

Orinda Baseball Association

Mustang Rules

February 16, 2012

The Orinda Baseball Association (OBA) follows and uses the Official Baseball Rules Of Major League Baseball except where those rules are modified by the rules of Pony Baseball, Inc. or by the rules of OBA.

In this document, the rules of OBA and the rules of Pony Baseball, Inc. have been combined for the convenience of players, managers, coaches, scorekeepers and umpires. (Omitted from this document are Pony Baseball Inc.'s organizational provisions and rules, which don't apply to actually playing the game as well as provisions which OBA has elected not to use.) Modifications and additions made by OBA to Pony Baseball Inc.'s rules are clearly indicated. When small font like this is used, it indicates Pony Baseball Inc.'s rules which OBA does not use or provisions which do not apply to the playing of the game on the field.

OBA has added comments to some of the rules to provide reference to other rules or to explain and clarify rules. Comments look like this: Comment: See Rules 18-F-1 for penalty.

By decision of the OBA Board Of Directors, these rules apply to OBA games played during the regular season and may be adjusted or modified for divisional playoffs or Fall Ball. Managers, division Commissioners and umpires do not have the authority to modify, suspend or ignore these rules during games.

1.

Pony Baseball's rules regarding The League are omitted

2.

Pony Baseball's rules regarding Insurance are omitted

3.

Pony Baseball's rules regarding Teams are omitted

4.

Pony Baseball's rules regarding Legal Players are omitted

5.

Pony Baseball's rules regarding Boundaries are omitted

6.

Pony Baseball's rules regarding Selection Of Players are omitted

7.

PLAYING FIELDS

A. The distance between bases in Mustang is 60 feet (18.29m).

- B. The pitching distance for Mustang is 44 feet (13.41m).
- C. The distance from home plate to second base in Mustang is 84 feet 10 inches (25.85m).
- D. Pony Baseball Inc.'s rules regarding home run distances are omitted
- E. Pony Baseball Inc.'s rules regarding the height of the pitching mound are omitted
- F. Pony Baseball Inc.'s rules regarding the size of the bases and home plate are omitted
- G. Pony Baseball Inc.'s rule regarding a restraining line along the first base foul line is omitted.

8. EQUIPMENT

- A. **The ball:** The ball shall weigh not less than five nor more than five and one quarter ounces avoirdupois (142-149 gms.), and measure not less than nine nor more than nine and one-quarter inches (22.9-23.5cm.) in circumference. Baseballs, specifically manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, are approved for use in local league play. (Not approved for sanctioned tournament play.)
- B. Pony Baseball's rule regarding approved types of baseballs is omitted
- C. **Bats:** Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and five-eighths inches (2 5/8") in diameter at the thickest part, nor more than 42 inches (106.7cm) in length, are acceptable. Bats manufactured specifically for use in T-Ball play or coach pitch play shall not be used in games.
- D. **Shoes and cleats:** Baseball shoes should be worn by all players but no metal cleats or spikes are permitted. Tennis shoes and "sneakers" are not recommended. (OBA)

Comment: See Rule 18-F-2 for penalty.

Pony Baseball's rule regarding rubber soled shoes is omitted

- E. **Protective headgear:** The batter, players in the on-deck batting area, and baserunners are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. Headgear shall be NOCSAE approved and shall be in safe condition. All base coaches are encouraged to wear protective headgear.

No decal other than the player's name, number, team name or logo shall be added to the protective headgear.

Comment: See Rules 18-F-1 and 18-F-3 for penalty.

Pony Baseball's rules regarding face masks on headgear is omitted

F. **Catchers' equipment:**

During play, catchers are required to wear a **mask, chest protector, shin guards, a catcher's glove**, and protective **headgear** which give protection to the top of the head when catching behind the plate. Catchers are encouraged, but are not required, to wear cup type **athletic supporters with a protective cup**. (OBA)

Throat guard: Use of a throat guard is optional, but suggested. (OBA)

Any player serving as a catcher to warm up a pitcher on the mound, in the bullpen or elsewhere, shall use a catcher's glove, and if catching from a crouched position shall also wear a catcher's mask. (OBA)

Comment: Managers and coaches are not subject to this rule.

