



2020 PONY BASEBALL RULES

LITHYAA/CDBL

PONY RULES CDBL/LITHYAA 2020

Highlighted Underlined rules new/revised for 2020 season

1. LENGTH OF GAME

- The umpire will start the game timer as soon as the first warm-up pitch is made in the top of the first inning.
- No new inning shall start after 2 hours of game play.
- Exception: The Championship Game will not be timed.
- An inning is considered to be started as soon as the last out of the previous inning is recorded. If an inning cannot be completed due to darkness, the score will revert back to the previous completed inning.
- Game consists of 7 innings and will be considered complete after 5 innings (4 ½ if home team is ahead) have been completed.

2. SLAUGHTER RULE

- 10 Runs after 5 (4 ½) innings. Game may continue upon the agreement of both coaches (if the time limit has not been reached or if time permits) but the official game is over.

3. SPEED UP RULES

- Any NEW PITCHER entering the game shall receive 8 warm-up pitches.
- Any RETURNING PITCHER will receive 5 warm-up pitches.
- Any PITCHER ENTERING DUE TO INJURY will get as many pitches as is needed to get ready.
- Each team will be allowed up to 15 minutes from the original start time to obtain the minimum number of players before the umpire will consider the game a forfeit. The teams may agree to play, however the forfeit will stand even if additional players arrive after said 15 minute grace period.

4. NUMBER OF PLAYERS

- The defensive team will consist of 9 players in the field. A minimum of 8 players is required to start and finish a game.

5. SUBSTITUTE PLAYERS

- Borrowing players from another PONY LEAGUE team is PROHIBITED.
- Players registered in an In-House Boys League one level below the requesting team are eligible to play as a sub.
- All Substitute or call up players will be added to the bottom of the batting order.
- If a player, originally scheduled to be absent, arrives before the game has started, the call up player DOES NOT HAVE to enter the game.
- If any additional player arrives after the game has started and the call up has already entered the game, the late player will be added to the bottom of the lineup and the call up will remain in the game.

6. MINIMUM PLAYING TIME

- No player shall sit out in consecutive innings. A player cannot sit out a second time until every other teammate has sat out 1 inning.
- There is no maximum or minimum number of innings that a player must play at one position (i.e. player can catch entire game if that is where coach feels he is best suited.)

7. DUGOUTS

- Home team will use the 3rd base dugout.

8. PRE-GAME MEETING

- 10 minutes before the scheduled game time, both managers will meet at home plate with the umpire to discuss league and ground rules.

9. SCORE KEEPING

- The home team will keep the official score and should verify the score after each completed inning with the visiting scorekeeper. Defensive substitutions do not have to be conveyed to the opposing scorekeeper.

10. FIELD DIMENSIONS

- The pitching rubber is 54 feet from home plate.
- Bases are 80 feet apart.

11. UNIFORMS

- To play in the game, a player must wear a complete uniform. Jerseys should be tucked in. NO JEWELRY of any kind shall be worn during the game.

12. PITCHING

- Week starts on Monday and ends on Sunday
- A pitcher shall be removed after 2 hit batters in an inning or 3 in a game.
- A 13u and 14u must each pitch a full inning (3 outs or 4 runs) before the end of the 5th inning.

- A 15-year-old player can pitch no more than 1 inning (3 outs) of a single game.
- 15-year-old players can combine to pitch no more than 2 innings (6 outs) of a single game, provided each 15 year old stays under the - 1 inning (3 outs) of a single game rule for a 15 year old.
- A player may pitch a maximum of 4 innings (12 outs) in a single game and 11 innings in any seven-day week. If a pitcher pitches in 2 or less innings of a game, they may pitch on/in consecutive days/games.
- If a pitcher pitches in 3 innings of a game, the next 2 calendar days of rest are mandatory.
- If a pitcher pitches in 4 innings of a game, the next 3 calendar days of rest are mandatory.
- Example: If a player pitches 4 innings on Monday, they are eligible to pitch again on Friday. If a player pitches 4 innings on Tuesday, they are eligible to pitch again on Saturday. Etc...
- A balk in any situation will be called after 1 warning. 1 warning will be issued per pitcher/per game before a balk is called.
- Once a pitcher is removed from the mound, they cannot return to pitch during that game (or in a completion of a suspended game).

