

## **MUSTANG DIVISION**

### **GOVERNING RULES AND PHILOSOPHY**

It is the belief of PONY ("Protect Our Nation's Youth") Baseball, and Irvine Pony Baseball Association ("IPBA") specifically, to offer all youth who desire to play organized baseball the opportunity to fulfill this aspiration. IPBA offers many different types of play to provide as many options as possible to assist in the development of young players, and to make sure the players have fun. IPBA believes that participating in an organized youth baseball program will implant positive attributes of sportsmanship, teamwork, self-reliance, discipline and most of all self-esteem. Most importantly, PONY Baseball and its founders believe that this participation should be a family affair.

There are a myriad of opportunities for parents to volunteer in support of their children's team or the league as a whole, and to support their children at the field level. PONY Baseball, and IPBA specifically, is built on experience and direction from its volunteer parents, leaders and appointed board members. From this group of community pioneers we can learn how to build sportsmanship and take this guidance to the roots of our everyday lives.

PONY Baseball is regulated by the official rules of baseball as stated in The Sporting News edition. These rules are amended by PONY Baseball Rules as listed in the most recently published official handbook. Due to local circumstances, these rules have been amended at the regional and local level as approved by the division Vice President and rules committee. The regional and local modifications are set forth below.

#### **1.0 ADMINISTRATIVE ITEMS**

- 1.1 All Managers must maintain a coaches' notebook containing (1) a team roster complete with each player's name, jersey number, parents' names, home address, home and cell phone numbers, (2) copy of Irvine PONY Mustang Division rules, (3) signed medical waivers for each player, (4) signed Parent Code of Conduct for each parent/guardian, (5) signed Managers/Coaches Code of Conduct for each manager/coach.
- 1.2 A manager or coach must not leave a practice/game until parents have picked up all players. Always have your notebook updated with parents' contact information.
- 1.3 Be aware of weather conditions. Call the Irvine Mud Line (949-724-MUDD) to check if fields are open for play. Do not play or practice on closed fields. First infraction for playing or practicing on a closed field is the loss of your next practice. Second infraction is forfeit of your next game.
- 1.4 Only managers and coaches who have completed Irvine PONY background checks, if applicable pursuant to Irvine PONY league requirements, and Managers/Coaches Code of Conduct Forms are permitted in dugouts or on the field during practices and games.

#### **2.0 ROLE OF MANAGERS, COACHES AND PARENTS – PLAYER CONDUCT**

- 2.1 Managers and Coaches should realize that they are role models for the players, and that the players tend to emulate all actions, positive or negative.
- 2.2 All actions of the coaches, parents, and any person associated with a manager's team are the sole responsibility of the team manager. Any outbursts, foul language, confrontations from any member of organized play while on a PONY Field will not be accepted. Inability of the team manager to control the conduct of coaches, team members or their parents, or any other associated persons will be termed an infraction, and can result in discipline, including but not limited to removal of the manager from his

position. If a manager feels he needs assistance, he should not hesitate to contact the division VP.

2.3 There are no protests in the Mustang Division.

2.4 The Umpire is the final decision-maker in all cases. **Umpires judgment calls are final and cannot be changed MLB rule 9.02(a).**

Managers may ask for time and when time is granted they are allowed to discuss rulings on the field. Examples of reasonable reasons to approach an umpire include: asking why a balk was called, why obstruction or interference was called. Out and safe, fair or foul may be discussed on a limited basis, always in a professional and courteous manner. Discussing and/or arguing balls and strikes are not allowed under MLB rule 9.02(a) Comment. If the managers of opposing teams mutually agree that the Umpire's strike-zone is inappropriate, they may jointly approach the umpire to discuss this with him/her, but they are not to unilaterally engage in conversations regarding the Umpire's strike-zone.

If a discussion is to take place, it will only be with the team manager or, in his absence, the lead coach in attendance at the game (as indicated on the game roster). Only a manager may ask for a meeting with the Umpire to discuss an issue on the field. The Team Manager will call for time and walk to meet the Umpire away from the fans and players.

Assistant coaches may only speak to Umpires through the team manager unless asking for general information (ball/strike count, outs, etc.). Any raised voices, outbursts of anger, parent intervention, or other team misconduct will be treated as an infraction if not immediately taken care of by the team manager. If the team manager is the source of un-sportsmanlike conduct, this will immediately be deemed an infraction and that manager will be ejected from the game.