Comment: See Rule 18-F-3 for penalty.

G. **Athletic supporter:** It is recommended that managers encourage all male players to wear cup-type athletic supporters with protective cups. (OBA)

H. **Uniform:** Players must wear their team's full baseball uniform, consisting of team cap, team jersey, and team socks while playing regular season games and play-off games. The appropriateness of a team's selected uniform is within the judgment of the Mustang Commissioner. (OBA)

Comment: The "team's full baseball uniform" consists of the cap, jersey and socks which have been selected as the uniform that all of the team's players will wear.

I. Pony Baseball's rule regarding safety bases is omitted

J. **Jewelry:** No jewelry, whether it is worn around the neck or on the wrist(s), shall be worn by any player, except for Medical identification necklaces or bracelets.

9. PLAYING RULES

A. **Rules:** The official playing rules, with the exceptions and variations contained in this book, shall be the "Official Baseball Rules Of Major League Baseball" completely revised as released through the Office of the Commissioner of Baseball, published by "The Sporting News Edition".

These same rules apply to OBA games played during the regular season, during divisional playoffs and during Fall Ball.

B. **Field preparation and infield practice.** The home team shall have the responsibility of preparing the field for play including lining of the field.

Normally the field shall be ready for the visiting team's infield practice at least 20 minutes prior to the scheduled game time. Infield practice by the home team shall begin no later than 10 minutes before scheduled game time. (OBA)

Pony Baseball's rule regarding Shetland Division batters is omitted.

- C. **Game Results:** Both managers shall e-mail the game result and score to the Mustang commissioner (scott.shepard@msrlegal.com) after each game. (OBA)

Pony Baseball's rule regarding defensive play of Shetland Division players is omitted.

C-1 **Minimum number of players:**

1. Regular season:

Play shall not begin until both teams have at least 9 eligible players present and ready to play. A team failing to have nine (9) players at the field and ready to play 15 minutes after the scheduled start of the game or 15 minutes after the umpire would otherwise announce the beginning of the game (whichever is later), shall forfeit the game. Neither the managers nor the umpire have the discretion to waive this rule. (OBA)

Teams must have at least 9 eligible and able players throughout the game. A team that has fewer than 9 players available at any time during the game shall forfeit the game. This rule may not be waived. (OBA)

When a team has forfeited the game for lack of players, the two teams are encouraged to play a practice game (which won't count in the standings but will count for pitchers' eligibility).

C-2 **Dugouts:**

1. **Assignments:** The home team shall have the choice of dugouts.
2. **Clean-up:** Each team is responsible for the cleanup of its dugout at the conclusion of the game. League officials may take appropriate action against teams which do not clean up their dugouts.

D. **Intentional walks:**

Intentional walks are permitted, except "the last batter" (defined in Rule 9-Q-2) cannot be walked.

Pony Baseball's rule regarding Shetland and Pinto bunting and easy swings is omitted.

E. **Speed of play:**

1. The **batter** must keep one foot in the batter's box to speed up play. When the batter has both feet outside the box without a time-out being granted, the umpire shall instruct the pitcher to deliver a pitch and that pitch shall be called a strike.

Comment: Rule 8.05(e) of the Official Baseball Rules prohibits a "quick pitch" which is defined as a pitch delivered before the batter is reasonably set in the batter's box. This rule notes that quick pitches are dangerous and should not be permitted. This rule also says that if runners are on base, a "quick pitch" is a balk; otherwise it is a ball. But, since balks are not called in OBA Mustang play, a "quick pitch" will be called a "no-pitch".

2. OBA's former rule prohibiting defensive players from throwing the ball "around the horn" is omitted.

3. **Catcher's readiness:** To avoid unnecessary game delays caused by catchers not taking the field with the rest of the defensive team, the offensive manager may insert his last offensive player to be put out as a **courtesy runner** for a catcher who is on base. In addition, managers and coaches must designate their catching assignments for the next defensive half inning in a timely manner and assist their catchers in putting on the catcher's gear if assistance is needed. Whenever the catcher's position in the batting order permits, the catcher should start putting on the catcher's equipment before the end of his or her team's offensive half-inning.

