

# CYB Rules – Mustang, Bronco, Pony & Colt Divisions

**Scope:** These rules apply to the Mustang, Bronco, Pony & Colt divisions of Chandler Youth Baseball (CYB) – ages 9 thru 18. Rules for the Pee-wee, Shetland, & Pinto divisions are published separately.

**Rule Book:** The official rules are found in the Official Baseball Rules book (published by Sporting News) – unless overridden by these CYB rules.

**Game Location:** All games will be played at the park and field shown on the schedule unless changed by a league official.

**Warm-up:** Players are not allowed to warm up on the infield before the game. Live batting practice with real baseballs is also not permitted.

**Spectators:** Artificial noise makers (e.g. air horns & grinders) are not permitted. Negative cheering is not allowed. Noise level must be kept at a reasonable level.

**Game Start:** The starting time for each game is as shown on the schedule or as designated by a league official. If the game is delayed (e.g. due to a previous game running late, umpires arriving late, light failure), the umpires shall designate the start time. A game may be started early only with agreement of both coaches.

**6-run rule:** A half-inning shall be declared over when:

- 1) The defensive team has recorded three outs;
- 2) The batting team was ahead at the start of the half-inning and has scored six runs in that inning; or
- 3) The batting team was not ahead at the start of the half-inning and is now six runs ahead of the other team.

**Exception:** If an over-the-fence home run is hit, all the runs shall count.

**Competitive divisions only:** This rule will be replaced with the mercy rule (see below), unless both coaches agree to play by the 6-run rule prior to the start of a game:

The game is over if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.

**Game Finish:** A game is over when either the maximum number of innings for that division have been played or when the inning has ended which was in progress when the time limit for that division has elapsed (see chart below). The inning is considered complete when the third out is recorded at which time, if the time limit has not been reached by even one second, a new inning shall be started and completed.

**Exceptions:**

- 1) A game must last at least the minimum number of innings for that division (see chart below);
- 2) A game may be extended into an extra inning if the score is tied and the time has not been exceeded;
- 3) Games in the competitive division electing to use the mercy rule instead of the 6-run rule (see above) are over if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.
- 4) A tournament game (excluding pool play games) must be extended if tied; pool play tournament games may end in a tie;
- 5) Championship tournament games may elect to have no time limit.

In the event of a suspended game (e.g. light failure, curfew, bad weather), it is considered complete if the minimum number of innings (see chart below) have been played or if one team concedes defeat; otherwise, it will be completed using the instructions below.

**Note:** Umpires may extend a game at their discretion if they feel that a team is stalling.

There is no drop dead time limit. The only reason to not play a game to its conclusion according to these rules is if one of the teams concedes defeat and does not want to continue.

**Suspended Games:** Suspended games will be resumed at the time and location designated by a league official, and at whatever inning, batter and pitch count are determined by the umpire in consultation with the official scorer. The umpire is also responsible for determining the time remaining in the game. Players who were in the original lineup but not present at the completion are skipped over with no penalty. Players who were not in the original lineup and are present at the completion are added to the bottom of the lineup.

**Pitching:** See the chart below for the pitch count limitations and whether or not one balk warning per pitcher per game is given. Suspended games and exhibition games are included when figuring pitch counts. The pitch count chart shows how many days rest are required after a pitcher throws the designated number of pitches. Example: If a Mustang pitcher throws 40 pitches on a Tuesday, he cannot pitch again until Friday. When a pitcher reaches his maximum number of pitches for the day he may finish pitching to the current batter. If a team plays two games on the same day and a pitcher pitches in both games, the pitch counts from each game for that pitcher are added together. If a player is removed from the pitching position during a game, he may not pitch again during that game. Violations of the pitch count rule which are determined to be intentional shall result in the suspension of the head coach and possibly game forfeits. The MLB rules which require pitchers to face a minimum of batters, limit pick off throws, and require delivery of the pitch in a certain amount of time do not apply. The MLB Designated Hitter rule does not apply.

