

Sandy Plains Baseball – Park Specific Rules

Rules hierarchy is: baseball rules, Dean Dean Baseball and finally Sandy Plains Baseball Rules

Pony and Colt (13/14 -15-18)



- o Bats
 - b) Colt
 - o All non-wood bats “MUST” meet BBCOR (Batted Ball Coefficient of Restitution).
 - c) Pony
 - o All non-wood bats “MUST” meet BBCOR (Batted Ball Coefficient of Restitution)
 - o Exception - In Pony, if a player is 100 pounds or less, AND his/her playing age is 13, they may use a bat that does not weigh numerically more than five ounces less than the length of the bat. Drop 5 minimum.
 - o If the playing age is 13, and the player is 100 lbs or less, their bat must be USSSA 1.15BPF certified and have the official stamp on the barrel.
- o Game Time
 - o Regulation games for Pony League is as follows:
 - (a) Innings played: 6
 - (b) Time limit: 1:50
 - o Regulation games for Colt League is as follows:
 - (a) Innings played: 7
 - (b) Time limit: 2:00
 - o An inning will be completed if started prior to time limit only if necessary to determine the outcome of the game.
 - o An inning starts when the third out is made at the bottom of an inning.
 - o A complete game is 4 innings, or 3 ½ innings if Home team is winning.
 - o Run rule is 15 runs after 4 innings and 10 runs after 5 innings.
 - o If the game is tied after regulation play, one (1) extra inning is granted provided that time is within the time limit. Otherwise, the tie stands, and if the game remains tied after one extra inning, the tie stands.
 - o The managers and umpire will meet before the game and synchronize the start of the official game time. (10 mins. Prior to start)
 - o Official game time begins after umpire/manager meeting is complete.
 - o During the umpires meeting the home team should be on the field and the pitcher should be warmed up so that after the meeting is over the game can begin.
 - o No inning shall start after 10:00 pm prevailing time.
 - o There will be no protest of a judgment call.
 - o The umpire’s call is final. If there is a dispute of a rule, a time out may be requested from the umpire to discuss the rule in question and it is the discretion of the umpire to grant a time out.
- o Progression of games:
 - o Each team is allowed one (1) offensive time out per inning.
 - o After the 3rd out is played, each team has 2 minutes to take their respective positions in order to keep the pace of the game going and avoid any delaying of game playing time. Umpires can award a ball to the offense if a delay occurs that is the fault of the defense, and can award a strike to the defense if the delay is the fault of the offense. These awards will occur every 30 seconds starting at the 2 minute point.
 - o If a player is injured during a game, they may leave the game and then return if they are able. Any player that is bleeding must be removed from the field. Provide aid to halt the bleeding and clean any blood from the skin. Any blood soiled clothing must be changed, cleaned or covered up (e.g., tape) prior to the player returning to the field. Since blood can carry communicable diseases, this procedure helps reduce the likelihood of an exposure

- BALKS:
 - This is a judgment call by the umpire and the umpire will explain why a balk has been called to the pitcher (and the manager if asked).
- ADDITIONAL RULES:
 - Any runner is out when the runner does not attempt to avoid contact. (i.e., if the defensive player has possession of the ball prior to the runner's arrival, then the runner must attempt to avoid contact. This rule applies to all bases, except 1B and even applies when the force is in effect.)
 - PENALTY: No warning is given and runner is out.
 - Head first sliding is permitted.
 - If a batter "slings" the bat, then the play stands and the team is given a warning from the umpire. If another batter on the same team "slings" the bat after a warning has been given, then the batter is out, the ball is dead and no runners advance.
 - NOTE: Each team will be given one (1) warning per game.
 - Bunting is allowed and follows the rules of regulation baseball. (No fake bunting and then swinging, Slashing)
 - Intentional walks: Manager should inform umpire that they would like to walk the batter. No pitches have to be thrown. The batter automatically takes first base.
 - Batters must keep one foot in the batter's box at all times, unless a time out has been granted. The penalty will be a called strike. Warnings will be issued in Mustang and Bronco as an effort to teach the players but should be second nature in Pony and Colt.
 - Courtesy runners will only be allowed for the catcher with two out. The base runner will be the player who made the last batted out. A runner for the catcher is MANDATORY with 2 (two) outs.