



Pony Boys - 2010 League Rules

Game Information

- Games will consist of 6 innings or two hours. No inning will be allowed to start after 1 hour and 50 minutes.
- An inning will consist of 3 outs. There is no batter limit.
- Mercy rule: 15 runs after 4 innings, 10 runs after 5 innings.
- Tie games will be permitted to continue ONLY if it is the last game of the day. In the event of a tie, the last batter from the prior inning will start on second base.
- The umpire will keep the game clock and will notify both teams of the game start time.
- In an effort to keep the games on schedule, please pinch run for the catcher if he is on base with two outs. The last player out in that inning will be your pinch runner.

Field Information

- Base paths are 80’.
- The pitching distance will be 54’.
- Teams will play 9 players in the field.
- Ball size: regulation baseball.

Pitching Rules

- A pitcher may pitch up to 5 innings in one game or 6 innings in one day.
- A pitcher may not pitch again for 40 hours after pitching 3 or more innings in a game.
- A pitcher may not pitch more than 10 innings in a week. A week runs from Monday through Sunday.
- A single pitch constitutes an inning.
- A coach is allowed one visit to the pitcher’s mound in an inning. The pitcher must be removed on the second visit in an inning.
- Balks will be called at the umpire’s discretion. A warning may be given on the first balk.
- It is recommended that coaches keep track of pitch count. The following should be used as a guide to determine the number of pitches a player should throw:

| <u>Age</u> | <u>Max. Pitches Per Game</u> | <u>Max. Games Per Week</u> | <u>1 Day Rest</u> | <u>2 Day Rest</u> | <u>3 Day Rest</u> | <u>4 Day Rest</u> |
|-------------------|-------------------------------------|-----------------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 8-10 | 52 | 2 | 21 | 34 | 43 | 51 |
| 11-12 | 68 | 2 | 27 | 35 | 55 | 58 |
| 13-14 | 76 | 2 | 30 | 36 | 56 | 70 |
| 15-16 | 91 | 2 | 25 | 38 | 62 | 77 |
| 17-18 | 106 | 2 | 27 | 45 | 62 | 89 |

Additional Rules

- Free substitution is allowed. All players may leave and enter the game at anytime with the exception of the pitcher who may not re-enter as a pitcher once he has pitched.
- All players will be placed in the batting lineup for the entire game.
- A team may start a game with only 8 players. When batting with only 8 players, the umpire will declare the 9th position in the line-up an automatic out. Teams may borrow an OSAA registered player. The substitute player must bat last and play in the outfield.
- Bunting is allowed.
- Runners can lead off and steal all bases.
- The dropped third strike rule is in effect. The batter can run to first on a dropped third strike except in the case where there is a runner on first at the time of the pitch, with less than two outs. The batter can run on a dropped third strike if there is a runner on first with two outs.
- The infield fly rule is in effect. The batter is automatically out if hitting a catchable pop fly in the infield, with runners on first and second, or first, second and third, with less than two outs. Base runners can advance at their own risk but are not required to run in the event the ball is not caught **AND** the umpire has called an infield fly.
- Runners may advance at their own risk on overflows within the field of play. Runners are allowed to advance to the base they were running to, plus one base, in the event the ball leaves the playing field on an overthrow.
- Slide guideline: There is no requirement to slide. Players should, however, make every attempt to avoid collisions with opposing players. A runner may be called out for running into a fielder who is attempting to make a play on the ball. Under no circumstances can a player intentionally run into a fielder. It will be at the umpire's discretion to call the runner out if contact is made. In the case of a runner intentionally running into the fielder, the runner may be removed from the game. **Please instruct your players to slide on close plays at any base.**

General Rules / Information

- All players MUST wear helmets with face guards in the on-deck area, when at bat, and while on base.
- Catchers must wear chest protector, shin guards and a helmet during the game and while warming up the pitcher.
- The home team will occupy the third base dugout.
- Both teams should supply one game ball.
- Dugouts should be left clean after each game.
- **The ZERO TOLERANCE rule is in effect.** Coaches are responsible for their conduct, their players' conduct, and that of the parents and fans. The umpire has the authority to eject any player, coach or fan that is deemed to be disruptive of the game. Please display good sportsmanship toward the umpires.
- If no umpire is available, the coaches should report the situation to the OSAA Field Director on duty.
- All judgment calls by umpires are final. A call made incorrectly due to a rules interpretation may be addressed to the umpire by both coaches. The umpire's decision will stand if no agreement is reached (the intent is to make the correct call on a rules-related call, not to change a judgment call made by the umpire).
- The winning team's coach should record the game score in the league book in the Snack Shack.
- The use of alcohol, tobacco, and illegal drugs in any form, by players or coaches in the dugout areas, on the benches, or on or near the field of play is not permitted.

Rain Out Number – 932-7246 (932-RAIN)

League Commissioner Name:

Commissioner Phone Number: