



Gurnee Youth Baseball In-House Field and Playing Rules

Revised: May 15, 2022

I. Conduct and Safety (All Leagues)

- A. Gurnee Youth Baseball, Inc. ("GYB") assumes a zero tolerance position on incidences of misconduct. Any participant, parent, spectator, coach, manager, employee or volunteer who exhibits unsportsmanlike conduct toward umpires, players, coaches, spectators or board members will be asked to leave the field immediately. All incidents will be reported to and reviewed by the GYB Board of Directors ("BOD") to determine if further disciplinary action is necessary. Upon a determination that misconduct has occurred, an appropriate penalty, up to and including suspension from the program may be imposed. Coaches are responsible for their team's players and conduct of player's parents or guardians. Coaches may also be disciplined due to the conduct of individuals associated with their team.
- B. GYB's Safety Guidelines shall be observed at and apply to all GYB games. GYB's Safety Guidelines govern the rules and guidelines to ensure that best efforts are implemented for the safety of its participants. In the event of any conflict between the Safety Guidelines and these Field and Playing Rules, the Safety Guidelines shall control.
- C. No distracting noises are allowed during the pitcher's wind-up or delivery. Vocal support for teams is allowed in the form of cheering and voicing encouragement, however, any form of vocal distraction during a pitcher's wind-up or delivery is not allowed. (Example: To raise your voice and yell "go" to a base runner while a pitcher is in their wind-up).

II. Game Times / Suspending Play / Make-Up Games (All Leagues)

- A. For the month of May, weeknight games will start at 5:45 PM. Thereafter, weekday games will start at 6:00 PM. Pony and Colt weeknight games will start at 5:45 PM throughout the year.
- B. Mercy Rule will be in effect for all games at the Mustang level and up. A game will be deemed complete if one team is ahead by 15 runs after four innings or is ahead by 10 runs after five innings. Once a team has reached a score that will place the mercy rule in effect, that team shall not lead off or steal unless the score reverts to a non-mercy rule status.
- C. Games may be canceled due to playing conditions safety before play commences by the individual in charge of facilities maintenance, the President or Vice President.
- D. Suspending play due to playing conditions safety, including weather, lightning and visibility is governed under GYB's Safety Guidelines
 1. GYB's Safety Guidelines shall be observed at and apply to all GYB games.
 2. During suspended play, no players, coaches or umpires should leave the GYB grounds unless specifically informed that their games have been canceled.
- E. Make-up games for playing conditions safety related cancellations will be played in accordance with the GYB make-up policy on the first available date on the first available field, subject to confirmation by the league directors. GYB reserves the right to modify the make-up schedule where and when necessary and may not be able to make up all canceled games. Subject to operating agreements with affiliate organizations and the final decision of the league director, rained out games will be made up in accordance with the following schedule. (Does not apply to Shetland and Pinto.)
 1. Rainout No. 1 – will be played at 6:00 p.m. on the first available Sunday (5:45 PM in May)
 2. Rainout No. 2 – will be played at 3:00 p.m. on the first available Sunday (2:45 PM in May)

III. Field Etiquette / General Ground Rules (All Leagues)

In addition to game specific items below, general player and batting safety guidelines governed under GYB's Safety Guidelines shall be observed at and apply to all games.