- Catcher:** Catchers are required to wear proper protective equipment, including a mask with throat guard (if applicable), chest protector, shin guards, catcher's glove, protective cup and headgear with protection to the top of the head when catching behind the plate. Any player warming up a pitcher must wear a mask.
- Home Team:** The home team is the second team listed on the schedule. The home team will use the third base dugout and provide an official scorekeeper.  
For tournament games the home team is the higher seeded team - except for the championship games of double-elimination tournaments for which a coin flip between the coaches will determine the team which has the choice of home team for the first or second game.  
For pool play championship games the home team will be the team with the best record in the pool play games.
- Coaches:** Each team must have at least one registered coach wearing a matching team shirt at each game.  
No more than four coaches per team are allowed.  
Only players, coaches, and bat boys are allowed in the dugout or on the playing field.  
Coaches may sit directly outside the dugout.  
Base coaches older than 18 are not required to wear a helmet.  
Coaches may talk only to their players, umpires, or other coaches, not to players on the opposing team.
- Scorekeeper:** The scorekeeper will keep score during the game using the official CYB scorebook.  
The scorekeeper must be identifiable and accessible to the umpire and the opposing team and sit in the area behind home plate between the dugouts.  
The following information should be recorded: team names, each player's name (first & last) and number, which base each player gets to, which player makes which out each inning, the number of runs scored by each team each inning and which players sit out each inning.
- Line-up:** Coaches must provide an official line-up to the scorekeeper five minutes prior to the scheduled game time.  
Each team must have at least eight players in proper uniform at game time and throughout the game. (A team playing with eight players does not have an automatic out.) If one team does not have eight players at game time, the game will be considered a forfeit. If neither team has eight players at game time, the team with the most players will be considered the winner; if they have the same number of players, the game will be considered a tie.  
All players present (and only players who are present) shall be in the line-up.  
Any player who arrives late will be added to the bottom of the batting order and the opposing team and scorekeeper are notified.  
If a player gets injured or must leave the game prior to completion (including ejected players), the opposing team and scorekeeper are notified and he is removed from the lineup with no penalty.  
No player may sit out a 2<sup>nd</sup> inning on defense until all players present have sat one inning, and no player may sit out a 3<sup>rd</sup> inning until all players present have sat two innings. Exception: a starting pitcher (Colt only: any pitcher) can remain in the game as long as he is pitching. **Competitive divisions only:** This rule does not apply.  
Any exceptions to these rules (e.g. players not playing due to illness or disciplinary actions) must be agreed to by the opposing coach.
- Uniforms:** Each player must wear a matching team shirt, pants and a cap (when in the field). Players are required to wear closed toe shoes with closed backs. Players may not wear jewelry during a game. Medical assistance devices are allowed if approved by a CYB board member.
- Equipment:** All players batting, on-deck, on base, or in the coaching boxes are required to wear a helmet.  
See separate document regarding what bats are legal and the applicable penalties.
- Base running rules for the Mustang division:**  
A runner on 3<sup>rd</sup> base is not allowed to advance to home unless a play is made on a base runner or on any play in which the batter becomes a batter-runner (e.g. a fair ball is hit or a walk).  
Runners must remain on their base until the ball crosses home plate. Violations will result in the runner being called out.  
The batter is automatically called out after a third strike even if the ball is not caught by the catcher.
- Pinch Runners:** If a team's catcher for the next inning is on base with two outs, the last batter to make an out may pinch run to speed up the game. (The replaced runner **MUST** catch the following inning.)  
If a player is injured or sick, a pinch runner may be used.  
No other pinch runners are allowed.
- Sliding:** Players are not required to slide. However, a base runner who causes a collision (intentional or not) during a play at any base and does not slide shall be called out. Sliding head first is allowed.
- Protests:** Protests may not be based on a play which involves the umpire's judgment.  
Protests involving an umpire's rule interpretation must be lodged with the head umpire before the next play. The umpire should notify the opposing manager and the scorekeeper. The protest must be submitted in writing to the league within 24 hours.  
Protests involving violations of the pitching or defensive playing time rules can be made at any time up to 24 hours after a game has been completed. If a violation of the pitching or defensive playing time rules is suspected during a game, the game should be suspended until it can be determined if the violation occurred. If so, the head coach is

automatically ejected from the game – and, for pitching rule violations, the pitcher is also ejected. If the violation is discovered after the game is over, the head coach is suspended for the team’s next game. In addition, for any violations of the pitching or defensive playing time rules, the game will be reviewed by the board and, if it is determined that the team committing the violation got an unfair advantage due to the violation which allowed them to win the game, they can reverse the result.

**Last Revised:** 2/10/2024

Division	Field Dimensions			Time Limit	Inn per Game		Balk Warning Given?	Metal Cleats Allowed?
	Base Distance	Mound Distance	Mound Height		Min	Max		
<b>Mustang</b>	60'	46'	4"	1:30	3	6	Yes	No
<b>Bronco</b>	70'	50'	6"	1:45	3	7	Yes	No
<b>Pony</b>	80'	54'	8"	2:00	4	7	No	Yes
<b>Colt</b>	90'	60.5'	10"	2:00	4	7	No	Yes

Age	Pitch Count Limitations				
	Max Daily Pitch	Requires 1 day rest	Requires 2 days rest	Requires 3 days rest	Requires 4 days rest
<b>9 - 10</b>	75	21	36	51	66
<b>11 - 12</b>	85	21	36	51	66
<b>13 - 14</b>	95	21	36	51	66
<b>15 - 16</b>	95	31	46	61	76
<b>17 - 18</b>	105	31	46	61	81