

# Ponytails County League Rules

- This League is for grades 3rd and 4th at the time of sign up.
- Coaches and umpires will go over the ground rules before the game, be sure to cover play area, foul area and out of play areas.
- Game start time will be 6:30pm, unless communicated between coaches and umpires.
- No innings to start after 2 hours of play (8:30 pm), unless on a lighted field.
- A complete game consists of 6 innings.
- The 10 run rule will apply after 4 completed innings.
- \*5 Runs limit per inning, switch sides.
- The Rained out game for the regular game is 3 innings. The home team does not need to bat in the bottom of the 3rd if they are ahead.
- If for any reason the game needs to be called early, revert to the last inning played.
- The home team will provide game balls for each home game.
- 10 players can be used for this league, but you may start and finish with 8, if less than 8 opposing teams can provide defense.
- Good sportsmanship is MANDATORY, we tend to make this a competitive game, this is about the kids having fun!
- Coaches are responsible for the behavior of the players and the players parents, etc.. Any disruption from an individual, will be asked to leave the field.
- Year end tournaments to be held the 2nd Weekend of July, rotating each year between participating towns.

## Field

1. Baseline distance 50 feet
2. Pitching distance 25 feet

## Umpires

1. Home team to furnish the umpire. If the umpire is not present, have a coach or parent stand behind 2nd base and must be able to move between the bases to call an "out" or "safe" at the bag.
2. Know the League rules
3. Umpires are not allowed to coach the teams in any way.
4. The umpire decision is final.

## Equipment

1. Catchers will wear a mask, chest protector, shin guards and an athletic cup, to prevent injury.
2. Helmets will be worn by the batters and base runners.
3. Tennis shoes or rubber cleats are the only shoes allowed. No metal cleats, barefoot or sandals.
4. One piece aluminum bat or wood bat with the label "official baseball bat" will be used.
5. All equipment must be kept in the dugout area.

### **Pitching**

1. Coaches will pitch to their own players.
2. The coach may move closer to home plate to pitch if the batter is struggling to hit the ball.
3. Coaches will make every attempt to get out of the way when the ball is hit.
4. If it is unavoidable and the coach pitcher is hit with a batted ball, the ball will still be in play and the batter will not be called out.
5. The coach is not to leave the pitcher's mound except to get out of the way of a batted ball.
6. 6 pitches will be thrown.
  - A. The batter will need to hit one of the pitches or they are out.
  - B. The umpire will not call balls or strikes. If the batter swings at 3 pitches and misses, the batter will be out.
  - C. A foul ball on the 6th pitch or after is not an out. Another pitch will be delivered.

### **Defense**

1. All players will be in the batting line up and have an opportunity to play a minimum of 2 innings of defense in a regular 6 inning game.
2. The regular overflow rule applies. If the ball stays in play on an overflow, players can continue to run as many bases as possible. If the ball goes out of play or into a dead ball area, players can advance 1 base and the play is dead.
3. You can use 4 outfielders.
4. In-fielders cannot block the base, they must be outside the running path.
5. Catchers are NOT to block home plate, they must be just outside the running path. We ask that the runners not plow into the catchers regardless of where the catcher is standing. Umpire discretion on out or safe, with no argument from coaches.
6. The in-field fly rule does not apply in this league.

### **Offense**

1. All players will be in the line up
2. Go through the batting order and switch sides unless the 3rd out has occurred.
3. Batters are not to throw the bat. The umpire will give a warning, 2nd time called will be an out.
4. The batting order will not change during the game. A player batting out of order will be ruled out.
5. No leading off.
6. \*\*\*\*A base runner must slide if there is a play at a base, meaning, if the infielder has the ball and is going to tag the runner, the runner must slide. If the runner does not slide, the runner is out.
7. \*\*\*\*HOME PLATE Runner must slide or go around the catcher, the catcher cannot block home plate if there is a close play.

The goal is for everyone to have fun!

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