



Lincoln-Way Area Pony League Rules – Spring League

The following are the Lincoln-Way Area league rules agreed upon by the Frankfort, Mokena, Frankfort Square and New Lenox Baseball organizations. Anything not addressed below can be found in the Official Pony Baseball Rules.

1. Scheduling and Umpiring:

- 1.1. All games will start within 15 minutes after posted starting time. If a team is not on the field, that team shall forfeit the game. If neither team has enough players present to play a game, the game will be forfeited by both teams. **Eight (8) players will constitute a legal lineup.**
- 1.2. If there is no Umpire present within 15 minutes of the scheduled game time, the game will be played with alternate umpires. If there is more than one umpire working any other baseball game at that time, one of those umpires can be used. Otherwise, both managers should select an adult to umpire the game.
- 1.3. If a scheduled playing field is not available due to bad weather or if the game is postponed for any reason, the home team League Director will reschedule the game. Managers should assist in the process of rescheduling make-up games. We will do our best to have every team play a complete schedule (16 games plus playoffs).

2. Baseball Game Play:

- 2.1. A Pony baseball game is seven (7) innings in length. The only exception is the time limit or the "10-run Mercy rule".
- 2.2. Time limit is no new inning after 2 hours (from 1st pitch) for all games **with the exception of weeknights when there are back to back games where there will be no new inning after 1:50 (from 1st pitch).** IE- Monday 5:30pm game is no new inning after 2 hours unless there is also a 7:30pm game scheduled in which case there will be no new inning after 1:50. **Saturday/ Sunday games will always be no new inning after 2 hours.** Time of first pitch should be noted by both managers and the Umpire and should be recorded in the scorebook.
- 2.3. **Eight (8) players will constitute a legal lineup.** There will NOT be an automatic out for the 9th spot in the batting order. If a player arrives after the start of the game, he can be added to the bottom of the line-up. If a team starts a game with 8 players and loses one to injury, the game will continue on.
- 2.4. If the home team is winning when the time limit is reached, the bottom half of the inning shall not be completed.
- 2.5. Managers shall exchange batting orders (names and jersey numbers) at the



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beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.

- 2.6. Each player present must play in a defensive position at least four (4) innings in each game, assuming the game is not shortened by the Mercy rule or the weather. It is strongly encouraged that managers rotate their players as evenly as possible throughout each game so that games which are shortened by Mercy rule or weather do not result in the same kids playing less than 4 innings in such games.
- 2.7. A continuous batting order will be used and there will be free substitution of player defensive positions, except for Pitchers.
- 2.8. Leadoffs, stealing bases (including home), drop 3rd strike and the Infield Fly Rule (Umpire's discretion) are all in effect in the Pony Division.
- 2.9. Balks will be called. There will be one (1) balk warning per pitcher per game. The 2nd and subsequent balks will be enforced and base runners will advance. The pitcher will be given an explanation of the call by the Umpire. The Umpire can also explain the proper technique to the pitcher at the time of the call.
- 2.10. Bunting is allowed. *At no time will a batter be allowed to get in a bunt stance and then swing away at a pitch. If this occurs, the batter will be called out.
- 2.11. If a player is injured on any play in the course of a game and cannot run, the player who recorded the last out shall be the pinch runner. If a player is removed from the game due to injury, there is no automatic out for the player's spot in the batting order.
- 2.12. Pinch running for catchers is suggested with 2 outs to speed up gameplay. The player who recorded the last out shall be the pinch runner.
- 2.13. A player must slide on a close play (or risk being called out) to avoid contact with a defensive player who is covering his base. Any contact greater than glove to body (Umpire's discretion) without sliding may result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.
- 2.14. A player who intentionally throws off his helmet while running the bases is automatically out. Any player or coach throwing any item of equipment may be ejected from the game subject to the discretion of the Umpire. Any player ejected from the game shall be an automatic out subsequent times his turn to bat comes up. Any manager, coach or player arguing with an umpire may be ejected from the game subject to the discretion of the Umpire.



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2.15. The Pitcher's mound is 54 feet from home plate. Bases are 80 feet apart.

