

Salem Parks & Recreation

Mustang & Pinto Special Rules

1. Line up. Teams will bat all players present. Any number less than 9 will result in an automatic out. Players that arrive late to a game may be added to the bottom of the order. Teams will have free defensive substitutions.

2. Game times will be 6 innings or 1 hour and 30 minutes. If any time is let on the clock at the time the 3 out is made, a new inning will be counted as having started.

3. Mercy Rules: 10 runs after 4 completed innings. 3 ½ innings if home team is leading.

Mustang runs in an inning: Offensive team will be limited to 6 runs scored in an inning for the first two innings of every game. After scoring six runs, teams will switch with no concern to number of outs made in the inning.

More than six runs are possible in an inning when five runs have been scored and the offensive team has numerous runners on base however many score before the defensive team ends the play. Those runs scored will all count.

4. Pitching rules. Pitchers will be allowed 18 outs per week. Coaches should keep notes to pitchers and outs to help them regulate themselves. No pitcher may re-enter to pitch in a game once he has been removed as the pitcher.

5. Catches gear. Catchers must wear protective gear while catching in a game, between inning warm-ups or in the bullpen.

6. No metal spike maybe worn in Salem Youth Baseball.

7. Bats. No big barrel bats may be used in Mustang or Pinto Leagues. All bats must be 2 ¼ barrel or smaller. There is no weight to length regulations.

8. Weather info. We will post weather updates on line at www.salemcity.org Information will be posted around 3:00 p.m. most days. We will work to get games in.

9. Schedules and Standings. Schedules and standing will be posted on line at www.salemcity.org

10. All teams will receive a team **snow voucher** every game. Vouchers will be handed out when you hand in your line up card. Score keepers will have the vouchers. Please redeem voucher as a team.