2.5 Players are expected to attend practices and games. Players/Parents are expected to notify managers/coaches ahead of time if players cannot attend practices, games or other team activities. Many managers have team guidelines regarding practices and arrival time prior to games. Players are expected to comply with team guidelines. Managers have the right to discipline players in repeated violation of team guidelines, subject to approval of the division VP. The opposing coach is to be notified if playing time is affected.

2.5 Players will be ejected from games for behavior deemed to be exceedingly unsportsmanlike or violent (e.g., throwing equipment in anger/frustration, verbally abusing other players/coaches or Umpires, threatening other players, intentionally causing physical harm to anyone during a game or any other behavior deemed inappropriate by the game Umpire or a PONY Board Member in attendance). Players ejected in this manner will be suspended for the following game their team plays as well. Continuous violations will lead to expulsion from the league.

### **3.0 OFFICIAL START TIME**

3.1 A game shall start no later than ten (10) minutes after the scheduled time due to a team not having enough players to take the field defensively. A team must have a minimum of eight (8) players to constitute a complete team. If 8 players are not present when it is time to take the field defensively, the team with the shortage of players will forfeit the game. If 8 players are available, the game may be played. However, one out will be recorded every time the missing player was to bat. In addition, a team may start the game on offense with only seven (7) batters, but if the three outs are recorded or the

eighth position comes up to bat and an eighth player has not yet shown up for the game, the team with seven players shall forfeit. A "home" team with only seven players has the option of becoming the visiting team to take advantage of the seven player rule, but only if the other team has at least nine (9) players.

- 3.2 A game shall start no later than fifteen (15) minutes after the scheduled starting time due to the absence of the Umpire. If the Umpire does not take his position within 10 minutes of the official start time, the game may be played without an official Umpire, provided that both managers are in agreement to do so. An un-biased person may be utilized as the Umpire if both managers agree. If a volunteer is selected and the managers agree, this person will take their position behind the pitcher. The calls and decisions made by this person are to be accepted as valid and final. No disagreements or changes will be allowed once the decision has been made to use this person as the Umpire. If the managers cannot agree on a neutral person, or choose not to play without an official Umpire, the division VP must be notified as soon as practicable so that the game can be rescheduled.
- 3.3 Each team shall provide at least one new baseball prior to the start each game and, if necessary, provide additional used-but-playable baseballs if initially provided balls are lost. Both teams should proactively recover balls that are hit or thrown out of play.

#### **4.0 LENGTH AND COMPLETION OF GAMES**

- 4.1 Each game shall be six (6) innings or, pursuant to the "drop-dead" rule, two hours and 15 minutes (2:15), whichever comes first. No new inning shall begin more than two hours (2:00) after the start of the game. At the discretion of the league, these time limits may be modified or removed for purposes of tournament or all-star play. In addition, to the extent the start time for a game is delayed by more than 10 minutes, the game length will be abbreviated prior to the start of the game (e.g. no new inning after 1:45, "drop-dead" of 2:00), and such revised game length shall be communicated to both managers and both scorekeepers. To avoid confusion and disputes, the official scorekeeper shall record the start time of the game, using the Umpire's watch or, if he has none, a timepiece agreed to by both managers. For purposes of clarification, a new inning begins the moment the prior inning ends, which occurs when the third out is recorded or the fifth run, if applicable, scores.
- 4.2 A complete game will be considered four innings. It will be up to the league to reschedule and finish any incomplete game. Time limitations do not apply until a game is considered a complete game
- 4.3 To the extent the drop-dead rule might be applicable, if it appears to the Umpire that a team is purposely delaying the game to reach a drop-dead status, the Umpire can decide to suspend the game after issuing one warning to the delaying team. In the event that the game is suspended, the Division VP will review the situation and determine if the game shall be forfeited or continued at a later date. In addition, if the drop-dead rule applies during an inning, the score shall revert to the score at the conclusion of the prior completed inning.
- 4.4 A team's half-inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs; provided, however, that there is no run limit in the fifth and sixth innings.
- 4.5 There is a mercy rule. The mercy rule of (i) a 15-run lead after 4 innings or (ii) a 10-run lead after 5 innings (whichever comes into effect first) applies per Pony 11.G. This rule is in effect during playoffs and tournaments unless otherwise noted on the tournament rules sheet.

