

# JYL Mustang Baseball Rules

Last revision 2011

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## 1. Game Duration

- 1.1. Three outs per inning, 6 innings per game (time permitting).
- 1.2. Umpires will announce start time at the beginning of the game.
- 1.3. No new inning will start after 1:45 minutes on weekend games.
- 1.4. Weekday games will last 6 innings or until dark (umpire's discretion).
- 1.5. 10-run rule applies after 3 ½ or 4 innings.
- 1.6. A minimum of 8 players are required to start a game. The 9<sup>th</sup> batting position will be counted as an out.
  - 1.6.1. If a team starts with 9 players and loses a player due to injury then that position in the batting order will not be counted as an out. However, the injured player will not be allowed to re-enter the game if his position in the batting order is skipped without taking an out.
- 1.7. 5-run limit per inning except for the last inning.
  - 1.7.1. If the last, unlimited run inning completes with time still available (per rule 1.3 and 1.4) then an additional unlimited run inning is allowed.

## 2. Playing Time

- 2.1. Play 10 in the field.
- 2.2. No player should sit on the bench more than 1 inning per game.
- 2.3. All players must play within the first 2 innings of the game.
- 2.4. All players must play an infield position by the completion of the 4<sup>th</sup> inning.
- 2.5. Free substitution of players is allowed.

## 3. Pitching

- 3.1. Standard PONY League rules will apply except where stated otherwise.
- 3.2. Pitchers will be limited to 2 innings per game day and may pitch on consecutive days.
- 3.3. Delivering one pitch to a batter in an inning is considered a full inning pitched.
- 3.4. Pitchers may not re-enter the game as a pitcher once removed from the mound.
- 3.5. No balks or intentional walks.
- 3.6. Pitcher must be replaced if coach goes to the mound a 2<sup>nd</sup> time in the same inning.

## 4. Batting

- 4.1. All players present for the game will bat.
- 4.2. Bunting is allowed.
- 4.3. Spring 2011 season is the last season that 2 ¾ inch (big barrel) bats are allowed for league play.

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## 5. Base Running

- 5.1. Players may steal 2<sup>nd</sup> or 3<sup>rd</sup> base but may not leave a base before a pitched ball crosses home plate.
- 5.2. If a base runner leaves the base before the ball crosses the home plate then:
  - 5.2.1. The first violation by a team will result in a warning.
  - 5.2.2. All subsequent violations by a team will result in the base runner being out.
- 5.3. Runner may steal home once catcher returns the ball into play (i.e. throws the ball back to the pitcher).
- 5.4. Runner must return to 3<sup>rd</sup> base if pitcher is in possession of ball (no cat and mouse games).
- 5.5. Mandatory slide rule at 2<sup>nd</sup>, 3<sup>rd</sup> and home if there is a play at that base.
- 5.6. Infield Fly Rule applies.
- 5.7. A maximum of 3 stolen bases at home are allowed per inning except for the last inning which is unlimited.  
[2 stolen bases per inning is the limit in the Fall season.](#)

## 6. Catchers

- 6.1. Must wear a cup.
- 6.2. Courtesy runner allowed for catcher with 2 outs. Player making the last out is the substitute.

## 7. Player Substitution

- 7.1. If less than 10 players are present, team may recruit from other Mustang or Pinto teams.
- 7.2. The substitute must bat last and play in the outfield. 1 infield inning is allowed.

## Tournament Rule Modifications

1. All games will last 6 innings unless called due to weather conditions or 10-run rule.
2. The higher seeded team is the home team.