Comment: The offensive manager is not required to use a courtesy runner for his catcher who is a base runner but should make this substitution when necessary to ensure that his catcher can take the field promptly when his team goes on defense.

By this rule the manager has no choice of who his courtesy runner will be. It must be the player who suffered the last put-out.

Pony Baseball's rule regarding Shetland and Pinto batters is omitted.

F. Pony Baseball's rule regarding Shetland and Pinto catchers is omitted.

G. Pony Baseball's rule regarding Shetland and Pinto baserunners is omitted.

H. The **infield fly rule** shall apply.

Pony Baseball's rule regarding the infield fly rule in Shetland and Pinto is omitted.

I. Pony Baseball's rule regarding scoring in Pinto is omitted.

J. Pony Baseball's rule regarding the stoppage of play in Pinto is omitted.

K. **Baserunning: (OBA)**

1. **Lead-offs and steals:**

After the pitcher, with possession of the ball, has stepped on the pitching rubber in preparation for delivering the next pitch, any baserunner who is off his base or who leaves his base before the pitched ball has reached

home plate or has been hit shall be called out. The pitch, if delivered, is a no-pitch and the ball is dead.

For the first half of the season, the first runner from each team in each game to leave early shall cause a warning to be given to his team and the runner shall be allowed to return the original base. Any subsequent runner(s) from that team who leaves base early shall be called out. Beginning with games on **April 14, 2012**, warnings will not be given, and each base runner that leaves early shall be called out. (OBA)

Balks: Because of this no-stealing rule, no balks will be called.

2. Hash Mark half way between third and home, this rule is eliminated.

Runners may advance at their own risk but cannot leave the base until after the ball has crossed home plate and once the pitcher has control and possession of the ball and is on the rubber, the runners must stay on the respective bases that they are on.

When a ball has been put into play and the runners are in play, the fielding team must first stop the runners from advancing, then after the players have stopped advancing and the pitcher is on the rubber, the players must stay on the base until the next pitched ball crosses home plate. A player may not simply run to the pitching rubber or mound to stop the runners from advancing.

If a runner attempts to steal home or another base in between when the pitched ball crosses home plate and the pitcher has the ball back from the catcher and is back on the rubber, the runner is considered in play and you must make a play on the runner to stop him. You can't simply run to the rubber to stop the runner. If the runner does not attempt to steal home or another base and is simply the normal distance off third base once the pitcher has the ball and is on the rubber, the player(s) must return to the base and be on the base.

3. Plays occurring at or near home plate on runner advancing from third base:

A. No "must slide at home plate" rule:

Runners attempting to reach home plate and score will **not be required to slide at home plate.**

However, runners on plays at home plate cannot intentionally run into the catcher (although they may slide into the catcher); purposeful standing up and running and colliding with the catcher for the purpose of knocking or jarring the ball from the catcher will result in the runner being called out and ejected from the game. The purpose of this rule is to avoid injury. Incidental or accidental contact

by a runner with the catcher while crossing home plate will not result in an out or a player's ejection.

B. Catcher cannot block the plate or base path:

With or without possession of the ball, the catcher shall not intentionally block home plate.

At or near the plate, the catcher's body position must provide an unblocked space on the base path through which the runner may attempt to touch the plate without being blocked out by the catcher. (It is recommended by OBA that the catcher either straddle home plate, or take a position on either side of the base path, in order to make the tag on the base runner.)

If the catcher blocks the plate, the runner will be called safe and the run shall score. (However, the runner will be called out and will be ejected from the game if he does not slide and intentionally collides with the catcher.)

All players should be made aware of this rule and the purpose for it. The umpire's call will stand. No protests will be allowed for his interpretation. No arguments should ensue after the umpire's call.

4. Walked batter advancing past first base:

A batter who is walked may not attempt to advance past first base on the ball four pitch while the catcher or any other fielder is attempting to get an return the ball four pitch to the pitcher or if the pitcher is in possession on the rubber of the "ball four" return throw from the catcher. If the pitching team throws away the catcher return throw, the runner may attempt at his own risk to reach second base.

