

COACHES

1. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be ejected from the game and/or suspended for one or more games.
2. Base coaches are not allowed to physically assist runners at any time (i.e. stopping runners, assisting runners back onto a base or to the next base). PENALTY: Physically assisted runner is called out.

GAME LENGTH

1. No inning shall begin after one hour and thirty minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, or the game is called by the umpire.
2. Teams shall not score more than five runs per inning except in the sixth or extra inning, where they may score ten runs. Games shall be considered over when it is mathematically impossible for one team to catch up in six innings.
3. If a game is called for any reason, it shall be considered a complete game if four innings have been completed or if the home team is ahead after 3 and ½ innings of play. If a game is called for any reason, other than darkness, before it is a complete game, as described above, then the game is to be replayed in its entirety. If the umpire calls the game for darkness, then this is to be considered equivalent to time expiration as it relates to a complete game.
4. All game lengths shall be calculated from the official start time as determined by the umpire. Umpires will be instructed to give warnings to coaches who, in their opinion, are attempting to delay games through the substitution of players or other means, and those coaches will be reported to the division director and/or league director for potential discipline.

EQUIPMENT

1. All batters, base runners & catchers are required to wear protective headgear with face masks.
2. It is mandatory that male catchers wear protective cups.
3. Rubber soled shoes or cleats are permitted. Metal cleats are not permitted.
4. If in the judgment of the umpire a player abuses or mistreats any equipment (i.e. slings a bat while batting, throws a bat after a strikeout, etc.), the player will be warned not to do so again. If in the judgment of the umpire the same player abuses or mistreats any equipment a second time in the same game, the player shall be declared out and no runners will be allowed to advance.
5. All bats to be marked with max BPF 1.15, max allowable drop from length to weight is 12oz. If using a 27" bat the weight must be 15oz or greater, 2 ¼", 2 5/8", or 2 ¾" barrels are allowed. Dented or altered bats are considered illegal. Wood bats are legal.

BATTING

1. The entire roster of players present for the game shall bat in rotation.
2. All players on each team shall bat in a fixed batting order. The batting order shall not change once the game starts unless noted otherwise herein.
3. If a player leaves a game for any reason besides ejection, that player's position in the batting order will be skipped without an out being recorded. If a player is ejected, then that player's position in the batting order will be recorded as an out.

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4. The batting order for each team shall be presented to the official scorekeeper before the game begins.
5. Any player that arrives after the game has started shall bat in its original batting order position, if that position has not batted in the game yet. Otherwise, the position is skipped in the batting order without penalty, and the late arriving player is placed at the bottom of the batting order. The official scorekeeper and the umpire shall be informed of any late player additions or changes proactively before the late arriving player enters the game.
6. A batter may not “slash bunt” (i.e. square around to bunt and then pull back the bat to take a regular swing).
7. A batter may not advance to 1st base on a dropped third strike.

BASE RUNNING

1. Base runners are permitted to steal bases. The base runner cannot leave the base until the ball has reached or passed the catcher. PENALTY: If on appeal in the official’s judgment the runner left prior the ball reaching or passing the catcher the runner will be instructed to return to the same position before the ball was pitched. The defensive team will have the option of taking a no-pitch or can take the result of the play.
2. A baserunner at 3rd base may not steal home plate on a return throw from the catcher that is caught by the pitcher. A baserunner at 3rd base may advance to home plate at their own risk if the return throw from the catcher to the pitcher is not caught by the pitcher.
3. Batters running to first base may turn left or right, provided that if they turn left they do not make an attempt to advance. The runner must immediately return to first after overrunning it.
4. Slide Rule. Runners advancing to any base where a tag play is eminent must slide into the base or seek to avoid contact with the fielder who has the ball or is in the process of receiving the ball. The runner must slide, give up, go around, or go back.
5. No player will initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact will be ejected from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is “intent”.

DEFENSE

6. Pitchers shall be limited to 9 outs in a single game. Players pitching a total of 9 outs MUST rest a minimum of 48 hours from starting time of game.
7. Free substitution of players in the field is allowed. Once the pitcher is removed this player cannot pitch again in the same game
8. It is REQUIRED that each player play in a similar number of innings defensively. No player should be held out two innings defensively unless every player was held out at least one inning. Exceptions may be allowed in extreme cases of injury, disciplinary actions, special parental requests or other extenuating circumstances that both managers agree to.
 - (a) If a team has a minimum of 7 players, but less than 9 players available for a game, it may use substitute players from the opposing team. Or, if both managers agree prior to the start of the game a substitute may be used from other teams in the same Division.
 - (b) Substitute player(s) must play defensively only in Right Field, and shall not bat.
 - (c) Teams having a minimum of 7 players but less than 9 will NOT be charged an out when the 8 & 9 spots in the line up are due at the plate.
 - (d) Substitute player(s) must be replaced by any late arriving player(s) from the team that is short-

These abridged rules are intended to be a handy “crib sheet” only and are absolutely NOT the complete set of rules. All managers, coaches and parents should read the 2007 PONY Baseball Rules & Regulations as well as the TSA Supplement which are available on the league website.

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handed, regardless of when the late player(s) arrive during the gametime.

- (e) The official scorekeeper and the umpire shall be informed of any substitute player additions or changes proactively before the substitute player enters the game.

TSA Fundamentals of Sportsmanship Code

The major benefits derived from a child's participation in competitive athletics are the development of sportsmanlike attitudes and values such as honesty, fair play, and citizenship. Having a good attitude, being a good winner and loser, respecting the official's decisions, playing by the rules and giving maximum effort are commonly considered good sportsmanlike conduct. In youth sports settings, important role models for children include parents, coaches, officials, and professional athletes.

Sportsmanship is an honorable quality that desires to be courteous, fair, and respectful. It is a blending of cheers for the "home team" and applause for the "visitors", observing the letter and spirit of the rules, and showing consideration for opponents. It is playing by the code of conduct, "treat other participants and spectators as you would want to be treated."

Parents and participants in TSA activities are expected to know understand and conduct themselves in a manner that is consistent with the following code:

Fundamentals of Sportsmanship: I will:

1. Remember that children participate to have fun and the game is for youth, not adults.
2. Show respect and support for all players, coaches, officials and spectators at all times.
3. Learn, understand, and appreciate the rules of the game.
4. Maintain self---control and set a good example for players and spectators to follow.
5. Recognize and appreciate skill in performance regardless of affiliation.
6. Be no party to the use of profanity, obscene language or improper actions.
7. Instruct participants and spectators in proper sportsmanship responsibilities and demand that they make Sportsmanship the No. 1 priority.
8. Refrain from arguments in front of players and spectators.
9. Abstain from throwing any objects in disgust.
10. Never ridicule or yell at my child or other participant for making a mistake or losing a competition.