- 4.6 During regular season, games ending in a tie will be recorded as a tie. Extra innings are allowed subject to time limitations and the agreement of both managers. Once extra innings are agreed to and played they will be considered official for purposes of the end result. Playoffs or tournaments cannot end in a tie.

## **5.0 GAME ROSTER**

- 5.1 All drafted players must be listed on the game roster. If a player is absent or injured and not available to play, the roster must reflect this status.
- 5.2 All rosters must be given to the opposing manager and the home team scorekeeper prior to game time with the correct game line-up. Once the game has started no changes may be made to the line-up, except for late arrivals. Late arrivals must be placed at the bottom of the active batting order.
- 5.3 The official scorekeeper shall be the home team scorekeeper unless agreed upon differently by both managers. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.
- 5.4 To the extent a player leaves before the end of a game, his position in the batting order will be treated as follows:

**non-injury situation:** an out will be recorded at that batter's position in the batting order for the balance of the game, unless (i) the manager has notified the opposing manager, Umpire and the official scorekeeper at the beginning of the game **AND** (ii) the player has been put at the bottom of the batting order.

**injury situation:** to the extent an injury occurs and is reported, batter's position in the batting order shall not be counted as an out if such batter is unable to bat in his next and subsequent scheduled batting appearances.

- 5.5 The game roster must indicate the name of the manager or, in his absence, the lead coach.

## **6.0 BATTING**

- 6.1 It is mandatory that all players in attendance at the start of the game shall be listed in the batting line-up and must be given the opportunity to bat, whether they are holding a field position or not in the inning in which they are scheduled to bat. This rule does not apply to tournament play (e.g. Memorial Day, All-Stars, etc).
- 6.2 Batting out of order: Notwithstanding certain exceptions noted in rule 5.4, an out may be recorded against the batter that missed his turn after an appeal is made to the Umpire. An appeal can only be made after the improper batter has completed his at bat and before the next pitch or play. The improper batter may be replaced with the proper batter, anytime while at bat, without penalty **MLB rule 6.07**.
- 6.3 [Intentionally ommitted.]
- 6.4 Players who intentionally, in the judgment of the Umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, may be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners as required.

- 6.5 An intentional walk may be announced by the opposing manager. In this event the batter will be awarded first base and the pitcher will not be required to pitch 4 called balls.
- 6.6 Slash-bunting (the act of showing and/or faking a bunt, but pulling the bat back with the intention of swinging) is not permitted.

## 7.0 PITCHING

- 7.1 There are no balks, but instruction will be provided by the Umpire when a balk situation has occurred; provided, however, that if, in the judgment of the Umpire, a balk directly or indirectly resulted in the putout of a runner, such runner shall not be out, and shall return to the base he occupied prior to the balk. *[see Mustang NL addendum]*
- 7.2 The "dropped third strike" rule is not in effect; the batter is out. *[see Mustang NL addendum]*
- 7.3 Pitchers shall throw a maximum of 50 pitches in a game (irrespective of the number of innings allowed). If a pitcher reaches 50 pitches before completing the current at bat then he shall be permitted to complete that at bat but shall immediately be removed after that batter has completed his at bat.

At the end of every inning the two teams' scorekeepers will record the official pitch count for each pitcher each inning. When a pitching change occurs a total will be recorded for posting on the PONY website score reporting system. When reporting pitchers the total pitches and innings pitched shall be recorded next to the pitcher's name. Failure to report accurate pitch totals can lead to manager suspension.

If there are any unresolved challenges relating to pitch count the count according to the home team scorebook will be considered the correct count. As it applies to rules 7.3 and 7.4, scorekeepers and managers from both teams shall work together in a cooperative manner to monitor pitch counts and ensure pitch count limitations are carefully followed.

- 7.4 Rest period: a pitcher that pitches 41 or more pitches in a game faces a mandatory 1 game rest period and is not eligible to pitch in the team's next scheduled game. Rest periods are absolute and do not reset on a weekly basis (i.e. a pitcher pitching 41 or more pitches on a Saturday **cannot** pitch in his team's next scheduled game even though it is in a new week). Rest periods are mandatory based on pitch count and are not related to innings pitched.
- 7.5 No pitcher shall pitch more than three innings in a day, or more than six innings in a calendar week (Sunday to Saturday), regardless of pitch count.
- 7.6 Once a pitcher has been removed from the mound, he may not pitch again for the remainder of the game.
- 7.7 Pitchers will be logged as having pitched one full inning should they do any one of the following:
- (i) throw warm-up pitches prior to the start of an inning whether or not they then throw any pitches during the same inning; or
  - (ii) throw one or more pitches in any inning of play.

