

# White Marsh/Parkville Pony League (13/15) Rules

## Game Rules:

1. Games/Practices will start at 6pm on Tuesday/Thursday. Games will have no new inning to start after 7:45pm and a drop-dead time of 8:15pm.
2. At least 7 players to start game, if not, game is forfeit (7-0) if team isn't filled by 6:15pm. Regulation game is 6 innings. Home team decided by coin toss.
3. If game is called due to weather, darkness, etc, score at last completed inning is score of game.
4. Team will field 9 players.
5. At bat is over after 3 outs or 5 runs scored (continuous).
6. Infield fly rule is in effect.
7. Drop 3<sup>rd</sup> strike is in effect.
8. If ump is running late, coaches are to start game until he arrives.
9. Any player arriving after game started will hit at end of lineup.
10. All players must play as evenly as possible.
11. Any player, fan, or coach ejected from game must leave field for game. Once we receive Umpire report, we will then come to a suspension decision.
- 12. No Smoking on Baltimore County Grounds.**

## Equipment

1. Kids must be in proper baseball jersey, pants, socks, jerseys, and hat. Hat to be worn forward during game.
2. Catchers must wear catching gear, along with a protective cup.
3. Metal spikes are not allowed.
4. Batting helmets must be worn by hitters and base runners.
5. Bats must have USA or USSSA stamp on them. Bat will be drop 5 or BBCORE.
- 6.

### The Ball Field:

1. Pitchers mound is 60ft, 6" feet from home plate.
2. Base distance is 90 feet.
3. Home team will be decided by coin toss before game.

### The Pitcher

1. Pitcher will throw from rubber on mound.
2. No more than 2 innings pitched per game (Regular Season and Playoffs).
3. Pitcher will be considered removed after two trips to mound by manager.
4. Balks are called. First one is warning from Umpire.
5. Pitcher will be removed if he hits two batter in one inning, or 3 in 2 innings.
6. Pitches who play JV, Varsity, or travel, are not allowed to pitch in Rec games, playoffs, or All-Star games.

### The Batter

1. Batter out if he throws bat (Ump discretion with one warning per team).
2. Bunting is allowed.
3. Batter will be called out if team bats out of order.
4. Foul tip caught by catcher is an out.
5. Batter will be considered out if he hits the ball twice in fair territory.
6. If the batter interferes with the catcher throwing the ball, batter will be called out and ball is dead.
7. If the batter leaves the batters box, pitch will be called a strike , no matter where the pitch was.

### Base Runners

1. Leading and stealing is allowed. Runner must tag up on fly balls.
2. Base runners will be called out if they interfere with a throw or hinder a fielder making a play on a ball.
3. When there is a play at the plate, base runners must slide or they will be called out.
4. Baserunners will be awarded one base on a fielders overthrows the ball from the fielding play.

5. The last batted out may pinch run for pitcher and catcher when there is two out.
6. Baserunners should slide to avoid contact at all times.

#### Play Stops and Time Outs

1. When umpire calls “play ball,” the ball is live.
2. After ball becomes dead, play resumes with pitcher on mound and ump saying “play ball.”
3. Players and coaches may request time outs, but only ump can grant it.

#### Managers and Coaches

1. Managers are responsible for players and fans conduct, along with equipment bag.
2. Managers and coaches can instruct players at all times.
3. Managers are the only ones that can question a call.
4. Base coaches can't touch base runners. If they do, they are out.