- A. The home team will be assigned the bench along the third base line. The visiting team will be assigned the bench along the first base line.
- B. The home team will be responsible for readying the field for play (for example, setting out the bases and preparing the pitching mound) prior to the start of the official warm-up period. The visiting team will be responsible for closing down the field if there are no games afterward (for example, removing bases, raking mound and home plate area). Both teams are responsible for the cleanliness of the field, dugouts and bleachers after the game.
- C. Teams may officially warm-up 30 minutes prior to the scheduled start time of the game.
- D. The field must be shared for practice at any time prior to the 30 minute warm-up period.
- E. The home team will have the infield, left field and left-center field during the first 15 minutes of the warm-up period. The visiting team will be allowed to use right field and right-center field during this time.
- F. The visiting team will have the infield, right field and right-center field during the last 15 minutes of the warm-up period. The home team will be allowed to use left field and left-center field during this time.
- G. The use of hitting sticks is prohibited during games. The use of hitting sticks is permissible during pre-game warm-ups only as outlined in GYB's Safety Guidelines.
- H. The home team shall provide two (2) new and league issued game balls for regular season games. Each team is issued two (2) game balls for each regular season home game. Umpires will furnish game balls during Playoffs and Championships. (Does not apply to Shetland and Pinto.)
- I. The home team will furnish the official scorekeeper. Each team must have a scorekeeper. Each team is encouraged to maintain their own scorebooks to verify the correctness of the score. The umpire in chief will be responsible for verifying the score and advising the coaches after each one half (½) inning. After the game, each Head Coach shall submit the scores to the League Director or through the designated process. (Does not apply to Shetland and Pinto.)
- J. Only players in uniform, managers, coaches and team parents are permitted in the dugout or shall occupy the bench at any time during a game. Players and substitutes shall sit on their team's bench or otherwise remain in the dugout unless participating in the game or preparing to enter the game. When batters or base runners are retired, they must promptly return to the bench or dugout.
- K. No managers, coaches, players or spectators are allowed to stand behind the backstop in the area directly behind home plate.
- L. When the CATCHER for the next inning is on base, he or she **MUST** be replaced by a courtesy runner only after there are two outs. When the PITCHER for the next inning is on base, he or she **MAY** be replaced by a courtesy runner only after there are two outs. The courtesy runner will be the player who made the last recorded out (excluding the pitcher or catcher). The courtesy runner must be reported to the umpire in chief and the opposing team's head coach. (Does not apply to Shetland and Pinto.)
- M. Five (5) warm-up pitches or up to 90 seconds are allowed between innings. Special exceptions will be made if the catcher was the last batter or a new pitcher enters the game. Ten (10) warm-up pitches are allowed for new pitchers entering a game. At the discretion of the umpire, the number of warm-up pitches allowed will be increased if playing conditions dictate the necessity of additional warm-up time. (Does not apply to Shetland and Pinto.)
- N. Fake tags are not allowed. Each game Umpires will issue one warning per team for a defensive player applying or motioning a fake tag. A defensive player who applies or motions a fake tag on a team that has been warned will be ejected from the game and the base runner will be awarded an extra base.
- O. In the event that a player is injured, the player will be entitled to a courtesy runner. The courtesy runner will be the player who made the last recorded out. The courtesy runner must be reported to the umpire in chief and the opposing team's head coach.
- P. Due to free substitution and a continuous batting order, in the event that a player has left the game or is otherwise unable to hit due to an injury or has otherwise left the premises, the team will not be penalized for batting out of order. However, if the player was ejected from the game, each time the ejected player's turn at bat is reached an out will be recorded.
- Q. The team taking the field for defense shall do so promptly, without delay or team huddles.

IV. Game Safety (All Leagues)

In addition to game specific safety items below, general player and batting safety guidelines governed under GYB's Safety Guidelines shall be observed at and apply to all games.

- A. Jewelry (for example, watches, earrings, necklaces, wrist and ankle bracelets, chains, and rings) shall not be worn during warm-ups or during games. Any player who refuses to remove his or her jewelry upon request will be ejected from the game. Religious medals and medical medals are not considered to be jewelry. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.
- B. Sunglasses are permitted, however, should the umpire in chief determine the sunglasses worn by the pitcher are distracting and providing the pitcher an advantage over the batter, only the umpire may require the removal of the pitcher's sunglasses.
- C. All batters, runners, and players in the on-deck cages must wear helmets. Players may not intentionally remove their helmets while running the bases. If, in the judgment of an umpire, a helmet has been intentionally removed, the runner will be called out.
- D. During each game, each team will be given one warning for bat throwing: the bat inadvertently slipping out of a player's hand while swinging or throwing the bat after contact. If there is a second offense by a player on a team that has been warned, the batter will be called out and runners will return to their previous base. Intentional throwing of a bat or a helmet is cause for the immediate ejection of the player from the game.
- E. Catchers and players helmets shall meet NOCSAE (National Operating Committee on Standards for Athletic Equipment) helmet standards.
- F. Pitchers may not wear wristbands, white three-quarter sleeved clothing or white long sleeved clothing.
- G. Any pitcher who hits two batters in an inning or a total of three batters in one game shall be removed from the game as a pitcher. This ruling does not affect his or her ability to continue playing at another position.
- H. There will be no warming up pitchers outside of the playing field except in designated areas.
- I. When a double base (safety base) is in use, with half the base in fair territory (white) and half in foul territory (colored), the following shall apply.
 - 1. When a play is being made on the batter-runner by any fielder, the fielder must use the white portion (fair territory) and the batter-runner must use the color portion (foul territory), with the following exceptions:
 - a) On an errant throw pulling the defense into foul territory the defense can use the color portion of the base in foul territory and the batter-runner can use the white portion of the base.
 - b) On any force out from the foul side of first base, the fielder can use the color portion (foul territory) of the base and the batter-runner can use the white portion (fair territory) of the base. Should the runner in fair territory be hit by the thrown ball from foul side of first base, it is not interference. If intentional interference is ruled, the runner is out.
 - 2. The batter-runner is out for interference when there is a force play where the batter-runner touches only the white base and collides with the fielder also on the white base.
 - 3. Obstruction is called on the defense when there is a force play where the batter-runner touches only the colored base and collides with the fielder also on the colored base.
 - 4. After the batter-runner has reached first base, BOTH the batter-runner AND the fielder can use either color of the base for ANY defensive or offensive play.
- J. A base runner must attempt to avoid a collision at any base. If, in the judgment of an umpire, the runner intentionally attempted to run through a defensive player who has the ball in their possession or is making the initial play on the batted ball, the runner will be called out and ejected from the game. With exception to safety base rules as outlined above, if the runner unintentionally collides with the defensive player, the runner will be called out. For purposes of this rule, contact made during a slide is not deemed a collision.
- K. A defensive player shall not obstruct or otherwise interfere with a runner (for example, block or hinder a base runner running within the base path, cause the runner to alter his normal running path) if the player does not have the ball in their possession or is not making the initial play on the batted ball. If, in the judgment of the umpire, this has occurred, the base runner will be awarded an extra base.

