

PLEASANT HILL BASEBALL ASSOCIATION

BOYS BASEBALL – NATIONAL LEAGUE (AGES 11 & 12)

2018 SEASON

2018 OFFICIAL PONY (BRONCO DIVISION) BASEBALL Rules will apply with the following exceptions and/or clarifications:

GENERAL PHBA RULES

1. All games will have a two (2) hour time limit. All weekday games begin at the scheduled time. A new inning begins immediately following the third (3rd) out. No new inning will start after two (2) hours of play for any/all games (including weekend games). Once a new inning is started within the two (2) hour time limit, the inning will be played to completion, unless called in accordance with Rule #10. The two (2) hour time limit pertains to starting a new inning, not finishing the inning once it has been started.
2. All forfeiture times are ten (10) minutes after starting game time. Umpire's time is considered official.
3. The team roster for all teams will be set on Roster Night. Players will be removed from the roster for the following reasons:
 - a) Player experiences a season ending injury
 - b) Player becomes automatically ineligible when he/she participates in another league during the PHBA season
 - c) Player moves out of town
 - d) Player officially quits in writing for personal reasons
 - e) Player is removed from the league for disciplinary reasons.

Extra/Late Sign-up/New players after Roster Night will be placed on a league waiting list as replacement players, and will enter the league on a first registered/first opening basis. Replacement players can only be added to team rosters from the waiting list by approval of the Head Commissioner or his/her designee.

4. Home Team supplies the "Official" scorekeeper. Visiting Team supplies an additional scorekeeper. Each Manager must present to the opposing scorekeeper a completed lineup card prior to the beginning of the game. After each inning, Visiting Team scorekeeper will check with the Home Team scorekeeper for the correct score. Disagreements will be resolved by the Umpire.

5. One team will be designated the HOME TEAM for each game. Both Home and VISITING TEAMS are responsible for the preparation of the field. Each team will be scheduled as the HOME TEAM approximately one half of the games so no team has an undue advantage. The HOME TEAM will occupy the third (3rd) base dugout; the VISITING TEAM will occupy the first (1st) base dugout. The VISITING TEAM will practice first.
 6. No practice on dragged fields until (20) minutes before game time. Each team is allowed ten (10) minutes practice prior to the start of the game (time permitting). IN the event the field is not ready twenty (20) minutes before the game, practice time available will be equally split between the two teams.
 7. Each team must have a minimum of seven (7) players throughout the entire game or forfeit.
 8. Six (6) innings shall constitute a regular game. If after three (3) innings the game must be called, it will go on record as a complete game (2 ½ innings if the HOME TEAM is ahead).
 9. If after six (6) innings the game is tied, the game will continue until a winner is determined, time permitting (see Rule #1 above). If a tie game must be called, it will be counted as a ½ win.
 10. Umpire(s) may call a game at any time because of any unsafe playing conditions such as, but not limited to, darkness, foul weather and rain. Through April 29, 2018, Umpire(s) must call the game for darkness ten (10) minutes after the published sundown time on for Pleasant Hill (posted on the PHBA website). If a game is called before any full inning is completed, the score reverts to the last full inning.* No consideration to the score will be given by the Umpire(s) in determining whether to call a game. When the Umpire(s) call a game the game will immediately stop and the score will revert to the end of the previous full inning. *For purposes of this rule, the last "full inning" and the previous "full inning" are defined as the last inning in which the Visiting Team has completed its turn at bat with three (3) outs and the Home Team has either completed its turn at bat with three (3) outs or the Home Team is at bat and either tied or is leading in runs scored, regardless of the number of outs. There are three possible scenarios:
 - a) If a game is called in accordance with Rule #10 and the Visiting Team is still at bat, the score will revert back to the score at the end of the prior inning.
 - b) If a game is called in accordance with Rule #10 and the Home Team is at bat with less than three (3) outs, and the Home Team is behind in runs scored, the score will revert back to the score at the end of the prior inning. If the Home team has tied the score after being behind the previous inning, the game will be scored a TIE. The score will revert back to the score at the end of the prior inning in any other scenario except rule 10c
 - c) If the game is called in accordance with Rule #10 and the Home Team is at bat and is leading in runs scored, the score will be the current score and the Home Team will be declared the winner.
- NOTE: #40 - See League Exceptions for Boys National and Girls National games played after sundown, under the lights, at Valley View and College Park.