5. Dropped third strikes will be the rule all season:

When a third strike is called, or is swung at and missed, and the catcher does not make a legal catch, the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. To be legally caught the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is NOT a legal catch.

The batter may run to first anytime before he enters the dugout. He is not out simply because he walks off toward the dugout. If the batter enters the dugout area, however, he/she is then considered out.

If the bases are loaded with 2 outs and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.

In other words:

- Zero or one out and no one is at 1B - batter's got to run on dropped 3rd strike. All other runners may advance at their own risk. Normal over throw rules to first base still applies to all runners.
- Zero or one out and someone at 1B - batter is out even if catcher drops 3rd strike (the reason for this is to avoid the catcher purposely dropping the 3rd strike so he can get an easy double play, e.g., by stepping on home, and then firing to another base).
- 2 outs - batter has to always run on dropped 3rd strike.

6. **Base running on over-throws:**

- A. **Definitions: "In play"** means that the thrown ball has not gone into the dugout, over or under the fence, or beyond the line of the fence extended to the outfield along the first and third base lines. **"Out of play"** means the opposite. (OBA)
- B. **Over-throws that remain "in play"**: After a batter hits a playable ball, base runners including the batter may attempt to advance as far as they can on overthrows which remain **"in play"**.
- C. **Over-throws that go "out of play"**: After a batter hits a playable ball, a fielding error may create an overthrow which goes **out of play** into the dugout, or over or under or through the fence which is part of the backstop and which extends towards the outfields parallel to the foul lines, or beyond the line of that fence extended to the outfield along the first and third base. Baserunners including the batter will be permitted to advance to the base that, in the umpires' judgment, they were going to when the over-throw was thrown by the defensive player and will then be awarded **one extra base**. The ball is dead. (OBA)

7. **Base running when batted ball goes out of play:**

If a batted ball is a "FAIR BALL" (as defined in the Official Rules Of Baseball Rule 2.00) and then bounces, rolls or is deflected **out of play**, baserunners including the batter shall be allowed two bases from their position at the time the ball was batted.

"Out of play" means that the ball rolls, bounces or is deflected into the dugout, or over or under or through the fence which is part of the backstop

and which extends towards the outfields parallel to the foul lines, or beyond the line of that fence extended to the outfield along the first and third base, or over or under the outfield fence, or that it become unplayable as a result of entering shrubbery or weeds. (This rule applies only to fair balls.)

When a defensive player believes that a fair batted ball has gone out of play, only the defensive player closest to the ball may throw his/her **hands up in the air** to signal that the ball may be out of play; however play will continue until an umpire personally sees that the ball is in fact out of play and calls the play dead. If the umpire rules the ball went out of play, baserunners shall then be positioned by the umpire two bases from where they were at the time the ball was batted.

(At Hegarty Field [Wagner Ranch], when the outfield fence is not in place, a fair batted ball which travels past the outfield grass and past the asphalt walkway by the school buildings in left and center field shall be called a home run.)

Pony Baseball's rule regarding stealing in Mustang games is omitted.

L. Pony Baseball's rule regarding huddling by offensive players is omitted.

M. **Substitutions:** There can be unlimited substitutions at any position except pitcher. The batting order shall be "fixed" at the beginning of the game and players who are substituted defensively or as courtesy runners shall retain their original place in the batting order. (OBA)

Pony Baseball's rule regarding substitutions in Pinto and Mustang is omitted.

N. Pony Baseball's rule regarding substitute players in Pinto and Mustang is omitted.

O. Pony Baseball's rule regarding minimum defensive playing time in Pinto and Mustang is omitted.

P. **The strike zone:** (OBA)

The strike zone for Mustang shall be defined as follows:

Height: The pitch is between the batter's arm pits and a point which is the diameter of one baseball below the bottom of the batter's knees.

Width: The pitch is over the plate or within the diameter of one baseball width off of the inside or outside edge of the plate.

Q. **Batting:** (OBA)

1. **All players must bat:** All eligible and able (non-injured) players who are present shall be in the batting order. The teams will bat through the entire order regardless of who is playing in the field.

Comment: Rule 9-M (above) “fixes” the batting order at the beginning of the game and provides that a player shall not lose his position in the batting order.

