**LCYO MUSTANG/BRONCO/PONY/COLT RULES**

LCYO Baseball rules are governed by the following rules: Major League Baseball rules, superseded by Pony Baseball rules, superseded by LCYO Local Rules.

1. Time Limits and Length of Games:

**Mustang**: No new inning shall begin after six innings or 1 hour 45 minutes of play. Any inning beginning before the 1:45 hour time limit is reached shall be completed. Unless the coaches agree otherwise, the home team shall not bat in the bottom of the final inning if it has the lead. There is no ‘drop dead’ time.

**Bronco**: No new inning shall begin after seven innings or 2:00 hours of play. There will be a 2 hour and 20 minute ‘drop dead’ time. If the final inning is not completed within 2 hours and 20 minutes, the score of the game will revert back to the score of the last fully completed inning.

**Pony**: The seventh inning or any inning beginning after 1:45 will be declared the final inning and will not be subject to a run limit (an ‘Open Inning’). The Open Inning shall be subject to a 2 hour and 20 minute ‘drop dead’ time. If the Open Inning is not completed due to the time limit, the score of the game shall revert back to the score of the last fully completed inning.

**Colt**: No new inning shall begin after seven innings or 2 hours and 15 minutes of play.

In the playoffs, all games shall be 6 innings for Mustang and 7 innings for Bronco, Pony and Colt. If needed, extra innings will be played in order to determine a winner.

2. A team must start and finish with at least 8 players or the game shall be forfeited. The coaches should continue to attempt to play forfeited games, with one team allowing the shorthanded team to borrow players to fill in as outfielders.

3. All players shall bat in the batting order.

4. Metal Cleats are only allowed in Pony and Colt.

5. The **Slide or Avoid** rule is in effect for all levels of play. A base runner will be called out if contact with the fielder occurs and the runner fails to slide or does not avoid contact with a fielder or commits an unsafe play in the opinion of the Umpire. Defensive players shall not block the base to which a runner is advancing unless the fielder is in possession of the ball or in the act of receiving the ball. Note that this does not necessarily mean that runners must slide, only that they should try to avoid contact.

**For the purpose of this rule: A play is constituted by having a runner and a fielder, in possession of the ball OR in the act of receiving the baseball in close proximity of the base. Plays such as a throw home that is up the third base line or a throw that pulls the first baseman off the bag are most likely to be ruled as incidental contact in the judgment of the umpire.**

6. Maximum Run Rules per Inning:

**Mustang**: 4 runs per inning

**Bronco:** 4 runs per inning

**Pony**: 4 runs per inning, except for the Open Inning

**Pony**: Interleague Play – No run per inning restrictions

**Colt**: No run per inning restrictions

7. Minimum Play Rule: ALL Divisions

Unless injured, no player shall sit on the bench during 2 consecutive defensive innings. No player shall sit out twice before every player has sat out at least once.

Each player will play an infield position (P, C, 1B, 2B, 3B, SS) for at least two innings per game. Each player shall be required to play at least one defensive inning in the outfield.

8. Intentional Walks:

**Mustang**: No intentional walks.  A pitcher must pitch to all hitters.

**Bronco**: No intentional walks.  A pitcher must pitch to all hitters.

**Pony**: Advise the Umpire. No pitches are necessary.

**Colt**: Advise the Umpire. No pitches are necessary.

9. The only coaches allowed on the field or dugout will be coaches/sponsors that are approved by the league and that have been through the screening by NCSI.

10. There is no “Mercy Rule”. All games to be completed to the maximum number of innings or to the time limit, unless otherwise agreed by the managers.

11. The home team is the official scorekeeper.

12. Pitching Rules:

 **Division Max Innings per Pitcher**

 **Mustang** first 8 games 2 consecutive innings for as many as one pitcher

 **Mustang** after game 8 2 consecutive innings for as many as two pitchers

 **Bronco** 2 consecutive innings

 **Pony** 1st Half Season 2 consecutive innings

 **Pony** 2nd Half Season 3 consecutive innings, 1 pitcher ONLY

 **Pony** (Fall Ball) 3 consecutive innings

 **Colt** Pony Rules Apply

 \*\* Curve Balls are not permitted in the Mustang Division.

