

ROMEOVILLE PONY BASEBALL 2010 PINTO COACH/PLAYER PITCH RULES

All games are played by Major League Baseball Rules, Pony Baseball Rules and Romeoville Pony Baseball Rules. Pony Baseball Rules supersede Major League Rules and Romeoville Pony Rules supersede Pony Baseball Rules.

The order of rule interpretation for all decisions at all games is as follows: (1) Romeoville Pony Rules, (2) Pony Baseball Rules, (3) Official Major League Rules.

SECTION 1 - GENERAL RULES

- 1.01 If at any time prior to or during a game lightning is visible in the sky, the umpires shall halt play and immediately clear the field and dugouts. Play shall be suspended a minimum of 20 minutes. If it appears the storms will not leave the area for a considerable time, the umpires will then declare the game suspended.
- 1.02 The home team will occupy the third base dugout.
- 1.03 The home team will keep the official score.
- 1.04 All players must be entered into the scorebook by name and uniform number.
- 1.05 No team mascots or batboys are permitted in the dugout.
- 1.06 Any pitcher who appears in a game on Thursday night may also pitch in a game on Saturday morning and be considered to have satisfied the Pony Baseball "40 Hour Rest Rule".
- 1.07 Both teams may have up to 15 minutes infield practice prior to FIVE minutes before game time. This time may be shortened or eliminated by the umpires. Order of practice is first ready, first to practice. If both teams are ready, visiting team practices first. If both teams arrive early for batting practice, the time shall be divided equally between the two teams.
- 1.08 Infield practice must be completed no later than 5 minutes prior to the scheduled starting time, so the field may be properly marked for play. The preparation of the field is the responsibility of the host/home team with the approval of the umpires.
- 1.09 Participants in the game (players, managers, coaches, umpires & scorekeepers) are not permitted to consume alcoholic beverages on or near the playing field under any circumstances. A proven violation of this rule may result in the suspension of the individual from the Romeoville Pony Baseball program.
- 1.10 There will be no smoking or tobacco products on the playing field or dugout. Umpires will issue one warning; second offense shall call for ejection.
- 1.11 If a batter unintentionally throws his bat, the umpire shall warn him. Should the same batter unintentionally throw his bat a second and/or subsequent time(s) during a game, he shall be declared out. No runners shall be allowed to advance -DEAD BALL.

- 1.12 For Player Pitch, your score book will be the official record of your pitchers innings. Your score book should be in your possession at all games. All pitchers who pitch in a game and the number of innings they pitched must be documented in your book.
- 1.13 No parent, player or coach shall be permitted behind the backstop during the game. Umpire shall have the individual(s) removed from this area.

SECTION 2 - SPECIAL EQUIPMENT RULES

- 2.01 Romeoville Pony Baseball REQUIRES all players wear an athletic supporter with cup. Catchers or any player on the team who may be catching in a game or practice MUST wear supporter and cup, protective helmet, chest protector, shin guards, and mask with throat protector at all times. If a catcher is found not wearing proper equipment, he must be removed from the catcher's position until he is properly equipped.
- 2.02 Players may not wear jewelry such as necklaces, bracelets, watches or earrings while practicing or playing. While permitted by Pony Baseball Rules, players may not wear shoes with metal spikes.
- 2.03 Managers or adult coaches may warm up a pitcher between innings without a protective mask. Players warming up a pitcher must wear a protective helmet and mask.
- 2.04 Adults may coach on the base lines without protective helmets. Player coaches under the age of 16 must wear helmets while coaching the bases.
- 2.05 Two NEW game balls will be provided for each game. A game ball shall be provided to each team at the conclusion of the game.
- 2.06 Any player without a complete uniform (hat, jersey, and pants) MAY be restricted from play by his manager. The intent of this rule is to encourage kids to be properly dressed. It is recommended to allow all players to play.

