

2021 Allegheny River League Mustang Division Rules

1. Play is First governed by "Allegheny River League Rules"
2. Play is SECOND governed by the "PONY Rules and Regulations"
3. Play is Third governed by the "Official Rules of Major League Baseball"

1. Games will be 6 innings and 60 foot base paths will be used. Pitchers mound to home plate will be 46 ft.
2. Weekday games shall start at 6 pm. A 15 minute grace period (6:15) shall be provided to a forfeit. Leniency can be agreed upon and granted by umpires and coaches. If a forfeit happens, umpire fees will be paid by the forfeiting teams if the opposing team is not notified the night prior to the game when weather is not a factor. No inning will begin after 7:50 pm Monday through Thursday during the school year even if the field has lights. If one team is still in school and other is not, the rule is still in effect.
3. Home team will supply 2 baseballs per game and one PATCH home plate umpire.
4. Bunting is permitted and encouraged. No Slashing. Slashing defined as squaring to bunt, pulling back and swinging away. Team waring on attempt, out on an executed slash. Players permitted to square to bunt and then pull back accepting the result of the pitch.
5. Stealing:
 - A. Runners cannot leave the base they are occupying until the pitched ball crosses home plate. Runners can only take one base on a steal even if there is an overthrow.
 - B. Only 1 base on an overthrow on a ball that goes out of play. Play may continue on a batted ball with an overthrow that does not go out of play.
 - C. No stealing home. Runner at 3rd can be tagged out if between any base. A runner may only move from third to home as a result of:
 - i a batted ball in play
 - ii a walk with bases loaded
 - iii a hit by pitch with bases loaded
6. Teams will field 10 defensive players. 9 players can be used if the coaches decide on it prior to the games start. Fielding only 8 or less players results in a forfeit.

7. Continuous batting order will be used and the order remains the same throughout the game. If a player must leave a game due to injury, illness, etc. he is skipped in the batting order. If the umpire removes a player, it is recorded as an out each time he is due up to bat.
8. Inning ends after 3 outs OR after 10th batter OR 6 runs. Once the sixth run crosses the plate, the play is over; with the exception of an over the fence home run. There is no limit on how many runs you may score in the LAST inning ONLY.
9. Both the 15 run rule and 10 run rule apply.
10. In Field Fly rule is enforced.
11. Bat size diameter can be no larger than 2 5/8 inches. Bat must be stamped USA Baseball. (No 1.15 BPF bats, big barrel bats, no exception, batter will be called out if a big barrel bat is utilized.)
12. Sliding: Must slide feet first on any close play. All contact is to be avoided by all means. If contact is made with the defensive player and the runner does not slide then the runner is called out (Umpire Discretion). There is no diving head first, unless it is to return to a base.

13. Pitching:

A. Pitch Counts enforced

<https://www.pony.org/portals/10758/docs/rulebooks/2020%20pony%20baseball%20rulebook%20web.pdf> and
(<http://m.mlb.com/pitchsmart/pitching-guidelines>)

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+

- B. A pitcher that crosses a pitch count boundary during at bat shall record the total pitch count but shall count towards days rest at the level they were associated with prior to the batter coming to the plate. For example, if Barney McFastball has pitched 33 pitches. The next batter he throws three pitches to strike out the next batter. His pitch count for the night and towards the week is 36, but his days rest is 1 day since he had not crossed 35 pitches prior to the batter coming to the plate.
- C. Score keepers (and/or Team Manager) are responsible with confirming the pitch count of each team each half inning. Any discrepancy must be resolved before moving on to the next half inning.
- D. A pitcher may not pitch in more than two consecutive days regardless of the number of pitches or innings.
- E. At any time in an at bat, the defensive manager upon being granted time, may indicate an intentional walk to the batter. Any balls remaining to complete the count for a walk for the batter shall not be counted towards the pitch count and the batter is awarded first base. Each pitcher shall not exceed more than two intentional walks per game.
- F. As soon as a pitcher delivers 1 pitch to a batter, it is considered having pitched 1 inning.
- G. Pitcher will be removed after hitting 2 batters per inning or 3 batters per game, NO EXCUSE, if umpire awards kid first base from being hit, he was hit.

H. Once a pitcher is removed for any reason that pitcher cannot return to the pitchers position in that game.

- 14.If the game is suspended before the end of the 1st inning, restart the game. After the 1st inning, the game resumes where it ended .
- 15.Call ups- If any team has 9 players and calls up a Player must play their 9 players for at least 6 innings.
The call up player is permitted to play 2 innings and bat last in continuous line up but must play in the outfield. If the team only has 8 players call up player is permitted to play all 6 innings but cannot pitch and must play in the outfield
- 16.Players may not criss-cross between teams in the same division.
- 17.Teams must be made to be fair within a league/organization and are not “stacked”. If the ARL board deems a team to be stacked, all games may be subject to forfeit.
- 18.Game results are to be entered by the WINNING team and confirmed by the LOSING team at the score.allegHENYriverleague.org website. Score, active roster, pitch count and innings pitched for all pitchers to be entered and confirmed.
- 19.Players not on the active roster for less than 60% of games (or 60% of applicable games due to injury) are not eligible for playoffs. Active roster to be entered by the WINNING team into the score.allegHENYriverleague.org website and confirmed by the LOSING team.
- 20.Failure to enter and confirm all game results may result in forfeit of game in question and following games until confirmed.
- 21.Games played without having submitted final rosters to division representative may result in forfeit of all games in question until rosters are submitted.
- 22.Mandatory 1 game suspension for a player ejected from a game for non-malicious act. To sit out next played game. Mandatory 3 game suspension for a player ejected for malicious intent (intent to injure). To sit out next 3 played games. Repeat offenders will be investigated by the ARL Board for future and further disciplinary action. **Players or coaches that are in need of serving a suspension are ineligible for all ARL games for any team or division until their suspension is served for the team/division in which the suspension occurred. A player that is double rostered or called up is ineligible for any game at a higher or lower division and games those teams play do not count as games served for the suspension.**