

# PLEASANT HILL BASEBALL ASSOCIATION

## BOYS BASEBALL – PIONEER LEAGUE (AGE 8)

### 2018 Season

2018 OFFICIAL PONY (PINTO 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 (3<sup>rd</sup>) 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 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 (3<sup>rd</sup>) base dugout; the VISITING TEAM will occupy the first (1<sup>st</sup>) base dugout. The VISITING TEAM will practice first.
6. No practice on dragged fields until twenty (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 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 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.

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 within 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 suspension appeals.
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.
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 (4) 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 player's late arrival, or leaving early. A later 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.

### **BOYS PIONEER LEAGUE EXCEPTIONS/CLARIFICATIONS:**

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

30. 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.

31. There will be three (3) runs maximum per team per inning through the 4<sup>th</sup> inning. The number of runs in the 5<sup>th</sup> and 6<sup>th</sup> innings is unlimited.

32. **SLAUGHTER RULE:** If a team is ten (10) runs ahead at the end of the 5<sup>th</sup> inning, the game will be called.

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

34. Bunting is NOT allowed. If a batter, in the judgment of the Umpire, intentionally bunts a ball, the batter will be called out.

35. Stealing is NOT allowed. Runners may NOT lead-off. If a runner leaves a base early they will be called out.

36. Infield fly rule does not apply.

37. Batter may **NOT** advance on a dropped 3<sup>rd</sup> strike. In such cases the batter will be out.

38. Sliding is allowed however 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.

39. A runner may advance only on a batted ball or on a play on any base. Runners may only score on a play of a hit ball. **EXCEPTION:** Batter hit by pitch with bases loaded advances to 1<sup>st</sup> and runner scores from 3<sup>rd</sup>.

40. Runners may advance ONE base on an overthrow into out of play areas (Past the 1<sup>st</sup> and 3<sup>rd</sup> base fence lines). Players may advance at their own risk as far as 3<sup>rd</sup> base on overthrows that remain in the field of play. **EXCEPTION:** An overthrow with a runner at 3<sup>rd</sup> base will not result in the runner being allowed to score. No runner will be allowed to score as a result of an overthrow. *See clarification at end of rules for more detailed explanation.*

41. Official Diamond dimensions are 55 feet and the pitching distance is 38 feet from the rear tip of the plate. The distance to the center of second base from the rear tip of home plate is 77 feet, 9 and  $\frac{1}{4}$  inches. A 16 foot diameter (8 foot radius) pitching circle will be marked around the pitching rubber. This pitching circle should be marked around the pitching rubber as part of the field preparation.
42. During field preparation, a line will be marked on each baseline, one half the distance between the bases. If the play is stopped by the pitcher being in control of the ball with at least one foot inside the pitching circle, the ball is dead. The pitcher must have control of the ball in his glove or hand to constitute a dead play. Once this is established, runners will be allowed to advance to the next base provided the runner has passed the applicable half way mark. If the runner has not passed the applicable half way mark, the runner will be required to return to the previous base. No further play may be made on the runner
43. No player will be allowed to play with steel spikes. Rubber cleats may be used.

**PITCHING RULES:** This is a player pitch league with the following conditions:

44. After the pitch count has reached 4 balls, the manager or the coach of the team at bat pitches to his player for the balance of the count up to a maximum of three pitches. For instance count = 4-0 the coach has three pitches to make. All pitches thrown by the coach are considered strikes. No walks are allowed. The foul ball rule applies. For instance if a batter safely fouls a pitch, the batter will remain at bat for another pitch etc.
45. The manager or coach pitcher can pitch from a standing or kneeling position, all pitches must be delivered in an overhand motion.
46. All pitches must be delivered from the pitching rubber, both coach pitcher and players.
47. It is the responsibility of the adult to stay out of the way of the defense. If the manager or coach pitcher is hit by the batted ball, the ball is dead and considered a foul ball. If the manager or coach pitcher is hit with a thrown ball or otherwise interferes during the act of fielding, the Umpire will call the play dead and the lead runner on base (or the batter if there are no runners on base) will be called out.
48. A defensive player must have at least one foot in the pitching circle when the adult is pitching.
49. A batter hit by a pitch from the manager or coach pitcher will not take first base. The pitch will be considered a strike.
50. In returning the ball to the pitcher, an overthrow from the catcher will not constitute a play and no advance of the bases will be allowed.

51. 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 not to exceed one minute.
52. The pitcher may pitch from the windup or the stretch regardless of runners on base.
53. Pitchers are limited to no more than 40 pitches or two (2) innings per game, whichever comes first. If a pitcher reaches the 40 pitch limit in the middle of an at bat, he will be permitted to finish pitching to that batter then will be immediately replaced as a pitcher. Additionally, all players are limited to no more than 60 pitches or four (4) innings pitched per calendar week. A calendar week is from 12:00 midnight on Monday to 11:59 pm Sunday. Any team found violating the pitching rules will be subject to game forfeiture as well as possible replacement of the team manager and/or coach.
54. Pitchers shall have at least 36 hours of rest after pitching in two innings on the same calendar day.
55. The 36 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred.
56. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
57. Once a pitcher is removed from pitching duties in a given game, he cannot return as pitcher in that game.
58. Official Pony Baseballs provide by PHBA on Equipment Day will be used as game balls.

## **DUGOUT RULES**

59. 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**

60. 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.

PHBA  
Boys Pioneer  
2018 Rules Clarification

**\*Rule 40\* Overthrows ~**

An overthrow is a failed throw or attempt to make a play to any base, including home plate. One base, not including home, is awarded on a throw out of bounds (1st and 3rd fence lines). Up to two bases on an overthrow in bounds, including into the outfield

An overthrow does NOT include missing a cut-off man or attempts to throw back to the pitcher. In those situations, runners may advance at their own risk and the ball must get to the pitcher in the circle to kill the play, or a play can be made to a base.

If a play is made at any base and results in an overthrow out of or in bounds, base runners may only advance as far as third. No runner may score from 3rd on ANY overthrow. Runner "from 3rd" refers to any runner past the hash mark at Short or before the hash mark from 3rd to Home.