

2007DHYS Rules and Regulations

Mustang/International Bronco & Pony

Supplemental to PONY Baseball, Inc. Rules & Regulations

This book does not contain a complete set of rules governing play in the Mustang, International, Bronco, and Pony Leagues. Play is governed by Official Baseball Rules: "The Sporting News" edition, and PONY Baseball, Inc. Rules and Regulations. This book contains only those exceptions which are specific to the DHYS organization.

Except as noted in these local Rules and Regulations, all rules that apply to Mustang League shall also apply to International League.

ADMINISTRATION

See PONY Rules and Regulations

VICE PRESIDENTS

See PONY Rules and Regulations

DISCIPLINARY ACTION

See PONY Rules and Regulations

RULES and REGULATIONS

1 - THE LEAGUE

See PONY Rules and Regulations

2 - INSURANCE

See PONY Rules and Regulations

3 - TEAMS

A. Teams shall consist of not more than 13, nor less than 11 players (unless authorized otherwise by the Board of Directors). The names of these players shall be registered with the league player agent.

4 - LEGAL PLAYERS

See PONY Rules and Regulations

5 - BOUNDARIES

See PONY Rules and Regulations

6 - SELECTION OF PLAYERS

See PONY Rules and Regulations

7 - PLAYING FIELDS

See PONY Rules and Regulations

8 - EQUIPMENTD. Mustang, Bronco: No metal or screw-in cleats are allowed.

Pony: Metal cleated baseball shoes, rubber soled or rubber cleated shoes are permitted. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited. Any player using metal cleats to intentionally inflict injury will be ejected from the game.

E. Mustang (including International): Use of facemasks on protective headgear is mandatory.

9 - PLAYING RULES

International League is a Mustang League for the purpose of applying PONY and local rules; all rules that apply to Mustang shall apply to International unless specifically noted otherwise.

G. Mustang: There is no dropped third strike rule.

G. International League: no dropped third strike Fall, Summer or Grapefruit Season. Dropped third strike applies in Spring regular season and tournaments.

J. Mustang: No team shall score more than five runs in one inning. If there are less than three outs when five runs are scored, the teams shall change sides. THIS RULE DOES NOT APPLY IN THE SIXTH INNING OR EXTRA INNINGS. The sixth inning is designated the open inning. The open inning may be instituted for any inning previous to the sixth inning, if in the opinion of the umpire, it is apparent that the time limit specified under rule 11-A will elapse before the subsequent inning can start.

In the event regulation time is 10 minutes or less when an inning ends, an open inning will be called for the subsequent inning. Regulation time permitting, each inning after that will also be an open inning.

L. Mustang, International, Bronco Participation Rule: Barring injury or the need for discipline, a player may be held out of an upcoming inning only if all other players in attendance have been held out the same

number of innings during that game (for example, a player may not sit for a second time unless and until all players on the team have sat at least once). Exception for Bronco: The starting pitcher for each team is excluded from this Participation Rule for so long as the starting pitcher continues to pitch. Mustang: Each player must be allowed to play at least one inning in the infield in each game, and (except in International) managers should ensure that no player is assigned the same position more than two innings in any game.

Pony: Every player present at the beginning of the game must play at least two of the first four innings in the field. A player who arrives late and is otherwise eligible to be inserted into the batting order, must play two of the first four innings or two consecutive innings if he arrives after his team's third inning in the field.

M. No substitutions shall be made that will alter the original batting rotation.

N. (1) A team must have nine players to play without penalty. A team may play with only 8 players but must take an out in the ninth batter's spot.

(2) If a player is ill, injured, ejected or otherwise removed from the game, his vacated position in the batting order will not be counted as an out unless his vacancy makes the batting roster less than 9 players. At this point he will be called out each time he is up.

(3) If a player has not arrived at the game by the time his place in the batting order has been reached, the manager may move him to the bottom of the batting order. If he has still not arrived by the bottom of the order, the manager may remove the player's name from the order with no penalty. (The player has been removed from the game and may not participate in that game or any continuation of the game.) If the manager would like to keep this spot open for the player, he may take an out and insert this player in the next batting rotation.

(4) Every player present at the beginning of a game is inserted into the batting order. A player who arrives late for a game but before his team has batted once through the lineup is inserted at the end of the batting order. A player who arrives after his team has batted once through the order without taking an out for his spot will not be allowed to participate in that game.

