

# BRAINERD PARKS AND RECREATION DEPARTMENT

## 2019 Mustang/Bronco/Pony League Regulations

### Pitching Rules:

1. **Pony:** Six innings per night/nine innings per week. **Mustang/Bronco:** Three innings per game/nine innings per week.
2. A pitcher is required to rest 60 hours if the pitcher has pitched four innings or more.
3. The manager may visit the mound only once per inning per pitcher. The pitcher must be removed on the second visit.
4. A pitcher is charged with the number of innings pitched in a specific calendar day and week in which they have pitched regardless of whether they are league games, postponed games, suspended or tied games.
5. As soon as a pitcher delivers one pitch to a batter, he/she shall be considered to have pitched one inning.
6. A starting or relief pitcher may not re-enter the game as a pitcher.
7. Violation of any innings pitched rule results in game forfeit for the violating team.

### Balks:

No balks shall be called in Mustang or Bronco league games.

### Innings Played:

**All players must play a minimum of 3 innings per game and every third game must play a full game.** Substitutions shall be made at the end of the third inning, or rotate players each inning. Exceptions will be considered if a coach notifies the other team's coaches prior to the game that a player will not be playing due to disciplinary reasons or unreasonable absenteeism from practices or games. There shall be no forfeit of a game from an oversight if not entering the required players unless a coach, when notified, refuses to enter the required player immediately. Coaches should notify players that "unexcused" absenteeism may result in an equal amount of nonparticipation in future games.

### Forfeits:

A team must field at least eight players to start a game. A team will have five minutes from starting time to field eight players. If unable to field eight players at that time, the team will then have to forfeit. If neither team can field eight players, the game will be canceled and shall be counted as a loss for both teams. The opposing team must provide the team that is short with a defensive player.

### Uniforms:

A player who has purposely defaced (i.e. cut off sleeves) his/her jersey/pants/hat will not be allowed to play until the jersey/pants/hat has been replaced. Players must wear the official team hat or not be allowed to play. Players must wear same color of pants.

<u>League</u>	<u>Starting time</u>	<u>No inning after</u>	<u>Batting cage</u>
All Leagues	5:30 p.m.	7:00 p.m.	5:00 to 5:25 (H)
	6:00 p.m.	8:00 p.m.	5:30 to 5:55 (H)
	7:00 p.m.	9 p.m./Dark	6:00 to 6:30 (H)
			6:30 to 6:55 (V)

Batting practice schedule remains in effect regardless of whether the appropriate team is on time. Batting practice is not allowed in the infield prior to games. Absolutely no soft-toss against fencing.

Please limit infield practice time to five minutes and only if time permits. Games must start on time. Visiting team takes the field first, a minimum of 11 minutes prior to game time. Home team takes infield second, a minimum of six minutes prior to game time.

**10-run rule:**

**Regular Season:** The 10-run rule is never in effect, except for 5:30 p.m. games when no inning will start after 6:45 p.m. if a team is ahead by 10 runs or more. A player cannot bat twice in one inning when his/her team is ahead by 10 or more runs.

**Playoffs:** The 10-run rule is in effect after 3 ½ innings (or 4 innings if visiting team is ahead) for Mustang and Bronco league playoff games. For Pony League, the 10-run rule is in effect after 4 ½ innings (5 if visiting team is ahead). Playoff games will continue until a tie is broken (no games shall end in a tie).

**Players/Teams:**

In Mustang League a team in the field will consist of 10 players, of which four will play in the outfield. In Bronco and Pony leagues, 9 players will be in the field.

**Official Game:**

Mustang and Bronco leagues play 6 innings; Pony League plays 7 innings.

An official game for Mustang and Bronco leagues is 3 ½ innings or 4 innings, and for Pony 4 ½ innings or 5, depending on whether the visiting team or home team is ahead. A tie at the end of six innings (Mustang/Bronco) or seven innings (Pony) remains a tie, unless time permits for extra innings (this means at least 15 minutes prior to the next scheduled game time).

There is a two-hour limit to games that do not have a game following. This means if an inning starts prior to the two-hour limit you play the entire inning (if home team is behind).

**Suspended Games/Rain-Outs:**

1. A regular-season game will be rescheduled as soon as possible. The entire game will be played over.
2. A playoff game will be rescheduled as soon as possible. The game will be picked up where it left off. The game will be regarded as one game and pitching guidelines will be followed.
3. Rainouts will be rescheduled through the Parks and Recreation Department and notices will be sent immediately to the appropriate coaches.
4. Postponement of games due to rain or darkness shall be at the discretion of the home plate umpire.

**Batting the Entire Order:**

Teams will bat their entire batting order. During the game players may change positions at any time but not change positions in the batting order.

