

SPRING 2011 SPBA PONY LEAGUE RULES

OFFICIAL RULES: These rules apply to teams in the Sandy Plains Park and teams that come to Sandy Plains Baseball Association fields to compete in scheduled, organized baseball games. Other rules are implemented, to assist in our safety and organization of baseball at Sandy Plains. THE RULES OF DIZZY DEAN BASEBALL INC. WILL GOVERN EXCEPT AS HEREINAFTER PROVIDED.

THE LEAGUE:

1. Pony League is designed to accommodate participants with a league age of 13 & 14.
2. The League is under the coordination and supervision of its respective League Coordinator.
3. The League shall operate under the constitution and bylaws of Dizzy Dean Baseball, governed by the Sandy Plains Baseball Association (SPBA) Board.
4. In Pony League, there is NO separation/division of the League as was the case in younger leagues at SPBA where they may have had an American League and National League.

TEAMS:

1. A team will not consist of more than 12 players without SPBA baseball board approval.
2. League age will be consistent with Dizzy Dean Baseball Rules with all players playing at the attained age by April 30th of the playing year.
3. League players may be assigned or reassigned at the discretion of the player agent, with the league coordinator, vice president and baseball commissioner.
4. If a team loses a player from the beginning roster during the current season another player may be assigned. The player agent will automatically replace players who miss more than 15 days of the season.

MANAGER & COACHES:

1. All managers must have their coaches designated with complete applications and approval by the proper coordinator prior to tryouts. Final approval for all managers & coaches is reserved to the SPBA Baseball Board.
2. Each team will have one adult manager and one adult coach. A third and fourth coach may be designated after the draft.
3. The conduct of managers, coaches, players and parents shall be subject to the bylaws of SPBA and all occurrences or problems shall be brought before the SPBA Board.
4. Manager & coaches may warm up pitchers at any time.
5. The manager's responsibilities include but are not limited to:
 - A. In charge of all team activities.
 - B. Conduct at least two practices per week prior to the regular season.
 - C. Conduct at least one practice per week after the season starts.
 - D. Attend & help at tryouts.
 - E. Teach proper baseball fundamentals.
 - F. Treat all players & parents with respect & dignity.
 - G. Report all injuries or problems to the Coordinator and the Health and Safety Officer.
 - H. Enlist a team parent to help with all non-coaching activities.
 - I. Obtain a team sponsor. (Spring season only).
 - J. Complete & submit player roster forms provided by the player agent.
 - K. Complete & maintain a copy at all times of the team medical release form. Form must be completed & signed by parent prior to the start of the first practice.

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- L. Maintain an accurate record of playing time & at bats for each player.
- M. Ensure that concession stand duty is carried out on the assigned day(s).
- N. Sign equipment agreement & submit deposit.
- O. Managers & coaches should refrain from the use of tobacco in any form during games & practices.
- P. Monitor & control conduct of self, coaches, players and parents.
- Q. All managers and coaches will be trained in the use of our defibrillator.
- R. All managers and coaches will be subject to a background check and must pass this check in order to manage or coach a team (i.e. - participate in any way on the field, cage, or dugout).

PLAYERS:

1. Every player on a team roster will participate in each game for the minimum playing time. If a player does not meet these requirements he will start the next game. Playing time in all leagues includes continuous batting order and free substitution with each player playing defensively at least every other inning.

A. PENALTY to manager for failure to follow above:

- 1. First offense written warning.
- 2. Second offense suspended for next game.
- 3. Third offense suspended for remainder of season.

Note: if the violation is determined to be intentional the SPBA baseball board may assess a more severe penalty.

2. The manager may reduce playing time as follows:

A. Player does not attend & participate in two consecutive practices (excluding illness or excused absence)

PENALTY: player does not play in next game.

B. Player does not attend & participate in two consecutive games (excluding illness or excused absence)

PENALTY: player does not play in next game and cause of absence is reviewed by coordinator, player agent, vice-president, and baseball commissioner to determine further action that could include dismissal.

C. Player does not arrive at the scheduled start of the game.

PENALTY: player does not have to play minimum playing time.

D. Player does not play at the position as assigned by manager or coach.

PENALTY: player is asked to sit the bench and will not participate in the remainder of that game.

E. Player demonstrates actions, which are detrimental & abusive to the league (including the use of foul language).

PENALTY: player is immediately suspended from the team and will not participate in any game or practice until manager & coordinator review suspension.

SECOND OFFENSE: player & parent will meet with manager, coordinator, player agent, vice-president, and baseball commissioner to determine further action that could include dismissal.

