

NYBL MUSTANG DIVISION RULES

Goals. The goals of the NYBL Mustang Division are:

1. For the participants to have fun, and develop a love of the game.
2. The safety of the participants.
3. For the participants to learn good sportsmanship, ethics and fair play.
4. For the participants to learn and develop baseball skills in a moderately competitive environment.

Managers and Coaches.

All managers and coaches serve at the pleasure of NYBL.

All managers must be approved by the Board of Directors of NYBL; a manager or coach may be removed at any time by the Board of Directors of NYBL.

Conduct: Zero Tolerance Policy.

The NYBL Mustang Division wants its managers, coaches, parents, players and umpires, at all times, to conduct themselves in a way to foster the goals of the Mustang Division, to create an outstanding baseball league characterized by an extremely high level of good sportsmanship, ethics, fair play, safety, camaraderie, and most of all fun and friendship. Therefore, the NYBL Mustang Division has a "Zero Tolerance Policy" toward negative comments or other behavior that detracts from this high standard.

Our managers and coaches are the role models for players and parents, are expected to demonstrate an extremely high level of good sportsmanship at all times, and should make every effort to abide by, promote and enforce the Zero Tolerance Policy.

Zero Tolerance Policy concerning umpires.

There is absolutely no talking to the Umpires while a game is in progress. No exceptions. This includes all managers, coaches, players and parents.

For example:

- No comments concerning balls and strikes.
- No under-the-breath-remarks.
- No parents or fans directly behind the backstop.
- No comments concerning any judgment calls.
- No comments concerning any rules interpretations.

The Mustang managers and coaches are expected to lead by example, and enforce these policies where necessary. Managers and coaches from both teams are expected to co-supervise all aspects of the Mustang games and practices. For example, if parents are sitting directly behind the umpire, the managers should stop the game and ask them to move. Likewise, if a parent is making comments on umpire calls, both managers together should ask the parent to refrain.

Teaching our umpires. If an umpire has made a rules mistake, is calling an improper strike zone, or is doing something else wrong, it is okay for both managers together to talk with the umpire **between innings**. These conversations should be positive in tone, with teaching the umpire as the goal. Under no circumstances should only one manager approach an umpire. Both managers need to be involved in any discussions. If a manager desires to approach an umpire, he or she should call the other manager over and approach the umpire together. If you have a concern about an umpire's ability to do his or her job call the Division Director immediately after the game to discuss.

Zero Tolerance Policy concerning other teams and players.

Managers, coaches, players and parents should demonstrate good sportsmanship toward other teams and players. Managers and coaches are the role models for players and parents, and should make every

effort to be friendly and cordial before, during, and after games. Good plays should be applauded by both sides. No razzing or "Hey, batter, . . ." to the other team. Never make-negative remarks.

Safety

- Players must wear protective helmets when batting, running bases and when coaching a base.
- All players shall wear protective cups during all games and practices. Players must provide their own cups.
- When warming up a pitcher between innings, the catcher (youth or adult) must wear a catcher's mask.
- There shall be no gap between the batting helmet and cap visor when a player is batting. Managers will be responsible for checking this safety measure.
- No one is allowed directly behind the back-stop at any playing time.
- Equipment must be cleared from the batter warm-up area.
- No player shall be permitted to participate in any athletic event if he/she is temporarily handicapped by a cast or other medical dressing.
- Managers, coaches and players shall remain in the dugout area during a game, with the exception of the batter, base runners, base coaches, the on-deck batter, players playing the field, and warming up the pitcher between innings.

Scheduling Of Games

Regular Season

Not less than 12 games schedule, our goal is 14 games. Depends upon number of registrants, and the number of teams.

The Board of Directors must approve all divisional schedules before the season begins.

Games shall be scheduled to avoid teams playing on two successive days with the exception of make-up games.

RAIN OUTS: It is the responsibility of the two managers to reschedule the game and coordinate with the Head of Umpires. (Doug Harrington)

Post-Season Tournament

Format to be determined.

Goal is to have each team play at least two games; two-loss elimination.

All Star Games

League Director will determine the number of players per team.

Players may participate in both Tournament and All star games, providing there is not scheduling conflict.

Games shall not exceed nine innings.

Round robin batting will apply.

Rules Of Play

Official Rules. Except where superseded or clarified by a local NYBL Mustang Division rule, the current year editions of the Pony Baseball Rules & Regulations and the Official Baseball Rules published by the Sporting News shall apply. The Rules of Play are subject to change by NYBL at its discretion.

Field of Play.

The length of the base paths shall be 60 feet.

Pitching mound distance shall be 44 feet.

Game. A game consists of six innings, except that—

- No new inning shall begin more than 2 hours from the **actual start time** of the game. When the managers meet with the umpires before the game, be sure to note the starting time.
- Four complete innings (or, if the home team is winning, 3½ innings) constitutes a complete game in the event of rain or darkness.

* THERE IS NO MERCY RULE.

Inning. An inning shall consist of three outs or until all “round robin” batters have batted.

Out.

A batter is out when:

- A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- A third strike is legally caught by the catcher, including a foul tip; or
- A third strike is caught or not caught by the catcher.

The infield fly rule shall not be in effect.

Ball in Play. A ball is in play, and runners may advance, until the ball is in the possession of a player in the infield (i.e. in fair territory inside of the base paths, not just anywhere on the dirt). Runners may continue to advance until that time (except on a steal—see below).

Stealing.

NO lead offs. (PENALTY: the runner shall be called out.)

A base runner may leave the base after the pitch touches the catcher's mitt; but stealing is allowed only if the pitch is caught by the catcher, or the ball does not go past the umpire. If the ball goes past the umpire, the runners must return to their previous bases.

Only one base can be stolen at a time (i.e. 1st to 2nd or 2nd to 3rd); base-runners may not advance on overthrows. No stealing home.

Players.

A team shall field 10 players on defense under normal circumstances, and must have at least eight players to play.

Umpires must call a forfeit if a team does not have eight players 10 minutes after the scheduled start time. The two team managers may elect to play a scrimmage game, as they see fit.

With 10 players in the field, a minimum of four outfielders is required; with nine players in the field a minimum of three outfielders is required; and with eight players in the field a minimum of two outfielders is required.

Every player shall play a minimum of three full innings per full game.

Player rotation: In view of one of the primary goals of the Mustang Division to teach players how to play baseball, it is important to rotate players and allow them a reasonable amount of playing time at a variety of positions. Each player shall play approximately one-half of his or her total innings played per game in the infield and one-half in the outfield, and shall play no more than three innings per game at same position. For pitchers and catchers, this rule applies for innings other than those during which the player plays pitcher or catcher.

Batting.

All players bat, whether or not they play the field.

"Bat round robin." A team may bat only once through the batting order per inning; provided that where teams have an unequal number of players, they will equalize to the higher number.

Bunting is permitted. No fake bunting and then swinging away.

Pitching.

Pitchers are allowed to pitch a maximum of three innings per game and six innings per week. (Monday through Sunday). This rule is subject to modification for the post-season tournament.

One pitch shall constitute a pitched inning.

Five walks in an inning will require the removal of the pitcher. A hit batter counts toward the five walks per inning rule.

A player may return to pitch in a different inning provided that player has not exceeded the 3- or 6-inning rules. You may return only if you were dismissed because of walk rule. Otherwise a pitcher must pitch consecutive innings. Your ace cannot start the game , leave, and then close out the game.

Balks will not be called.

A pitching log must be maintained and available for viewing by the head umpire during every game.