If a team starts with less than the 9 players (Bronco and Pony leagues) or 10 players (Mustang League), the opposing team must provide defensive players. When batting, a team without enough players, will be given an automatic out for the batting position that is not filled. If a team starts the game with enough players and an injury occurs, an out is not recorded for that person in the batting order. The injured player may not re-enter the game.

**Stealing/Passed Ball:**

1. Early lead off by the runner is an out if called by an umpire. In Mustang, base runners must remain on the base until the ball crosses home plate. In Bronco, base runners must remain on the base until the ball leaves the pitcher's hand. In Pony, players may lead off.
2. Runners may advance on a passed ball, however, in Mustang and Bronco the hitter may not advance on a third strike.
3. In Mustang, a runner cannot score on a passed ball.
4. In Mustang, if there is a running on first base and third base, and there is an attempted steal, the runner on third base is not allowed to advance home. This is to encourage the catcher throwing the ball to second base.

**Foul Tip:**

A foul tip that is caught is a strike and the ball is in play. A foul tip that is dropped is a strike and the ball is dead.

**Out of Play:**

1. Runners may advance one base in addition to the base they are going to if a thrown ball, other than a pitched ball, goes through the fence.
2. Runners may advance one base only if a pitched ball goes through the fence.

**Coaches:**

1. Managers and assistants only are allowed in the playing field dugout.
2. Ejection of coaches/players shall be at the sole discretion of the home plate umpire. Coaches/players ejected from a game must serve a one-game suspension. Coaches serving a game suspension may be at the ballpark but cannot assist in coaching of the game. Players serving a game suspension may be at the ballpark but cannot be in the dugout or playing field. A second ejection during the season results in an automatic 10-day suspension in addition to following the Parks and Recreation Department's guidelines set forth in the ejection/suspension policy.

**Standings:**

In the event of ties in the final standings for playoff and future draft considerations, head-to-head competition will determine the final standings. The next step would be run differential. If unable to determine because of rainouts or cancellations, a coin toss will determine final standings/draft order.

**Mid-Season Classics:**

Mid-Season Classics will be held for Bronco and Pony leagues. The number of players allowed from each team will be determined once it is known how many teams are in each league. The Parks and Recreation Department will choose additional players if necessary. Coaches will be from the current season's first place American League and the first place National League team.

### **Rules for leaving teams and replacement of players:**

Any player that does not desire to play for a team shall be ineligible for the remainder of the season. If they wish to participate the following season, they must go through the draft process. After the draft, players will be assigned by the Parks and Recreation Department according to need and draft order.

### **Miscellaneous:**

1. No player in Mustang and Bronco will be allowed to play with metal cleats.
2. The catcher must wear a protective cup and an approved helmet/mask.
3. Runners must attempt to avoid contact when it is apparent that a close play will develop. Failure to slide will result in the runner being called out (this does not include first base). This is an umpire judgment call.
4. Equipment throwing or inappropriate language will not be tolerated. Flagrant throwing of equipment or inappropriate language will result in the removal of that player/coach from the game. It shall be the umpire's decision. A player/coach will receive a one-game suspension if ejected. A second ejection during the season results in an automatic 10-day suspension in addition to following the Parks and Recreation Department's guidelines set forth in the ejection/suspension policy.
5. High school rules will be in effect for the rules noted herein.
6. League coaches are prohibited from smoking or use of other tobacco products while participating in league play.
7. **Bat size for Mustang and Bronco is restricted to a 2 ¼ inch barrel or less. Pony League bat size is minus 3 or less with 2 5/8 maximum barrel. In Pony League, a minus 5 bat may be used if it is a bat provided by the Parks and Recreation Department. If a player is deemed to not be able to properly swing a -5 bat, he/she may use a Bronco League regulation bat. Wood bats are legal for all leagues.**
8. The home plate umpire shall keep the official game time.
9. At any time during the count, the defensive team's coach or catcher can signal the home plate umpire for an intentional walk.
10. A courtesy runner will be allowed for the catcher or pitcher at any time. The runner shall be a player who is not in the line-up, if possible, otherwise the player who was the last out. Coaches are encouraged to always keep their catcher prepared.
11. Once a player has entered the batter's box, that player must keep one foot in the box until his/her turn at bat is completed.
12. Games can be called due to darkness by the home plate umpire or by mutual consent of both coaches.
13. In Mustang and Bronco, once a pitch is delivered (per league rules) runners may steal, advance on a passed ball or must immediately return to their base. "Dancing" off the base is not allowed. Runners may advance at their own risk if there is an errant throw back to the pitcher.
14. In Mustang and Bronco, when a batter walks, he/she may only advance to first base.
15. **The home team will use the third base dugout.**
16. **The home team will provide a scoreboard operator/announcer for each game. At Bane Park, the announcer must check out the key and scoreboard controller from the concession stand for the Pony League booth.**