3. Pitching Rules:

- 3.1. Pitchers in the Lincoln-Way Pony in-house league are allowed up to 95 pitches per day with a maximum of four (4) innings per game, whichever comes first. A pitcher pitching to one batter in the 1st inning, getting three outs in the 2nd inning, getting three outs in the 3rd inning and one batter in the 4th inning constitutes 4 innings pitched. **Days of rest will be based on number of innings pitched.** 1-3 innings pitched in a game requires no rest. 4 innings pitched in a game requires 2 days rest. There will be a 10 inning max per pitcher per week. The week will run from Monday to Sunday. Pitching rules will be strictly adhered to.
- 3.2. If the maximum pitch limit is reached while a player is hitting, the pitcher may continue until that player is either retired or has reached base. The pitcher then must be removed after the play is stopped.
- 3.3. Each team's scorekeeper shall track the number of pitches thrown for each team's pitcher and provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. Keep an accurate pitch count, adhere to rest requirements, and share information with Part-Time travel coaches as well, if applicable, to ensure the health of the pitcher. Managers who are found to have been violating the above limits may be removed from managing/coaching duties by the League Director.
- 3.4. Intentional walks are permitted.
- 3.5. Pitchers are not to wear batting gloves or white sleeves while pitching
- 3.6. While discouraged from being thrown at this age level, there will be no penalty if a pitcher throws a curveball.
- 3.7. After a second Batter is hit by a Pitcher, a warning will be issued to both the Pitcher and his Manager. If a third Batter is hit, the Pitcher will be relieved of pitching duties.

4. Game Completion:

- 4.1. There will be a 10-run Mercy rule in effect for all games. If, after five (5)



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complete innings, or four- and one-half complete innings if the home team is ahead, a team is leading by 10 or more runs, the game will be complete.

- 4.2. If a game is called for any reason, it shall be considered a "complete" game if, five (5) innings have been completed (four and a half innings if the home team is winning) or the time limit has elapsed.
- 4.3. If a game is called for any reason (ie. weather, darkness) in an uncompleted inning, after having reached "complete" game length (5 innings) and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a "suspended" game and shall be continued from the point of curtailment. ***Once the inning starts (6th or 7th for example), if, and only if, the visiting team ties the game or takes the lead in the top of the uncompleted inning, then the home team gets a chance to finish the inning and tie the game or take the lead back or it's a "suspended" game***
- 4.4. If the visiting team was winning going into the inning and the top of the 6th has been played when a thunderstorm hits, then the game is "complete". If the home team is winning and the visiting team is batting in the top of the 6th when the game gets called due to rain, the game is "complete". A game will only be "suspended" if there is a tie or a lead change in the top of the inning.
- 4.5. All games are "suspended" games if they are stopped prior to the time limit or the completion of the fifth inning (or before four- and one-half innings are completed if the home team is ahead). All "suspended" games are subject to the Pony Rules governing its completion. For example, if a game is called for any reason before it is a complete game (for example, 2nd inning due to rain) as described above, it shall be considered a "suspended" game and shall be resumed from the point of curtailment. "Suspended" games should be picked up exactly where they were left off from and all pitching rules apply to that game. If a player was not present for a game that was "suspended" and is now present at the game when it is being continued, he may play in that game, but must be inserted last in the batting order.
- 4.6. Games resulting in a tie after being played to "completion" will be recorded as a tie game in the standings. If tied after 7 innings and NOT at the time limit, the teams will play extra innings until the time limit is reached or one team has won, whichever comes first.
- 4.7. WEATHER- Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 15 minutes. If in doubt, suspend play.



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5. Equipment:

5.1. Bat rules- All Bats must have the USA or BBCOR Bat Stamp per Pony Rules (wood bats are also allowed).

- Barrel Size: 2 ¼” and 2 5/8” and barrel bats are OK. 2 -3/4” barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA stamp) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats
- Bats with the USSSA stamp or BPF 1.15 are **NOT** allowed

5.2. All players will wear a protective cup at all times. This includes during games and practices.

5.3. Metal spikes are permitted.

6. Rosters and Call-Up Bronco Players:

6.1. Players may be called up from the Bronco to the Pony Division to fill a roster. No Bronco player can play ahead of a Pony player, and may play if, and only if, there are less than nine (9) Pony players present. The Bronco player can never play ahead of the Pony player. The Bronco player will not be allowed to pitch or catch, and must bat last in the lineup.

7. Dugout Personnel:

7.1. A maximum of 4 adults are allowed in the dugout during games, Manager, two coaches and the team scorekeeper if necessary. Parents are not permitted to watch the games from the dugout area. Only 2 coaches are allowed outside the dugout area during game play. All other coaches must remain in the dugout.

