

## **Squirrel Hill Baseball PONY, COLT & SUPERCOLT Rules (Fall 2008)**

*Situations not addressed below follow the playing rules of High School Baseball. The Umpire will rule on unique situations.*

### **Sportsmanship**

- Players must exhibit good sportsmanship towards opponents, teammates, and umpires.
- Umpires shall, at their discretion, warn or eject any player, coach or fan that argues, curses, intentionally throws equipment, or displays other inappropriate behavior. There will be a maximum of one warning. At the umpire's discretion, an ejection can occur without warning.
- Extremely inappropriate acts, or behavior that recklessly endangers the safety of others, can be accompanied by further suspension by the league director.
- After games the bench areas should be totally cleaned. **GARBAGE MUST BE REMOVED.**

### **Uniforms & Forfeits**

- Players must wear their team Shirt (tucked in) and team cap (worn with the bill facing forward)
- Players are NOT permitted to wear watches, rings or other jewelry.
- Pitchers may not wear white or light-colored sleeves that extend from under the T-shirt or any other item that could distract the hitter.
- A team will forfeit a game if they do not have at least EIGHT players available to begin a game. They will be given a grace period of 15 minutes from the umpire's start time for the game.
- The game may continue as long as the team has at least SEVEN players.
- If the opposing team chooses to waive the right to a forfeit and the game is subsequently played, the results shall count as scored.
- Teams can call up players from a younger division
- Call-ups may play for more than one team during the season

### **Game Rules & Equipment**

- Games are 7 innings, however **no regular season game can begin an inning** (after the 5<sup>th</sup> inning) **if the game has already run 2 hours 15 minutes.**
- Games are official once the trailing team has batted 5 times. If the road team takes the lead in the top of an inning, the home team must complete it's AB in the bottom of the inning or the game will be considered "suspended" and not complete. If a suspended game is not completed at a later date, the game will be considered a TIE in the standings.
- All unfinished games completed at a later date will be picked up where the game was left off. The exact batting order from the original start must be used. If a player in the original line up is not there for the continued game he is just bypassed in the order. If additional player(s) not there for the original game are there for the continued game, their name is placed at the end of the lineup. Innings pitched in the original game will carry over to the resumed game.
- The mercy rule will end a game if a team is trailing by 12 runs after 4 at bats or 10 runs after 5 or 6 at bats. If the leading team achieves the above leads in the top of an inning, the trailing team will bat in the bottom of the inning.
- Free substitution in the field
- Metal cleats are allowed
- Bats must be -3 for COLT and SuperCOLT, and up to -10 for PONY
- Please limit rest time to 15 minutes between doubleheader games
- Teams will always be ranked in the league standings based on W/L Pct (wins divided by the sum of wins + losses). This is used due to the condensed nature of the fall season, which does not always allow time for make-up games. Standings tie-breakers are: (1) head-to-head, (2) coin toss

## Hitting & Base Running

- Each team will **bat all players** at the game and the batting order cannot be altered during a game.
- Should a player be removed from the game for injury, the player's place in the order will be vacated and the entire order will move up one position. Should that player re-enter the game, the player will be re-inserted into their previous spot in the order.
- A player arriving after a game has started must be placed at the end of the order. This applies to both teams even if the late arriving player is on the home team and they have not yet batted.
- All players must wear a helmet when batting, on deck, or running the bases.
- Umpires shall rule out any base runner that in their judgment intentionally removed a helmet.
- Any hitter bunting, placing a short hit in front of home plate or running on a dropped 3<sup>rd</sup> strike **MUST** run to first base in foul territory. The umpire **MAY** call the hitter out if this rule is broken.
- **Any base runner that, in the umpire's judgment, causes a collision by not sliding at ANY base (especially at home plate) shall be ruled out.**
- The runner is also responsible for avoiding contact with any fielder that is making a play on a batted ball. However, fielders must not be in the base paths or standing on any base if they are not attempting to field a batted ball or make a play at that base (standard interference rule).
- There are no appeals needed for runners missing a base or a tagging runner that leaves the base early. If the umpire sees it he will make the call after the play is completed.

## Catchers

- Catchers **MUST** wear a cup
- Catchers must wear shin guards between innings, except when on-deck with less than two outs.
- If a catcher is on base he may be replaced with a pinch runner at any time, but he **MUST** be replaced with two outs. In either case the player last recording an out will be used to run.
- Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

## Pitchers

- Pitchers will be permitted 8 warm-up pitches before their first inning but only 5 warm-up pitches before subsequent innings.
- Pitchers due to pitch the next inning **CAN** at any time be replaced by a pinch runner that must be the last out recorded.
- Intentional walks are permitted. Just alert the umpire – No pitches need to be thrown.
- Pitchers will be allowed to pitch up to 5 innings in a doubleheader. If only a single game is scheduled that day, pitchers may only pitch 4 innings in that game. Innings in any game must be consecutive.
- For PONY a pitcher must be replaced upon hitting a 3<sup>rd</sup> hitter in the same game. (COLT and SuperCOLT no limit)
- A pitcher must be replaced with the coach's 2<sup>nd</sup> trip to the mound in the same inning.

## Field Set Up

- PONY distances are 80 feet between bases and 54 feet from the front of the rubber to the back of the plate
- COLT and SuperCOLT distances are 90 feet between bases and 60 feet, 6 inches from the front of the rubber to the back of the plate
- In most cases the volunteer coaches that normally play at a given field will set up the field. Please offer to help whenever possible.