Exception: This rule does not apply to infield play in terms of Rule 9.4 (i.e. if a pitcher throws less than a complete inning then this is not considered a complete inning for purpose of the infield play rule (see rule 9.4)).

- 7.8 When a relief pitcher comes into the game he will be allowed eight warm up pitches. Existing pitchers are allowed five warm up pitches between innings. A relief pitcher that enters the game because of an existing pitcher's injury will be allowed as many warm up pitches as needed.
- 7.9 A pitcher must be replaced if he hits 3 batters in a game.
- 7.10 Pitchers are not permitted to throw curveballs (this includes the safety/football curve), sliders or other breaking balls that differ from such pitchers' natural fastball or change-up.

It is the position of the Pony Board of Directors that throwing breaking balls is hazardous to young player's health and will take disciplinary action on managers that allow them to throw that pitch. The Division VP will monitor games and get reports from Umpires and fellow managers to determine if there has been a violation. Managers encouraging this type of pitch will not be considered for a coaching position in future seasons.

- 7.11 No player who is not league age 9 or 10, as determined by IPBA age rules, may pitch in any Mustang game.

## **8.0 BASE RUNNING**

- 8.1 PONY rule 9.N.(1) shall apply (full stealing under normal baseball rules) except for rule 8.3.

- 8.2 [Intentionally ommitted.]

- 8.3 Home plate is "locked"; a runner may not steal home, nor can he attempt to score on a passed ball or wild pitch. Runners may attempt to advance on a wild pitch or a passed ball and defensive players may attempt to tag such runners out whether or not such runners are attempting to advance (i.e. a pick-off attempt), EXCEPT, home plate remains locked. Once a runner reaches third base safely, he cannot attempt to score on a wild pitch, passed ball, or overthrow. To clarify:

(a) A runner starting at first may steal second and/or third, but cannot score on a wild pitch, passed ball, or overthrow by the catcher, and remains open to being put out by a defensive player at any time the player is off base;

(b) A runner starting at second may steal third, but cannot score on a wild pitch, passed ball, or overthrow by the catcher, and remains open to being put out by a defensive player at any time the player is off base;

(c) A runner starting at third cannot steal home and cannot score on a wild pitch, passed ball, or overthrow by the catcher, and remains open to being put out by a defensive player at any time the player is off base.

However, if the runner reaches home plate safely, he shall be safe, but shall be returned to third base (and the run will not count), as it is not permissible to score from third base on a steal, passed ball, wild pitch, or overthrow. Base runners can only score from third base (1) on a batted ball or continuation plays on a batted ball, or (2) on bases loaded with the batter being walked or awarded a base (e.g. after being hit by pitch or due to catcher's interference). *[see Mustang NL addendum]*

- 8.4 Players **must** slide or avoid contact with defensive players when approaching second, third or home plate. If a player fails to slide or avoid contact, in the opinion of the Umpire, the base runner will be called out. If the failure of the player to slide or avoid contact disrupts a defensive play that would have resulted in another out, the Umpire can call the other player out as well.

- 8.5 The catcher or other defensive player may not block any base or home plate unless he is (i) in possession of the ball or (ii) in the act of fielding the ball. The fielder will be guilty of obstruction as in **MLB rules 7.06(a)(b)**.
- 8.6 Pinch runners may be used in the event of an injury to a player. In the case of an injury the player who recorded the last out will be used as a pinch runner for the injured player. This does not remove the injured player from the line-up and he may stay in the game and bat in the regular order and play a defensive position. If the injured player cannot return to his regular place in the batting order an out will not be recorded when his place in the order comes up the first time through the order (see rule 5.4). Courtesy runners for the catcher are also allowed with two outs in an effort to speed up the game. The last recorded out will be the runner.