11. No game will be rescheduled, except for bad weather or unsafe playing conditions. All proposed rescheduling must be approved in advance by the League Commissioner.
12. A game called under Rule 10 that is not yet a complete game under Rule 8 will be rescheduled to the extent possible under Rule 11. A rescheduled game will resume at the point that the game was called and will continue until it qualifies as a complete game, i.e., 3 innings completed; 2 ½ innings if the home team is ahead. The batting order, pitchers, and pitch counts will carry over to the resumed game. Pitches used in the resumed game will also count against the pitcher's pitch counts for the week in which the game was resumed.
13. No one may stand behind the backstop unless bleachers are positioned there. Coaches standing behind the backstop may be ejected by the Umpire.
14. **EJECTION:** Either physical or verbal altercations will result in an automatic ejection from the game. This includes Players, Managers, Coaches and Spectators. Any ejected person must leave the area immediately before resumption of the game is permitted. **ALL PLAYERS, MANAGERS AND COACHES will be subject to the PHBA Code of Conduct. Any Player, Manager or Coach ejected from a game by the Umpire may face further disciplinary action to be determined by the League Commissioner and Head Commissioner that may affect their standing in future games.** Umpires will provide the Chief Umpire with written documentation outlining the reason for the ejection with 24 hours of the end of the game. **Any Player, Manager, or Coach ejected for a second time in a season will face further disciplinary action to be determined by the League Commissioner and Head Commissioner that may affect their standing in future games.** The PHBA Board of Commissioners will review all suspensions and any appeals to a suspension.
15. No Manager, Player, Substitute, Coach or Batboy 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 while the ball is alive and in play for the obvious purpose of trying to make the Pitcher commit a balk.
 - d) Make intentional contact with the Umpire in any manner.
 - e) 15abcd are subject to immediate **Ejection** by the umpire.
16. No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. **PENALTY:** the offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

17. ALCOHOLIC BEVERAGES & SMOKING ARE NOT ALLOWED in the playing or spectator area. Smoking and/or chewing tobacco by a Manager, Coach or Players are not allowed during practice or a game.
18. All batters must wear batting helmets with facial protection. Personal helmets will NOT be allowed if they do not have commercially available facial protective devices installed.
19. Each player must play a minimum of two (2) innings, six (6) defensive outs, within the first four (4) innings of each game. The Manager will bat every player present (whether playing defensively or not), through the complete roster, in every game. The following section applies for teams that field thirteen (13) or less players for the game. In the event that the game progresses beyond four innings, each player will play a minimum of three (3) innings in the first five (5) innings and four (4) innings in the first six (6) innings. The number of innings played may be reduced only by an incidence of a player's late arrival, or leaving early. A late arriving player will play in half the innings that the player attends. Managers may be suspended for violating this rule.
20. Players must remain in the same batting order during the entire game.
21. All team members, Managers and Coaches must be in the dugout area. The only exceptions are the hitter, the on-deck player, and the two (2) base line coaches. Absolutely no swinging of bats outside the on-deck circle or the batter's box is allowed. The batter and on-deck player must wear helmets and remain in their appropriate designated areas.
22. Any player warming up a pitcher, regardless of location, must wear a Catcher's mask.
23. When a defensive player is attempting to make a play on a runner at any base including home, unless the runner is sliding, the runner will be called out if they **intentionally** collide with the defensive player.
24. Any player removed from the game by their Manager may re-enter during a natural break in play.
25. Managers, Coaches or Players cannot dispute any judgment call by the Umpire (i.e., balls, strikes, etc.) Disputing a judgment call may result in an ejection from the game
26. Protests may be entered on the interpretations of the rules or the illegal use of players. There can be no protest over a judgment call of the Umpire.

PROTEST PROCEDURE: The protesting Manager shall immediately notify the Umpire, before another ball is pitched or any succeeding play begins, that the game is being played under protest. The Umpire will then notify the opposing Manager and both scorekeepers. The protest (in writing from the protesting Manager) must be delivered to the Commissioner of that league within 48 hours of the game's end. Violation of this procedure voids the protest. A \$20.00 fee must be included with the formal protest and will be returned only if the protest is allowed.

27. Both HOME and VISITING team Managers of each game must enter official score and pitch counts into the PHBA website within 24 hours of the game's completion.

28. All scorebooks are subject to audit by the League Commissioner at any time.

29. New- INNING SURRENDER RULE -Each manager may decide to end their offensive half of an inning if they chose by notifying the umpires that they will surrender the remainder of their at bats for the inning. At that point the half inning is over and the other team will come up to bat. **This is only allowable in unlimited run innings (5 and 6)**. If the team that surrenders their inning comes up again, the batting order must start exactly where it was left off before so that **no batters are skipped**.

BOYS NATIONAL LEAGUE EXCEPTIONS/CLARIFICATIONS:

30. In addition to rule 19, each player must play one (1) inning in the infield within the first four (4) innings of the game. If a game is shortened to less than four (4) innings, this rule will not be enforced.