2. **Maximum runs per inning (there is no “last batter” rule).**

a. An inning is over when three outs have been recorded or six runs have been scored by the hitting team. Any runs above six runs that score on the last play of the inning do not count (i.e. if five runs have already scored and the bases are loaded, and the batter hits a double scoring three runners, only the first run counts and the inning is over.)

b. The “maximum run per inning rule” **applies to all innings**, except the sixth inning of the game.

Comment: When the 6th inning of the game arrives then in that inning for both the top and bottom half of the inning each team must get three outs in order for the inning to be over, the maximum run rule does not apply.

c. **10-Run Mercy Rule.** The ten run “mercy” rule is applicable: (a) at the end of 3 ½ or 4 ½ innings if the home team is ahead by ten or more runs; (b) at the end of 4 or 5 innings if the visiting team is ahead by ten runs or more; and (c) at the end of two hours. (See Rule 11-E.)

3. **Thrown bats:** A batter who **unintentionally** throws a bat will receive a warning but the play stands. The umpire will notify the player’s manager or coach of the warning. A second occurrence in the same game will result in the batter being called out and the pitch shall be a dead ball. (OBA)

For a batter who **intentionally** throws a bat or protective headgear, see Rule 18-F-4.

4. **On deck batters:** On-deck batters must be inside the enclosed cage which is adjacent to the dugout. (OBA)

5. **Players to remain in dugout.** The other players must remain in the dugout in an orderly manner. Players assigned by the manager or coach to warm up may be outside the dugout. (OBA)

6. **Bat safety:** Bats must be kept within the dugout or the enclosed on-deck area.

It is recommended that bats be kept in the enclosed on-deck area near the entrance. (OBA)

7. **Batting out of order:**

See Rule 6.07 of the Official Baseball Rules.

- R. **Minimum defensive playing time:** All players must play the equivalent of 3 defensive innings (9 outs) per 6 inning game, but managers are encouraged to play all players the equivalent of four (12 outs) or more defensive innings if possible per 6 inning game. Resting a player for up to three innings in a game should be limited to situations such as failure to attend practice, disciplinary reasons or player fatigue or injury. Managers are encouraged to be as fair as possible with playing time and playing positions as the game circumstances allow. Managers are discouraged from playing their best players or coaches' kids at one infield position for most of the game. Managers are discouraged from playing their best players or coaches' kids the entire game without taking an inning or two off when they have at least 11 or 12 available players. Whenever a team has its full roster of 12 players available at the start of the game, Manager's are encouraged to rest each player at least one inning of the game. It is the goal of OBA to equalize the playing time and positions played (taking into account safety risks and disciplinary matters) for its players over the course of the regular season. Enforcement of this rule is the responsibility of the respective team managers and the division Commissioner and is not the responsibility of the umpires. (OBA)

10. PITCHING RULES

- A. Pony Baseball Inc.'s rule is omitted
B. Pony Baseball Inc.'s rule is omitted
C. Pony Baseball Inc.'s rule is omitted

D. **Maximum innings in one game/day:**

1. Regular season and Playoffs:
 - a. Mustang pitchers shall not be allowed to pitch in more than **three** innings, or throw more than **40 pitches**, whichever comes first, in one game/day. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games, provided they do not pitch in more than three innings or throw more than 40 pitches, whichever comes first. A pitcher may not start a new batter if he has thrown 39 pitches, otherwise, a pitcher may finish up a batter he is already pitching to when they hit the 40-pitch limit.
 - b. A pitcher may pitch in no more than **four** innings, or throw more than 70 pitches, whichever comes first, in games on two consecutive days. (OBA)

E. **Maximum innings in one week:**

1. Regular season:

Pitchers may pitch no more than **five** innings, or throw more than 80 pitches, whichever comes first, in a calendar week (from 12:01 a.m. Monday to 12 midnight the following Sunday). (OBA)

Pony Baseball Inc.'s rule is omitted

- F. The **40 hour rest rule** will not be in effect. (OBA)