P. MUSTANG shall observe the following base-running rules:

(1) During the Spring regular season and tournaments, runners at first and second bases may lead off and steal bases, as in Official Baseball Rules, but runners at third base must remain in contact with the base

from the time the pitcher toes the rubber in preparation to pitch until the pitched ball has been hit or has reached or passed the batter. Once the pitcher has toed the rubber, in preparation to pitch, runners at third base who leave base before the pitched ball reaches or passes the batter shall be called out and the pitch shall be considered as a dead ball.

(2) During Fall season and Spring Grapefruit games, runners may steal second and third bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Runners at third base must remain in contact with the base from the time the pitcher toes the rubber in preparation to pitch until the pitched ball has been hit or a walk has been issued. Once the pitcher has toed the rubber in preparation to pitch, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.

(3) Mustang & Bronco: During the Summer season, runners may lead off and steal all bases.

INTERNATIONAL shall observe the following base-running rules:

(1) During Spring regular season and tournaments, runners may lead-off and steal bases, as in Official Baseball Rules.

(2) During Fall Season and Spring Grapefruit games, runners at first and second bases may lead off and steal bases, as in Official Baseball Rules, but runners at third base must remain in contact with the base from the time the pitcher toes the rubber in preparation to pitch until the pitched ball has been hit or has reached or passed the batter. Once the pitcher has toed the rubber, in preparation to pitch, runners at third base who leave base before the pitched ball reaches or passes the batter shall be called out and the pitch shall be considered as a dead ball.

S. Mustang/International: There is no infield fly rule.

T. Mustang: During the Spring Regular Season and post-season Tournament, and during Summer Season, all balk rules apply as in the Official Rules of Baseball. There shall be one warning per pitcher per game given by the umpire, except in post-season tournament play.

International: All balk rules apply as in the Official Rules of Baseball. There shall be no warning given by the umpire, except that one warning per pitcher per game shall apply in Summer, Fall and in Spring Grapefruit games.

Bronco, Pony: All balk rules apply as in the Official Rules of Baseball. There shall be no warning given by the umpire.

Bronco: During the Summer season, one warning per pitcher per game shall apply.

Prior to the start of each season, the head of umpires for each League and VP Planning, VPs Sports, League Directors and managers shall meet and review the current local rules.

U. In the judgment of the umpire, if a play is being made at second, third or home, the runner must slide or avoid malicious contact with the fielder or he is automatically out.

V. No head-first slides are permitted in any DHYS league, except when a runner is returning to a bag. Any runner sliding head first will be called out.

W. The on-deck batter may not get inside the circle of home plate while the ball is in play or the runner will be out.

X If a runner is advancing from third base to home on a wild pitch or passed ball, the batter must exit the batter's box or the runner will be out.

Y. During the resumption of a suspended game the make-up game shall be played with the following rules. If the original game started with 11 or 12 players and only 9 of these show up for the make-up game, there will be no penalty. (These nine players must have been in the original lineup of the suspended game.)

10 - PITCHING RULES

E. Mustang pitchers shall not pitch in more than two innings on the same calendar day, except that International pitchers may pitch up to three innings starting May 1 through the end of the season. Bronco pitchers shall not pitch in more than two innings on the same calendar day in the Summer, Fall and Spring Grapefruit Seasons, three innings in the Spring following end of Grapefruit through April 30 and four innings May 1 through end of the season.

Pony pitchers shall not pitch in more than four innings on the same calendar day in the Summer, Fall and Spring Grapefruit Seasons, and not more than six innings for the remainder of Spring Season

I. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used to interpret this rule. A pitcher who pitched Thursday night may pitch Saturday. This satisfies the 40 hour rule.

11 - LENGTH OF GAMES

D. Mustang League games shall be six (6) innings, subject to time limits and extra innings for tie games as outlined below.
Bronco League games shall be seven (7) innings, subject to time limits and extra innings for tie games as outlined below.
Pony League games shall be seven (7) innings, subject to time limits and extra innings for tie games as outlined below.
DHYS Time Limits:

For regular season games (except in the case of tie games), no inning may start after the time limit shown in the table below.

Mustang (Weekend or single weeknight games) 1:50

Mustang (Back-to-Back weeknight games) 1:35

Bronco (Weekend or single weeknight games) 2:00

Bronco (Back-to-Back weeknight games) 1:45

Pony (Weekend or single weeknight games) 2:00

Pony (Back-to-Back weeknight games) 1:50

An inning is considered to have started when the third out is called in the bottom of the prior inning. The official game start time, for the purposes of the time limit, is the time indicated by the umpire as the start of the game. This time may not correspond to the actual start of play.