V. Playing Time Requirements / Number of Players (All Leagues)






- A. Free substitution is allowed during a game at all levels. Pitcher and catcher substitution are subject to Pitching Limits and Rest, and league specific rules.
- B. Batting. All players on the team will bat in a consecutive and continuous order, whether or not they played a position on the field in the last inning. Players arriving after the start of the game must be added to the end of the order. As a result of the free substitution rule, a player will not be deemed to have batted out of order when the previously scheduled batter has left the game for an injury or has otherwise left the premises.
- C. Mandatory Play. All games are subject to specific mandatory play rules within each league. In order to ensure that playing time is kept substantially equal, coaches are required to keep documentation of equal playing time. Any coach or manager who fails to submit playing time logs upon the request of the league director or GYB BOD will be subject to disciplinary action by the GYB BOD.
- D. Number of Players. Each team must field at least eight (8) players to start a game for ALL GAMES. Failure of a team to have the minimum number of players necessary to start a game within 15 minutes of the scheduled starting time will result in forfeiture of the game. In the event of a forfeit, the teams shall conduct a practice game. To avoid forfeiting games, a team that can't field eight (8) players may obtain substitute players pursuant to the following.
 - 1. Approval is required from the league director, or the GYB President in the absence of the league director.
 - 2. The opposing team's head coach must be notified of the substitutions before the start of the game.
 - 3. Substitute players must be from within the league or from the league immediately below.
 - 4. For a regular season game, a team is allowed to employ no more than two (2) substitutes in order to reach up to nine (9) total players.
 - 5. During a Playoff or Championship game, a team is allowed to employ no more than one (1) substitute in order to reach up to nine (9) total players.
 - 6. During a Playoff or Championship game, substitute players must be removed from the game as team players from the shorthanded team arrive to play.
 - 7. All-Star Tournament players are not allowed to be substitute players in Playoff or Championship games.
 - 8. No player may substitute for any single team more than twice (2) in a season.
 - 9. Substitute players shall not pitch or play an infield position and must bat at the end of the batting order.

VI. Umpires (All Leagues)

- A. Umpires may discipline managers, coaches, team parents, players, or any person inside of the playing area in order to maintain proper control of the game. This includes managers, coaches, players, or any person inside of the playing area. If there is a need to address a situation regarding a spectator, the umpire will send both teams to their dugouts and notify a BOD in order to address the situation. Play will not resume until the situation is resolved. If appropriate, the individual(s) involved may be ejected from the premises. All incidents will be reported to and reviewed by the GYB BOD to determine if further disciplinary action is necessary.
- B. Any manager, coach, or spectator ejected from a game will be suspended for the next played game and shall appear before the GYB BOD to determine whether further disciplinary action is necessary.
- C. Any incident in which a player is ejected shall be reviewed by the GYB BOD to determine if further disciplinary action is necessary.
- D. PHYSICAL OR VERBAL ABUSE OF UMPIRES by managers, coaches, players, team parents, or spectators WILL NOT BE TOLERATED. Violations of this rule may result in disciplinary action, up to and including expulsion from all league participation.
- E. Umpires will discuss ground rules with each team's spokesperson prior to the start of each game.
- F. ALL UMPIRE'S JUDGMENT CALLS ARE FINAL. Only the HEAD COACH may discuss rule interpretation, but may not question judgment calls. League policy prohibits attempts to intimidate the umpires or sway their judgment. Any attempt to intimidate or sway the judgment of an umpire may result in imposition of discipline. The league director is responsible for resolution of rule interpretation disagreements.

