

# MUSTANG BYLAWS

## **GENERAL RULES**

- Official baseball rules apply except where superseded by PONY baseball rules or Farmington City bylaws.
- Players must wear the team issued hat and shirt when playing a game. Alterations or additions to the uniforms require Farmington City approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play but not for tryouts. Metal cleats are allowed.
- Dugout selection will be determined as follows: home team will take 3<sup>rd</sup> base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being thrown out of the game without warning.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- In the event of a tie in the final standings, advantage will be given to the team that had the most wins against the team with the similar record. If that is a tie, the team that had the least runs scored against them during league play will be given the advantage. If that is a tie, the team that then scored the most runs during league play will be given the advantage.
- Any violation of Mustang Bylaws could result in disciplinary action as determined by the Farmington City.

## **TEAM SELECTION**

- Team selection will be based on tryouts. Tryouts will consist of fielding a fly ball and a ground ball, hitting and running. The batter will get three balls from a pitching machine and on the third ball (hit or not), the batter will run to first base. Each player trying out will be placed on a team.
- Each player will be rated on a scale of 1 to 5 with 5 being the highest. The score will be tabulated and the players will then be ranked highest to lowest in their age group. The ranking will be done by Farmington City. The results will be kept confidential.
- The player with the highest score will be placed in spot one; the player with the next highest score will be placed in spot two and so forth until all players have been assigned in a proper draft order. Pitchers who tried out will be dispersed equally among the teams. Coaches will be assigned to the team on which their son was placed. The only exception will be for siblings desiring to be on the same team. Two assistant coaches may be selected by the head coach on the sign-up form and this coach's son will be placed on the team. A player of equal ranking will be exchanged.

## **GAME RULES**

- All games will be played on the Mustang Field, extended SE field, or shortened Bronco field.

The baselines are 60 feet with 46 feet pitching distance. The line running along the front of the dugout and extending parallel to the baselines will be out of play.

- Regulation games will consist of 6 innings or a time limit of one hour, 30 minutes. No new inning may start after 1 hour 15 minutes after scheduled game time. The home team, if behind, will be allowed to bat regardless of time limit. If a game is tied after 6 innings or at the end of the time limit, one additional inning will be played to determine the winner. If the score remains tied after the additional inning, the game ends in a tie. **There will be a maximum of 8 runs limit per inning, except for last inning with no run limit.** If a team is up by 10 or more runs at the completion of the 3<sup>rd</sup> inning the game shall end in a mercy rule.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. Forfeit score will be 9-0. The 15 minutes will count toward the time limit for the game. Both teams will forfeit if neither team has at least 7 players. This game will not be rescheduled and the score will be a 0-0 tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players from lower leagues may play up in order to avoid a forfeit. They must wear their lower league uniform and both coaches must be notified of these players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide the score keeper with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Both coaches are required to verify the pitching and final score.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.
- Games shortened by the elements will be considered complete if at least 2 1/2 innings have been completed if the home team is winning, 3 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, lineups, number of outs, pitch count, etc.

## **BATTING**

- All players will be included in the batting lineup and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

## **PITCHING**

- A pitcher is allowed to pitch in 2 consecutive innings per game. One pitch to a batter in an inning will constitute an inning pitched.
- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during

an inning may have 7 warm-up pitches.

- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

## **DEFENSE**

- *Each player must play a minimum of two innings defensively.* All substitutes must enter the game by the beginning of the second inning.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change. The exception to the rule is for pitchers. If a pitcher is removed from the mound, he cannot pitch any more in that game.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

## **BASE RUNNERS**

- Base runners are NOT allowed to lead off.
- Stealing is allowed between first, second, and third. Runners may not steal home unless a play is made on them or the catcher overthrows the pitcher (the ball must go behind the pitcher, a ball thrown back to a pitcher that hits the mitt and drops in front of the pitcher is NOT an overthrow). Runners cannot leave the base until the ball has passed home plate. If a runner leaves too soon, he will be called out on the judgment of the umpire if appealed by the opposing team.
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 1 or more outs. The catcher will be the player who played catcher during the last inning.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmet on until back in the dugout.

## **SLIDE RULE**

- There is no mandatory slide rule. A runner who intentionally makes malicious contact with a fielder on a tag play without sliding will be called out and ejected from the game.

## **THIRD STRIKE RULE**

- There is no dropped third strike rule in this league.