



Grand Ledge Youth Baseball Spring League Rules - Quick reference



Rule	Mustang 9u/10u	Bronco 11u/12u
Pitching Distance	46'	50'
Base Distance	60'	70'
Game Length	6 innings *	7 innings *
Tme Limit	1 hour 45 minutes **	2 hours **
Mercy Rule	10 run lead after 4 innings	10 run lead after 5 innings
Max Runs Per Inning	5 runs per inning, unlimited in last inning	6 runs per inning, unlimited in last inning
Leadoffs	Not allowed	Allowed
Stealing	Allowed - runner may not steal until pitched ball reaches batter	Allowed, no restrictions
Advance to home on a passed ball	Not allowed	Allowed
Courtesy Runners	Allowed for pitcher and catcher	Allowed for pitcher and catcher
Run on Dropped 3rd Strike	Not in effect, batter out	In effect
Fielders	10 total, 4 outfielders	9 total, 3 outfielders
Playing time	Minimum 2 innings per game in the field for all present players ***	Minimum 2 innings per game in the field for all present players ***
Lineup	Everyone bats ****	Everyone bats ****
Injuries	Skip in batting order, no penalty	Skip in batting order, no penalty
Pitch Count Rules	2 innings per game max plus: 1-20 = 0 days rest 21-35 = 1 days rest 36-50 = 2 days rest 51-60 = 3 days rest 60 pitches maximum	2 innings per game max plus: 1-20 = 0 days rest 21-35 = 1 days rest 36-50 = 2 days rest 51-60 = 3 days rest 60 pitches maximum
Warmup pitches allowed	5	5
Balks	Instructional	One warning per pitcher per game
Intentional Walks	Not permitted	Not permitted
Bats	No restrictions	No restrictions
Bunting	Allowed	Allowed
Infield Fly Rule	Not in effect	Yes, in effect
Weather Policy	Any lightning seen or thunder heard requires a 30 minute delay without any more seen or heard. Players, coaches, umpires and spectators must clear field to a safe shelter	

* Minimum number of innings played to count as official game - Mustang / 3 innings, Bronco / 4 innings

** No new inning may start after time limit expires or after the umpire declares last inning

*** Minimum 2 innings defensively must be completed by the end of the 5th inning, rule does not apply to players being disciplined

**** Late arriving players or players being disciplined can only be added to the bottom of the lineup