
- 22.6 Coaches must remain outside the physical boundaries of the playing field while coaching.
- 22.7 The Infield Fly Rule is enforced in the Mustang Division.
- 22.8 Catcher's Position
- Catchers will play the traditional position and attempt to throw runners out.
 - Umpires will exercise caution and advise if a catcher is too close to the batter.
 - Catcher interference may still apply subject to the Umpire's judgment.
- 22.9 Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.
- 22.10 PONY Rule 8.J – No jewelry shall be worn by any player, except for medical identification.

23. Playing Time - Offensively

- 23.1 Walks are rewarded in Mustang after 4 balls. Intentional walks are allowed. To intentionally walk a batter, the Manager on defense must notify the umpire of their decision to walk the batter without pitches being delivered. The scorekeeper shall add 4 pitches to the official pitch count.
- 23.2 All batters must wear batting helmets. An attached protective face mask is not required.
- 23.3 Only registered players can be a bat person and must always wear a helmet.
- 23.4 The batter should keep one foot inside the batter's box between pitches or when receiving signs.
- 23.5 The on-deck batter shall remain in the marked on-deck circle and must always face the batter.
- 23.6 All players will bat, teams will bat through their line-up continuously.
- 23.7 Bat barrel is 2-5/8" maximum and must be stamped with the USA Baseball Certification. *Refer to www.SbPony.com for bat regulations. Wood bats are allowed.

- 23.8 Penalty for use of an Illegal Bat:
 - a) If detected before the first pitch of an at bat, the bat shall be removed from the game. An out is not recorded.
 - b) If detected after the first pitch (whether the pitch is swung on or not), the batter is declared out and base runners shall not advance.
 - c) If detected after a ball is hit, the batter is out, and base runners shall return to their original base prior to the hit.
- 23.9 Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game if the lead-off batter has not batted twice.
- 23.10 Any player that becomes unable to bat due to injury or illness during the game, will have his or her batting position skipped for the remainder of the game. The injured or sick player will be counted as an out the next time their position in the batting line-up is reached but no other time after that. Once a batter’s position is skipped during a game, that player may not participate on defense or offense for the remainder of the game.
- 23.11 Batters are not allowed to throw their bats after a hit. See Section 9.3. Game Safety.
- 23.12 A batter may attempt to advance to first base on a dropped third strike when the third strike called by the umpire is not caught, providing first base is unoccupied, or first base is occupied with two outs. A batter swinging at a ball that hits the ground prior to being caught is considered a dropped third strike.
- 23.13 A batter unaware of a dropped third strike who returns to the dugout will be called out once they have stepped on the grass toward their respective side or the dirt base path in line with the grass. Allowing a batter to go any further provides an unfair advantage to the visiting team on the first base side.
- 23.14 Bunting is allowed. Fake Bunting is allowed but Not “slash bunting”. See Section 9.4

24. Time-Outs

- 24.1 The ball is always “live” in the Mustang division unless a coach calls time or the umpire stops play.
- 24.2 Two time-outs are allowed on defense. Each one is considered a “trip to the mound”. See Section 2.5.
- 24.3 Only one offensive timeout will be allowed per ½ inning. Only one batter time-out per ½ inning.

25. Pitching Rules and Limitations

- 25.1 Pony.org has implemented the new Pitch Count Rules effective January 1st, 2018.
- 25.2 Mustang age 9-10 can pitch a Maximum of 75 pitches per game. SBP also places a 4-inning max on the pitcher. 75 pitches or 4 innings, whichever comes first. Prior to Daylight Savings Time, pitchers are reduced to 60 pitches & 3 innings, whichever comes first.
- 25.3 **Stress Inning Rule:** Any pitcher who reaches 40 pitches in a single inning must immediately be removed from the mound and is not allowed to pitch for the remainder of the game.

25.4 Pitch Chart

<u>Age Range</u>	<u>Daily Max Pitches</u>	<u>Required Rest in Calendar Days (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

Examples:

- A pitcher on Thursday can throw a max of 35 pitches in order to pitch on Saturday.
- A pitcher on Wednesday can throw a max of 50 pitches in order to pitch on Saturday.
- A pitcher on Saturday can throw a max of 65 pitches in order to pitch the following Wednesday.
- A pitcher on Saturday can throw a max of 75 pitches in order to pitch the following Thursday.

- 25.5 As soon as a pitcher delivers one pitch to a batter, the pitcher is considered to have pitched (1) one inning.
- 25.6 Any pitcher that delivers a warm up pitch from the mound must face at least one batter, until the batter reaches base or an out is recorded. Exception: A pitcher may be removed if injured and must sit out the remainder of the inning.
- 25.7 A pitcher who hits (3) three batters in one inning will be withdrawn from the mound.
- 25.8 A pitcher that is withdrawn from the mound for any reason will not be eligible to return to the mound as a pitcher in the same game.
- 25.9 If a pitcher reaches the Daily Maximum pitch count limit while facing a batter, the pitcher may continue to pitch until: (1) that batter completes his or her at bat; or, (2) an out is recorded.
- 25.10 Intentional walks are allowed without delivering the 4 pitches. However, 4 pitches are added to the official pitch count.
- 25.11 The Official Scorekeeper (home team) and a representative from each team must keep a pitch count. The home team will have two people keeping a pitch count and the visiting team one person. Blank pitch count forms will be provided and upon completion will be forwarded to the Division Commissioner after the game.
- 25.12 Violation of any pitching rules may result in forfeiture of that game, suspension of the Manager for the next scheduled game, and the pitcher will be ineligible to pitch in the next scheduled game. If protested by the opposing Manager, the game will continue and be played under protest.
- 25.13 Pitch Count Guidelines (with Decisions Committee approval) *may* be modified for make-up games or playoff games.