VII. Bat Regulations (All Leagues)

- A. The manager or head coach of a team shall inspect all bats in his or her dugout, prior to the start of the game, to ensure that the bats are legal. A manager or head coach shall observe all batters in the batter’s box to ensure that the batters are using legal bats. If a player enters the batter’s box with an illegal bat, the bat may be removed from play without penalty at any time before the first pitch to the batter. A batter swinging at a pitch using an illegal bat will be called out, regardless of the count, and the manager will be ejected from the game and subject to review by the GYB BOD.
- B. Any bat larger than 2-5/8 inch in barrel diameter is NOT allowed in any league.
- C. Wood bats with a 2-5/8 inch or smaller barrel diameter and not taped more than 18 inches from the handle end of the bat may be used in all leagues.
- D. Non-wood 2-1/4 inch barrel diameter bats must have the USSSA 1.15 BPF stamp or the USABat licensing stamp.***
- E. Non-wood bats larger than 2-1/4 inch but not exceeding 2-5/8 inch in barrel diameter may be used in MUSTANG, BRONCO, PONY and COLT leagues only if the bats have the USSSA 1.15 BPF stamp or the USABat licensing stamp (or BBCOR certified if a 2-5/8 inch -3 bat) and subject to the following bat weight vs. length differentials (“bat drop”).
 - 1. Colt – the bat shall not weigh, numerically, more than three (3) ounces less than the length of the bat (for example, a 32-inch-long bat cannot be less than 29 ounces).
 - 2. Pony – the bat shall not weigh, numerically, more than eight and a half (8.5) ounces less than the length of the bat (for example, a 32-inch-long bat cannot be less than 23 1/2 ounces).
 - 3. Bronco – the bat shall not weigh, numerically, more than eleven (11) ounces less than the length of the bat (for example, a 32-inch-long bat cannot be less than 21 ounces).
 - 4. Mustang – the bat shall not weigh, numerically, more than twelve (12) ounces less than the length of the bat (for example, a 32-inch-long bat cannot be less than 20 ounces).
- F. During the Fall season, league approved bats from the league level immediately below are allowed.
- G. Bat Regulations Quick Reference Chart

	Wood	2-1/4	2-5/8	2-3/4
Details	Wood 2-5/8 inch or smaller	Non-wood 2-1/4 inch bats	Non-wood bats larger than 2-1/4	Big Barrel; bats larger than 2-5/8
Certification / Requirements	Taped no more than 18 inches from the handle end of the bat	USSSA 1.15 BPF stamp on bat  --- OR --- USABat licensing stamp on bat  *** USSSA / USABat stamps are not required for Shetland	USSSA 1.15 BPF stamp on bat  --- OR --- USABat licensing stamp on bat  --- OR --- If a 2-5/8 inch -3, BBCOR certified stamp on bat 	N/A
Colt	No weight restrictions	No weight restrictions	-3 max drop	Bat not allowed
Pony	No weight restrictions	No weight restrictions	-8.5 max drop (recommend -5)	Bat not allowed
Bronco	No weight restrictions	No weight restrictions	-11 max drop	Bat not allowed
Mustang	No weight restrictions	No weight restrictions	-12 max drop	Bat not allowed
Pinto	No weight restrictions	No weight restrictions	Bat not allowed	Bat not allowed
Shetland	No weight restrictions	No weight restrictions	Bat not allowed	Bat not allowed

VIII. Pitching Limits and Rest

Gurnee Youth Baseball limits the number of pitches a pitcher can throw in a game and how much rest must be taken before the next pitching appearances. The following limits and rest requirements shall apply to all In-House League games. During the Playoffs or Championships, GYB reserves the right to modify the limits and rest requirements when schedules are adjusted due to weather or playing conditions safety.