Pony Baseball Inc.'s rule is omitted

- G. As soon as a **pitcher delivers one pitch to a batter**, that pitcher shall be considered as having pitched in one full inning. If a pitcher reaches his/her pitch count limit while pitching to a batter, he/she is allowed to finish pitching to the batter. A pitcher shall not be allowed to start a new batter when they have reached the 39, 69 or 79 pitch counts based on the pitch limits set forth above.
- H. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, non-league games, practice games, the play of postponed games, suspended or rescheduled games, tie games or exhibition games.
- I. **Pitcher can't re-enter to pitch:** Neither a starting pitcher withdrawn from the defensive lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
- J. **Warm up pitches:** Generally a pitcher is allowed no more than 8 warm-up pitches from the mound between innings. A relief pitcher that comes into the game during a defensive inning without throwing warm-up pitches in the bullpen just before assuming the mound will be allowed at least 10 pitches, at the umpire's discretion. (OBA)

Comment: This section is intended to avoid delaying the game.

Pony Baseball Inc.'s rule is omitted

- K. **Innings pitched and pitch counts:** Each team shall keep in its scorebook for each game a record of the number of innings pitched and number of pitches thrown by each pitcher. Managers shall exchange at home plate before the start of each game the names, innings pitched and pitch counts of each pitcher on their team from games already played in that week as a week is defined in Rule 10(E)(1), above.
- L. **Pitchers in violation of any of the pitching rules** shall be considered ineligible players, subject to the penalties outlined in Rule 18 - Penalties.
- M. **Exception to pitching from the rubber:** The rule that the pitcher must pitch from the rubber will not be strictly enforced if, in the discretion of the umpire, the

condition of the rubber and the surrounding dirt may cause the pitcher to lose his/her balance or adversely effect the pitcher's delivery motion. Under those conditions the pitcher will be permitted to push off from immediately in front of the rubber instead of actually being in contact with the rubber. (OBA)

- N. **Two hit batsmen by the same pitcher in one inning:** If two batters are awarded first base in one inning because they were hit by pitches thrown by the same pitcher, that pitcher shall not continue to pitch in that game. (OBA)

Comment: Not all batters who are hit by a pitch are entitled to advance to first base as hit batsmen. For example: (1) if the pitch was in the strike zone when it hit the batter, the pitch is called a strike and the batter is not given first base; (2) if the batter swings at a pitch which hits him, the pitch is a strike and he is not awarded first base; (3) if the pitch was outside the strike zone but the batter did not try to avoid being hit by it, the pitch is called a ball and the batter is not awarded first base.

11. LENGTH OF GAMES

- A. An official game is **six innings**.

Two hour rule: No new inning shall start after two hours from the start of the game. The clock time of the final out of the bottom of the previous inning is used to determine the two hour time limit. Just prior to the first pitch of the game, an umpire will loudly announce the actual starting time of the game and record it on the umpire's game card. The same watch should be used to time the game. (OBA)

At the election of the Mustang Commissioner, this rule may not be applied to OBA playoff games at the end of the regular season.

Tied games **under two hours** old:

If a game is tied at the end of six innings and the game is still under the two hour limit, as many innings as possible can be started within the two hour limit, but in no case shall more than nine innings be played.

Tied games **two hours** old:

1. Regular season:

If the two hour time limit is reached and the game remains tied, one extra inning will be played. If the game is still tied after the one extra inning, then the game shall be declared a tie.

Playoff games: In OBA playoff games, if the game is tied at the end of the two hour time, play will continue until there is a winner.

- B. **Complete game- game called before 6 innings or two hours:** If a game is called for any reason (such as darkness, bad weather, an emergency, etc.) it is a complete game if **four innings** have been completed, or if the home team has scored more runs in three innings or three and a fraction innings than the visiting team has scored in four offensive half innings.
- C. **Incomplete game - game called before 6 innings or two hours - Suspended Game:** If a game is called for any reason before it is a complete game as described in paragraph B, or when the score is tied, it shall be considered a suspended game and it is to be resumed from the point of curtailment at the time scheduled by league officials.
- D. If a game is called for any reason in an uncompleted inning, after having reached complete game lengths as described in Section C, 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 is to be continued from the point of curtailment at the time scheduled by league officials.
- E. **Ten run “wipe out”, “mercy” or “slaughter” rule:** There is a ten run “wipe out” rule terminating the game before the 6th inning:
- In the middle of the fourth or middle of the fifth inning, (i.e. at the end of 3½ or 4 ½ innings) if the home team is ahead by ten or more runs at either of those points
 - or at the end of the 4th or 5th inning if the visiting team is ahead by ten or more runs at either of those points

Exception: This rule does not apply in the **sixth inning** or in **extra innings**.
(OBA)

Comment: From the 6th inning on for both halves of the inning each team must get three outs in order to be out of the inning.