## **9.0 FIELDING**

- 9.1 There are free substitutions at the half inning. Players should not be removed during an inning unless due to injury (exception: change of pitchers). Defensive players on the field may be moved from position to position at the coach's discretion only in conjunction with pitching changes or at the half inning, and so long as rules 9.2, 9.3, and 9.4 are not violated.
- 9.2 No player may sit out two defensive innings in a row. Exception: an issue with discipline, in which case the manager must notify the opposing manager of his decision.

**Penalty:** if it is found that a manager has inadvertently, or otherwise, violated rule 9.2, the manager must immediately rectify the situation and it needs to be brought to the attention of the division VP. The affected player will swap with an unaffected player (no other defensive changes are permitted unless a pitching change is also made) and will play the remainder of the inning at that position. In addition, the affected player may not sit out for the remainder of the game unless additional innings are played at the end of 6 innings or whether doing so would result in a violation of rule 9.3.

- 9.3 No player can sit out two defensive innings in a game until every other player on his team has sat out at least one inning (exception: discipline issues (see 9.2)). This rule does not apply to tournament play (e.g. Memorial Day, All-Stars, etc).

**Penalty:** if it is found that a manager has inadvertently, or otherwise, violated rule 9.3, the manager must immediately rectify the situation and it needs to be brought to the attention of the division VP. The affected player will swap with an unaffected player (no other defensive changes are permitted unless a pitching change is also made) and will play the remainder of the inning at that position. In addition, the affected player may not sit out for the remainder of the game unless additional innings are played at the end of 6 innings or whether doing so would result in a further violation of rule 9.3.

- 9.4 Every player must play at least one complete inning in the infield within the first four defensive innings. Pitching less than a complete inning does not constitute a complete inning of infield play for purposes of this rule

It is recommended that each player play a minimum of two (2) innings at an infield position and two (2) innings at an outfield position as game lengths permit. The catcher position will be considered an infield position. Regardless, every player must play in the infield within the first four innings.

**Penalty:** if it is found that a manager has inadvertently, or otherwise, violated rule 9.4, the manager must immediately rectify the situation and it needs to be brought to the attention of the division VP. The affected player will swap with an unaffected infield player (no other defensive changes are permitted unless a pitching change is also made)

and will play the remainder of the inning at that position. In addition, the affected player must also play an additional complete inning at an infield position following the inning in which the violation of this rule occurred. *[see Mustang NL addendum]*

9.5 Outfielders must play no closer than 20 feet behind the base paths, except in the final inning, only in cases where the tying or winning run is at third base with less than two outs.

9.6 The infield fly rule is **not** in effect. *[see Mustang NL addendum]*

## 10.0 FARM TEAM

To avoid going to 8 players a farm system has been established. In order for this rule to take effect and be utilized without abuse the following rules will apply:

10.1 Only sanctioned and appointed teams by division VP may be utilized for farm team activity. Hierarchy for farm team status is shown below.

<b>TEAM</b>	<b>FARMS FROM</b>
Mustang NL	Mustang AL
Mustang AL	Pinto Kid Pitch

10.2 A manager may not go to a farm team unless the following criteria are adhered to:

10.2.1 the manager has reason to believe his team will fall to 9 players or less at or during a scheduled game;

10.2.2 the VP has been notified prior to game time and approved the use of an identified farm player; and

10.2.3 The opposing manager is notified as soon as practicable prior to game start time of (i) the use of a farm player and (ii) the names of your absent players.

If rules for farm team usage are not adhered to, the manager must be notified by the opposing manager and corrective actions taken. If the situation is not corrected, the game will be forfeited by the team utilizing the farm advantage.

10.3 As many farm players as necessary to complete a 9-person roster may be acquired through the approved channels.

10.4 [Intentionally ommitted.]

10.5 It is to the advantage of all concerned to attempt to supply the most talented child available when you are asked to supply a farm team player. You must discuss this with your team parents and let them know this policy is being adopted. Most kids and parents really like the opportunity to play with another team as a farm player.

10.6 The farm player may be brought up only after confirmation that there will be no more than 9 players at the game. If a 10th player shows up prior to game time unexpectedly, the manager will discuss the situation with the child's parents and be sure that there is an understanding of commitment to game schedules. This child may play in the game, however, he/she will not be allowed to play more than every other inning for the duration of the game. If a child shows up after the first pitch has been thrown and a farm player is in place, this child is not allowed to play for the duration of the game. Again, the child's parents need to be spoken with.

