



# MHPB



## MUSTANG DIVISION

### OUTLINE OF PLAY – 2010

#### A. MUSTANG DIVISION PHILOSOPHY

1. MUSTANG DIVISION PLAY IS FOR 9 AND 10 YEAR OLD PLAYERS. MUSTANG CONTINUES THE FUNDAMENTAL DEVELOPMENT OF THE PLAYER WITH COMPETITIVE PLAY. COACHING EMPHASIS SHOULD BE ON LEARNING THE GAME AND FUNDAMENTAL DEVELOPMENT. PLAY SHOULD BE FUN FOR ALL SKILL LEVELS.
2. GAMES ARE COMPETITIVE WITH SCORING RECORDED (MANAGERS ARE REQUIRED TO SIGN SCOREBOOK). SEASON RECORD WILL DETERMINE SEEDING FOR POST-SEASON TOURNAMENT.

#### B. DIVISION STRUCTURE

1. BASED UPON THE NUMBER OF AVAILABLE PLAYERS, DRS SHALL CREATE TEAMS AND LEAGUES WITH THE INTENT TO ACHIEVE 11 PLAYERS ON EACH TEAM AFTER LATE SIGNUPS AND APPROXIMATELY 16 REGULAR SEASON GAMES.
2. IT IS SUGGESTED THAT WITH 11 OR LESS TEAMS, ONE LEAGUE SHOULD BE FORMED AND WITH 12 OR MORE TEAMS, TWO LEAGUES SHOULD BE FORMED

#### C. RULES

1. RULE HIERARCHY:
  - a. 1ST: 2010 MHPB MUSTANG OUTLINE OF PLAY (THIS DOCUMENT)
  - b. 2ND: 2010 MHPB RULE BOOK
  - c. 3RD: 2010 PONY RULE BOOK
  - d. 4TH: 2010 MLB RULE BOOK (SPORTINGNEWS EDITION)
2. GAMES WILL BE SIX (6) INNINGS
  - a. FOR INNINGS 1 THROUGH 5, PLAY ENDS UPON THE FIRST OF THE FOLLOWING TO OCCUR:
    - i) AFTER 5 RUNS SCORE: ALTHOUGH A MAXIMUM OF FIVE (5) RUNS MAY BE RECORDED IN THE SCOREBOOK PER INNING, TEAMS SHALL COMPLETE THE CURRENT BALL IN PLAY BEFORE LEAVING THE FIELD. OFFENSIVE AND DEFENSIVE PLAYERS SHALL CONTINUE PLAY AFTER THE 5<sup>TH</sup> RUN SCORES UNTIL THE DEFENSE CONTROLS THE FIELD OF PLAY AND ALL RUNNERS HAVE BEEN STOPPED OR HAVE SCORED. PLAYERS ARE NOT TO LEAVE THE FIELD UNTIL ALL PLAY HAS BEEN STOPPED.
    - ii) THREE (3) OUTS RECORDED.
  - b. IN THE 6TH INNING, AND ANY EXTRA INNINGS, EACH HALF INNING ENDS WITH THREE OUTS

3. RULE MODIFICATIONS
  - a. PITCHERS ARE NOT ALLOWED TO THROW ANY STYLE OF BREAKING PITCH
  - b. BEFORE THE 6<sup>TH</sup> GAME OF THE SEASON
    - i) NO PENALTIES RESULTING FROM BALKS
      - (1) UMPIRES SHALL COACH PITCHERS ON BALKS
    - ii) NO STEALING HOME ON PASSED PITCHED BALLS
    - iii) NO ADVANCING ON DROPPED 3<sup>RD</sup> STRIKE
  - c. 7<sup>TH</sup> GAME THROUGH END OF SEASON (AFTER THE 1ST TEAM WHO PLAYS THEIR 7TH GAME)
    - i) BALKS WILL BE CALLED BY UMPIRES
      - (1) 1ST INFRACTION (PER PITCHER): WARNING WITH TEACHING
      - (2) 2ND AND SUBSEQUENT INFRACTION(S) (PER PITCHER): RUNNER ADVANCES
      - (3) EXCEPTION: RUNNERS ON 3RD WILL NOT SCORE ON A BALK.
    - ii) STEALING HOME ON PASSED PITCHED BALLS (RUNNERS MUST STAY BEHIND THE 15 FT LINE FROM 3<sup>RD</sup> BASE. IF UMPIRE FEELS RUNNER HAS CROSSED LINE RUNNER CAN BE CALLED OUT)
    - iii) PLAYER MAY ADVANCE ON DROPPED 3<sup>RD</sup> STRIKE
4. PLAY TIME:
  - a. MINIMUM PLAY TIME: THREE (3) INNINGS PER GAME
  - b. ALL PLAYERS WILL PLAY A MINIMUM OF FOUR (4) COMPLETE GAMES WITH A 16 OR LESS GAME SEASON AND (5) COMPLETE GAMES WITH A 17 OR GREATER GAME SEASON.
5. FREE DEFENSIVE SUBSTITUTIONS.
6. ALL PLAYERS PRESENT AT GAME TIME SHALL BE IN THE BATTING LINEUP
  - a. PLAYERS ARRIVING AFTER FIRST PITCH WILL BE ADDED TO THE END OF THE ORDER.

