

HAC Mustang Boys House Rules (2019)

Homer Athletic Club follows the latest edition of the “Pony Baseball” (Pony.org) rules. The following is Homer Athletic Clubs exceptions and editions to those rules.

1. HAC will abide by the latest version of the Pony Baseball Rules with regard to bat requirements, see Section 8C and any revisions on the pony baseball website. 2 ¾” barrel bats are prohibited
2. There will be free substitution during the game for all players except pitchers.
3. A pinch runner may be inserted if there are 2 outs in the inning and the hitting teams’ catcher is on base. The new runner must be the same player that made the 2nd out in the inning. The runner who was replaced must catch the entire next inning, unless he is injured / or replaces the pitcher.
4. All players must play a minimum of three innings in a six inning game. No player shall sit out more than two innings in a row unless due to injury.
5. There will a continuous batting order throughout the game. Players arriving after the game has begun will be added to the end of the order.
6. The maximum runs allowed per inning shall be 6 runs. This rule does not apply in the losing team’s last inning.
7. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four or more complete innings have been played or after three and one-half innings if the home team shall have a 10 run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner.
8. No-Steal Rule: Runners on a team ahead by 10 or more runs shall not be permitted to steal unless a play is made on him.
9. The Drop-Third-Strike rule does not apply.
10. Bunting is allowed.
11. Lead-offs are not allowed. Stealing is permitted as follows: The runner must not leave his base until a pitched ball CAUGHT BY THE CATCHER. One warning will be issued to each team for runners leaving early. A second violation will result in the runner being called out. The ball is considered “dead” and no runner may advance when the pitcher has possession within a 2’ radius of the rubber. A runner who is more than halfway to the next base with the pitcher in possession of the ball within a 2’ radius of the rubber can proceed at his own risk.

LBB PLAY: **Players may steal 2nd or 3rd base only. Once a pitcher is on the rubber the runner/s must remain in**

