

Garden City Youth Athletic Association 2026 Mustang Baseball Rules

1. The standard procedures for tryouts are as follows: Boys must come to tryouts on their designated day and time. If unable to make the assigned tryout, players must contact the Director and make arrangements for a possible make up date and time.
 - A. Managers **MUST** declare their coaches and protections at least 24 hours prior to the beginning of the Tryouts.

2. Player Draft:
 - A. Draft all 10 year olds first
 - B. Draft all 9 year olds second.
 - C. There will be a rating system designed to assist the coaches in selecting their teams in the draft. This system will have a panel of three members to assign the GCYAA Rating. Each player will go through hitting, throwing, and running. The panel will then rate the player from one to twenty this will be the GCYAA rating for the draft. The first round will be done in an order which will be determined by drawing a playing card, with the ACE drafting first. The second round will start with the team with the lowest GCYAA rated players team picking first in that round. Each round is the same thereafter with GCYAA rating points accumulating in each round with the lowest total first in each round. If at the end of each round there is a tie, you will proceed in the direction of the arrows. Managers and coaches sons must go through tryouts and will be rated along with all other players to determine their rating and position in the draft.

3. Schedule:
 - A. There may be one or two division
 - B. All games will count towards divisional standings.
 - C. Incomplete games or games postpone by rain will be made up on the first available day.

4. Length of Games:
 - A. Games will have a 1 hour and 45 minutes time limit from the start of the game. Establish the game start time with the umpire.
 - B. For 6:00 PM games: each game will consist of 6 complete innings if time allows; No inning will start after **7:45 PM**.
 - C. For 8:00 PM games: each game will consist of at least 6 complete innings; No inning will start after 1 hour and 45 minutes from first pitch. No new inning will start after **10 PM on School nights**, regardless of the game start time. Teams may go into extra innings if the score is tied and time allows.
 - D. **Each half inning will conclude with three (3) outs, or maximum runs per inning, reference rule 6B, except last inning (6th or extra inning only), when unlimited runs are allowed.**
 - E. **Every player shall be listed in the batting lineup. No maximum players in batting lineup.**

5. Managers and Coaches:
 - A. Must be a GCYAA member.
 - B. Managers will set a good example of sportsmanship for all coaches, players , spectators, and umpires.
 - C. Managers must call all team members to notify them of the time and place for all practices, make up games, and all other team functions.

- D. No team member, coach, manager, or spectator may dispute an umpire's call. This rule will be strictly enforced. Any abuse of this rule can lead to the managers or coaches suspension or dismissal by the League Director or Commissioner.
- E. The manager and coach for each team will meet with the opposing manager and coach prior to the game to exchange batting orders and to go discuss ground rules. Batting orders are to be written prior to this meeting.
- F. Teams must schedule makeup games within 1 week or both teams are subject to forfeit.
- G. Lightning rule: Garden City - Umpire's decision.
- H. **Directors may only extend a game in the interest of making it an official complete game (5 inning rule or mercy rule) beyond the 2 hour limit provided the it does not cause a curfew issue with other games.**
- I. **Teams have 90 seconds to get their teams ready between innings.**
- Umpire may call "Balls" if pitcher does not pitch within 90 seconds.
- Umpire may call "Strikes" if batter is not ready to bat within 90 seconds.

6. Offensive Rules:

- A. All players MUST be placed in the batting rotation, and MUST bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game.
- B. **Each team may score up to 7 runs per inning except for the 6th inning or extra inning where unlimited runs with less than 3 outs are allowed.**
- C. Once the pitcher has stepped on the rubber with the ball in his possession, runners who leave the base before the ball reaches or passes the catcher will be warned and the pitch will be a dead ball. Each team will receive one (1) warning per game, then the runner will be called out. This will be a judgment call by the umpire.
- D. The player who is issued a base-on-balls may not advance past 1st base until the next pitch reaches home plate.
- E. Ball must **cross** home plate before a runner may steal.
- J. Players may advance one base on a steal per pitch. Players may not advance home while a play is being made on a steal.
- K. Strike 3 is an automatic out, whether the ball is caught or not.
- L. Stealing of home plate is not permitted under any circumstances.
- M. Bunting is allowed. No more than six (6) bunts per game. (One bunt per inning.)
- I. If a player throws a bat, that batter will be called out after one warning per team. Runners will not advance if the batter is called out for throwing the bat.

