

CTYAA

BASEBALL ASSOC

MUSTANG IN-HOUSE RULES – 2011

1. All Canon-Mac Baseball is governed by the Official Rules of Major League Baseball, except in the instances noted in the Pony Baseball Rules and Regulations Book and the specific circumstances noted below.
2. 10 payers in the field. Must start with a minimum of 8 players. Teams are allowed 4 outfielders, no roaming positions.
3. Everybody bats and plays minimum of three innings in the field. Free substitutions, except pitching. Once a pitcher is removed, that player cannot pitch again in the same game.
4. There will be a five run per inning limit except for the 6th inning which will have no run scoring limits. When the fifth run crosses the plate the play is not dead. The play shall continue until the ball is dead by rule. This means a team can score up to 8 runs in one inning.
5. No infield fly rule.
6. No swinging bunts (Butcher Bunts). Player will may be ejected and considered an out in the line-up if not replaced.
7. No head first slides into any base including home plate. Exception is when a player is diving back into the base on a throwback. The penalty is an out.
8. Players must slide for plays at home plate and avoid contact in a tagging situation at home plate. The penalty is an out (Umpire's Judgment).
9. Each team will be issued 2 team warnings for a thrown bat at the plate. The third violation is an out.
10. Throwing of team equipment by any player or coach may result in an Automatic ejection after completion of the play (Umpire's Judgment).
11. A pitcher must be replaced if they have hit 2 batters in the same inning or a total of 3 batters in a game.
12. Once the pitcher places their foot on the rubber with possession of the ball the play is dead, and the runner cannot advance to next base until the next pitched ball has been put in play with the bat or the pitch has passed the plate.
13. Base runners cannot steal until the ball passes the plate. One warning will be issued per team. Penalty is an out after warning issued. (Umpire's Judgment)
14. Runners cannot steal home. If over thrown when stealing third, runner cannot go home. During the Mustang Classic players may steal home.
15. On attempted steals to 2nd or 3rd base, the runner can advance on overthrows.
16. During pick-off attempts by the catcher at 1st or 2nd base, the runner can advance all the way to 3rd base if possible. Once on 3rd, the runner must be batted or walked in. Again during the Mustang Classic the runners may advance home.

17. Delayed steals are permissible to 2nd or 3rd base (and home during the Mustang Classic). If the pitcher misses the throw from the catcher, a runner can advance to 2nd or 3rd base. Once on 3rd, the runner must be batted or walked in.
18. The batter must keep one foot in the batters box at all times in order to speed up play. The batter can step out only when time is called or if there is a foul ball.
19. Pitching
 - Maximum of 7 innings per week. Sunday through Saturday constitutes a week. Maximum 2 innings per game or 3 innings per day for a double header. If you pitch 2 innings or less in a game, you may pitch the next consecutive game without 40 hours rest. Once you pitch 3 innings in one day, pitcher must rest 40 hours. One pitch constitutes an inning pitched.
 - A nine year old player must pitch by the fourth inning and any combination of nine year olds must pitch at least 2 [??] complete innings. A nine year old pitcher must pitch for at least 3 outs or 3 runs to constitute an inning pitched. If a nine year old pitcher hits two batters in an inning and must be removed, another nine year old pitcher must take his place to complete the inning as indicated above.
20. On a dropped 3rd strike the batter is out. Runners may not advance.
21. Big barrel bats will be permitted.
22. Player Substitutions: A team may substitute players in order to bring their starting roster up to a maximum of 9 players.
23. All Substitute Players must:
 - Be added to the bottom of the batting order.
 - Play the outfield and play in right field. If two substitute players are needed, they will play right and left. A third substitute would then play center
 - Substitutes should be Pinto players but such Pinto player cannot skip a Pinto game to play up in Mustang.
24. For the Mustang Classic, teams must play with a 9 player roster. If they are short players then they can call up players from Pinto. No substitute Mustang players may be used in the Mustang Classic.