10.7 A farm player **must** play at least every other inning. However, when the number of players on the team is 10, the team manager cannot play a farm team player more than

anyone else on his roster. This is accomplished by rotating the farm player in and out every other inning.

- 10.8 The farm player **may not pitch** under **any** circumstances. In addition, he may not play the infield more than two consecutive innings.
- 10.9 The sole purpose of the farm team is to avoid recording an out when batting short and to compete evenly on defense; it is not to bring in ringers and high-grade talent. The positions that are to be filled should be positions that will not upset your current roster.
- 10.10 The farm player(s) must be put at the bottom of the batting order, without exception. Any unresolved infractions of the above stated rules will result in a game forfeiture.

## **11.0 ADDITIONAL PLAYING RULES**

- 11.1 Two offensive time outs per inning are permitted. For purposes of rule 11.1, an offensive time out is one in which a time out is taken for the sole purpose of having the coach communicate with a player (i.e. for reasons other than due to injury or to fix equipment or a uniform, or to discuss a matter with an Umpire). More than two timeouts will be considered a delay of game. Two such infractions will constitute an out. The batter at the plate at the time of the second infraction will take the out in the scorebook.
- 11.2 Two defensive time outs per inning are permitted. On the third time out the pitcher must be removed from the mound. A defensive time-out is considered to be taken when a coach/manager steps past the 1st and 3rd baseline and on to the field for any reason whatsoever except injury or to fix a uniform. If there is any delay to the game because of a manager communicating to his pitcher directly, that too will be considered a time-out.
- 11.3 If a player leaves the field for any reason (i.e., bathroom break), the player may be replaced until they return. If a batter due up to bat is not available to bat for any reason other than verified injury (Umpire's decision), then that batter shall be called out. Managers may not bat around players who have left the field for any reason other than injury. [Refer to sections 5.4 and 6.3 for additional detail.]
- 11.4 All players must wear a protective cup. Catchers must wear hard protective cup.
- 11.5 Metal cleats are not allowed.
- 11.6 Bats may be aluminum, composite or wood, in any case with a diameter not greater than 2-5/8".

## **12.0 ALL-STAR SELECTIONS**

- 12.1 All-Star selections for the National League and American League shall be voted on by the respective managers (i.e. NL for NL players, AL for AL players) and the VP of the division.
- 12.2 Final nominations will take place prior to the Memorial Day Tournament. These nominations, and official league statistics (if available), will be used by the voting body to decide the players selected; however, such nominations are not controlling. The final nominations may be subject to tryout.
- 12.3 In creating each post-season tournament team (All-Stars), the focus will be on creating the best team, and not necessarily selection of the best 12 players.
- 12.4 Selection of managers for all-star or tournament play will start with nominations by fellow coaches in the same league. Managers cannot nominate themselves. Each manager will have one vote and can vote for himself. The VP has two votes and may use them at his

or her discretion. The VP shall cast the deciding vote in case of a tie. The voting process should consider the candidate's: (i) coaching skills and baseball knowledge; (ii) interpersonal skills with the players as well as the parents and Umpires; (iii) desire to play fair in all aspects of the game; (iv) competitive strengths; and (v) the coach's ability to work within the Irvine PONY system and philosophy.

The voting process should not consider whether the candidate's child is selected for the team (the candidate may wish to manage even without his child being a part of the team). In addition, it should be kept in mind that the manager of the first or second place team in league play does not automatically make the manager the best for the position.

- 12.5 The All Star Coach and player selection is described in more detail in the Admin Plan. In all cases, the rules, methods and definitions detailed in the most current Admin Plan will prevail in all cases.

## **ADDENDUM A**

### **Amendments Applicable Only to Mustang - National League**

- 7.1 Beginning March 19<sup>th</sup>, Balks are governed by MLB rules.
- 7.2 The dropped third strike rule is in effect and is governed by MLB rule 6.05(b).
- 8.3 Home plate is not "locked"; a runner may (i) steal home, so long as such steal attempt does not occur until after release of the ball by the catcher to the pitcher or another fielder (i.e. no direct steal of home on the pitch), and (ii) score on a passed ball or wild pitch.
- 9.4 Every player must play at least one complete inning in the infield within the first four defensive innings and at least two complete innings in the infield within the first six defensive innings.
- 9.6 The infield fly rule is in effect (MLB rule 2.00).