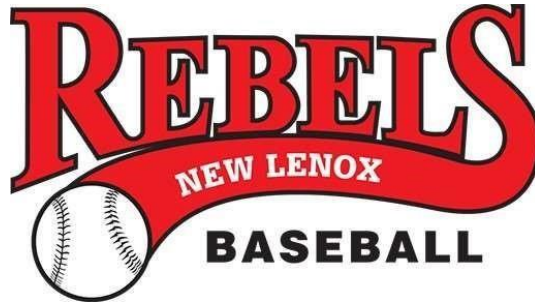
8. Sportsmanship:

8.1. Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball Board of Directors. Each organization will handle per their own organization’s rules governing such incidents.



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- 8.2. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include “hey batter-batter, swing”, “slaughter rule”, etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.



NLBA Pinto Division Rules

The following is not a complete list of Pinto Division rules. For complete rules consult the NLBA Handbook and the PONY Baseball Rule and Regulations. For any situation not covered below or in the NLBA Handbook, use official PONY rules.

A. GENERAL

1. Each team is required to have at least 8 uniformed players to start.
 - i. A 9th player will be shared from the opposing team, in the field.
 - ii. The 9th spot in the batting order will recorded as an automatic out.
2. All teams must be ready to start at the designated start time. Pinto does not have a 15-minute grace period to field a team. Any team not able to start shall forfeit the game.
3. Managers have the option of calling up NLBA Maverick/Shetland players.
 - i. You may call up as many as needed to fill no more than 9 players and 1 substitute (10 Total).
 - ii. Maverick/Shetland players are not allowed to pitch.
4. Every player that is in attendance for the entire game must play a minimum of 4 innings.

Note: Rule 4 cannot be guaranteed if less than 6 innings are played

5. Every player in Pinto must play an infield position by the start of the 4th inning.
 - i. Pitcher and Catcher are considered infield positions.
6. Once a player has been placed in a position, they are to remain in that position the entire half inning (See Game Limits rule #2). Exceptions to this rule are:
 - Pitching Changes
 - Injury
 - Temporary changes for bathroom breaks
 - Disciplinary action taken by umpire or manager
7. No player shall sit 2 innings in a row.
8. No player shall play the same infield position more than 2 innings in any game
9. The entire roster team shall bat in order.

10. No out will be given to an injured player that is forced to leave the game. If an injured player misses their turn in the batting order, they cannot reenter the game.
11. Ejected players will count as an automatic out in the batting order.

B. GAME LIMITS

1. Pinto games are 6 innings.
2. One half inning consists of 3 outs, or 5 runs scored by the batting team. 5 run limit is waived in the last inning and extra innings.
3. No Inning shall start after 1 hour and 50 minutes from the umpires designated start time.
 - i. Note that some fields have lights, and the game also ends when the lights are turned off. (Refer to Game Limits Rule #6 and 7 for called games.)
4. A complete game is determined by any one of the following scenarios:
 - i. Game is played to regulation length (6 Innings) or 5 ½ innings if home team is leading.
 - ii. If the game is called for any reason (Time, Weather, etc). (See Game Limits Rule #6 and 7).
 - iii. 10 Run Mercy Rule (See Game Limits Rule #8).
5. Tie games can go into extra innings but shall not exceed 9 nine innings. Please note that the time limit rule (See Game Limits Rule #3) is in effect, and game may end in a tie. (Exception: Playoff games cannot end in a tie).
6. If a game is called for any reason (for instance: inclement weather), it shall be considered a completed game if 4 innings have been played or the home team is leading after 3 ½ innings are completed. If the game is postponed and less the 3 ½ innings are complete or the home team is not winning after 3 ½ completed innings, play shall continue from the point of postponement at a future schedule date and time.
7. If a game is stopped mid inning (Weather, lights out) and cannot be resumed within the time limit and it is past the 4 innings, the game is considered a suspended game and shall be continued from the point of stoppage.
8. 10 run mercy rule: If a team is leading by 10 or more runs:
 - o After 4 completed innings or
 - o ii. The home team is leading after 3 ½ completed innings, or
 - o The home team takes a lead of 10 or more runs during the bottom half of the 4th or 5th inning.
 - o The game shall be terminated and the team in the lead will be declared the winning team.
 - Additionally, both managers may agree to play additional innings (within the limitation of the above-mentioned time constraints). All runs accumulated in the additional played innings do not count in the final score.

However, all pitcher's innings do count toward the pitching limits as described in the pitching rules.