Limits Per Game			Calendar Days of Required Rest				
			0	1	2	3	4
League	Innings Allowed	Pitch Maximum	Game Pitch Count	Game Pitch Count	Game Pitch Count	Game Pitch Count	Game Pitch Count
Mustang	2	55	1-20	21-35	36-50	51-55	56+
Bronco	3	65	1-20	21-35	36-50	51-65	66+
Pony	4	75*	1-20	21-35	36-50	51-65	66+
Colt	7	95*	1-30	31-45	46-60	61-75	76+

**65 Pitch Maximum for Colt and Pony Fall Ball Leagues*

- A. A pitch is defined as a pitch thrown during live competition. Strikes (including all foul balls), balls, balls put in play, and pitches for outs all count in a pitcher's pitch count. Warmup pitches, pick off attempts, or other throws by a pitcher after the ball has been put in play do not count in a pitcher's pitch count.
- B. One pitch in an inning constitutes a fully pitched inning.
- C. Players may not pitch in more than one game in a day.
- D. A pitcher may not pitch more than the Innings Allowed per game for their League.
- E. The Head Coach or Manager must remove the pitcher when the pitcher reaches the league's Pitch Maximum. However, a pitcher who reaches the pitch maximum in the middle of an at-bat will be allowed to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning.
- F. A player who has pitched the maximum allowed number of innings may not play catcher in the same inning pitched or the inning immediately following the last pitched inning.
- G. A player who plays catcher more than three (3) innings is not eligible to pitch in the same inning played as a catcher or the inning immediately following the last inning played as a catcher.
- H. If the pitcher is ambidextrous, the pitch count applies to the individual pitcher, not to the individual arm.
- I. Pitches in suspended games or unofficial games stopped for playing conditions safety are charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day and if they have rested the proper amount of days. The pitch count will continue from the suspended game.
- J. Each team is responsible for counting its own team's pitches and the opposing team's pitches.
 - 1. The head coach or scorekeeper will compare pitch counts with the opposing team after every inning and at the conclusion of the game.
 - 2. If teams report different pitch count numbers to one another, the teams will split the difference and will use that number as the pitcher's official number. If splitting the difference results in a number that ends in a decimal, the teams will round that number up to the next whole number. For example, following the 2nd inning, Team A has recorded 33 pitches for its pitcher. Team B has recorded 30 pitches for Team A's pitcher. Since splitting the difference results in 31.5 pitches, the official pitch count number for Team A's pitcher will be 32 pitches.
- K. Although teams will report their pitch counts and GYB will store the data, each team must maintain pitching records of every game played in the team's scorebook in case questions arise about a particular game.
- L. After each game, whether completed or canceled/suspended due to playing conditions, head coaches shall report their own team's pitch counts to the league director through the designated process.
 - 1. During the regular season, pitch counts must be reported within 24 hours following the game start time.
 - 2. During Playoffs or Championships, pitch counts must be reported by 10:00 AM the next day.
 - 3. If pitch counts are not submitted by the times required, the player(s) who pitched in the game will be ineligible to pitch for the next two (2) games, regardless of counts or rest days.

IX. Colt Local Rules

A. Field Dimensions

1. Distance between bases is ninety (90) feet. The distance of the pitching mound is sixty (60) feet six (6) inches from the front of the rubber to the back of home plate.

B. Playing Rules

1. Mandatory Play. No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.
2. Bunting is allowed, however, fake bunting and then swinging away is not allowed. In this case, a batter will be called out and runners will return to their previous base.
3. Unless otherwise specified in this document, the current rules and regulations of IHSA Baseball shall apply for the GYB Colt League.

C. Length of Games / Suspended Games

1. All games, with the exception of Championship games, will have a two (2) hour and 15 minute time limit, from the scheduled start time unless a start time is otherwise announced by the umpire. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.
2. A Colt game shall consist of seven (7) innings.
3. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games stopped for playing conditions safety will be replayed. Playoff or Championship games stopped for playing conditions safety will resume exactly at the same point as stopped on the next available game date, regardless if the game was official or not.

D. Pitching

1. A pitcher may be substituted at any time. Once a player has been removed as pitcher, the player may not re-enter to pitch during the course of the game.
2. Mound Visits. A coach can make one (1) mound visit per pitcher per inning without needing to remove the pitcher from the game. A second (2) visit to the same pitcher in the same inning will result in removal of the pitcher, unless the visit is due to an injury.

X. Pony Local Rules

A. Field Dimensions

1. Distance between bases is eighty (80) feet. The distance of the pitching mound is fifty-four (54) feet from the front of the rubber to the back of home plate.

B. Playing Rules

1. Mandatory Play. No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.
2. Lead offs and base stealing of all bases is permitted.
3. Head first sliding is permitted at all bases except home plate.
4. Bunting is allowed, however, fake bunting and then swinging away is not allowed. In this case, a batter will be called out and runners will return to their previous base.
5. Dropped third strike rule is in effect.
6. The infield fly rule is in effect.
7. Unless otherwise specified in this document, the current rules and regulations of PONY Baseball shall apply for the GYB Pony League.