31. Each team must have a printed lineup at every game showing each player's defensive position by inning in order to verify that each player is playing per rule 19 and rule 29.

32. There will be five (5) runs maximum per team per inning through the 4th inning. The number of runs in the 5th and 6th innings is unlimited.

33. SLAUGHTER RULE: If a team is ten (10) runs ahead at the end of the fifth inning, the game will be called.

34. All runs driven in by an over the fence home run shall count regardless of the Maximum Run Rule (rule 31) and the Slaughter Rule (rule 32).

35. Suicide squeeze plays are **NOT** allowed. A "suicide squeeze" is when a runner on third base goes more than one third of the way towards home plate or is running toward home when the ball is hit, bunted or when the ball crosses the plate. If a suicide squeeze is called by the Umpire, the runner is out, the pitch counts and no other runners may advance unless forced to advance by a play or a walk. Safety squeeze plays are allowed.

36. HEAD-FIRST slides are **NOT** allowed except when a runner is returning to a previously occupied base. If a runner slides head first other than when returning to a base, the runner will be called out.

37. Official Diamond dimensions are 70 feet and the pitching distance is 50 feet from the rear tip of the plate. The distance to the center of second base from the rear tip of home plate is 99 feet.

38. During field preparation a line will be marked one third (1/3) the distance between the third base bag and home plate. A base runner on third may not cross the line until the pitch has crossed the plate. See rule 35.

39. Catcher must leave an avenue to the plate for the runner during a play at home unless in possession of the ball or in the act of fielding the ball.
40. No player will be allowed to play with steel spikes. Rubber cleats may be used.
41. For all games played at the Valley View & College Park fields (Saturday nights), there will be a strict time limit. The scheduled 5:30 pm game will end at the completion of six innings or 7:45 pm, whichever occurs first. The scheduled 8 pm game will be limited to the applicable # of innings or 10:20 pm, whichever occurs first. This rule supersedes Rule #1 as it applies to the two (2) hour limit. To determine the winner of the game at the end of the two hour time limit, refer to Rule #10.

PITCHING RULES

42. Pitching changes can be made at any time except in the middle of a player's at bat.
43. The Umpire shall call "Batter-Up" after the pitcher has pitched five (5) warm-up pitches. New or starting pitchers may take up to ten (10) warm-up pitches.
44. No player shall pitch more than 55 pitches or three (3) innings per day or more than 85 pitches or six (6) innings in a week through the first full four (4) weeks of the season. No player shall pitch more than 70 pitches or four (4) innings per day or more than 100 pitches or eight (8) innings per calendar week starting the 5th Monday of the season. (A calendar week is from 12:00 midnight on Monday to 11:59 pm the following Sunday). One pitch in an inning counts as a full inning pitched.
45. If a pitcher reaches the maximum number of pitches in the middle of a player's at bat, he will be allowed to finish pitching to that batter before the pitcher must be removed. The Official Scorekeeper is responsible for ensuring that pitches are counted. Warm up pitches do not count toward the daily/weekly pitch counts.
46. Pitchers shall have at least 36 hours of rest before pitching again if they pitch more than 30 pitches on any one calendar day. They may pitch no more than 70 pitches in back to back days.
47. Once a pitcher is removed from pitching duties in a given game, he cannot return as a pitcher in that game.
48. Warnings for balks shall be issued to each individual pitcher one (1) time per game through the ending of the 3rd full week of games. Beginning the 4th Monday of the season no warnings will be issued. Balks fall under the category of "Umpire Judgment". See Rule 25
49. Called balks shall be enforced using "high school" rules, i.e., dead ball, award bases.

DUGOUT RULES

50. ONLY managers, coaches, and team parent volunteers with PHBA ID badges (must have badge on person) and players are permitted in the dugout or on the playing field. **No exceptions.**

BAT RULES

51. Wood hardball bats with barrel diameters not exceeding 2-3/4" are acceptable. All non-wood bats with barrel diameters 2-1/4", 2-5/8" and 2-3/4" may be used if they have the USSSA 1.15BPF stamp. Alternatively all 2-1/4" diameter bats may have the older text based USSSA 1.15BPF marking. Bats that meet the new USA Baseball bat specifications are also acceptable provided they are stamped with the new "USA Baseball" stamp. If an illegal bat is found during an at-bat prior to the ball being put into play, then the bat is removed from the game and the at-bat proceeds with a legal bat. If an illegal bat is found after the ball is put into play, the batter shall be ruled out and all runners return to their positions prior to the at-bat.