

## DYBSA 10U Rules (Mustang 10U)

### League Purpose:

The goal of the league is for the players to enjoy and learn the game of baseball. Sportsmanship is the top priority of all players, coaches and spectators. Although a score will be kept, winning will not be emphasized. Coaches should work together to make this be the best baseball experience for our young players.

### General Rules:

1. Playing Field
  - Pitching distance: 46 feet
  - Distance between bases: 60 feet
  - Home plate to second: 84 feet, 10 inches
  
2. Equipment
  - A. In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball adopted the USA Baseball bat standard (USABat) on **January 1, 2018**. Except for -3 (BBCOR certified), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. PONY will now allow the use of 2 1/2" USABat certified bats as well.
  - B. Metal cleats are not allowed.
  - C. All helmets must be NOCSAE approved.
  - D. Catchers must wear a mask with a throat guard, chest protector, shin guards, protective head-gear and athletic supporter w/cup when behind the plate. This includes players who are warming up a pitcher.
  - E. No jewelry, unless used for medical identification, will be allowed.
  - F. Any illegal equipment shall be removed from the game.
  
3. Playing Rules
  - A. All players in attendance at the start of the game will be in the starting batting order. Any player arriving after the start of a game will be placed at the end of the batting order. The batting order will not change during the game unless a player leaves early. Free position substitutions will be allowed throughout the game, with the exception of the pitcher (once a

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pitcher is removed that player cannot pitch again in that game.) Pitchers are allowed 5 warm up pitches per inning.

- B. Each team must have eight players to start the game. If less than eight players are available, the game will be considered a scrimmage.
- C. **Game Length: All games will be scheduled for 6 innings or 1 ½ hours, whichever comes first.** No new inning shall start 1½ hours after the start of the game (5:15-6:45 and 7:00-8:30). If game is tied at the end of an inning, after the 1 ½ time limit, the game ends in a tie. If 6 innings have been played and the game is a tie before the 1 ½ hour time limit, one (1) additional inning can be played. After that extra inning, a tie game will be final. If the 1<sup>st</sup> evening game reaches 7:00, the game will be stopped immediately by the umpire, no matter what the situation. Please respect the time limit when you're the first evening game scheduled.

The umpire will announce the game time to both coaches prior to the start. Game time is when the home team takes the field. This will be called the "official game time." It is the responsibility of both coaches to note this time and it shall also be recorded in the official scorebook.

Note for 7:15 games (or for nights when only 1 game is scheduled):  
If both coaches and parents agree, once the 1.5 hour time limit is reached the umpires can leave and the game can continue.

- D. **Mercy Rule:** After four complete innings, if a team is behind 15 or more runs, then the game will be called due to the mercy rule.
- E. Each player in attendance for the entire game will play in the field at least three innings for a game lasting five or more innings.
- F. Home team will be the official scorekeeper.
- G. A five run per inning mercy rule will apply for all innings, including the last inning. If a team is ahead more than five runs entering the last inning, the game is technically over, although coaches can continue if time permits to give players additional experience. Rule Exception: In the bottom of the final inning, the home team can score as many runs as necessary to tie game (if trailing by MORE than 5 runs) but not to win the game.
- H. Any player on the hitting team who is on the field is required to wear a helmet. This includes the on deck batter, as well as players retrieving foul balls and in the coach's box.

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- I. Each team is allowed one bunt per inning.
  - J. Stealing is permitted after the ball crosses home plate. No player is allowed to steal home plate, even in the event of a passed ball or a throw to another base. Leading off is not allowed.
  - K. The only opportunity to score from third base is on a batted ball or forced due to a bases loaded walk.
4. Pitching Rules
- A. Players are allowed to pitch only **two innings** in the same game.
  - B. Players are allowed to pitch only eight innings in one week. A week is defined as Monday to Sunday.
  - C. As soon as the player delivers one pitch to a batter, in live play, it is considered an inning pitched.
  - D. The umpire shall consider the strike zone to expand from the top of the shoulders to the knees of the batter, and one ball width on the corners. Umpires are encouraged to reduce walks w/o making the strike to big. Each coach should be advised of the strike zone prior to the start of the game. The goal is not to have the games turn into a walk exhibition.
5. General Rules
- A. There is no third strike drop rule. If a catcher drops a third strike, the batter is out in all cases.
  - B. All players are required to avoid contact going into second, third or home plate during a close play. Any intentionally running into players will result in the player being called out. Catchers are not allowed to block home plate, and no player is allowed to block a base without the ball.
  - C. Teams are allowed to play four outfielders.
  - D. Home teams are responsible for umpires and two new baseballs.

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- E. Inappropriate behavior will not be allowed. Coaches may discipline a player by removing him/her from the field and the batting order. Umpires may remove a player from the game due to inappropriate behavior after a warning to the player and coach.
- F. If a player throws their bat after swinging, the player will be warned. After the warning, the player will be called out for each bat throwing offense.
- G. Any rule not clarified above will be clarified by the governing body, which in this case is the Mustang section of the Pony rule book.