



2018 Mustang Black Division Rules

This is a summary of key Mustang rules & changes to the Newbury Park Pony Baseball League Rules (Revised 4/25/2018) located on the Newbury Park Pony Baseball website (under Resources).

Length of game: 6 innings. No new inning to begin after **2:00**. In the case of a tie, extra innings are allowed if time is available.

Mercy rules:

- Regular season: Maximum of 4 runs per inning (innings 1 through 4) and maximum of 8 runs per inning (innings 5 & 6).
- Playoffs: Maximum of 5 runs per inning (innings 1 through 4) and maximum of 10 runs per inning (innings 5 & 6).
- 9-run mercy rule after 5 complete innings (or 4 ½ innings if home team is ahead). Coaches may jointly agree to finish game and still report the “mercy” score.

Game result and pitching info:

- Home team must provide official scorekeeper. Scorekeeper must keep a pitch count of all pitches (including foul balls).
- Home team is responsible for reporting game results and pitching information (pitchers used, # innings pitched, pitch counts) for both teams. **Game result and pitching info should be entered into Google Docs scoring and pitching log within 24 hours.**

Playing time

- Sit-out rule: No player can sit a 2nd inning until all players have sat out 1 inning. No player can sit a 3rd inning until all players have sat out 2 innings.
- All players must play at least 1 inning in the infield each game. Infield consists of P,C,1B,2B,SS,3B. Penalty for non-compliance will be forfeit of that game. You will need to show a copy of your position lineup if the opposing manager or umpire requests it.

- Batting order: All players will bat in a continuous batting order. Batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. If a player is going to leave early, manager must inform the umpire prior to the start of the game and provide the exact time that player is to leave. The player must leave at that time unless batting (in which he can finish the at bat) or pitching (in which he can finish pitching to that batter).

Game balls: Each team (home & visitor) will provide 1 new game-ball to the umpires.

Pitching limitations:

- Regular season: Maximum of 50 pitches per calendar day, 2 innings per game, or 3 innings per calendar day (whichever occurs first). Maximum of 8 innings per week (week running from Sunday through Saturday)
- Playoffs: Maximum of 50 pitches or 3 innings per calendar day (whichever occurs first). Maximum of 8 innings per week (week running from Sunday through Saturday)
- A pitcher is allowed to pitch in 3 consecutive games but must rest the 4th game regardless of pitches thrown in each of the 3 games. This will reset after spring break. There will be no consecutive game rule in the playoffs but you will have to follow Pitch Smart USA guidelines. The Mustang Black Division will adopt the Pitch Smart USA guidelines for 9-10 year olds (modified for NPPB Mustang Black) following the recommended pitch count maximums corresponding with the number of days rest before a pitcher can pitch again.

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	50	1-20	21-30	31-40	41-50	51+

- For example, if a pitcher throws 50 pitches on Saturday, that pitcher cannot pitch until Wednesday (3 days of rest) of the following week (Sunday-Day 1, Monday-Day 2, Tuesday-Day 3). If the pitcher throws one more pitch to complete the final batter, 51 pitches, that pitcher cannot pitch until Thursday (4 days of rest) of the following week (Sunday-Day 1, Monday-Day 2, Tuesday-Day 3, Wednesday-Day 4).
- If a pitcher exceeds 50 pitches during an at bat, he can finish pitching to the batter.
- No exceptions will be granted to the number of days rest required based on the number of pitches thrown. The home scorekeeper is the official pitch counter.
- Coaches should err on the side of caution when a pitcher is nearing the next pitch count tier.
- If a manager attempts to have a pitcher pitch before the required number of days rest, the manager will be suspended for that game as well as the next game.
- Managers should consider restricting players who both pitch and catch during the same game.

Balks:

- Regular season until Spring Break:
- Regular season after Spring Break: Each pitcher will receive 1 warning per game.
- Playoffs: No balk warnings

Stealing home: Teams will be allowed to steal home effective after Spring break through the end of the playoffs. However, teams will be limited to one successful steal of home per inning.

Dropped 3rd Strike: The dropped 3rd strike rule is NOT in effect. The batter is ALWAYS out on strike three.

Foul tip clarification: A foul tip is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike and the ball is in play (a stealing runner may be thrown out or may be safe and remain on the base). It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hands.

Playoff seeding: Playoff seeding will be determined by regular season won-loss record. In the case of a tie, the league will use the following tie-break methodology:

1. Head-to-head result (straight to full-season run differential if 3 or more teams tied)
2. Head-to-head run differential
3. Full-season run differential (runs scored minus runs allowed)
4. Coin flip

Substitution Players: When a team (due to sickness, injury, or absence due to conflicts) is forced to start a game with eight (8) or less players, the team may add a substitution player (prior to the start of the game) pursuant to the following guidelines:

The spirit in replacing a player is to not upgrade your team.

Therefore, players ranked in the top 2 rounds for the Black Division draft are categorized as ineligible players.

If a player is added to a team after the draft but that player would have been ranked in the top 2 rounds for the draft, that player shall also be considered ineligible.

The penalties for utilizing an ineligible substitute player shall be (1) forfeiture of the affected game; and (2) suspension of the offending manager for one game.

The replacement player is to wear his regular team's jersey. The replacement player is not allowed to pitch, play catcher or shortstop and must bat last in the lineup.

A substitution player will play as a regular member of the team and is bound by the same minimum play requirements. He may not play if his regular season game conflicts with the substitution game.

The manager must inform the opposing manager prior to the start of the game that he is utilizing a substitution player. If these guidelines are not followed or if a team utilizes an ineligible substitute the team may play or finish the game but the game will be considered a forfeit in the standings.

All substitute players must be registered and in good standing with the league that they are subbing for.