**2025 Center Township Athletic Association – League Rules:**

For any rules other than those listed below, refer to the “official Pony League” rulebook available here:

[2025 Pony Rule Book](https://drive.google.com/file/d/1MSm9mDA5LqlA7lNf6Gfzgc19I9cFUaCz/view)

League Guide:

Foal 4U – Age 3-4 – Tee Ball

Shetland 6U – Age 5-6 – Coach Pitch

Pinto 8U – Age 7-8 – Coach Pitch

Mustang 10U – Age 9-10 – Player Pitch

Bronco 12U – Age 11-12 – Player Pitch

Pony 14U – Age 13-14 – Player Pitch

Colt 16U – Age 15-16 – Player Pitch

Ages are cut off at April 30th – i.e. A player must not turn 11 before May 1, 2025 to still be eligible for Mustang League.

Bats:

All Center Township Athletic Association leagues require the use of USA stamped bats. All Colt 16U bats must be -3 BBCOR standard. 2 ¾” bats are prohibited across all CT leagues. Wood bats are permitted across all leagues.

Mustang 10U League Rules – 2025:

Equipment

1. All Center Township Athletic Association leagues require the use of USA stamped bats, with a maximum diameter of 2 ⅝ ”. Wood bats are permitted across all leagues.
2. Metal cleated baseball shoes are prohibited.

Game Play

1. Games are ~2 hours or 6 innings, whichever comes first. No new inning will begin after 1 hour and 45 minutes, but play can continue until the inning is finished. Extra innings will be played if necessary, but only if within the time limit; otherwise a tie will be declared.
   1. If we experience inclement weather, a regulation game will be considered after 3 1⁄2 innings if the home team is winning, or 4 innings if the away team is winning. If the game cannot be continued due to weather and less innings are played, the game will be resumed on a new date.
   2. Games cannot be resumed until 30 minutes after a lightning strike.
   3. Make-up games should be played on Saturday or Sunday of the same week if possible. If not, the coaches need to find a time to make-up the game (preferably on a weekend) that does not affect other teams practice times.
2. Teams must have at least 8 players to start a game. If a team does not have 8 players at the start of the game, a 10-minute grace period will be given. After the 10-minute grace period if the team still does not have 8 players, that team will forfeit the game. Every attempt should be made by coaches to enlist call up players from lower-level leagues if a team is likely to be short on players. In the event a game is played with 8 players, no outs shall be recorded to represent the 9th or 10th players in the batting order.
3. Each 1/2 inning will end after 3 outs or the conclusion of the play that scores the 5th run. Continuation of that play could plate more runs depending on the number of base runners. Ex. Bases loaded and 5th run is on third base, a home run is hit and the bases clear, the batting team gets 8 runs that inning.
   1. This rule also applies to the 6th inning. If after 5 complete innings of play either team has or takes a lead of 9 runs, the team in the lead shall be declared the winner (the maximum possible runs per inning is 8, including continuation).
4. The “mercy” rule is in effect. If a team is leading by at least 15 runs at the end of 3 innings or 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the team in the lead shall be declared the winner. If the home team is leading by these margins, the bottom of the inning shall not be played.

Pitching

1. Players pitch, no coach pitch is permitted at this age.
2. Pitcher must be in contact with the rubber when delivering the pitch.
3. If a pitcher hits 2 batters in an inning or 3 batters in one game, he/she will be removed from the pitcher position. The player can remain in the game at another position but may not pitch again that game.
4. A minimum of three pitchers must be used for each regulation game. No pitcher can throw more than 3 innings in a game. Fewer than three pitchers may be used in shortened games (rain, darkness, when the bottom half of the sixth inning is not played, etc.), but maximum inning rules still apply.
   1. No player can pitch more than 6 innings a week. A pitching week is Sunday through Saturday. One pitch thrown in an inning counts as an inning pitched toward the weekly innings pitched.
   2. It is recommended that coaches keep track of thrown pitches and follow the Pitch Smart guidelines for players to reduce the risk of injury.
   3. No player can pitch 3 innings in more than 1 game per week.
5. There are no balks. Instead, a dead ball will be called, and the pitcher will be instructed on what they did wrong.
6. Intentional walks are prohibited.
7. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury.

