

2024 Washington Youth Baseball Mustang Rules

Pre-Game Rules (Section A)

1. Catchers must use a catcher's mitt, cup, appropriate catcher's gear, and a hockey-style catcher's mask. Two-piece catcher masks are **NOT** allowed.
2. Bats must be **USA stamped**. It is the responsibility of the manager to ensure all players are using legal bats and both managers should address this rule prior to each game. **Penalty: If an illegal bat is identified after the first pitch, but before the next at-bat, the batter will be declared OUT and the Manager will be Suspended for the remaining of the game.**
3. Bat boys are not permitted in Mustang
4. Home team is responsible for paying umpires before each game. Games will not start until umpires are paid.
5. Games begin at 6:00PM on Weekdays and 11:00AM on weekends.
6. Pre-Game warm-up: Home Team: 4:50PM-5:20PM & Away Team 5:20PM-5:50PM.
7. All players will play a **minimum of 2 complete innings or 12 outs**. NO EXCEPTIONS.

Game-Time Rules (Section B)

1. All teams will bat their entire roster. If an injured player is unable to bat for any reason, that spot will be skipped over, it is not an out. If a player is ejected and their spot comes up in the batting order, their spot will be an out.
2. All teams must have 9 eligible players to start the game, ANYTHING LESS WILL BE A FORFEIT, but you may still play the game. The final score will be 6-0.
3. If a team only has 9 players and the game is in progress and an injury, illness or ejection occurs, the game will be played with (8) players, but in the spot that is vacant by the vacated player it will be an automatic out.
4. There is a **10** run rule after 3 ½ innings if the home team is winning and 4 complete if the visiting team is winning.
5. There is a **15** run rule after 2 ½ innings if the home team is winning and 3 complete if the visiting team is winning.
6. Pitching rules: 2 innings maximum per game. One pitch constitutes an inning.
7. A pitcher that hits 3 batters in an outing must be removed from pitching that game.
8. There are **NO Balks** in Mustang
9. There is NO Infield Fly Rule

10. Manager is only allowed 2 trips to the mound, 2nd trip the manager must pull the pitcher, but they may play any other position.
11. A catcher may only catch **4 innings** per game. Maximum of 6 innings per day.
12. In the event of rain or darkness the game will be complete only if you have played 3 ½ innings if the home team is winning or 4 complete innings if the visiting team winning. If you are in the middle of the 5th or 6th inning and the game is called for darkness, the game will revert back to the last complete inning to determine the winner.
13. In the event of extra innings, only 9 innings will be played, if there is no winner after 9 innings the game will be declared a tie.
14. **Base runners will be called out for leaving the base early. Leaving early is before the ball passes home plate. There will be 1 warning in the 1st 2 weeks of the season.**
15. **Stealing of all bases is permitted with the exception of home. Home may only be stolen on a wild pitch, pass ball, an overthrow back to the pitcher, or a play being made at another base.**
16. Head first sliding is allowed.
17. There will be no swinging bunts. Once you square around to bunt, you must bunt or pull the bat back. If a player attempts a bunt and then swings, the batter will be called out.
18. Malicious contact by a base runner, runner will be called out and ejected plus a **(1)** game suspension.
19. **Courtesy runner** - When there are two outs in an inning and the catcher of the team at bat is on base, the manager may elect to have a runner replace the catcher on base. The substitute runner shall be the last player recorded as out in that inning.
20. No running on a dropped strike 3.
21. **While a runner is on base and the catcher or pitcher have the ball and a base runner takes one step back toward the base that he came from, the umpire shall call time and the play is dead.**
22. **Batters cannot advance to 2nd base on a walk, unless there is an OVERTHROW to the pitcher or an OVERTHROW to another base.**
23. All other rules will follow Pony Baseball for Mustang.