26. Unsportsmanlike Conduct

- 26.1 Coaches shall not manipulate the draft by encouraging a player (particularly unknown players) to intentionally under perform during the Skills Assessment by switch hitting or simply looking like they never played before. Evidence may include every coach ranking a kid in the last round while one coach takes him in the first round. Suspicion and evidence of such activity, discovered anytime during the season, will go to the Decisions Committee and punishment may include but not limited to losing that draft pick or removing the player from the league and issuing the family a refund.
- 26.2 Managers are responsible for the conduct of their team's parents, fans, players, and coaches. Managers may be held accountable for actions detrimental to the game and atmosphere. Managers and Coaches are expected to always display emotional control and self-discipline when discussing, questioning and challenging the Umpire's call or decision. Yelling, berating and insulting the Umpire seldom results in an overturned call, nor is it the example Seal Beach Pony wants to set for the players.
- 26.3 All participants and attendees of the game shall show respect to their opponent before, during, and after the game, especially the opposing pitcher.
- 26.4 Coaches on offense should refrain from yelling repetitive verbal instructions to batters during a pitcher's windup. Opposing Managers should bring perceived violations of this rule to the attention of the Umpire for judgment and appropriate actions. (a warning followed by ejection).
- 26.5 A batter who purposely throws a bat, helmet, or glove in anger is subject to removal from the game at the Umpire's discretion. Inappropriate language or gestures are also considered cause for ejection.
- 26.6 **Teasing and Bullying:** Managers should instruct the team not to tease players on their own team or other players throughout the league at any time. Most of the league attend the same Elementary School and making fun of players does in fact take place off the field and on the playground. Some kids are simply not very good, but it does not mean they need to be reminded, embarrassed and ridiculed. Such behavior has led to players quitting the sport or transferring to another league.

27. Ejections/Suspensions

- 27.1 An ejected Manager/Coach will be suspended for the next game and the incident will be reviewed by the "Decisions Committee". Any reports of Managers/Coaches misconduct will be reviewed.
- 27.2 Once ejected from the game, the manager/coach/parent/spectator must exit the field immediately and either leave the entire facility or wait in the parking lot until the game is finished. The person ejected from the game will be suspended for the next game. Ejected players are not required to leave the field and must remain in the dugout.
- 27.3 In the case of a person (not the manager) ejected from the game, the Manager will also be ejected. In the case of a person (not the Manager) ejected from the game, the Decisions Committee will determine if the Manger is suspended for the next game.
- 27.4 The "Next Game" is not necessarily the next scheduled game, whereas the next scheduled game may be postponed due to weather or other circumstances.
- 27.5 The Decisions Committee will review and determine reinstatement from an ejection/suspension. The ejected Manager/Coach has the option of a meeting with the Decisions Committee.
- 27.6 Suspended players are permitted to attend their game in uniform and must remain in the dugout.

28. Protests

- 28.1 Judgment calls are Not subject to appeal or protest. Legal Pool players' violations should be corrected, and do not subject a team to forfeit.
- 28.2 When protesting a Local Rule interpretation, it is the sole responsibility of the appealing/protesting Manager to show the Umpire the written rule being questioned. The Local Rules are available at the field during each game. The Manager has 3 minutes to respectfully argue his or her case, so as not to excessively delay the game. If the protest is to be continued beyond this, the Manager must inform the Official Scorekeeper and Plate Umpire that the game from that point on is being played under protest. The Scorebook shall be marked by the Official Scorekeeper at that spot in the game, including the notation "Protested by X".
Taking advantage of the 3 minutes allotted for protesting a call cannot be used a delaying tactic.
- 28.3 Within 24 hours, the protesting Manager will deliver a written protest to the Division Commissioner. This document should include a narrative of the incident, a copy of the rule in question, the Manager's interpretation, and the Umpire's ruling. The Decisions Committee will review the matter.
All members of the Decisions Committee must vote on the issue, the majority decision being final.
- 28.4 **Decisions Committee defined.** The Decisions Committee operates in accordance with PONY Rule 17-A. The Decisions Committee consist of the following five Board Members: **Director of Baseball, Mustang Commissioner, Pinto Commissioner, Shetland Commissioner, and T-Ball Commissioner.**

The Seal Beach Pony Board of Directors reserve the right to change, modify, add, and delete to the local rules as needed for the best interest of the League and the Players.