Note: Umpires must stay to the completion of 6 innings, or the time limit, in order to be paid. If they leave it is the responsibility of the managers to immediately inform the divisional VP so that umpire will not be paid for that game.

C. PITCHING

1. Players pitch all innings in Pinto.
2. The pitching mound is 38' from home plate.
3. There are no walks in Pinto.
4. Coach Pitching Rules
 - i. After Ball 4, a coach from the batting team will pitch to his/her players and inherit any strikes. The batter will either put the ball in play or strike out.
 - ii. The pitcher who is replaced by the coach should be behind the coach with one foot in the pitcher's mound circle and one foot outside the circle.
 - iii. Every attempt should be made by the coach pitcher to prevent a hard-hit ball from injuring the player pitcher. If a routine ground ball comes in contact with the coach, the pitch is a foul strike, and no runners may advance. Intentional Interference is not allowed.
 - iv. Manager / Coach pitchers shall pitch from the pitching rubber. Manager / Coach pitchers must throw the ball overhand.

Note: Coach pitchers are not to lob the ball to the batter. A full overhand throwing motion is required (i.e. no "dart" type throwing motion). This prevents the batters from trying to wait for a walk so the coach can serve a lollipop for them to hit and promotes player development.

5. A manager gets 1 free trip to the mound per pitcher in each inning. A second trip to the mound will result in pitching change.
 - Visits to the mound for injuries do not count as an official visit.
6. A pitcher must be removed from the game if they hit 2 batters in the same inning or 3 batters during the course of the game.
7. NLBA has the following pitching rules placed on the Pinto players:
 - Pitching calendar week is from 12:01AM on Monday to Midnight the following Sunday.
 - First pitch thrown by a pitcher will count as 1 full inning pitched.
 - Pitchers SHALL NOT pitch more than 2 innings in the same calendar day.
 - iv.
 - Pitchers SHALL NOT pitch more than 4 innings in any calendar week.
 - Pitchers SHALL have 40 hours rest after 2 pitching innings on the same calendar day.
 - vi. Pitching rules SHALL apply to combined in-

House and Travel teams. vii. Rules are not altered for rescheduled or postponed games.

Note: These rules are put in place for the safety of the children. Violation of any pitching rule will result in forfeiture of that game and Manager will serve a minimum 1 game suspension (as deemed appropriate by the Executive Board).

8. Different 7-year-olds (as defined at the start of the season on the provided roster by the NLBA) must pitch 2 complete innings prior to the start of the 5th inning.
 - Once a 7-year-old starts pitching an inning and must be removed for any reason (hit batters, injury, etc.), they must be replaced by a 7-year-old, unless the 2 complete inning minimum has been met (Pitching Rule #8).
 - Each team must declare a specific 7-year-old in specific innings on the lineup card prior to the start of the game.
 - A 7-year-old is a first year Pinto player and an 8-year-old is a second year Pinto player by league years, and not by actual age.

D. BASE RUNNING

1. There are no Leadoffs in Pinto.
2. There are no stolen bases in Pinto.
3. If an overthrow occurs at any base the runner MAY NOT advance past that base. All other runners on base can advance to the base they were headed for and no more.
4. If the ball leaves the field of play, the runners MAY NOT advance.
5. If a throw is made TO a base, or if the player has possession of the ball within the bases, any runners not halfway to the next base must return to the previous base. Having possession outside of the bases does not return the runner to the previous base.
 - i. Any player still advancing to the base they are headed to can be thrown out with no risk of any other players advancing. For example, runner on 2nd base and rounded third and is more than halfway home, the second baseman can attempt to throw him out with no risk of the other runners advancing.
6. Coaches are not allowed to make contact with the base runners. If contact is made the runner will be called out.

E. FIELDING

1. Bases are set at a distance of 50'.
2. Home to Second base distance of 70'.
3. Infield fly rule does not apply in Pinto.
4. The drop third strike rule does not apply in Pinto.

F. HITTING

1. All bat types are accepted (USA bats only).
2. All bats are to have barrel no larger than 2 5/8".
 - i. If a non-compliant bat is identified prior to the ball being put into play, the bat must be removed, and no penalty enforced.
 - ii. If a non-compliant bat is identified after the ball is put into play, the bat is removed from play. Additionally, the player is called out and all runners on base must return to their previously occupied base.
 - iii. If a non-compliant bat re-enters play at any time, the manager is subject to ejection and a 1 game suspension.
3. Tee Ball bats SHALL NOT be used.
4. Bunting is NOT allowed. Only full swings may be taken.