C. Length of Games / Suspended Games

1. All games, with the exception of Championship games, will have a two (2) hour time limit, from the scheduled start time unless a start time is otherwise announced by the umpire. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.
2. A Pony game shall consist of seven (7) innings.
3. During the Fall season only, an inning is over once a team makes three (3) outs OR scores seven (7) runs, whichever occurs first. During the Playoffs or Championships, unlimited runs are allowed in the seventh (7) inning only. The per inning run score limit shall not apply to an over the fence home run, which will be scored along with its batted in runs.
4. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games stopped for playing conditions safety will be replayed. Playoff or Championship games stopped for playing conditions safety will resume exactly at the same point as stopped on the next available game date, regardless if the game was official or not.

D. Pitching

1. A pitcher may be substituted at any time. Once a player has been removed as pitcher, the player may not re-enter to pitch during the course of the game.
2. Balks will be called. The first offense for each pitcher will draw a warning. Each subsequent offense, per pitcher, will result in runner(s) on base being awarded their next respective base(s).
3. Mound Visits. A coach can make one (1) mound visit per pitcher per inning without needing to remove the pitcher from the game. A second (2) visit in the same inning will result in removal of the pitcher, unless the visit is due to an injury.

XI. Bronco Local Rules

A. Field Dimensions

1. Distance between bases is seventh (70) feet. The distance of the pitching mound is forty eight (48) feet from the front of the rubber to the back of home plate.

B. Playing Rules

1. Mandatory Play.

- a) All players present must play at least two (2) innings at an infield position. The only exception is in the case of a shortened game due to Playing Conditions Safety or the Mercy Rule.
 - b) No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.
2. No player may play more than three (3) innings at the same position in a game, with the exception of the catcher who may play up to four (4) innings in a single game.
 3. Any player sliding head first into any base will be called out, unless the player is returning to a base.
 4. Base stealing is allowed under the following conditions.
 - a) Lead offs will be allowed up to 10 feet. Umpires will issue one warning per game the first time they see any runner taking a lead off further than 10 feet. Upon the warning, the pitch will be called a "no pitch," the ball will be dead and the runner will return to the base. Any runner seen by an umpire taking a lead further than the 10 foot marker after the game warning has been issued, will be called OUT, the pitch will be called a "no pitch" and the ball will be dead. Only umpires may issue the lead off game warning and only umpires may call players out for taking a lead off further than 10 feet.
 - b) The ball must leave the pitcher's hand before stealing. Umpires will issue one warning per game the first time they see any runner leaving early. Upon the warning, the pitch will be called a "no pitch," the ball will be dead and the runner will return to the base. Any runner seen by an umpire leaving the base early after the game warning has been issued, will be called OUT, the pitch will be called a "no pitch" and the ball will be dead. Only umpires may issue the leaving early game warning and only umpires may call players out for leaving early.
 5. Bunting is allowed, however, fake bunting and then swinging away is not allowed. In this case, a batter will be called out and runners will return to their previous base.
 6. Dropped third strike rule is in effect.
 7. The infield fly rule is in effect.
 8. There will be no intentional walks during the regular season. During the Playoffs or Championships, each team is allowed to intentionally walk one (1) time per game. The intentional walk can only be made by the head coach informing the umpire, and under the umpire's instruction, the batter shall automatically go to first base. Unthrown pitches do not count toward a pitcher's pitch count.
 9. Unless otherwise specified in this document, the current rules and regulations of PONY Baseball shall apply for the GYB Bronco League.

C. Length of Games / Suspended Games / Runs Allowed

1. All games, with the exception of the Championship game, will have a two (2) hour time limit, from the scheduled start time unless a start time is otherwise announced by the umpire. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.
2. A Bronco game shall consist of seven (7) innings.
3. During the regular season, an inning is over once a team makes three (3) outs OR scores seven (7) runs, whichever occurs first. During the Playoffs or Championships, unlimited runs are allowed in the seventh (7) inning only. The per inning run score limit shall not apply to an over the fence home run, which will be scored along with its batted in runs.
4. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games stopped for playing conditions safety will be replayed. Playoff or Championship games stopped for playing conditions safety will resume exactly at the same point as stopped on the next available game date, regardless if the game was official or not.

D. Pitching

1. A pitcher may be substituted at any time. Once a player has been removed as pitcher, the player may not re-enter to pitch during the course of the game.
2. Balks will not be called.
3. Mound Visits. A coach can make one (1) mound visit per pitcher per inning without needing to remove the pitcher from the game. A second (2) visit in the same inning will result in removal of the pitcher, unless the visit is due to an injury.

