



Real Baseball...Real Fun!

LCYO MUSTANG/BRONCO/PONY/COLT RULES

Updated 3/1/2025

The following rules govern LCYO Baseball

rules: Major League Baseball rules superseded by Pony Baseball rules and LCYO Local Rules.

1. Time Limits and Length of Games:

Mustang: No new inning shall begin after six innings or 1 hour 40 minutes of play. **There is a 2 hour drop dead time.** If the final inning is not completed within 2 hours, the game's score will revert back to the score of the last fully completed inning.

Bronco: No new inning shall begin after seven innings or 2:00 hours of play. **There will be a 2 hour and 20 minute 'drop dead' time.** If the final inning is not completed within 2 hours and 20 minutes, the score of the game will revert back to the score of the last fully completed inning.

Pony: The seventh inning or any inning beginning after 2:00 hours will be declared the final inning and will not be subject to a run limit (an 'Open Inning'). **The Open Inning shall be subject to a 2 hour and 30 minute 'drop dead' time.** If the Open Inning is not completed due to the time limit, the score of the game shall revert back to the score of the last fully completed inning.

Colt: No new inning shall begin after seven innings or 2 hours and 15 minutes of play.

In the playoffs, all games shall be 6 innings for Mustang and 7 innings for Bronco, Pony and Colt. If needed, extra innings will be played in order to determine a winner. **There is NO drop-dead time in the playoffs.**

2. A team must start and finish with at least 8 players or the game shall be forfeited. The coaches should continue to attempt to play forfeited games, with one team allowing the shorthanded team to borrow players to fill in as outfielders. See Rule 20 below for fill-in substitutions.

3. All players shall bat in the batting order.

4. Metal Cleats are only allowed in Pony and Colt (but not on turf mounds).

5. The **Slide or Avoid** rule is in effect for all levels of play. A base runner will be called out if contact with the fielder occurs and the runner fails to slide or does not avoid contact with a fielder or commits an unsafe play in the opinion of the Umpire. Defensive players shall not block the base to which a runner is advancing unless the fielder is in possession of the ball or in the act of receiving the ball. Note that this does not necessarily mean that runners must slide, only that they should try to avoid contact.

For the purpose of this rule: A play is constituted by having a runner and a fielder, in possession of the ball OR in the act of receiving the baseball in close proximity of the base. Plays such as a throw home that is up the third base line or a throw that pulls the first baseman off the bag are most likely to be ruled as incidental contact in the judgment of the umpire.

6. Maximum Run Rules per Inning:

Mustang: 4 runs per inning

Bronco: 4 runs per inning

Pony: 4 runs per inning, except for the Open Inning

Pony: Interleague Play – 4 runs per inning

Colt: No run per inning restrictions



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7. Minimum Play Rule: ALL Divisions

Unless injured, no player shall sit on the bench during 2 consecutive defensive innings. No player shall sit out twice before every player has sat out at least once.

Within the first 5 innings, each player shall be required to play at least one inning in the outfield and at least 2 innings in the infield (P, C, 1B, 2B, 3B, SS) per game.

8. Intentional Walks:

Mustang: No intentional walks. A pitcher must pitch to all hitters.

Bronco: No intentional walks. A pitcher must pitch to all hitters.

Pony: Advise the Umpire. No pitches are necessary.

Colt: Advise the Umpire. No pitches are necessary.

9. The only coaches allowed on the field or dugout will be coaches that are approved by the league and that have been through background screening.

10. Pitching Rules: [See PONY Rule Section 10](#) and [USA Baseball Pitch Smart Guidelines](#)

PONY Rule highlights: **Please note, these are FULL CALENDAR REST DAYS, so the day-after pitching is considered “Day One”.**

Age Range	Daily Max Pitches	PONY Rule 10D: Required Full Calendar Day Rest after # of Pitches				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	n/a	n/a
9-10	75				51-65	66+
11-12	85					
13-14	95					

PONY Rule 10I: Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.

LCYO-specific pitching rules, driven by the spirit of the USA Baseball Pitch Smart Guidelines:

A. Within a game, a player may pitch if catching 2 innings or less; and, a player may catch if pitching 40 pitches or less.

B. To develop more pitchers:

Division

Max Innings per Pitcher

Mustang first 6 games

2 consecutive innings for as many as one pitcher**

Mustang after game 6

2 consecutive innings for as many as two pitchers**

Bronco

2 consecutive innings

Pony

3 consecutive innings

Colt

PONY Rules Apply

** Curve Balls are not permitted in the Mustang Division.

11. There is no “Mercy Rule”. All games to be completed to the maximum number of innings or to the time limit, unless otherwise agreed by the managers.

