

Pitch Count Pocket Card

MAX PITCHES PER GAME:

- 60 pitches normally
- May finish batter up to 75 pitches
- If caught earlier: max 40 (or 50 to finish)

REST DAYS (BY PITCH COUNT):

- 1-20: 0 days
- 21-35: 1 day
- 36-50: 2 days
- 51-75: 3 days

CATCHER RULE:

- If you catch, max 40 pitches allowed
- If you pitch >40, you may not catch later

NOTES:

- Use home team's pitch log as official
- Violations = forfeit or suspension

Mercy Rule Pocket Card

MERCY RULE TRIGGER:

- Visitor up 15 after 4 innings
- Visitor up 10 after 5 innings
- Home up 15 after 3.5 innings
- Home up 10 after 4.5 innings

RUNNER BEHAVIOR (WHEN UP BY 10+):

- No stealing home
- Runners must be held at all bases
- No advancing on passed balls or wild throws

CONTINUATION:

- Teams may play to time limit
- Result is locked once mercy is triggered
- Pitch counts still enforced

Infield Fly Rule Pocket Card

INFIELD FLY RULE CONDITIONS:

- Fewer than 2 outs
- Runners on 1st & 2nd or bases loaded
- Batter hits a fair, non-bunt, non-line-drive pop-up
- Infielder can catch with ordinary effort

WHAT HAPPENS:

- Umpire calls 'Infield Fly - Batter is out'
- Ball stays live unless it's foul
- Runners may advance at own risk

ECYB NOTE:

- Infield fly is enforced in Mustang (via PONY/MLB rules)

Tricky Rules Pocket Card

DROPPED THIRD STRIKE:

- Batter is out even if the catcher drops it
- Runners may still steal (except home if up by 10+)

BALK RULE:

- Not enforced in Mustang
- Illegal motions = warning, not penalty

STEALING / LEADING OFF:

- No leading off
- Runners may leave only after pitch passes batter
- Early leads = return or risk being out

COACH PITCH (EMERGENCY):

- Allowed only if all pitchers maxed out
- No walks; umpire calls strikes only

MINIMUM PLAYERS:

- 8 players required to start and finish
- Drop below 8 = forfeit
- Notify league 48+ hrs in advance if short

DEAD BALL OVERTHROW:

- If a throw goes out of play, runners get 2 bases
- Award is from position at time of the throw