G. SAFETY

1. All players must wear a protective cup, regardless of gender.
2. Batting helmets are to be worn by all players batting, on deck or on the bases.
3. Batting helmets are to be worn any time a player is swinging at bat, including pregame warmups and at all practices.
4. Each team will be issued 1 warning for a batter thrown bat. A second occurrence on the same team will result in the batter being ruled out. Any runners that may have advanced on the play must return to their previously occupied base.
5. Players can bring their own helmet and face guards if preferred.
6. Players can wear their own heart guard if preferred.
7. Players can use their own catching equipment provided it is league certified and the manager deems it appropriate.
8. Catchers must wear masks at all times even during pre-game warmups and getting a pitcher ready in between innings of a game.

H. MANAGER RESPONSIBILITIES

1. Each team is responsible for providing 1 game ball each to the umpire prior to the start of the game. (Game balls are provided to all managers by NLBA before the start of the season.)
2. Each manager will provide a lineup card to be exchanged with the opposing manager. That should include (See Exhibit 1)
 - First/last name of player
 - Uniform number
 - League age

- Player position by inning
3. Home Team Responsibilities
 - i. Occupies the 3rd base dugout. ii. Sets all the bases for the game.
 - iii. Stripes the foul lines, batter's box, on deck circle, and pitcher's circle.
 - a. A 10-foot radius circle shall be drawn around the pitcher's mound for the coach pitch. (Pitching Rule #4.ii.)
 - b. Lines shall be marked with the chalk dispenser at the approximate halfway point between all bases, in the base paths. This line will be used by the umpire to judge the "halfway" base running rule (Baserunning Rule # 5).
This will also provide a visual aid for base coaches in making the judgement on whether to hold or send the runner to the next base.
 - iv. Obtains rakes from equipment garage.
 - v. Turns on lights for night games.
 4. Visitor Team Responsibilities
 - i. Occupies 1st base dugout.
 - ii. Returns bases, chalk dispensers and all other equipment to field box and locks the field box.
 - iii. Replaces all the base caps.
 - iv. Field maintenance
 1. Rake or Drag infield.
 2. Push dirt back into all the holes around mound and bases.
 - v. Sweep out dugouts and clear of trash.
 - vi. Turn off lights if a night game.
 5. Coaches SHALL NOT switch coaching boxes during an inning.
 6. Only 1 offensive timeout per inning is allowed.
 7. Only plastic "whiffle" balls will be used during any soft toss or tee-batting drills when ball is hit into fences.
 8. In cases of schedule conflict with In-House and Part-Time games, the In-House takes priority unless the In-House manager makes a concession.
 9. Managers are the only ones allowed to communicate with umpires and are responsible for the actions of their teams. Assistant Coaches, Parents, Families and Fans are not allowed to challenge an umpire before, during or after the game.
 10. Pace of play and etiquette:
 - i. Managers are encouraged to hang up a lineup card in the dugout for all the players to see.
 - ii. Managers are encouraged to have the catcher dressed in gear and ready to take the field after batting team has completed their half inning. Many games

do not go (6) six innings due to time limits, and this is one big area to save time.

- iii. Setting up and take down of the field should be a team effort by both teams in order to get the game started on time.
- iv. Field maintenance is important. Disciplinary action, such as a (1) one game suspension could be handed down to Managers who are consistently not taking down fields properly after practices or games.
- v. Keep a clean dugout.

I. RAIN OUTS

1. In the event of poor weather, both managers will arrive at the field to inspect field conditions and determine if field is playable, or delays need to occur.
 - i. Both managers must agree that field is not playable.
 - ii. Home manager contacts the Division VP to inform them of the agreed upon cancellation.
 - iii. Manager and Division VP are responsible for contacting Umpire Organization and Umpire director to inform them.
 - iv. Managers shall inform their respective players and families.
2. The Division VP is responsible for rescheduling games. Make up games typically occur on Sundays. (Please do not wait to call in rainouts or games may not be able to be rescheduled.)

J. UMPIRES

1. Umpires are covered in the NLBA Handbook as well as the signed Code of Conduct.

K. PROTESTS

1. It is the order of the NLBA executive board that the rules of PONY league baseball that govern protests be adhered to in the event the managers cannot resolve the issue in an orderly fashion, in front of the children, on the field of play.

