

- 1 all players in line up with free defensive changes.
- 2 batting:  
entire roster of players present for the game shall bat in rotation.  
batting order cannot change or be altered.  
exception - injured player. (skip injured player & next batter in rotation bats)
- 3 time limit:  
mustang - no new inning shall start after 1 hour 50 minutes.  
bronco - no new inning shall start after 2 hours.  
pony - no new inning shall start after 2 hours.  
colt - no new inning shall start after 2 hours 10 minutes  
  
Innings:  
mustang - 6 innings  
bronco, pony, colt - 7 innings
- 4 scoring: mustang,bronco,pony,colt/palo  

team at bat: 5 runs or 3 outs, which ever comes first, then switch sides. Home team gets last at bat regardless if they are winning the game. no 10 run mercy rule
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- 5 pitching:  
mustang: 2 innings max per pitcher in a game.  
bronco, pony, colt/palo: 3 innings max per pitcher in a game.
- 6 coaches:  
allowed to go to mound between innings to assist the pitcher as long as the  
game is not delayed.
- 7 home team:  
rake field for their game.  
keep official score book.  
visiting team:  
line field before game.  
operate scoreboard.
- 8 tied games will end in tie.
- 9 players and coaches are to stay in dugout or extended dugout.
- 10 rainouts:  
home team responsible to reschedule game on their practice date.  
let yama know what day and time so he can call umpires.
- 11 fines: \$25  
not raking field  
not lining field  
not keeping score board or scorebook.
- 12 NO RESCHEDULING OF GAMES UNLESS RAINOUT. TEAMS MAY BORROW  
PLAYERS FROM OTHER TEAMS IF CANNOT FIELD 9, BUT MUST BE IN SAME  
DIVISION.