F. Player makes verbal threats of violence or physically harms others.

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□ **PENALTY:** player is immediately suspended from the team and will not participate in any game or practice until player & parent meet with manager, coordinator, player agent, vice-president, and baseball commissioner to determine further action, which could include dismissal.

SUBSTITUTION RULES: Coaches **MUST** use a continuous batting order with free defensive substitution. No Player shall sit on the bench for more than 1 (one) consecutive inning.

EQUIPMENT:

1. **Metal Cleats:** will be allowed for participants (coaches and players) thirteen (13) years and up.
2. **Catchers:** must wear shin guards, chest protector, cup, and a protective helmet or plastic cap with or attached to the mask while on defense.
3. **Bats:** shall be diameter: at thickest part 2-5/8" or less. Length: 36" or less. Weight: a bat shall not weigh numerically more than 8 ounces less than the length of the bat. (Example; a 33" inch long bat cannot be less than 25 ounces.). This is commonly referred to as drop 8 or -8.

* **NOTE:** Dizzy Dean tournaments require all players to use drop 3 or less. It is strongly encouraged to have your players using the new bat requirement if they desire to play on the Summer All-Star teams.

GAME LENGTH:

Teams shall play six (6) inning games with a 1:45 (one hour forty-five minute) time limit.

The change over between half innings should be limited to 2 minutes once the 3rd out is recorded. 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.

Any inning started prior to the time limit shall be completed, unless the run rule is in effect. Maximum number of runs per inning will be 8 per team. Exception: If a team is leading its opponent by at least ten (10) runs at the end of the fourth (4) inning then the game shall be terminated and the team in front declared the winner.

If the game is tied after regulation play, one (1) extra inning is granted provided that time is within the hour and 45 minutes. Otherwise, the tie stands, and if the game remains tied after one extra inning, the tie stands.

No inning shall start after 10:00 pm prevailing time.

A game shall be considered official after 3 ½ innings have been completed provided the home team is ahead. If a game is postponed prior to the game being official, the game must be replayed in its entirety (Spring).

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Games will be stopped immediately when the run rule is reached. You may continue the game if you have time left and you just want to "scrimmage" for that remaining time. But the umps are not to be a part of it. They are to take their break and proceed to their next game field so they are ready for an immediate start.

A league official may cancel a game prior to the official start of the game. Once a game has started the umpire in charge may suspend the game after consulting a league official. Reasons for cancellation/suspension include but are not limited to weather, field conditions, or conduct of participants.

PITCHING:

(From Dizzy Dean rules)

6:00 PITCHING RULES

6:02 An inning is interpreted to mean the following:

- If a pitcher pitches to one (1) batter and is removed from the pitching mound before he is retired, he is only charged with one-third (1/3) of an inning.
- If he is removed after retiring one (1) batter but after he has pitched to the next batter he is charged with two-thirds (2/3) of an inning.
- If he is removed after he has retired two (2) batters and has pitched one (1) pitch to the next batter, he is charged with one (1) complete inning.

6:04 When a pitcher is turned in on a line-up card (or any new pitcher who toes the rubber and throws a warm up pitch to begin a new inning), he is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base before he can be replaced or substituted and he will be charged with a minimum of one third (1/3) of an inning (unless the new pitcher becomes injured or ill, during warm-up's, and he will not be charged with any innings pitched).

• NOTE: Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing manager protests, the game is forfeited at that point.

6:09 A pitcher can pitch in consecutive games in the same day if, he does not violate any of the following rules.

6:10 Any pitcher playing in the same ball game may return to the mound one (1) time. If a game is delayed for any reason, he may be allowed to continue.

6:11 If a pitcher pitches beyond his allotted innings per game, per day, per week or per tournament because of a double or triple play, there is no penalty (He was legal when the pitch was made).

- The pitcher will be removed after the outs are made.

6:18 A pitcher is allowed ten (10) innings each week.

6:19 A pitcher may pitch fourteen (14) innings in a tournament.

6:20 If any pitcher pitches three (3) full innings and then throws to another batter in the same GAME OR DAY, he will not be eligible to pitch until he has had forty-eight (48) hours rest beginning with the time he leaves the pitching mound as a pitcher.

6:21 If a pitcher pitches no more than three (3) full innings in any DAY, he may be used on as many consecutive days as desired provided he does not exceed the ten (10) innings rule or fourteen (14) innings in tournament play.