13. BATS

- 13u players may use up to a drop -8 (2 5/8 barrel) bat. A USSSA 1.15 stamped bat or USA Bat.
- 14u players may use up to a drop -5 (2 5/8 barrel) bat. A USSSA 1.15 stamped bat or a USA Bat.
- 15u players must use a drop -3 BBCORE.
- "LITTLE GUY RULE"- Although, the above rules are made specifically for the safety of the defensive players, we are also a developmental league and thus should not impede the development of players that may not be as strong as some others in their age group. Some players may not be able to swing a drop 3 or 5 bat with proper form. Managers of opposing teams should think about the safety and fair treatment of kids *on both teams* and will agree to these exceptions prior to each game. Any issues should be reported to the coordinator/director after the game.

14. THROWING OF BAT

- Each player shall receive 1 warning for throwing of the bat (at the discretion of the umpire). A second warning will be an automatic out, which will result in a dead ball situation.

15. BATTING ROTATION

- All players will bat in a continuous batting order including those players who are presently sitting out and not playing a defensive position. Any additional players (i.e. late arriving players) shall be added to the bottom

of the lineup and must be announced to the umpire, opposing team and scorekeeper.

- Batting out of order rule will apply. If a player has to leave the game for medical reasons or other reasons, the manager of the batting team shall announce to the umpire and other manager that the player is no longer in the game. The next correct batter would be next to bat. In the event a manager does not announce the change, batting out of order rules would apply.
- A team playing with 8 players will not be assessed an automatic out in the 9th spot of the lineup.
- The ONLY instance that an automatic out will occur is in the case of an ejection.

- **BATTING OUT OF ORDER RULE**

- ◆ The defensive team must inform the umpire of the incorrect batter prior to the next pitch being thrown or any pickoff attempt. If that does not take place, the play will stand. If neither team notices the incorrect batter is up and the at bat has not concluded, the correct batter will come up and assume any count that is in place.
- ◆ If the incorrect batter makes an out, the out will stand and the next correct player would be up, even if it is the same batter.
- ◆ If the incorrect batter reaches safely and if any runners advance, all runners will be put back to their original bases and any runs that score will be taken off the board. In this case, the incorrect batter will be declared an out and the next correct batter will then bat, even if it is the same batter.

16. BUNTING

- Bunting is permitted.
- Batters are NOT allowed to fake a bunt and swing away for the safety of the infielders. If they do so the batter shall be called out.

17. DROPPED THIRD STRIKE

- Dropped third strike rule applies. The dropped third strike rule states that a batter may advance to 1st base on a dropped third strike if 1st base is unoccupied with less than 2 outs or if 1st base is occupied and there are 2 outs.

18. INFIELD FLY RULE

- The infield fly rule will be called by the umpire. Infield fly rule will be called when the umpire feels that a fair fly ball hit in the air that is playable by an infielder with relative ease, while runners occupy 1st and 2nd or the bases

are loaded. The batter will then be ruled out and all base runners may advance at their own risk.

19. COURTESY RUNNERS

- A courtesy runner may be substituted for the pitcher and/or catcher after 2 outs only if the player will pitch or catch in the following half inning. The courtesy runner must be the last batted out. Courtesy runners for an injured player will be allowed at the umpire's judgment.

20. LEADOFFS

- Leadoffs are permitted.

21. BASERUNNING/STEALING

- Base runners may attempt to steal on any pitch.
- NO SUICIDE STEALING OF HOME IS ALLOWED.
- Base coaches cannot aide a runner or the runner will be declared out.
- A pitcher, catcher, or other player must have the ball in order to block the plate or any other base.

22. SLIDING

- Sliding is encouraged but is not mandatory. If the player chooses not to slide, an umpire has the right to call the runner out if un-necessary force was used when running into the opposing player.
- Excessive force, as deemed by the umpire, may lead to an ejection.

23. SAFETY

- Base runners and batters (at bat or on deck) must wear helmets.
- Catchers must wear a catcher's helmet and the complete set of catcher's equipment, including a catcher's glove.
- All AAYO players are required to wear a protective cup. All LITHYAA players are strongly encouraged to wear a protective cup.
- All catchers are required to wear a protective cup.
- Metal spikes are allowed.
- No jewelry is allowed to be worn during a game.
- Proper spacing is encouraged during warm-ups, between each other and the spectator area.
- Only the batter, on deck batter and base runners are allowed outside of the dugout, in the field of play during an at bat. All equipment is to be kept in the dugout and off the field of play.