Mustang Division Ground Rules

2025 Fall Ball

Unless modified below, PONY official rules shall govern gameplay.

Note from the League: Fall Ball is meant to be a developmental season for players wanting to get extra reps and for players jumping to a new division. We don't keep score in the Fall. Please keep it about the kids.

Dugouts:

Home team will occupy the 3rd base dugout. Visitor will use the 1st base dugout. All offensive players – with the exception of the batter, on--deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.

Uniforms:

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. No jewelry may be worn at any time on the fields (practices or games) with the exception of medical I.D. bracelets.

Play Minimums:

All players present and, in the lineup, must play a minimum of one (1) inning in the infield in the first four (4) innings. No player may sit out two (2) innings before all other players have been out one (1) inning.

Pitching:

- 1) 50 Pitches MAX or 2 innings, whichever occurs first. If a player reaches their pitch limit during an at-bat, they may complete that at-bat.
- 2) Pitcher's mound will be set at forty-six (46) feet for the entire season.

Field Prep:

Home team is responsible for preparing the field. For teams that are interleaguing between Rocklin, Roseville, Orangevale or Golden Eagle, if one of the teams playing is home to their field, regardless of being home/visiting team for the game, that team home to their field is responsible for field prep. Additionally, if two visiting teams have game at a location that is not their home location, the team from the previous game that is home to the field, should

help prep the field for the following game. Coaches should be aware of game schedules and field prepping responsibilities each Sunday.

Final Game Field Duties:

The last team of the day/visiting team is responsible for cleaning up the field. This includes: watering the field, dragging, raking bases/basepaths, locking up chalker/bases/tools and ensuring the tractor is locked up in the shed. Coaches should be aware of game schedules and closing responsibilities.

Basepaths:

Bases will be set at sixty (60) feet.

Batting:

- 1) Batters must wear a helmet any time they are on the field. Only the batter and the ondeck batter may swing a bat NO EXCEPTIONS. No Tee-Ball, Coach-Pitch, or Softball bats are allowed for play. Bats must be "USA Baseball" approved.
- 2) Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup. Managers are encouraged to allow players the opportunity to bat in all positions in the batting order.

Base Running:

- 1) Leading off is allowed.
- 2) Stealing is allowed.
- 3) Stealing home is not permitted unless a wild pitch or passed ball has occurred. A returned ball to the pitcher is a dead ball. If the pitcher or catcher attempts to pick off a runner the ball is live, and the runner may attempt to advance at their own peril.
- 4) There is no sliding at first base, sliding will only be permitted at 2nd, 3rd and home. All players must attempt to slide when necessary. Head-first sliding should be strongly discouraged by coaching staff. If sliding occurs at first base, player will be called out.

Innings/Time Limit:

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, whichever comes first. The 6th inning will last three (3) outs with no limit on runs. The ten-run "mercy" rule will begin in the middle of the 5th inning. All MUSTANG games will be scheduled for six (6) innings. No new

inning may begin after 1 hr and 45 minutes. There is NO drop dead time. Games may end in a tie.