SECTION 3 - DISCIPLINARY RULES

- 3.01 A manager is responsible for the conduct of his players, coaches, scorekeeper and fans. If an umpire requests his assistance in disciplinary actions, the manager must comply or face ejection and/or forfeiture of the game.
- 3.02 Only uniformed players, manager, coaches, and scorekeeper are allowed in the dugout. Unauthorized persons in the dugout will be asked to leave. After one warning the umpire may declare the game a forfeit if an unauthorized party refuses to leave.
- 3.03 Any manager, coach, scorekeeper, or player who commits unsportsman-like behavior (kicks or throws equipment, uses profane language in anger, fights, etc.) **WILL BE EJECTED FROM THE GAME IMMEDIATELY**. If a manager or coach feels a ballplayer requires discipline he may do so immediately. If any team representative physically attacks or threatens an umpire, teammate or opposing player, that individual shall be barred from any further participation in the Romeoville Pony Baseball organization, as outlined in the Code of Conduct, upon the investigation and final action of the Board of Directors.
- 3.04 A manager or coach who has been ejected from the game must leave the playing area. Failure

to do so will result in forfeiture.

- 3.05 A player ejected from the game must remain on his team bench; unless parent or legal guardian accompanies him, then he/she may sit in the stands or leave the field. If the player is requested to leave the area and player's parent(s) or legal guardian is present, he must do so. Failure to comply will result in forfeiture.
- 3.06 A disruptive fan can be asked to leave the immediate area by the umpire. Failure to do so may result in a forfeiture of the game by his team.

SECTION 4 – IN-GAME RULES, PLAYING TIME

- 4.01 All Games are scheduled for 6 Innings. A game is considered a complete game after four (4) innings or 3 ½ innings if the home team is ahead. There is a two hour (2) time limit for all games and no new inning shall start after the 2 hour time limit. The score will be taken from the time of the time limit expiration. If the score is tied, the score will revert back to the score at the end of the previous completed inning. If the tie cannot be broken the game will be considered a tie and effort will be made to schedule the game's completion at a later time.
- 4.02 Each team will field ten (10) defensive players in the field. In the event a team is unable to start a game with 10 eligible players, the game will start and continue with a minimum of 8 players. If the number of eligible players goes to 7, due to injury or illness, etc., the team will forfeit. If a ninth player arrives to the game later, he/she will be eligible to play immediately. Eligible players will be entered last in batting order. Pony Baseball Rules, Section 18C states that a team has 15 minutes from the scheduled starting time to field a team. The interpretation of this is that a game must start on time or as soon as 8 eligible players arrive at the playing field. If 8 eligible players are not available within 15 minutes of the scheduled starting time the game will be declared a forfeit. Eight (8) players are required to start a game.
- 4.03 With ten (10) defensive players, each team shall field four (4) players in the outfield. The outfielders are required to play on the outfield grass. They may not play in the infield.
- 4.04 There is a free substitution rule for all defensive positions. Players may be put in and taken out on defense any number of times without limitation to positions played. The only exception to this rule is that once removed from the pitching position a player may not be reinstated into that position. No player may play ANY position for more than 2 innings in any game. Players should be rotated to different positions throughout the game.
- 4.05 No player shall sit more than one defensive inning more than any other player at any point in the game except for a player who has arrived late or leaving early (i.e., no player shall sit 2 innings before every other player has sat at least 1). Any late player will be added to the end of the batting order immediately and play half the remaining innings. If the number of the remaining innings is odd, then the late player must play half of the remaining innings minus one (i.e. 5 remaining innings; player must play a minimum of 2 innings). Failure to comply with this rule (1st offense) will result in the manager being suspended for one (1) game.
- 4.06 Teams will use a "continuous" or "rotational" batting order, whereby all eligible players at the game will be included in the line-up and entered in the scorebook. Therefore, every player has the potential to bat every inning, regardless of whether or not he/she played in the field.
- 4.07 Hash marks will indicated the half way point between each of the bases. If the infield has possession of the ball before the advancing runner hits the halfway mark, the runner needs to

return to the base. An overthrow at first their will be no base advancement. An over throw at second or third player can advance 1 base at the runners discretion. So if there is an overthrow at second the player could advance to third, if the defensive team then overthrows third the runner could advance home at the runners discretion.