EXHIBIT 1 (Manager Responsibilities Rule #2)

	Last	First	#	Age	1st	2nd	3rd	4th	5th	6th
1	Last	First	23	8	P	SS	1B	SS	1B	3B
2	Last	First	3	8	SS	2B	X	C	SS	P
3	Last	First	99	8	1B	1B	SS	X	P	SS
4	Last	First	35	7	2B	P	CF	X	2B	X
5	Last	First	21	7	LF	X	3B	RF	X	C
6	Last	First	5	7	CF	X	LF	2B	3B	X
7	Last	First	9	7	C	X	RF	3B	X	CF
8	Last	First	17	7	RF	C	X	P	X	LF
9	Last	First	44	8	X	LF	P	1B	C	1B
10	Last	First	28	7	X	3B	C	CF	X	2B
11	Last	First	2	8	X	RF	2B	X	LF	RF
12	Last	First	8	7	3B	CF	X	LF	RF	X

NLBA Mustang Division Rules Spring 2022

The following is not a complete list of Mustang rules. For complete rules consult your NLBA Handbook and the PONY Baseball Rule and Regulations. Any situation not covered below will revert back to official PONY rules

A. GENERAL

1. Each team is required to have at least 9 uniformed players within 15 minutes after the scheduled start. If a team fails to provide the required number they shall forfeit the game
2. Managers have the option of calling up NLBA Pinto players. If a Pinto player is used they are not allowed to pitch in the game
 - i. Regular Season : Teams may call up one or two players per absent player if they choose
Playoffs: If you call up a player your roster cannot exceed 10 players
3. Every player must play a defensive position a minimum of 4 innings.
4. No player shall sit 2 innings in a row

Note: Rule 3 cannot be guaranteed if less than 6 innings are played

5. The entire roster team shall bat in order
6. Free defensive substitutions except for pitching is allowed
7. No out will be given to an injured player that is forced to leave the game. If that player misses his time in order he is not to reenter the game
8. Ejected players will count as an automatic out in the batting order

B. GAME LIMITS

1. Mustang games are 6 innings
2. One half inning consists of 3 outs or 5 runs scored by the batting team. 5 run limit is waived in the 6th inning and extra innings
3. No Inning shall start after **1 hour and 50 minutes** from the umpires designated start time. Keep in mind that some fields have lights on them and the game also ends when the lights are turned off. (Refer to Game Limits Rule #6 and 7 for called games.)
4. A complete game is determined by any one of the following scenarios
 - i. Game is played to regulation length (6 Innings) or 5 ½ innings if Home team is leading.
 - ii. If the game is called for any reason (Time, Weather, etc). (See Game Limits Rule #6 and 7)

- iii. 10 Run Mercy Rule (See Game Limits Rule #8)
- 5. Tie games can go into extra innings and shall not exceed (9) nine innings. Please note that the time limit rule is in effect and the game ends in a tie. (Exception: Playoff games cannot end in a tie)
- 6. If a game is called for any reason (for instance: inclement weather), it shall be considered a completed game if 4 innings have been played or the Home team is leading after 3 ½ innings are completed. If the game is postponed and less the 3 ½ innings are complete or the home team is not winning after 3 ½ completed innings, play shall continue from the point of postponement at a future schedule date and time with play resuming under the exact circumstances existing when play was ceased (ie: score 5 - 3, 2-1 count, runner on 2nd, etc)
- 7. If a game is stopped mid inning (Weather, Lights out) and cannot be resumed within the time limit and it is past the 4 innings, the score reverts back to the last completed inning and the game is over.
- 8. 10 run mercy rule: If a team is leading by 10 or more runs
 - i. After 4 completed innings or
 - ii. The home team is leading after 3 ½ completed innings, or
 - iii. The home team takes a lead of 10 or more runs during the bottom half of the 4th or 5th inning.

The game shall be terminated and the team in the lead will be declared the winning team.

Additionally, both managers may agree to play additional innings (within the limitation of the above mentioned time constraints). Any and all runs accumulated in the additional played innings do not count in the final score. However, any and all pitcher's innings do count toward the pitching limits as described in the pitching rules

Note: Umpires must stay to the completion of 6 innings, or the time limit, in order to be paid. If they leave it is the responsibility of the managers to immediately inform the divisional VP so that umpire will not be paid for that game.

