

Mustang 2012 Rules

I. Players in Field

- a. Max of 10 Players in field.
- b. If you have 10 players show up, all 10 must play.
- c. If you only have 9, must play 9 no borrowing of player.
- d. Can borrow a player if you have 8 or less that show.
- e. Borrowing can be from below (Pinto) or lateral from any team in the Pony Mustang league.
- f. Original starters can return into the game in the same batting position.
- g. Last removed player can return in case of illness, injury etc if no other subs are available.

II. Pitching

- a. 3 innings Max per game or day.
- b. 8 innings Max per week – 12:01 am Monday to 12 midnight Sunday.
- c. Any player pitching 3 innings in same game or Day must have 40hrs of rest.
- d. Any player pitching 2 innings or less in same game or day must have 24 hrs of rest.
- e. If pitcher is removed from mound and either stays in game or on bench, cannot return to pitching position in the same game.
- f. If pitcher hits 2 batters in one inning, must remove pitcher from mound.
- g. Any pitcher that hits 3 batters in same game must be removed from mound.

III. Miscellaneous

- a. Stealing – must wait until the ball passes home plate before runner can leave the base.
 - i. If player leaves early, one warning will be given to the team; any additional violations could result in the base running being called out.
 - ii. All players must be on the base once the pitcher steps on the pitching rubber.
- b. Donuts are legal to use.
- c. 44ft from home to pitcher mound
- d. 60 ft base paths
- e. **NO HEAD FIRST SLIDING (Any Base)** – Player will be automatically called out.
- f. Any potential play at Home plate, base runner must **SLIDE** feet first.
- g. Games are 6 innings, 9 innings max
- h. After completion of 4th inning, game is consider complete if called because of rain, darkness etc.
- i. 10 run rule – after completion of the 4th inning any lead of 10 or more runs, game is called. Can play out the last 2 remaining innings if time and lightness allow.
- j. No inning can start after 9pm.