



## **Rocklin PONY – Mustang 2026 Rules**

### **Dugouts & Field:**

- Home team will occupy the 3<sup>rd</sup> base dugout. Visiting team will occupy the 1<sup>st</sup> base dugout.
- All offensive players – except for the batter, on-deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.
- Base lengths are to be 60'. Pitching mound set at 46' (back of plate to front of rubber).

### **Field Prep & Scorekeeping:**

- The Home team is responsible for field prep (water, drag and chalk batter's boxes and base lines), and keeping score via Game Changer. The visiting team is responsible for cleanup if you're the last game of the day/night. This includes putting away the bases, replacing plugs, putting away chalkers and any other equipment and dragging/raking the field. As a best practice, if nobody is grabbing a tractor directly from you, put it away in the shed and lock up.

### **Uniforms & Equipment:**

- All players must wear their team jersey & hat, with the jersey tucked in. Plastic or molded cleats are recommended. No metal cleats are allowed. We recommend that all male players wear a cup.
- Helmets must be worn during all hitting activities in practice and while hitting or in the on-deck circle during games.
- All bats must have the USA stamp. Use of illegal bats (USSSA) will result in the player/manager ejection and suspension.

### **Playing the Field:**

- 9 defensive players will be used throughout the season. In the event a team cannot field 7+ players (forfeit occurs below 7), they may borrow players from the other team for defense only or can borrow guest players from another same division team or a lower division team. Guest players must bat last in the order and are ineligible to pitch or catch.
- No player shall sit two (2) full innings until every player sits one (1) full inning. In the event you have 12 or more players; you can have your starting pitcher (only) stay in the game to finish his/her start before sitting. This means ONLY your starting pitcher can bypass the "sitting" rule. Once the starting pitcher is pulled, they must fall back into the normal sitting rules.
- Every player must play a full defensive inning within the infield by the 3<sup>rd</sup> inning. In the event a game doesn't reach 3 innings due to time limit this is void.
- Drop 3<sup>rd</sup> strike rule is in effect, infield fly will not be enforced.

### **Pitching:**

- Pitch Smart Guidelines – 75 pitch daily max for league 9/10-year-olds. Days rest: 1-20 pitches 0 days, 21-35 1 day and 36-50 2 days, 51-65 3 days, 66+ 4 days. See Pitch Smart Guidelines or reach out to Mustang Player Agent for further clarification.
- If a pitcher hits three (3) batters in one inning they must be pulled from the mound.
- In the event a player exceeds their daily max or the required rest days are not observed, the Manager will be suspended, and the player will not be able to pitch in their next game (regardless of rest days).
- A player may only play the pitcher or catcher position combined for a total of five (5) innings. Not eligible to catch if they've reached their daily max pitches.
- Pitchers will receive one (1) warning from the umpire when they balk. Following that, balks shall be enforced.

### **Hitting & Baserunning:**

- Upon the batter hitting the ball in play, the baserunner shall not slide into first (1st) base. Should this occur, the player will be called out. Batter runners may advance at their own risk.
- Leads and steals are allowed except for home plate. Home can only be taken on a batted, passed or overthrown ball.

### **Game Length & Mercy Rule:**

- Games are scheduled for 6 innings. Each of the first four (4) innings will last three (3) outs or five (5) runs, whichever comes first. The 5th inning will last three (3) outs or ten (10) runs, the 6<sup>th</sup> inning is unlimited. In the event the umpire declares last inning (based on no new inning) it will be unlimited. This must be declared by the umpire prior to the visiting team hitting.
- No new inning shall begin after one (1) hour and forty-five (45) minutes, drop dead at two (2) hours and fifteen (15) minutes (On Saturdays only). Weeknight games may finish, but no new inning time still applies.
- If the visiting team is leading by at least 15 runs at the end of 3 or 10 runs at the end of 4 or more complete innings the game shall be declared complete, and the visiting team shall be declared the winner. If the home team is leading by at least 15 runs at the end of 3 or 10 runs at the end of 4 or more complete innings after the visiting team has completed batting the game shall be declared complete and the home team shall be declared the winner.