



North Suburban Pony 2010 Baseball Rules

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Except as otherwise noted below, games shall be played according to the 2010 PONY Baseball Rules and Regulations and / or the 2010 Official Rules of Major League Baseball.

LENGTH OF GAME

1. Regulation games will be **seven innings or 2 hours (No inning can begin after 1:45 from start of game)**
2. **Nine (9) players** must be present to start a game.
3. A game is forfeited if a team cannot field **nine uniformed players fifteen (15) minutes after scheduled game time. A temporary callover between same-association teams is permitted in order to get the game started.**
4. A team may complete a game with **eight (8) players** as a result of injury or if one player needs to leave before the end of the game. With the exception of an injury, if the last player's spot comes up in the batting order, his spot is automatically recorded as an out. A team cannot complete a game with less than eight (8) players.
5. Each team will have use of the field for 10 minutes before the game for warm-ups. "AWAY" team takes the field 25 minutes before the start of the game. The last five minutes before game time managers must meet with umpires.
6. Each player must play defensively a minimum of two complete innings in the field, unless removed due to injury. If a player arrives late and there is not sufficient time to allow the player to play two complete innings in the field, the manager is not held to the minimum playing time for that player.
7. **Complete Game:** If a game is called for any reason, it shall be a complete game if five innings have been completed or if the visiting team completes its half of the fifth inning and the home team is ahead.
8. **If a game is called after it is a complete game** due to any reason including inclement weather or darkness, the score for that game **will revert back to the last complete inning.**
9. If a game is **called after any inning** before it has reached a complete-game length due to inclement weather, darkness, or any other reason, the game shall be **resumed from the exact point** the game was halted if the schedule allows it to be rescheduled.
10. A complete game occurs when a team is leading by ten (10) runs after five (5) or more complete innings, or four and one half (4 ½) innings if the home team is leading, and the leading team has fulfilled the 13 year old pitching requirement (see below).
11. Once a game has started, the decision to call a game for any reason rests with the home plate umpire. However, the two team managers must be consulted before making that decision.

12. Playing a game in its entirety over the two hour time limit is encouraged however both managers and the home plate umpire must agree on it at the outset of the game. This can only be done as long as NO game is scheduled after their game.

“HOME” TEAM vs. “HOST” TEAM RESPONSIBILITIES

For Example: If are using three (3) fields:

BMP: Knob (HOST Team is BMP 1,2, 3, etc.)

IFPAA: Blueberry (HOST Teams are IFPAA 1, 2 3 4 etc.)

McAA: Vincentian #1 (HOST Teams are McAA 1, 2, 3, 4 etc.)

Example: If McAA 1 has a HOME game at Blueberry vs. IFPAA1, IFPAA1 is HOST team for the examples below.

1. Every team has an equal number of HOME and AWAY games per the schedule. All teams will be given Umpire money for their 7 HOME games.
2. The HOME Team will provide two (2) new approved baseballs per game (A.D. Starr PL 200 or Wilson 1075).
3. A representative of the HOME team (or HOST team in the event the Host team is playing teams from other organizations) is responsible to cancel the game 1 ½ hours before the start of the game due to inclement weather. Once a game starts, the home plate umpire will call the game due to inclement weather or darkness. It is the responsibility of the HOME/HOST representative to immediately inform the opposing manager and the umpire coordinator **(Ed Heckert 412-369-7517)**.
4. The Home/Host team is responsible for **field preparation before the game.**
5. The Host organization will provide the necessary equipment to line and prepare the field. Each team shall assist in preparing the field before and repair after each game. The last scheduled home team of the day is responsible for locking up equipment after the game.
6. In the event a HOST team is not present for a game played at their home field, i.e. two “outside” teams are using another organization’s field; the managers of each team shall be responsible for the duties listed above.
7. **PAYMENT OF UMPIRES:** EACH team is responsible for one (1) Umpire fee of \$33/per Umpire payable in Cash to each Umpire before the start of the game. If only 1 Umpire shows up, he is due (at least) an additional ½ fee. If the Host or Home team cancels w/o confirming with Ed Heckert 90 minutes before game time and/or does not show up, the Home team must still pay the Umpires their entire fee if the Umpires are there for the start of a game.
8. Games cancelled for any reason shall be rescheduled by the Home team’s manager within 72 hours of the cancelled game. The rescheduled date and time shall be provided to the league representative (Jeff Trettel, CELL 412-818-1244, jpt@jbindustrial) The league representative is responsible for rescheduling umpires for the game.

BATTING

1. Continuous batting order is used. Unlimited substitution is permitted. The batting order must be maintained. All players must bat before the first batter bats a second time. Call ups (or Call overs) must bat last in the line-up.
2. **Bunting**. A batter squaring around to bunt **must bunt or pull the bat back (no “slug” bunts)**. A batter who squares to bunt and then takes a “slap swing” will receive an automatic strike call. If the ball is hit by the slap swing in fair territory, the play is dead and the batter is called out. This is for safety reasons.
3. Infield fly rule is enforced.
4. **Throwing the bat** is one warning **per team**. Each time after the warning, the batter is out and the play is dead.

RUNNING / STEALING

1. **Stealing** – regular base running rules apply, including leading off from a base.
2. **NO** straight stealing of **HOME**.
3. Runners must **avoid contact**.
4. Head first slides are permitted.

OVERTHROWS

1. If an **overthrow leaves the field of play**, base runners get the next base plus one more base from the last legally occupied base.

PITCHING

1. Pitchers cannot pitch more than **three (3) innings** per game.
2. Teams are encouraged to develop and teach their 13 Year Old pitchers. **Each team is required to pitch a 13 Year Olds in three (3) innings. At least two (2) complete innings prior to the end of the fifth inning and another one (1) complete before the end of the 7th inning.** If this rule is not met in a regulation game, the penalty is automatic forfeiture of the game by the team violating the rule. This rule applies to all games, including those that are ended as the result of the 10-run rule. : Solely for the purpose of this rule, a 13 year old has pitched in an inning when the team has recorded three outs with the 13 year old as pitcher or when the 13 year old pitcher has faced five batters as pitcher. For all other rules (e.g. 3 innings per game and 10 innings per week), any pitcher will be considered to have pitched an inning after pitching one pitch in that inning.
3. A pitcher cannot return as a pitcher in a game once he has been removed.
4. A manager is allowed two (2) trips to the mound per inning. Upon making the second trip to the mound, the pitcher must be removed. Trips to the mound before the half-inning count as a trip.
5. A pitcher must be removed after he hits **3 batters during the game**.
6. Pitchers are not permitted to wear wrist bands, jewelry, batting gloves, white fielding gloves or a white sleeve shirt visible under the game jersey.

7. Until May 15, the umpire will give ONE warning per Pitcher on all balks and instruct the pitcher on why the balk was called. Play is “dead” for this one warning.
8. Call-ups and Call-overs are not eligible to pitch.

FIELD SET UP

1. Bases are 80 feet apart. Pitching distance is 54 feet. Home plate to the center of second base is 113 feet –2 inches.

SAFETY STANDARDS

1. **Bats can** be “Little League”, “Senior League” or “BESR” approved.
 - Barrel diameter not to exceed a maximum of 2 3/4 inches
 - No limit on length to weight differential
2. All safety equipment must be worn. Batting helmets must be worn during batting and base running.
3. Catchers must wear all protective equipment at all times. This includes wearing a cup and face mask during warm-ups.
5. A teammate or coach must protect a pitcher when he is warming up down the sideline and not protected by a fence.