13. A hitter will be warned the first time they accidentally throw their bat. If the same player throws their bat during any ensuing at bats, they will be called out and will not be allowed to bat again for that game, but may play a defensive position.

14. If a player is injured or has to leave the game for any reason, their position in the batting order is skipped, and no out is recorded. If the player is injured during an at bat, the next hitter in the lineup assumes his count and the game proceeds without recording an out. Players arriving late are inserted as the last batter in the lineup.

15. Infield Warm Ups: Time permitting, each team shall be allowed 10 minutes to conduct infield practice. The visiting team shall have the field beginning twenty-five minutes until fifteen minutes prior to the scheduled game time. The home team shall have the field from fifteen until five minutes before the scheduled game time. The Umpires shall have the last 5 minutes for pre-game instructions.

16. The home team (as listed on the schedule) shall be responsible for ensuring that bases are in place, and the field is dragged**.** The visiting team shall chalk the foul lines. Field preparation must be completed at least 30 min prior to the start of the game**.** After the final game of the day, the home team shall return the bases and any other equipment to the storage bins and move the portable mounds to side of field at Poinsettia and Stagecoach.

17. Balks:

**Mustang**: 1 warning per pitcher

2nd balk / same pitcher – enforce the balk. The balk will NOT advance a runner to home plate or third base. The only time a balk is enforced is when there is a runner on first who can advance to an otherwise unoccupied second base.

**Bronco**: 1 warning per team per game, all balks enforced after the first team warning

**Pony**: No Warnings

**Colt**: No Warnings

18. Base Running:

**Mustang**: Lead-offs will be allowed at first base only.  No lead-offs at second or third base are allowed until the pitch crosses home plate and there is a passed ball or a wild pitch. Once a batter safely reaches first base, the batter/runner is not allowed to steal second until the pitcher has stepped on the rubber.

 If a catcher fields a pitch in the dirt cleanly, that is not considered a wild pitch or a passed ball for purposes of allowing the runners to advance from second base to third. In these cases, runners may not advance.

**Bronco, Pony, Colt**:

 **NO STRAIGHT STEALS OF HOME OR SUICIDE SQUEEZES** are permitted. If a straight steal of home is attempted the runner will be called out. A Safety squeeze is permitted provided that the runner does not break for home until after the batter bunts. Runners at third base may attempt to advance on a wild pitch, passed ball or pickoff attempt.

19. Safety is the first priority. An Umpire observing an unsafe condition or act is to immediately call time and rectify said condition. If a safety concern arises during the continuation of play, the Umpire is to call time, identify the safety concern (i.e. An injured player) immediately. If needed the Umpire will award such bases to the runner(s) to negate the stoppage in play.

**MUSTANG SPECIFIC RULES**

1. A batting helmet with face guard is required for all offensive players.
2. The Infield Fly Rule shall not be enforced.
3. The Dropped Third Strike Rule shall not be enforced.

**BRONCO SPECIFIC RULES**

1. For regular season games, teams may use Bronco players as substitutes but are encouraged to use substitutes that are not of higher skill level than the players being replaced. Teams may use any player from the Mustang division as substitutions. The substitutions will wear their regular team uniform and may play any defensive position except pitcher or catcher and will bat at the end of the batting order.

 B. No substitutions are allowed for playoff games.

**Code of Conduct**

Participants shall be considered but not limited to: Players, Coaches, Managers, Umpires, and Spectators and shall refrain from the following conduct:

* Foul, obscene, or negative Language
* Physical altercations of any kind
* All forms of umpire abuse
* Substance abuse
* Throwing of any object in a show of temper or disgust
* Inappropriate behavior towards any “on the field personnel” (Managers, Coaches, Players, or Umpires)
* Harassment or disrespect to any participants
* Causing or participating in causing any unsafe activities – on or off the field of play

Violations are subject to ejection from the ball field and further disciplinary as deemed by the LCYO Board of Directors.