C. PITCHING

- 1. The pitching mound is 46' from home plate
- 2. A manager gets 1 free trip to the mound per pitcher in each inning. A second trip to the mound will result in pitching change
- 3. A pitcher must be removed from the game if they hit 2 batters in the same inning or 3 batters during the course of the game

- 4.** There are no intentional walks. The opposing pitcher **MUST** throw 4 called balls for a batter to be awarded first base
- 5.** NLBA has the following pitchers placed on the Mustang players
 - i.** Pitching calendar week is from 12:01AM on Monday to Midnight the following Sunday
 - ii.** First pitch thrown by a pitcher will count as **1** full inning pitched
 - iii.** Pitchers **SHALL NOT** pitch more than **3** innings in the same calendar day
 - iv.** Pitchers **SHALL NOT** pitch more than **8** innings in any calendar week
 - v.** Pitchers **SHALL** have **40** hours rest after **3** pitching innings on the same calendar day
 - vi.** Pitching rules **SHALL** apply to combined House and Travel teams.
 - vii.** Rules are not altered for rescheduled or postponed games

Note: *These rules are put in place for the safety of the children. Violation of any pitching rule will result in forfeiture of that game and Manager will serve a **1** game suspension (as delineated by the Executive Board)*

- 6.** A different (9) nine year old (as defined at the start of the season on the provided roster by the NLBA) will pitch (1) inning prior to the start of the fifth inning. Once a (9) nine year old starts pitching an inning, they must be replaced by a (9) nine year old unless the (1) one complete inning minimum has been met. Notwithstanding 5. ii above, A complete inning is defined as (3) three outs or a maximum of (5) five runs scored in one inning. Each team must declare a specific (9) nine year old in specific innings on the lineup card prior to the start of the game.
 - i.** A (9) nine year old is a first year Mustang player and an (10) ten year old is a second year player by league years and not by actual age.
 - ii.** If a (9) nine year old pitcher in Rule #3 hits (2) two batters in the same inning will be replaced by a pitcher of the same league age. The removed pitcher cannot pitch in later innings during the game. The rule of same age does not apply after the fourth inning, a second inning for a (9) nine year old or for a (10) ten year old.

D. BASE RUNNING

- 1.** There are no Leadoffs in Mustang
- 2.** Stealing: On a pitched ball, base runners **MUST** stay in contact with the base until the ball crosses home plate. If the base runner leaves the base prior to the ball crossing home plate, the **TEAM** violating this rule (umpire's discretion) will get 1 warning. The offending runner will be sent back to the original base. The next offending runner on the "warned" **TEAM** will be called out.

3. A runner on 3rd base may not steal home on a ball thrown back or handed back to the pitcher successfully (unless the ball is dropped or missed). If the pitched ball goes past the catcher (wild pitch, passed ball), or a play (throw) is made to any base by either the pitcher or catcher, the runner(s) may advance at their own risk.

E. FIELDING

1. Bases are set at a distance of **60'**

F. HITTING

1. All bats must be USA Stamp 2 5/8" Barrel Max
2. All bats are to have a barrel no larger than 2 5/8". Any bat found larger than that size the following rule applies
 - i. If bat is identified prior to the ball put into play, the bat must be removed and no penalty enforced
 - ii. If bat is identified after the ball is put into play, the bat is removed from play. Additionally the player is called out and all runners on base must return to their previously occupied base
 - iii. If the bat re enters play at any time the manager is subject to ejection and a 1 game suspension
3. Bunting is allowed in the Mustang division, however it is illegal to pull the bunt back and take a full swing.
4. There is NO drop third strike rule. If the catcher drops the ball after a swing or called third strike, the batter is out and the runners are free to advance at their own risk.

G. SAFETY

1. All players must wear a protective cup regardless of gender
2. Batting helmets are to be worn by all players batting, on deck or on the bases
3. Each team will be issued **1** warning for a batter thrown bat. A second occurrence on the same team will result in batter ruled out.

