

## 2025 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
6. Pre-Game warm-up: Share the field together, both teams should be off the field 10 minutes prior to scheduled time. Try to not use the infield so it is ready for the game to start.
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. If a player leaves early (not due to injury), it is 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 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 during the regular season. One pitch constitutes an inning. 3 innings maximum per game during the playoffs. A 9 year old must pitch 2 innings per game minimum.

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. If a manager steps on the field of play (inside the white lines to instruct the pitcher) this is considered a mound visit.
11. A catcher may only catch 4 innings per game.
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.

24. Scoring for post season seeding is as follows 3 points for a win, 2 points for a tie, 1 point for a loss. If a game is not contested, no points are awarded to either team. If a team forfeits a game, they receive 0 points. It is in the spirit of recreational baseball for kids to play the game.