Fielding / Defense

1. Ten players shall be used defensively: 4 players in the outfield, 1 player at 3rd, Short Stop, 2nd, 1st, pitcher, and catcher. Outfielders should be evenly dispersed and positioned in the grass. Fewer outfielders can be used if a team has less than 10 players.
2. Each player on the roster should play a minimum of 4 innings in the field of each regulation game. It is encouraged to rotate positions such that every player plays most of the positions over the course of the season. Exceptions to this rule are shortened games (rain, darkness, etc.), when the bottom half of the sixth inning is not played, or disciplinary actions by a coach.
3. No infield fly rule.
4. Fielders shall not inhibit a runner’s ability to advance, unless fielding the baseball. If interference is determined, all runners will be awarded the base they are running to at the time of the infraction.
5. If a catcher interferes with the batter striking the ball, the batter shall be awarded 1st base.
6. All umpires shall be considered part of the field.
7. Defensive teams may NOT have coaches on the field.

Batting

1. All players in attendance will bat in an official batting order. Players arriving late will bat at the bottom of the batting order. Player changes in the field do not affect the batting lineup (free substitutions). If a player has to leave early due to circumstances beyond his control (injury, sickness, family emergency), his/her name will be skipped when it is his turn to bat. However, if a player leaves for any other reason (parent pulling the kid, refusing to bat, extended bathroom break, etc.) the player will record an out for his or her team.
2. An expanded strike zone will be utilized to encourage pitcher development, more swings from the batter, and a faster pace of play. A strike will be called if any part of the ball crosses the plate between the batter’s chin and the very bottom of the knees, and as wide as 1 ball-width off the plate on each side.
3. There is no dropped third strike rule. A batter is out after three strikes, regardless if the catcher catches the ball or not.
4. Bunting is permitted. However, if the batter squares to bunt they cannot pull the bat back and swing at that pitch. If they do, the play is dead and the pitch will be ruled a strike.

Running

1. Runners shall not lead off but may advance at their own risk (steal bases) when the pitch crosses the back of home plate.
   1. If a runner leaves early: if the runner advances safely, the umpire shall call “Time” and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
   2. Runners can only advance one base at a time on a steal attempt (runners are not permitted to advance to the next base on an overthrow of the base). For example, if a runner attempts to steal 2nd base and the catcher throws the ball into center field, the runner cannot advance to 3rd base.
   3. Runners cannot steal home. They are locked on third except for a ball hit in play, walk, HBP or umpire call bringing them home.
   4. Delayed steals are not permitted. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance”. Catchers are permitted to make “back pick” throws behind runners that are attempting to juke or delayed steal, and the result of the play will stand, but the runner cannot advance on this play as it is a delayed steal attempt. A steal will be considered delayed if the runner completely stops his advance to the next base (or retreats), before attempting to continue to advance bases. If the runner stops his advance, he can only return to his initial base or be tagged out by the defense.
2. Runner cannot advance on a throwback from the catcher to the pitcher.
3. A runner cannot advance to home on a throw to a base from the catcher (i.e. throw to second or back pick attempt on the runner). For example, when there are runners on 1st and 3rd base, the runner on 3rd base cannot advance home during attempts to throw out a runner trying to steal 2nd base.
4. A runner shall not interfere with a fielder’s right of way. If a runner interferes with a defensive player making a play, the runner will be called out and no other runners advance.
   1. Sliding shall be directly to the bag or home plate. Collisions must be avoided.
   2. Sliding is suggested into 2nd, 3rd and home when a play is being made.
   3. Headfirst sliding is prohibited and runners attempting to slide headfirst will automatically be called out. The only exception is diving back to a base the runner came from.
5. If the catcher is on base when the 2nd out is made, the catcher may be substituted with the player who made the second out so that they can begin to put on their catcher’s gear.