12. The home team is the official scorekeeper.



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13. A hitter will be warned the first time they accidentally throw their bat. If the same player throws their bat during any ensuing at bats, they will be called out and will not be allowed to bat again for that game, but may play a defensive position.

14. If a player is injured or has to leave the game for any reason, their position in the batting order is skipped, and no out is recorded. If the player is injured during an at bat, the next hitter in the lineup assumes his count and the game proceeds without recording an out. Players arriving late are inserted as the last batter in the lineup.

15. Infield Warm Ups: Time permitting, each team shall be allowed 10 minutes to conduct infield practice. The visiting team shall have the field beginning twenty-five minutes until fifteen minutes prior to the scheduled game time. The home team shall have the field from fifteen until five minutes before the scheduled game time. The Umpires shall have the last 5 minutes for pre-game instructions.

16. The home team (as listed on the schedule) shall be responsible for ensuring that bases are in place, and the field is dragged. The visiting team shall chalk the foul lines. Field preparation must be completed at least 30 min prior to the start of the game. After the final game of the day, the home team shall return the bases and any other equipment to the storage bins and move the portable mounds to side of field at Poinsettia and Stagecoach.

17. Balks:

Mustang: 1 warning per pitcher. 2nd balk / same pitcher – enforce the balk. The balk will NOT advance a runner to home plate or third base. The only time a balk is enforced is when there is a runner on first who can advance to an otherwise unoccupied second base.

Bronco: 1 warning per team per game, all balks enforced after the first team warning

Pony: No Warnings

Colt: No Warnings

18. Base Running:

Mustang: Lead-offs will be allowed at 1st base and 2nd base only. No lead-offs at 3rd base are allowed until the pitch crosses home plate and there is a passed ball, wild pitch or a catcher's errant throw (past intended receiver). Once a batter safely reaches first base, the batter/runner is not allowed to steal second until the pitcher has stepped on the rubber.

If a catcher fields a pitch in the dirt cleanly, that is not considered a wild pitch or a passed ball for purposes of allowing the runners to advance from 3rd base to home. In these cases, runner may not advance.

Bronco, Pony, Colt:

NO STRAIGHT STEALS OF HOME OR SUICIDE SQUEEZES are permitted. If a straight steal of home is attempted the runner will be called out. A Safety squeeze is permitted provided that the runner does not break for home until after the batter bunts. Runners at third base may attempt to advance on a wild pitch, passed ball or pickoff attempt.

19. Safety is the first priority. An Umpire observing an unsafe condition or act is to immediately call time and rectify said condition. If a safety concern arises during the continuation of play, the Umpire is to call time, identify the safety concern (i.e. An injured player) immediately. If needed the Umpire will award such bases to the runner(s) to negate the stoppage in play.

MUSTANG SPECIFIC RULES

- A. A batting helmet with face guard is required for all offensive players.
- B. The Infield Fly Rule shall NOT be enforced.
- C. The Dropped Third Strike Rule will be enforced **throughout the season** (this will encourage swinging at anything close). A catcher's errant throw can allow the batter-runner to advance as far as 2nd base (this will teach the Right Fielder to back up).



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20. Fill-In Substitutes:

- A. For regular season games, teams may use **same-division** players that are NOT of higher skill level than the players being replaced. Teams may use any player from the **lower-division** as substitutions. The substitutions will wear their regular team uniform and may play any defensive position except pitcher or catcher and will bat at the end of the batting order. A team must have a minimum of 8 players.
- B. No substitutions are allowed for playoff games.

Code of Conduct

Participants shall be considered but not limited to: Players, Coaches, Managers, Umpires, and Spectators and shall refrain from the following conduct:

- Foul, obscene, or negative Language
- Physical altercations of any kind
- All forms of umpire abuse
- Substance abuse
- Throwing of any object in a show of temper or disgust
- Inappropriate behavior towards any "on the field personnel" (Managers, Coaches, Players, or Umpires)
- Harassment or disrespect to any participants
- Causing or participating in causing any unsafe activities – on or off the field of play

Violations are subject to ejection from the ball field and further disciplinary as deemed by the LCYO Board of Directors.

[Link to Bronco Interleague Playoff Rules Amendment](#)

[Link to Bronco Interleague Fall Ball Rules](#)