Comments: The two hour limit may also end the game.

After a “wipe out”, if time permits, the managers may agree that additional half-inning(s) may be played up to the two hour limit, but any scoring done during those extra half innings will not effect the final score of the game. Play during those extra half innings will be counted for purposes of Rule 9-R (minimum defensive play) and Rules 10-D, 10-E, 10-G, 10-H, 10-I (limitations on pitchers).

Pony Baseball Inc.'s rule Pony Baseball Inc.'s rules regarding the length of games are omitted

13.
UMPIRES

- A. Assignment of umpires shall be the responsibility of the league officials. If an assigned umpire fails to report, or is otherwise unavailable to work the game, another OBA umpire who has previously umpired at the Mustang level may agree to work the game. Both managers must agree if someone other than an OBA umpire is proposed to umpire the game.
- B. The use of tobacco in any form by umpires on the field is prohibited.
- C. **Recording the starting time of the game:** Just prior to the first pitch of the game, an umpire will loudly announce the actual starting time of the game and record it on the umpire's game card. The same watch should be used to time the game. (OBA)

14.
SCOREKEEPERS

- A. The official scorekeeper's records (the Home team for each game if there is an unresolved dispute) shall include innings pitched by each pitcher, the number of pitches thrown and the actual starting time of the game.
- B. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.
- C. **Scorekeeper's duties:** An official batting order must be presented to the opposing team's scorekeeper prior to the game. Any line-up changes affecting the batting order (i.e. player leaving or injured) must be given to the opposing scorekeeper at the start of an inning or immediately when they occur. The opposing scorekeeper shall notify the umpire if an ineligible player or improper batter is about to be used in the game or in the line-up. However, the failure to do so shall have no effect on the application of the rules on the use of the ineligible or improper player. (OBA)
- D. **Unavailable players:** When a manager is aware, before the start of a game or any time during the game, that any player is not able, for whatever reason (such as being disciplined, injury, need of the player to leave the field to go elsewhere, etc.) to play in any part of the entire game, he shall notify the opposing manager and the umpire of that fact. (OBA)
- E. The manager of a team which is about to play its second or more game in one week shall, before the start of the game, notify the manager of the opposing team of the names of the pitchers used earlier in that week and the number of innings and pitches each player pitched in that week. (OBA)

16. MANAGERS AND COACHES

- A. **Player-coaches must wear helmets:** Base coaches may be either coaches or players. Players acting as base coaches must wear helmets when on the field. (OBA)

Only two base coaches: Only two offensive base coaches are allowed on the field. They must remain in the coaching boxes at first and third base. (OBA)

Pony Baseball Inc.'s rule is omitted

- B. Pony Baseball Inc.'s rule is omitted

Maximum number of non-players: Each team shall be permitted to have not more than one manager and three coaches inside the fenced area of the field (which includes the playing field, foul territory, and the dugout). Parents and others are not permitted except when and as necessary to render aid to an individual player. A bat boy is permitted but he/she must wear protective head gear when outside the dugout during the game. (OBA)

Comment: This rule does not prohibit non-players from warming up players outside the fenced area of the field when the manager or a coach requests or permits that.

- C. **Positions of coaches:** When not properly on the field, managers and coaches must remain within the dugout or within the area immediately in front of the dugout entrance. (OBA).

