

Division	# Fielders	Player minimum	# of Innings in standard full game	# innings in regulation game (rainouts/darkness)	Base path	Distance to mound from home plate	Time limit (No new innings started after)	Leadoffs (One warning per team, called out after)	Stealing	Bat Regulations
Pinto	10 with 4 in outfield, Pitcher at side or behind machine w/helmet w/facemask	8, <8 = forfeit after 10 minutes; Remove catcher position first for <10 players	5	4, 3 1/2 if home team is ahead	60 ft	40 ft, Pitching machine @ 38', Speed 30-35mph. No bunting (counts as foul ball)	65 minutes	No	No	BPF 1.15 stamp required (same as KVBSA)
Mustang	10 with 4 in outfield	8, <8 = forfeit after 10 minutes	6	4, 3 1/2 if home team is ahead	65 ft	46 ft	1:45 hours	No	When pitched ball breaks the plain of home plate. No stealing home.	BPF 1.15 stamp required (same as KVBSA)
Bronco	9	8, <8 = forfeit after 10 minutes	6	4, 3 1/2 if home team is ahead	70 ft	50 ft	2 hours	5' leadoff from all bases (Distance between closest foot to base and the base)	When pitched ball leaves the hand of the pitcher. One run via steal home per inning.*	BPF 1.15 stamp required (same as KVBSA)
Pony	9	8, <8 = forfeit after 10 minutes	7	4, 3 1/2 if home team is ahead	80 ft	54 ft	2 hours	Yes	Yes	BPF 1.15 stamp required (same as KVBSA unless participating teams adjust)

Division	Mercy Rule	Balks	Infield Fly	Advance on overthrows	Run limit per inning	Batting Line-up	Stoppage of Play	3rd Strike	Walks and Hit by Pitch
Pinto	No	No	No	No	5 (Playoffs only: 12 in 5th inning)	Must bat entire roster. Players arriving after start of game are added to bottom of batting order.	When the ball enters the infield (possession not required)	No dropped 3rd strike rule. If no swing at first 4 pitches, then next hittable ball is either in play or an out if missed.	NA
Mustang	No	No	No	Runners can advance one base but cannot advance past 3rd	5	Must bat entire roster. Players arriving after start of game are added to bottom of batting order.	Once ball is back inside the base paths and in possession of an infielder	3rd strike is an out even if catcher does not catch the ball	Remove pitcher if two HBP in one inning. Pitcher removed after five walks (incl HBP) in an inning.
Bronco	10 after 5 innings	Yes, one warning	Yes	Yes, subject to One Steal Home rule	7	Must bat entire roster. Players arriving after start of game are added to bottom of batting order.		3rd strike is an out even if catcher does not catch the ball	Remove pitcher if two HBP in one inning. Pitcher removed after five walks (incl HBP) in an inning.
Pony	10 after 5 innings	Yes, one warning	Yes	Yes	8 during first 6 innings	9		Yes	

***Steal home rule for Bronco:**

After one established third base runner has successfully stolen home in an inning, the only way for such a runner on third to come home is with a batted ball put into play, forced in by a walk or hit-by-pitch, or on overthrows directly involving the established third base runner. A runner starting the play from another base is not considered an "established" runner at third until there is a dead ball situation with the runner on third base. An established 3rd base runner that comes home on a catcher-to-pitcher exchange is considered a steal. Once the home steal has been used and there is a runner on third, this rule allows the kids to make plays on the other runners without risk of the third base runner coming home.

If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty.

If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning and the runner is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out.