7. Defensive Rules:

- A. The defensive team must field ten (10) players, with the tenth player positioned in the outfield.
- B. **No player will sit for more than one more inning than any other player on the team.**
Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings.
- C. **Infield Fly is not in affect.**

8. Player Conduct:

- A. Players not in the field, batting, or in the on deck circle must stay on the bench at all times.
- B. There will be absolutely no harassment of opposing players. Penalty is player, managers, and coaches removal from the game (this includes "HEY BATTER").
- C. If you wish to discipline a player, you must get written approval from the Director of your league 24 hours before game time. Failure to do so may cause your removal as a manager, coach, or a forfeit. Any forfeit under this rule may be appealed to the protest committee. Discipline must be

reported to the opposing manager and umpire before the game starts. The disciplined player's parents must also be notified in writing by the league.

- D. A player's ejection from the game is subject to suspension of future games. The opposing team must notify the director as soon as possible.

9. Pitching Rules:

- A. No curve balls
- B. No intentional walks
- C. Pitchers may pitch a maximum of six (6) innings per week.
- D. Pitchers cannot pitch more than three (3) innings per game.
- E. Pitchers must have at least **thirty-five (35)** hours rest between outings.
- F. One (1) pitch constitutes an inning.
- G. NO BALK RULE
- H. Violation of these pitching rules will subject the game to be forfeited and the managers dismissal.
- I. If a pitcher hits three (3) batters in a game or inning, he must be removed, but allowed to stay in the game and play another position. This does not mean he cannot pitch the next game.
- J. **Three warm up pitches between innings.**

10. Playoffs: Subject to number of teams in the league

- A. Seeding will be determined through the tie-breaker rules as follows:
 - 1. Overall record.
 - 2. Head to head based on first scheduled meeting.
 - 3. Least runs allowed among teams involved.
 - 4. Run differential between tied teams (+ high number = higher seed).
 - 5. Coin Toss.
- B. Playoff pitching rules will be the same as the regular season.

11. General Rules:

- A. This league is to provide Nine (9) and ten (10) year old boys with the opportunity to learn and play organized baseball. Emphasis will be on teaching and learning the fundamentals of baseball, following the GCYAA Rules and Regulations.
- B. Injured players must be attended to immediately. All play must stop if the injury appears to be in the slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out within twenty-four (24) hours. Base runners shall be awarded bases at the umpire's discretion.
- C. NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER, OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR LEGAL ACTION.
- D. All rules not covered above will be covered under Pony Baseball Rules.
- E. There is no smoking on the Playing Field, or in the Dugout.
- F. All protests must be in accordance with the GCYAA Protest form.
- G. **MERCY RULE: 15 run lead after 3 complete innings (2 ½ if home team is ahead) or 10 run lead after 4 complete innings (3 ½ if the home team is ahead).**
- H. Teams can play with eight (8) players. Seven (7) or less is a forfeit.
- I. Any violation of the before mentioned rules may result in forfeiture of that game.
- J. Pitcher's mound to home plate is **46 feet**.
- K. Bases are **60 feet apart**.
- L. If a player leaves the lineup because of an injury or ejection, the batting position will not be considered an automatic out. The player will not be eligible for re-entry into the lineup. The opposing team will be notified.

- M. If a player is skipped because he is unavailable to bat, not because of injury or ejection, his team will accept the out and the player will continue to participate in the game. The opposing team will be notified.
- N. **Score, pitchers and innings pitched per pitcher must be reported by each team to ensure fair play. Score book must be signed in ink by coaches of both teams next to the pitchers of record for that game, in BOTH score books.**
- O. **Coaches from the opposing team may review the your teams current weeks worth of pitching at any point during a game.**
- P. **Each team must identify players sitting the bench to the other team prior to the first pitch for that inning.**
- Q. **The league reserves the right, with the power vested in the board of directors, to amend, nullify, alter, or change any rule or policy it deems, to be in the best interest of the league and its participants.**
- R. **No Hitting Sticks allowed at games. Hitting sticks may be confiscated by the league if a Hitting Stick is at the game.**
- S. Metal spikes or Metal Cleats are prohibited in the Bronco Division.
- T. **Non ejected players may only be suspended from games pending approval of league officials for the city affiliated with the player in question. 24 hour noticed is required.**
- U. **Runners must slide or give up on a play to a base/plate that may result in contact. This rule is designed to protect defensive players from injury.**
1. **On a play where there is no contact and a player does not slide, the player shall not be considered out.**
 2. **A player shall be called out while he does not slide to a base/plate when a play is being made and the play results in contact with the defensive player.**
 3. **If a player accidentally runs into a fielder/catcher because the fielder or catcher steps one way or another to without the ball then the player shall not be called out.**
 4. **The defensive player may not block home plate before he has the ball for this may result in unnecessary contact. If a runner slides into the defensive player at home plate who does not have the ball, the runner shall be considered safe due to the defensive player's interference.**