XII. Mustang Local Rules

A. Field Dimensions

1. Distance between bases is 60 feet. The distance of the pitching mound is 44 feet from the front of the rubber to the back point of home plate.

B. Playing Rules

1. Mandatory Play.
 - a) All players present must play at least two (2) innings at an infield position. The only exception is in the case of a shortened game due to Playing Conditions Safety or the Mercy Rule.
 - b) No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.
2. No player may play more than two (2) innings at the same position in a game, with the exception of the catcher who may play up to three (3) innings in a single game.
3. There are 10 defensive positions played, including four outfielders. Mustang does not allow a short-center-field position to play behind second base.
4. Bunting is not allowed.
5. There will be no intentional walks, dropped third strikes or infield fly rule.
6. Any player sliding head first into any base will be called out, unless the player is returning to a base.
7. Base stealing
 - a) Base stealing is allowed, with the exception of HOME plate. There is no stealing of home, even if the defense puts the ball in play.
 - b) Leading off is not permitted. A player may attempt to steal a base once the ball crosses home plate. Umpires will be instructed to watch for runners who may leave early. Each game Umpires will issue one warning for runners leaving early per team. Runners on a team that has been warned and who leave the base early will be called OUT, the pitch will be called a "no pitch" and the ball will be dead.
 - c) Players may advance only one (1) base on a steal, passed ball or wild pitch.
8. On any ball put into play, only one (1) error is recognized as resulting in an extra base for a runner or runners. A runner is entitled to the base he or she was advancing to plus, at their own risk, the next base. If there are multiple errors on the play, no further advancing is allowed. In all cases, runners must be hit in to score and batters, runners on first, or runners on second cannot score on any hit where the ball is fielded in the infield.
Scenario examples:
 - a) Runner at second. Ground ball to the infield. The ball is thrown away at first. Runner from second CANNOT score.
 - b) Runner at second. Ground ball to the infield. Infielder is slow to the ball with a late throw to first. Runner from second CANNOT score.
 - c) Runner at first. Ground ball to the infield. The ball is thrown to get the batter out at first and then thrown away at second. Runner can advance from second at their own risk to third, but CANNOT score.
 - d) Runner on second. Base hit to the outfield. The runner from second CAN score.
9. Unless otherwise specified in this document, the current rules and regulations of PONY Baseball shall apply for the GYB Mustang League.

C. Length of Games / Suspended Games / Runs Allowed

1. All games, with the exception of the Championship game, will have a one (1) hour and forty-five (45) minute time limit, from the scheduled start time unless a start time is otherwise announced by the umpire. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.
2. A Mustang game will consist of six (6) innings.
3. During the regular season, an inning is over once a team makes three (3) outs OR scores four (4) runs, whichever occurs first. During the Playoffs or Championships, unlimited runs are allowed in the sixth (6) inning only. The per inning run score limit shall not apply to an over the fence home run, which will be scored along with its batted in runs.
4. Three (3) innings (2 ½ if the home team is ahead) constitutes an official game. Unofficial games stopped for playing conditions safety will be replayed. Playoff or Championship games stopped for playing conditions safety will resume exactly at the same point as stopped on the next available game date, regardless if the game was official or not.

D. Pitching

1. A pitcher may be substituted at any time. Once a player has been removed as pitcher, the player may not re-enter to pitch during the course of the game.
2. Balks will not be called.
3. Mound Visits. A coach can make two (2) mound visit per pitcher per inning without needing to remove the pitcher from the game. A third (3) visit in the same inning will result in removal of the pitcher, unless the visit is due to an injury.

XIII. Pinto Local Rules

A. Field Dimensions

1. Distance between bases is 50 feet. The distance of the pitching mound is 38 feet from the front of the rubber to the back point of home plate.