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BALKS:

In both the Spring and Fall seasons, and up until Spring/Fall Break, each pitcher is allowed one warning before balks are awarded. If a pitcher pitches more than one inning, he still is only allowed one warning per game. After Spring/Fall Break, there are NO warnings.

PROTEST OF GAMES: There are **NO** protest. All decisions made by the umpires at the time of the game will stand.

SLIDE RULE: Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. Runners are not required to slide, however all players are required to avoid collision with another player. If, in the opinion of the umpire, the runner did not make an effort to avoid collision, he will be declared **OUT**. If the act is deemed to be malicious by the umpire the runner will be ejected from the game. No head first slides unless to avoid a pick off situation while returning to the base. However, a runner can attempt to avoid a fielder who has the ball in the proximity of the base and is waiting to make the tag by running around the player (while staying within the base path) and then reach to tag the base with his hand (this is **NOT** considered a head first slide into a base).

STEP OUT RULE: Batters must keep one foot in the batters box at all times, unless a time out has been granted. The penalty will be a called strike.

SPEED UP RULE: Courtesy runners can be used for pitchers and catchers (for upcoming/next defensive line-up) at any time during a game. The base runner will be the player who made the last out. A runner for the catcher is **MANDATORY** with 2 (two) outs.

NUMBER OF PLAYERS: You may start a game with 8 players however; you must take an out for the ninth player. If you drop below 9 players during a game due to injury or illness you will not be required to take an out for that player. If a team has less than 8 players at the start of the game, that team will forfeit the game. A forfeited game score will be counted as 6-0, it assumes 1 run per inning. If a player leaves the game for any reason other than illness or injury, that spot in the batting order will be considered an out.

GAME BALLS: In park games, each team will provide 2 game balls. It's not necessary to un-wrap the 2nd ball until it's needed.

BATTING CAGES & PREGAME SCHEDULE: The cage that has been set aside for the Pony league is the cage closest to left field on Field #2.

The first game of the day (whether weekend or a weeknight), both teams arrive 1 hour before game time. Home has the field, Away has the cages. This allows the home team to do batting (and fielding should they choose) on the field, while the Home manager/coach/parent lines the field. The Home team is responsible for lining the field. The Home team gives up the field to the Away team 15 minutes before game time for field warm up for 10 minutes. At 5 minutes

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before game time, the Home team takes the field with their starters and the managers meet with the umpire at home plate.

For all other games (second and third games of the day), the Home team has the cages from 70 minutes prior to game time until 40 minutes prior to game time. The Visiting team has cages from 40 minutes prior to game time until 10 minutes prior to game time. At 5 minutes before game time, the Home team takes the field with their starters and the managers meet with the umpire at home plate.

SCOREKEEPERS: The official book will be kept by the Home team. The scoreboard will be kept by the Visiting team. The Home team is responsible for emailing the game score to the Coordinator.

VISITS TO THE MOUND: (Charged Conference) each team is allowed 1 visit to the mound each inning. In the event a 2nd visit is made to the same pitcher in the same inning then that pitcher must be removed as the pitcher.

LAST GAME OF THE DAY: The Home team is responsible for watering and covering the mound and is also responsible for putting away the scoreboard control.

MISCELLANEOUS:

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. Only Managers, or designated Coaches in the Managers absence, are allowed to approach the Umpire and opposing team Manager during the game to ask for clarification on a call or rule.
3. Managers are ultimately accountable for the conduct of their team coaches, parents, fans, and players. Sandy Plains Code of Conduct must be followed at all times.
4. A team, coach, player, or fan may be removed from any field at the discretion of a league official or umpire. A manager or player that is ejected from a game must sit out the remainder of the current game and the entire next game. **Note:** if any participant is removed from a game they must leave the field area and may not continue to participate in the game in any fashion. If a manager, coach, player or parent is removed from a game by an umpire or league official more than once during a season they are suspended and must appear before the SPBA Board for review. All ejections must be reported to league coordinator who will notify league vice-president.
5. No manager, player, substitute, or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:
 - a. Incite or try to incite by word or sign a demonstration by spectators.
 - b. Use language which will in any manner refer to or reflect upon opposing players, an umpire or any spectator.
 - c. Call "time" or employ any word or phrase or commit any act (directly or indirectly) while the ball is alive and in play for the obvious purpose of trying to

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make the pitcher commit a balk. This includes shouting towards your base runners when the pitcher is in their windup. Examples are shouting "MORE" or "BIGGER" referring to the runners lead; or shouting "GO" or "PITCH" as an indicator to steal while the pitcher is in their wind-up.

6. 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.
7. 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