**contact with the starting base until the ball is caught by the catcher. If the umpire sees a runner**

**leaving the base early that runner will return to starting base. Ball will remain live and runner can be**

**thrown out returning to starting base.**

**Runners are NOT allowed to advance to home on a steal, passed ball, or an over throw by the catcher**

**back to the pitcher.**

**There is no dropped third strike rule.**

**There is no infield fly rule.**

1. Base runners are required to slide or to avoid contact with the opposing player when a play is being made on the base runner. It is a judgment call by the umpire and implemented for the safety of the players. Any malicious actions taken by a player will not be tolerated, and the player will be immediately ejected from the game. Any further acts of this type by a player should be brought to the attention of the League Director.
2. The Infield Fly Rule is not in effect.
3. All players must wear protective cups during games and practices. No exceptions are allowed.
4. Metal spikes are not allowed.
5. A team can play with 8 players. A team with less than 8 players shall forfeit the game. The forfeit is official fifteen minutes after the scheduled start time.
6. Should a team lose a player during the game, for reasons other than injury, an out shall be recorded each time the missing player’s position comes up in the order.
7. Injured players may be substituted with a pinch runner (last recorded out).
8. The injured player may reenter the game without penalty.
9. Players not in attendance cannot be replaced with a player from another Mustang team’s roster. A Pinto player may be used only as the 8th player to avoid a forfeit. He must bat in the last spot in the order and play all defensive innings in the outfield. a. Players arriving late will be placed at the end of the lineup.
10. Complex Games: 5:30 pm Complex Games: No inning shall begin after 7:30pm. The inning will be played to completion. 8:00pm Complex Games: No inning shall begin after 9:45pm. The inning will be played to completion. Saturday Complex Speed-up Rules: No inning shall begin after 1 hour and 45 minutes from a game's actual start time. The inning will be played to completion. A pinch-runner (the last recorded out) will be used for the player who will be the catcher in the next inning. This player must catch the entire next inning unless he is injured/or replaces the pitcher. No infield or outfield practice after the 1st inning. Returning pitchers are allowed 3 warm-up throws. New pitchers are allowed 5 warm-up throws. Batters who are being intentionally walked are awarded 1st base without a ball being thrown. The defensive Manager must communicate his intent to walk the batter to the Umpire and to the opposing Manager.
11. The pitching distance is measured at 44 feet from the front of the pitching rubber to the back point of home plate. Bases are set at 60 feet apart.
12. A League Director can decide if a game should be cancelled and rescheduled due to poor weather conditions prior to the start of a game. Upon the 1st pitch, the umpire assumes authority to postpone the game.
13. If the umpire calls a halt to a game in progress due to inclement conditions, the game shall be considered a complete game provided the losing team has completed at least 4 innings. If the game cannot be considered as complete or is tied, it will be considered a suspended game and will resume at the exact point with the exact lineups at a rescheduled date. Manager must note player at bat, players on base, who has pitched, and players that have sat out. If a player who did not participate in the suspended game becomes available on the rescheduled date, he may be inserted at the start of the next inning at any position except pitcher. This player is to be inserted at the end of the batting order. Games can end in a tie if the allotted maximum time limit is reached.
14. The batter must keep one foot in the batter’s box at all times in order to speed up play. The 1st infraction will result in a warning. Subsequently, each time the player steps out of the batter’s box, the umpire shall call a strike.
15. The first instance of a thrown bat will result in a warning. The second occurrence will result in an automatic out and a dead ball.
16. The batter, the runners, and the on-deck hitter are the only players allowed on the field from the hitting team. Protective headgear is required for these players.
17. Only the manager shall engage the umpire on a disputed call. These conversations are limited to rule interpretation. Judgment calls are not to be argued. The ejection of a Manager will result in an automatic one-game suspension and review by the HAC Board of Directors. If a parent/relative/guardian is ejected from a game, their child is also considered ejected. Like other player-ejections, an out will be recorded each time the player’s position comes up in the batting order.
18. Home team managers are responsible for preparing the field prior to the game. This includes setting the bases, lining the foul lines and batters’ boxes, and all other necessary actions to safely and properly play the game.
19. The Visitor’s manager is responsible for removing and storing the bases at the conclusion of play. All equipment must be safely stored and locked-up.
20. The home team shall have the infield for practice 15 minutes before the start of the game. The visiting team will occupy the infield prior to that.
21. The consumption of alcoholic beverages is prohibited.
22. Spectators are not permitted to sit or stand behind home plate or backstop.
23. Managers are responsible for the actions of their team’s parents, siblings, and spectators. The Umpire will communicate any occurrence of unsportsmanlike conduct to the Manager. Failure by the Manager to control the situation (including asking a spectator to leave) could result in the forfeiture of the game.
24. The final score must be logged into the website within 24 hours by the winning team. Managers must report the innings pitched per player, per game, to the designated league director within 24 hours of the completed game. Failure to comply may result in forfeiture.
25. No more than three players shall “huddle” on the playing field at any time during the game.
26. Should a player have a scheduling conflict among his Part-time travel team and Mustang team commitments, the Mustang team’s interest shall take precedence in every case.

HAC Mustang House Rules Pitching (2016)

1. Pitchers are allowed a maximum of 2 innings per game. No pitcher may appear in more than 3 innings during consecutive games on consecutive days. For Playoffs: Same rules as season.
2. The official pitching week begins on Monday and continues through Sunday.
3. A pitcher is allowed:
4. 8 innings in a 4-game or less scheduled week
5. 9 innings in a 5-game scheduled week

**No pitcher should not pitch more than 3 innings within a 2 day period.**

The head coach from each team is required to email the provided game report showing the pitcher names and number of innings pitched for each game when they email the final scores to the league director. Excel spreadsheet will be provided.

1. Once a pitcher is removed, he may not return as a pitcher in the same game.
2. One pitched ball constitutes an inning pitched.
3. A pitcher shall be removed from the game upon the second visit from a manager/coach within one inning.
4. A pitcher shall be removed from a game in which he hits 2 batters in the same inning, or hits 3 batters during the game.
5. A new pitcher shall be granted 5 pitches prior to the start of that inning, returning pitcher shall be granted 3 pitches prior to the start each inning.
6. Part-time travel ball pitchers statistics should be communicated with the Mustang team manager. It is the responsibility of the Part-time travel manager and the applicable Mustang manager to insure that innings pitched by their common player is not excessive and that the health and well-being of the player is their main priority.
7. If a pitcher is warming up during a game on the field there must be a third person with a glove and batting helmet (if a player) protecting the pitcher and catcher from any foul balls.
8. Any infraction of the above pitching rules may result in the forfeiture of the game in which the violation occurred.
9. All injuries must be reported immediately to the team manager and then the league director if medical treatment is rendered.