B. Playing Rules

1. Mandatory Play.
 - a) All players present must play at least two (2) innings at an infield position. The only exception is in the case of a shortened game due to Playing Conditions Safety.
 - b) No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.
2. No player may play more than one (1) inning at the same position in a game, with the exception of the catcher who may play up to two (2) innings in a single game.
3. Scores are not kept.
4. Each team will play ten players in the field. When a team is playing ten in the field, they will play left, left center, right center and right fields.
5. The pitcher must wear a batting helmet fitted with a facemask, no exceptions. The pitcher will play behind and to the right or left of the pitching machine and must keep one foot on the dirt.
6. A team at bat will end after three (3) outs or after the entire team has batted once, whichever comes first. The next batter in the order will lead-off the next inning.
7. Only three defensive coaches are allowed on the field at any time. Offensive coaches may be positioned at first and third bases in foul territory. In addition, an offensive coach will either pitch or operate the pitching machine.
8. No stealing or lead offs are allowed.
9. There is no advancing on any overthrow.
10. Runners must be hit in to score and batters, runners on first, or runners on second cannot score on any hit where the ball is fielded in the infield. Scenario examples:
 - a) Runner at second. Ground ball to the infield. Throw goes to first. Runner on second CANNOT score.
 - b) Runner on second. Base hit to the outfield. The runner on second CAN score.
11. On balls hit into the outfield, runners may continue to advance until the ball crosses the plane between the infield dirt and the outfield grass. Once the ball crosses that plane, a runner can continue to the base they were going to but not advance any further.
12. Bunting is not allowed.
13. There will be no dropped third strikes or infield fly rule.
14. A batted ball that hits the pitching machine or bucket is dead. Batter is awarded first base and all base runners advance one base
15. During May, five (5) swinging strikes constitutes a strikeout. After May, three (3) swinging strikes constitutes a strikeout.
16. There are no walks in Pinto.
17. Unless otherwise specified in this document, the current rules and regulations of PONY Baseball shall apply for the GYB Pinto League.

C. Length of Games

1. All games will have a one (1) hour and thirty (30) minute time limit, from the scheduled start time. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.
2. A Pinto game will consist of five (5) innings.

D. There are no Playoffs for the GYB Pinto League.

XIV. Shetland Local Rules

A. Field Dimensions

1. Distance between bases is 50 feet. The distance of the pitching mound is 38 feet from the front of the rubber to the back point of home plate.

B. Playing Rules

1. Mandatory Play.

- a) All players present must play at least two (2) innings at an infield position. The only exception is in the case of a shortened game due to Playing Conditions Safety.
- b) No player may sit out for a second (2) inning unless all other players have sat out for one (1) inning.

2. No player may play more than one (1) innings at the same position in a game.

3. Scores are not kept.

4. All players must play their positions. Up to four outfielders are allowed to play left, left center, right center, and right, but no short center.

5. The pitcher must wear a batting helmet fitted with a facemask, no exceptions. The pitcher must have two feet on the dirt of the mound.

6. The catcher must wear a batting helmet. The catcher for the fielding team shall remain completely behind the backstop until the ball is put in play by a hit. The pitching team coach shall be responsible for ensuring the catcher is in the proper position before putting the ball in play.

7. The defensive team may place up to five coaches on the field to assist the players during play.

8. The game shall be coach pitched from one knee underhand tossing is permissible with an arc to reduce speed. Overhand pitches can be thrown with one knee on the ground to place the pitcher at the same level as the player. If the player is unable to hit the ball after six hittable pitches with a maximum of 10 pitches, the ball shall be placed on a tee for the player to hit.

9. The batting team will place four coaches on the field. One will be designated the pitcher or pitching coach. The second and third coach will occupy the traditional coaching boxes at first and third base. The fourth will be placed at second base for the purpose of assisting the runners.

10. In the event that there is no coach to play catcher, older siblings may help, but any catcher under the age of 18 must wear a helmet and catcher's mask, and position themselves at the backstop.

11. No more than 10 players are allowed on the field.

12. There are no walks or strikeouts. If a batter swings at 6 pitches, then the batting tee must be used.

13. Under normal conditions, a ball must travel ten (10) feet or else it will be considered a foul ball. If the hitter is clearly having difficulty, the ten (10) feet rule will be liberalized.

14. A player that is called out will return to the bench.

15. No base advancement on an overthrown ball.

16. There is no base stealing. A player may not leave the base until the ball is hit.

17. In May, an inning is over once all players have batted regardless of the number of actual outs recorded. From June 1st an inning will be over once every batter has batted OR three outs are recorded, whichever happens first. If certain players get one fewer at bat, then that player should be placed at the top of the lineup next game.

18. Once a fielder has attempted to throw the ball back to the pitcher, (or infield if hit to the outfield) the runners must stop at the next base.

19. Unless otherwise specified in this document, the current rules and regulations of PONY Baseball shall apply for the GYB Shetland League.

C. Length of Games

1. All games will have a one (1) hour time limit, from the scheduled start time. No new inning may start once this limit is reached. Official beginning of a new inning starts immediately after the final out of the previous inning.

2. A Shetland game will consist of four (4) innings.

D. There are no Playoffs for the GYB Shetland League.