H. MANAGER RESPONSIBILITIES

1. Each team is responsible for providing **1** game ball each to the umpire prior to the start of the game
2. Each manager will provide a lineup card to be exchanged with the opposing manager
3. Each manager is responsible for informing opposing manager of which inning is the designated 9 year old inning.
4. Home Team Responsibilities
 - i. Occupies the 3rd base dugout

- ii. Sets all the bases for the game
- iii. Stripes the foul lines, batters boxes, and on deck circles
- iv. Obtains rakes from equipment garage
- v. Turns on lights for night games

5. Visitor Team Responsibilities

- i. Occupies 1st base dugout
- ii. Returns bases, chalk dispensers and all other equipment to field box and locks the field box
- iii. Replaces all the base caps
- iv. Field maintenance
 - 1. Rake or Drag infield
 - 2. Push dirt back into all the holes around mound and bases
- v. Sweep out dugouts and clear of trash
- vi. Turn off lights if a night game

I. RAIN OUTS

1. In the event of poor weather, both managers will arrive at the field to inspect field conditions and determine if field is playable or delays need to occur
 - i. Both managers must agree that field is not playable
 - ii. Home manager contacts the Division VP to inform them of the agreed upon cancellation
 - iii. Manager and Division VP are responsible for contacting Umpire Organization and Umpire director to inform them.
2. The Division VP is responsible for rescheduling games. Make up games can occur on Sundays.

J. UMPIRES

1. Umpires are covered in the NLBA Handbook as well as the signed Code of Conduct

K. PROTESTS

1. The manager (or the coach assigned the role as manager for the game when the official manager is not able to attend) is the only person that has rights to protest a game. Thus, the Manager (or coach serving as manager) must immediately notify the umpire at the time of the dispute and for what reason; the umpire will immediately notify the opposing Manager and make a public announcement that the game is being played under protest. The Executive Board will rule on the protest as explained in the Managers Handbook.



The following is not a complete list of Bronco rules. For complete rules, consult your NLBA Handbook and the 2023 Pony Baseball Rules and Regulations.

NLBA rules

NLBA "In-House" Rules				
Division	Bat Rules	Cleats	Pitching Distance	Base Distance
Bronco	USA Stamp 2 5/8" Barrel Max., Wood, BBCOR	Molded	50'	70'

- Home team sets up the field. This includes water removal, raking, putting bases out, chalking lines, etc.
- Visiting team takes down the field. This includes removing the bases and placing them in the equipment box, adding field mix to the pitcher's mound and batter's boxes as necessary, raking the pitcher's mound and batter's boxes, and locking the equipment box. Failure to do this may result in forfeit.
- All players shall wear a forward-facing hat (except catcher) and have their shirts tucked in.
- No metal cleats are allowed.
- In a seven-inning game no player shall sit out more than twice and shall not sit out two innings in a row.
- If a team is shorthanded, they may have a Mustang player who is registered on an in-house team play up. This player must bat 9th in the order and play right field. Teams may begin a game with 8 players. If the 9th spot is not filled when that spot comes to bat, it will constitute an out. The 9th player can be added to the line-up at any time.
- In the event of an intentional walk, the pitches must be thrown to the batter. You may not simply announce it and have the batter take first base.
- There is a time limit on all games. This time limit applies even if there is no scheduled game after yours. An inning may not be started 1 hour and 50 minutes after the start time of the game. The start time is not the time on the schedule, it is the start time agreed upon by both managers and the umpire in the pre-game meeting. If the 1:50 mark occurs in the middle of an inning, that inning may be completed if the home team is trailing.
- Dimensions: 70 feet between bases, 50-foot pitching distance, 99 feet from home plate to second base.
- No more than three players shall "huddle" on the field at any time during the game.

- **Pitching Rules:**

- o **Pitchers shall not pitch in more than Four innings on the same calendar day.**

- o **Pitchers shall be allowed to pitch in no more than 10 innings in any calendar week. Pitchers shall have at least 40 hours rest after pitching in four or more innings on the same calendar day.**

- o **As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.**

- o **A calendar week is from 12:01 am Monday to 12 midnight the following Sunday. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change must be made.**

- o **Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game**

- **Games shall be seven innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.**

- **If a game is called for any reason, it shall be a complete game after 5 innings have been competed, 4- 1/2 innings have been completed, the home team is winning, or if the time limit has elapsed.**

- **10 and 15 Run Rule: If the visiting team is leading by at least 10 runs after five or more complete innings have been played or the home team is leading or attains a lead of at least 10 runs and the visiting team has batted at least 5 times, the game shall end and the team in the lead shall be declared the winner. The same shall apply for a 15 run lead after 4 complete innings. Stoppage of a Game:**

- **If a game is not a complete game situation and is stopped (because of rain for example), it will be resumed at a later date in the same situation as it was stopped. This includes runners, count, outs, etc.**

- **If a game is a complete game situation and is stopped and cannot be resumed with the time limit (because of rain, lights out, etc.), the game is over and the score reverts back to the last completed inning.**