- 4.08 There is a maximum of five (5) runs scored per inning. Once 5 runs are scored the team is finished batting regardless of how many outs have occurred. There is unlimited scoring in the 6th or final inning of the game. If due to time limits the 5th inning is determined to be the final inning there shall be unlimited scoring in the 5th inning.
- 4.09 10 Run Rule - If a team is leading its opponents by at least ten (10) runs after four (4) or more equal innings have been played or after 3 1/2 innings if the leading team is the home team, the game should be terminated and the team in front declared the winner.
- 4.10 Player Pitch will revert to Coach Pitch in the event that the Pitcher throws 3 balls without throwing a strike, a 3-0 count, or if the pitcher throws 4 balls. (3-1 or 3-2 count and then a fourth ball is thrown) The offense team coach will be allowed to pitch to the batter until the batter either hits the ball or reaches strike 3. If the batter fouls off the 3rd strike he continues to bat until he puts the ball in play or fails to hit the final strike.
- 4.11 If a runner is off the base when ball is hit that runner is declared out and the ball is a in play.
- 4.12 Players are allowed to slide only into second, third and home. No head first slides are allowed. Sliding head first will result in the player being called out.
- 4.13 There are no leadoffs.
- 4.14 There is no dropped third strike.
- 4.15 There is no infield-fly rule.
- 4.16 There is no stealing of any bases.
- 4.17 There are no balks.
- 4.18 There are no walks.
- 4.19 There are no bunts.
- 4.20 A courtesy runner should be used for the catcher when there are two outs. This is intended to speed up play. The last player making an out will always be considered the substitute runner in this situation or any injury situation where a runner is need to replace a runner on base. (Due to Injury, etc.)

SECTION 5 – PITCHING RULES

- 5.01 If the coach has to come in to pitch in Player Pitch games, the pitcher must have one(1) foot on the mound while the coach is pitching.
- 5.02 Pitchers may only pitch two (2) innings in a game or in any day.
- 5.03 Pitchers can only pitch six (6) innings in a week. A calendar week is from 12:01 AM Monday to

12:00 midnight the following Sunday.

- 5.04 Pitchers who have pitched two (2) innings in a day must have 40 hours rest before pitching. They cannot pitch on consecutive days.
- 5.05 One Pitch constitutes an inning.
- 5.06 If a pitcher hits three (3) batters in the same inning he must be removed. If a pitcher hits four (4) batters in one game he must be removed. If a pitcher hits two (2) consecutive batters, he must be removed.
- 5.07 A coach may go to the mound 2 times in an inning. If the coach makes a 3rd visit to the mound the pitcher must be removed.

SECTION 6 - SAFETY RULES

- 6.01 No base runner may intentionally run into a fielder just to knock the ball out of his possession. If, in the judgment of the umpire this occurs, the base runner will immediately be called out. If it is a flagrant violation, the player at fault may also be ejected from the game. The offensive player must slide or avoid contact at all times.
- 6.02 If the runner attempting to score intentionally makes contact with the catcher (fielder) by sliding into him above the waist, or using a "football" type rolling block or other similar actions, the umpire will call the runner out and may eject him from the game for unsportsmanlike conduct, if he deems necessary. Ball will be ruled dead and no other runners will be allowed to advance.
- 6.03 If the catcher (fielder) must move into the base path between home and third base to receive the throw, base runner must give way (run around) him to allow him to make the play. NOTE: This is an Official Baseball Rule.
- 6.04 When there is no possibility of contact, the runner should not slide. Umpires may tell the runner "Stand up - Don't slide" when this situation occurs.
- 6.05 On deck batters will stand in the circle behind the batter, regardless of the dugout they occupy and must wear a batting helmet. With a right-handed batter, the 3rd base circle will be used. With a left-handed batter, the 1st base circle is used.

SECTION 7 -PROTESTS

- 7.01 There are no protests. Should a disagreement occur, both managers and both umpires should calmly discuss the problem for a maximum of five (5) minutes. Discussions should be held behind the pitcher's mound and should not involve the players or coaches. A final decision will be made at that time based on 2/3 vote of the managers and umpire.