Pony Baseball Inc.'s rule is omitted

- D. **Two trips onto the field:** If a defensive manager and/or coach crosses a foul line and goes onto the playing field to talk one or more defensive players more than once in a half inning while the same pitcher is playing the pitcher's position, a pitching change must be made. This rule does not apply in the event of an injury, or when time-out is called at the request of the other team, or when an umpire calls an official's time-out. (OBA)

Pony Baseball Inc.'s rule is omitted

- E. Umpires shall not permit more than **one offensive time-out in each half inning** to allow a manager or coach to talk with batter(s).
- F. The use of **tobacco, alcohol or illegal drugs** in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

- G. A league president shall not simultaneously manage or coach a team in league play.

17.

Pony Baseball Inc.'s rules regarding a League Decision Committee are omitted

18. PENALTIES

- A. Violations of Pony Rule #1, or general failure of the league to comply with the concept of league organizations as defined in these Rules And Regulations, and as expressed in the Blue Book of Pony Baseball, may result in refusal to accept the league membership application, or revoking the membership status of the league if the violation occurs after membership for the current season has been granted.
- B. Penalty for violation of Pony Rule #2 shall be removal and or replacement of sufficient players from the team to bring the team into conformity with this rule.
- C. Pony Baseball Inc.'s rule is omitted
- D. Penalty for the **use of illegal players** shall be forfeiture of the game(s) in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league because the player does not meet the requirements as to age and/or residence as stated in Pony Rules #3 and #4.
- E. Penalty for **use of an ineligible player**, upon appeal by the opposing manager or notification by the official scorer or league officers, which the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.
1. An illegible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules, or as the result of a previous rules violation or disciplinary action.
 2. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown after the point of the violation.
 3. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
 4. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or in the next game played after the ineligible status has been determined.

F. **Illegal equipment** shall be removed from the game.

1. Players are not permitted to use **illegal or unsafe headgear** even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and then rescheduled by the division Commissioner league officers.
2. Penalty for the use of **illegal shoes** shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the involved player or players from the lineup.
3. Players who do not wear **protective headgear and catching equipment** as required by these rules shall be removed from the lineup.
4. Players who **intentionally**, in the judgment of the umpire, **throw bats or protective headgear** (for example, in anger or frustration), or who intentionally discards protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or baserunners if appropriate.

Comment: If the bat was thrown unintentionally, see Rule 9 Q 3.

G. **Pitchers in violation of any of the pitching rules** shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

19. PROTESTS

- A. A protest based on a play which involves an umpire's judgment shall not be permitted.
- B. When protests are based on the interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorekeeper that the game is being played under protest, and submit the protest in writing to the league president or secretary, or to the Decisions Committee, within 48 hours of the completion of the game.
 1. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
 2. Umpires should make a public announcement to the crowd when a game is being played under protest.

- C. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

20. GENERAL CONDUCT

- A. Pony Baseball Inc.'s rule regarding disciplinary action taken by Pony baseball, Inc is omitted
- B. Players, managers, coaches or spectators who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be ejected from the game and/or the field and may thereafter be subject to disciplinary action by the OBA Board.
- C. Pony Baseball Inc.'s rule regarding removal from tournament play is omitted

21. DISCIPLINARY ACTION BY OBA

- A. The OBA Board shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer or other person whose conduct is in violation of OBA's rules or the Rules And Regulations of Pony Baseball Inc. and/or the Official Baseball Rules, and/or is considered detrimental to the best interests of the league.
 - 1. Persons subject to such discipline shall have the right to a hearing before the OBA Board before such discipline is imposed.
 - 2. In the event of discipline procedures involving a player, or other person under the age of 18, that person's parents shall be invited to attend the hearing with the person concerned.
- B. Blank
- C. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. League officers may impose the one which, in their opinion, appears to match the severity of the offense.
 - 1. **Warnings:** The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - 2. **Suspensions:** The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.

3. **Upon dismissal:** The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
4. **Barred:** The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

22. TOURNAMENT RULES

Pony Baseball Inc.'s rules regarding Tournament Play are omitted

Mustang Division Rules written and revised by:

1. Mustang Commissioner Spring, 2011
Scott Shepard
2. Past OBA Mustang Commissioners:
Alan Metheny, 2008, 2009
Mike Casey, 2006, 2007
Alex Miller, 2004, 2005
John Buestad, Fall Ball 2000
Mark Zuercher, 1999, 2000
Russ Launer, 1998
3. OBA President
Jim Stehr