

**SANDY PLAINS BASEBALL ASSOCIATION
OFFICIAL PLAYING RULES AND REGULATIONS
COLT DIVISION – SPRING 2011**

General:

The SPBA Colt League will follow the most current rules of play as established by the Georgia High School Association for High School Baseball. The following outlines certain modifications or additions to the High School rules for play at SPBA.

SPBA Colt League - Park Rules

A. Game Duration:

1. Games shall be 2-hours in duration or 7 innings.
2. An inning begins at the time of the 3rd out of the previous inning.
3. An inning started within the 2-hour time limit will be completed even if it extends play beyond the 2-hour time limit.

B. Tie Score Games:

1. Games may end in a tie score, however,
2. If at the completion of 7 innings and if there are 20 minutes or more of game time remaining, an 8th inning may be played if the score is tied.
3. Only 1 additional inning beyond 7 will be played regardless of the amount of game time remaining at the completion of the 8th inning.

C. Continuous Batting Order:

1. Managers shall utilize a continuous batting order for all players present at the game.
2. Managers will exchange batting line-ups prior to the start of play.
3. Players arriving to the game late may be added to the bottom of the line-up.
4. Players may be removed from the line-up during the game due to an injury without penalty of scoring an out.
5. Any Player(s) ejected from play by the Umpires, this position in the line-up will be scored as an out from the point of ejection to the completion of the game.
6. Teams playing with only 8 players, the 9th position in the line-up will not be penalized by scoring the 9th position as an out. This rule applies if the reduction to 8 players is not due to player ejection.

D. Manager's Discretion for Defense Play

1. Managers are allowed free substitutions for all positions except Pitcher.
2. Defensive play is at the Manager's discretion. There is no minimum number of innings required for player defensive participation.

E. Speed up Rule

1. A pinch runner may be substituted for the Pitcher or Catcher when these players occupy a base with 2 outs scored in the inning. This is not a mandatory rule but it is applicable only when there are 2 outs scored in the inning.

2. The pinch runner shall be the player that was the last batted out.

F. Run Rules

1. The game shall be awarded to the Home Team when their score is 15 or more runs ahead of the Visiting Team after 3½ innings or 10 runs ahead after 4½ innings.
2. The game shall be awarded to the Visiting Team when their score is 15 or more runs ahead of the Home Team after 4 innings or 10 runs ahead after 5 innings.

G. Miscellaneous

1. Players shall be properly attired in their team's uniform.
2. Players shall not wear any jewelry.

H. Other

1. Managers will ensure that concession stand duty is carried out on the assigned day(s). In the fall season, failure to do so will result in a suspension for the next scheduled game. In the spring season, failure to do so will result in a suspension for the first playoff game in the spring.
2. 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.
3. Practice and games will be halted immediately when thunder is heard or lightning is seen. Play may be resumed when 1) 20 minutes has passed since the last sound of thunder and 2) lightning has not been seen in the area for 30 minutes. Once a game has begun, the umpire may suspend a game for inclement weather. In this case, the game time is stopped and re-started when game-play resumes. The **maximum** delay time shall be one (1) hour (if lightning is seen at the 31st minute the game shall be called [31 min. + 30 min delay = 61 min.]).

During a lightning storm:

- Avoid metal fences, telephone/light poles, dugouts, and trees.
- Move to a sturdy building or hard top automobile and keep the windows up.
- If you feel your hair stand on end or your skin tingle, squat low to the ground on the balls of your feet. Place your hands on your knees with your head in between them. Make yourself the smallest target possible while minimizing contact with the ground.
- Remember, if you can hear thunder, you are close enough to be struck by lightning.

To estimate the distance in miles between you and the lightning flash, count the seconds between the flash and the thunder and divide by five.