## D. PLAYER EVALUATION

1. ALL PLAYERS, INCLUDING MANAGER AND COACH'S CHILDREN, WILL PARTICIPATE IN PLAYER EVALUATIONS.
2. EVALUATIONS WILL BE HELD ON SATURDAY, JANUARY 30 (RAIN OUT MAKE-UP: FEBRUARY 6).
3. EACH PLAYER WILL DEMONSTRATE HIS / HER ABILITY TO:
  - a. FIELD FLY BALLS (QTY. 2) IN THE OUTFIELD AND THROW IN
  - b. FIELD GROUND BALLS (QTY. 3) IN THE INFIELD AND THROW TO 1ST BASE
  - c. PITCH (3 PITCHES)
  - d. HIT (3 PITCHES, 5 SWINGS MAX)
  - e. TIMED AND RECORDED RUN OF THE BASES.
4. TO ASSURE CONSISTENCY, A PITCHING MACHINE SHALL BE USED FOR FLY BALLS, AND HITTING.
5. ALL MANAGERS AND 1<sup>ST</sup> COACHES SHALL ATTEND AND ASSIST IN PLAYER EVALUATIONS.

## **E. DRAFT**

1. DRAFT WILL BE HELD THE SAME NIGHT AS EVALUATIONS OR AS CLOSE AS POSSIBLE TO EVALUATION DAY .
2. BALANCING OF TEAMS SHALL TAKE PRECEDENCE OVER COACH PAIRING AND WILL BE HANDLED AT THE DISCRETION OF THE DRS. THE DRS SHOULD NOT ALLOW TWO FIRST ROUND PAIRINGS.
3. USE A ROTATING DRAFT ORDER WHERE ALL KIDS ARE RANKED 1-150 ETC. BY VOTES OF THE MANAGERS BEFORE DRAFTING BEGINS. NO PLAYER MORE WHOSE RANKING IS MORE THAT 30 PTS HIGHER THAN THE TOTAL PLAYERS AT THE END OF THE CURRENT ROUND MAY BE CHOSEN. ( EXAMPLE, ROUND 3 – TOTAL OF 36 PLAYERS, NO PLAYER RANKED 67 OR HIGHER MAY BE DRAFTED IN THIS ROUND. )
  - a. COACHES SHALL FIRST RANK THE LEADING PITCHING PROSPECTS TO EQUAL TWICE THE NUMBER OF TEAMS FORMED, FOLLOWED BY RANKING OF THE REMAINING PLAYERS. IT IS SUGGESTED THAT COACHES DRAFT THE PITCHERS FIRST.
4. FREEZING SHALL OCCUR PER THE MHPB RULEBOOK AND FROZEN POSITIONS MAY BE MOVED UP OR DOWN BY A VOTE OF THE MAJORITY OF MANAGERS
5. FIRST ROUND DRAFT ORDER SHALL PROCEED PER THE MHPB RULEBOOK BASED UPON FROZEN PLAYERS, TIES SHALL BE RESOLVED BY DRAWING LOTS.
6. EACH ROUND THEREAFTER DRAFT ORDER SHALL BE RECALCULATED BY ADDING THE RANKING OF KIDS DRAFTED FROM PREVIOUS ROUNDS. TIES WILL BE RESOLVED BY DRAWING LOTS.
7. A MEMBER OF THE MHPB BOARD SHALL BE IN ATTENDANCE AT THE DRAFT.