No time limit shall apply to post-season games, which shall remain subject to Rule 12(B) and 12(F).

TIE GAMES: Tie games shall be played until the time limit has been reached (without regard to the number of innings played). Once the time limit has been reached with the game still tied at the end of an inning, the teams shall play one more inning. At the conclusion of the extra inning, if a regular season game is still tied, the game shall result in a tie. Tournament games shall be played until a winner is determined. If a tournament game is still tied after one extra inning, then the "International Tie-breaker" rule shall apply to all additional extra innings. Under this rule, each team will start its half of the inning with a runner on second base and no outs; the last batter out in the prior inning shall be the base-runner on second. If the game is still tied at mandatory time for lights-out, it shall be resumed as a suspended game.

G. Mustang & International: In lieu of 10-run Mercy Rule, if a team is leading an opponent by at least 15 runs after five complete innings have been played or after four and one half innings if the home team shall have a 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

12 - SCHEDULE

(B) (3) Mustang: No game shall begin after 7:30 p.m., and no game shall continue past the time required for the field lights to be off by the local ordinance.

(4) Bronco: No game shall begin after 8:30 p.m., and no game shall continue past the time required for the field lights to be off by the local ordinance.

(5) Pony: No game shall begin after 9:30 p.m., and no game shall continue past the time required for the field lights to be off by the local ordinance.

E. Players must be at the field for a game even when it is raining unless notified by a manager/coach. Managers and coaches shall be at the field for a game unless notified by a league official (DHYS President, DHYS Vice-President of Sports or League Director).

F. During the resumption of a suspended game the make-up game shall be played with the following rules. If the original game started with 11 or 12 players and only 9 of these show up for the make-up game, there will be no penalty. (These nine players must have been in the original lineup of the suspended game.)

13 - UMPIRES

C. Once the first pitch of the game has been pitched, the umpire is in charge of the game.

D. Only Managers can call time out to confer with the head Umpire. The Head Umpire may or may not grant the time out.

E. Only Managers may discuss rule interpretations with the Head Umpire. Coaches may ask questions for clarification.

14 - SCOREKEEPERS

See PONY Rules & Regulations

15 - SPONSORS

See PONY Rules & Regulations

16 - MANAGERS AND COACHES

H. The manager of the home team is responsible for supplying two game balls and preparing the field before the game and putting away equipment (scoreboard brain, rakes, shovels, bases, field marker, etc.) after the game. Make sure that the fields, batting cages, and bathrooms are locked. Turn off the field lights and scoreboard. Home team must ensure that an official scorebook be kept, as the umpires are not responsible for keeping track of the score.

I. The manager of the visiting team is responsible for covering the pitchers mound and plate area after each game. Visiting team must provide a person to operate the scoreboard.

J. Each team is responsible for cleaning up the dugout, fence and bleacher area on its side of home plate after each game.

18 - PENALTIES

C. A team failing to field at least eight uniformed players within 15 minutes after the official game starting time as determined by the umpire, or at any time during the game, shall forfeit the game.

F. (4) (a) If a player in the judgment of the umpire, removes his batting helmet intentionally while batting or running the bases, both teams will be warned on the first offense. After the warning, any player who intentionally removes his batting helmet while batting or running the bases will be removed from the game after the completion of the play. This removal does not constitute an "out". If the player ejected has not completed his turn at bat, the next hitter inherits the count on the hitter who has been ejected.

(b) If a player, in the judgment of the umpire, throws his bat intentionally while batting, the player will be warned on the first offense. After the warning, any player who intentionally throws his bat while batting will be called out (dead ball situation). If the player again intentionally throws his bat while batting, the player will be removed from the game after the completion of the play. This removal does not constitute an "out". If the player ejected has not completed his turn at bat, the next hitter inherits the count on the hitter who has been ejected.

H. No player shall fake a tag. A warning will be issued to a team for the first occurrence by any player; any player who fakes a tag after his team's warning will be ejected from the game.

I. A player instigating or being involved in physical altercations during any game or DHYS sporting activity shall be ejected from the game in which the incident occurs by the umpire. The player ejected will be suspended from participating in the team's next game. There shall be no appeal.

J. No player shall be selected for DHYS All-Star teams if during the season he has been suspended for instigating or being involved in physical altercations or otherwise suspended as called for in the DHYS Bylaws.

19 - PROTESTS

See PONY Rules & Regulations

20 - GENERAL CONDUCT

B. Any player or coach ejected during a game for any reason will be suspended in the team's following game. There shall be no appeal.