



WESTGATE-WESTSIDE ATHLETIC ASSOCIATION  
MUSTANG DIVISION BASEBALL  
POLICY AND RULES

Revised 2008



Philosophy

The Mustang Division is the first competitive division in Pony Baseball. The intent of this division is reinforce fundamental baseball skills and rules knowledge, introduce and develop advanced baseball skills, and instill a sense of fair play and sportsmanship in the players in a fun and supportive environment.

Mustang Division In-House Specific Rules

The rules below are WWAA Mustang Division rules, which pertain to the Mustang in-house division and are exceptions to, or clarifications of, Pony Baseball Rules.

All other rules not listed below will be in adherence to  
Official Pony Baseball Rules.

**1. Game Duration (Time Limit)**

1.1. Scheduled game duration is 2 hours. No new inning shall begin after 1 hour and 45 minutes unless there is a tie (See 1.2). Innings started prior to the end of regulation play time (1 hour and 45 minutes) will be completed.

1.2. When a game is tied at the end of regulation play one additional inning may be played provided both teams hustle on and off the field to ensure prompt completion of the game. If the score remains tied after the extra inning, the game will end in a tie.

1.3. The official game start time and designated timer will be noted in the Home Team's scorebook at the beginning of play. Any question of game start time will be based on this start time. It is recommended that the Away Team ask for the official game start time and official timer soon after the start of the game and mark it in their scorebook.

**2. Pitching**

2.1. All innings will be kid pitched.

2.2. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.

2.3. Pitchers can throw a maximum of 3 innings per game, and then must have 40 hours of rest before pitching again. The 40-hour rest period begins from the actual start time of the game in which the pitching occurred.

2.4. If a pitcher pitches 2 or fewer innings, they must have 24 hours of rest before pitching again. The 24-hour rest period begins from the actual start time of the game in which the pitching occurred.

2.5. Mustang pitchers may not pitch more than 8 innings in any one Monday-through-Sunday calendar week.

2.6. Pitching for the Mustang Division All-Star Team must be included in the 40-hour and 8-inning restrictions noted above. Coaches for regular season and all-star teams are responsible to communicate with each other to ensure that these rules are not violated.

2.7. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

2.8. Balk warnings will be given by the umpires throughout the year. Before each game **both** coaches should talk to the umpires about balks so there is a common understanding of how it will be called.

2.9. Winning and losing coaches are required to submit game score and pitching eligibility reports that document the names of the pitchers used and number of innings each pitched for each game played. Coaches are required to submit this information within 24 hours to WWAA (**e-mail to scores@wwabaseball.com**).

### **3. Batting & Inning Length**

3.1. An inning shall consist of 3 outs or a maximum of 13 batters, whichever comes first. When the 10<sup>th</sup> batter comes to the plate, the team is automatically given 2 outs. If the 10<sup>th</sup> batter is hit by a pitch or walked, the batter is given first base (the runners advance as appropriate) and the 11<sup>th</sup> batter is allowed to hit. This hit by pitch or walked rule applies to the 11<sup>th</sup> and 12<sup>th</sup> batter. The 13<sup>th</sup> batter is the final batter allowed regardless of the outcome of the at-bat (i.e., walk, run, hit by pitch, or out). If the 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup> or 13<sup>th</sup> batter is struck out or there is a fielding out, the inning is over. In the event that the 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, or 13<sup>th</sup> batter hits the ball into the field, play will not stop until an out is made (i.e., the runners may continue to run the bases until the out is made).

3.2. The entire roster of players present for the game will bat in rotation.

3.3. Bunting is allowed.

3.4. During regular season and in-house tournament play, a dropped 3rd is an out. (Note that in All-Star play, players may attempt to advance to 1<sup>st</sup> base on a dropped 3rd strike during all-star tournament play.)

3.5. A helmet with a face mask is required when batting, on base, or when in the on-deck circle.

#### **4. Base Running**

4.1. All base runners shall wear a helmet with face guard.

4.2. Running over a catcher or a fielder is not allowed on close plays. The umpire will use his discretion on whether a runner is ruled out.

4.3. Runners may advance only 1 base on an overthrow. No base runner is allowed 3<sup>rd</sup> base if 3<sup>rd</sup> base is occupied. Base runner on 3<sup>rd</sup> can not score if an attempt is made at any other base runner. See rule 4.7.

4.4. Runners on 1<sup>st</sup> or 2nd base may attempt to steal to 2nd or 3rd base once the ball has passed the plate in games that are played prior to May 23<sup>th</sup>. (No lead offs and the pitch has to pass home plate.)

4.5. Runners on 1st or 2nd base may lead off and steal 2nd or 3rd base in accordance with Pony Baseball Rules in games that are played after May 27<sup>th</sup>.

4.6. Runners at 3rd base can not lead off at any time during the regular season. Runners at 3rd base shall remain in contact with the base from the time the pitcher steps on the pitching rubber with possession of the ball until the pitched ball reaches home plate. Once the pitcher has stepped on the rubber in possession of the ball, runners at 3rd base who leave the base before the pitched ball reaches home plate shall be called out and the pitch a dead ball.

4.7. No stealing Home is allowed, except when a throw is made on a pick-off attempt at 3rd. The 3<sup>rd</sup> Base runner may also attempt to go home if the defensive team attempts to make a play at 3<sup>rd</sup> base. (Note that in All-Star play, players are allowed to lead off and steal home.)

#### **5. Other**

5.1. Play should move as rapidly as possible to maximize enjoyment of the kids. In order to speed play, players should hustle on and off the field, be ready to bat, and ready to take the field. Coaches need to know where kids will play prior to

the game and be able to communicate that to other coaches so that they can be quickly positioned.

5.2. Teams should report to the fields at least 15 minutes in advance of their scheduled game time and be warmed up and ready to play at their scheduled game time.

5.3. The "Home" team occupies the 3<sup>rd</sup> base dugout and is in the field first. The "Visitor" team occupies the 1<sup>st</sup> base dugout and bats first. The Home team is responsible to keep the official score book.

5.4. When a team needs additional players to start a game (minimum 9 players) and substitutes are available from another WWAA Mustang teams, the substitute players must play outfield and bat last in the lineup. The 10<sup>th</sup> player slot is not an out if a team plays nine players only. Three substitute players is the maximum number that a team can use. If a regular team member shows up **late**, he goes into the line-up as the last numbered batter (i.e., number 10 slot or below) and can play any position in the field. Substitute ball player can stay in the game if he so chooses if a ball player is late.

5.5. Infield Fly Rule is enforced.

5.6. Players will shake hands after each game.

5.7. Make-up games are allowed if the coaches of the respective teams can agree on a date, time, and location and secure an umpire.

5.8. An in-house post season tournament will be held during the last week in June. Coaches are responsible to check with the Mustang Player Agent to determine play-off times and dates and to inform their players.