## **F. MEMORIAL TOURNAMENT**

1. HOST A 10 TEAM MEMORIAL TOURNAMENT IN MORGAN HILL WITH 4 GAMES MINIMUM
2. PONY BASEBALL RULES APPLY TO MEMORIAL TOURNAMENT PLAY WITH THE EXCEPTION OF MINIMUM PLAY TIME.
3. A, B AND C ALL-STAR TEAMS SHALL BE SELECTED VIA MHPB RULES WITH THE FOLLOWING MODIFICATIONS.
4. THE A, B AND C TEAMS ARE DRAFTED SEQUENTIALLY
  - a. A TEAM IS SELECTED AS FOLLOWS
    - i) MANAGERS RANK THE FIRST 60 PLAYERS, THE PLAYER AGENT TALLIES POINTS, CREATING A PLAYER RANKING LIST OF THE HIGHEST POINT RECEIVERS AMONG ALL MUSTANG PLAYERS.
    - ii) FOR A-TEAM SELECTION ONLY, THE EIGHT (8) HIGHEST POINT RECEIVERS ARE AUTOMATIC SELECTIONS.
    - iii) MANAGER DRAFTS REMAINING TEAM MEMBERS FROM THE NEXT 9 RANKED PLAYERS.
    - iv) MANAGER CONFIRMS COACHING STAFF AND TWELVE (12) TO FIFTEEN (15) PLAYERS.
    - v) DECLINING PLAYERS ARE REMOVED FROM LIST.
      - (1) DECLINING PLAYERS ARE NOT ALLOWED TO PLAY ON LOWER LEVEL TEAMS
    - vi) REMAINING PLAYERS ARE RETURNED TO LIST FOR NEXT LEVEL TEAM.
  - b. B TEAM IS SELECTED FROM REMAINING LIST USING A-TEAM PROCEDURE ABOVE
  - c. C TEAM IS SELECTED FROM REMAINING LIST USING A-TEAM PROCEDURE ABOVE

## **G. POST-SEASON TOURNAMENT**

1. TWO BRACKETS: AMERICAN LEAGUE AND NATIONAL LEAGUE OR BRACKETS GENERATED BY ALTERNATING BY SEASON RECORD.
2. ALL TEAMS PARTICIPATE WITH SEEDING DETERMINED BY SEASON LEAGUE RECORD.
  - a. 1ST TIE BREAKER: HEAD TO HEAD RECORD
  - b. 2ND TIE BREAKER: HEAD TO HEAD RUNS ALLOWED
  - c. 3RD TIE BREAKER: HEAD TO HEAD RUNS SCORED
  - d. 4TH TIE BREAKER: COIN TOSS
3. TOURNAMENT IS DOUBLE ELIMINATION.
4. CITY CHAMPIONSHIP
  - a. LEAGUE CHAMPIONS OR BRACKET CHAMPIONS MEET IN CITY CHAMPIONSHIP ON "CITY CHAMPIONSHIP SATURDAY".
  - b. MHPB PROVIDES COMMEMORATIVE AWARDS FOR BOTH TEAMS IN CHAMPIONSHIP GAME.

## All Star Tournament

5. PONY BASEBALL RULES APPLY TO ALL STAR PLAY.
6. A, B AND C ALL-STAR TEAMS SHALL BE SELECTED VIA MHPB RULES WITH THE FOLLOWING MODIFICATIONS.
7. THE A, B AND C TEAMS ARE DRAFTED SEQUENTIALLY
  - a. A TEAM IS SELECTED AS FOLLOWS
    - i) MANAGERS RANK THE FIRST 60 PLAYERS, THE PLAYER AGENT TALLIES POINTS, CREATING A PLAYER RANKING LIST OF THE HIGHEST POINT RECEIVERS AMONG ALL MUSTANG PLAYERS.
    - ii) FOR A-TEAM SELECTION ONLY, THE EIGHT (8) HIGHEST POINT RECEIVERS ARE AUTOMATIC SELECTIONS.
    - iii) MANAGER DRAFTS REMAINING TEAM MEMBERS FROM THE NEXT 9 RANKED PLAYERS.
    - iv) MANAGER CONFIRMS COACHING STAFF AND TWELVE (12) TO FIFTEEN (15) PLAYERS.
    - v) DECLINING PLAYERS ARE REMOVED FROM LIST.
      - (1) DECLINING PLAYERS ARE NOT ALLOWED TO PLAY ON LOWER LEVEL TEAMS
    - vi) REMAINING PLAYERS ARE RETURNED TO LIST FOR NEXT LEVEL TEAM.
  - b. B TEAM IS SELECTED FROM REMAINING LIST USING A-TEAM PROCEDURE ABOVE
  - c. C TEAM IS SELECTED FROM REMAINING LIST USING A-TEAM PROCEDURE ABOVE

## H. DIVISION REPS

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