

MOUNT OLYMPUS PONY BASEBALL

RULES OF PLAY

Mt. Olympus Baseball General Rules

- A.** Mt. Olympus Baseball follows official Baseball Rules: and PONY baseball, Inc., rules when not covered by the rules contained herein. Mt. Olympus Baseball local rules shall take precedent over Pony wherever applicable.
- B.** Alcoholic beverages, smoking or any tobacco products are prohibited on the fields at all games and practices. These products are also prohibited on the playing field or at any venues used by Mt. Olympus Baseball and its players.
- C.** There will be no deliberate hitting or throwing of baseballs or other equipment into any fence at Mt. Olympus Baseball fields.
- D.** There will be no practice or batting practice on a prepared field other than the scheduled teams pre-game warm ups.
- E.** If possible, all scheduled games shall be played. If a game is postponed for any reason, every attempt should be made to make the game up. It is the responsibility of the team coaches to work with their commissioner in scheduling make up games.
- F.** Coaches may not request the rescheduling of games. All games must be played on the scheduled date at the scheduled time, with the exception given for bad weather, or unforeseen field conditions. The League reserves the right to change the game schedule and game times at any time it deems necessary.
- G.** On defense, all coaches must remain near the dugout entrance (exception for the Shetland and Pinto divisions). No foreign objects are allowed on the field to sit on. Players are not permitted to sit in the dugout entrance.
- H.** Only designated Coaches shall be allowed in the dugout during a game, with the exception of Shetland which may have a Team Mom in the dugout.
- I.** Each team is recommended to have a roster of 12 Players. Depending on the number of teams and number of Players available for each Division, the number of players per team may be adjusted by the Board and Commissioner for the purpose of insuring the maximum participation by all players. The Division Commissioner and the President must approve prior to adjusting division team roster sizes from the recommended 12 Players. No more than 13 Players or less than 10 Players will be allowed. The number of teams for each Division shall also be based on the availability of Coaches and Players.
- J.** Each player must play in a complete League furnished uniform.
- K.** A coach may not physically assist a base runner in any way while the ball is in play (e.g. being pushed back to the base after over-running it). The first time will be a warning and the second will result in the runner that was touched being called out.
- L.** Teams may play other Mt. Olympus Baseball teams and/or may crossover with other PONY Leagues. If there are 3 or less teams in a Division, Mt. Olympus Baseball will make every effort to associate with other local PONY Baseball Leagues. Mt. Olympus Baseball local rules may be adjusted to match the other PONY League rules as necessary on a case by case and year to year basis.
- M.** Team practices shall not exceed 2 hours in length. Warm-ups before the start of each scheduled game shall be limited to 1 hour prior to the scheduled start time.
- N.** If the time limit for a game has expired and the inning was not completed or the Umpire calls the game for darkness, weather, or any other safety reason prior to the completion of an inning; the game will be suspended and start where it was stopped.
- O.** A game may only be considered complete after 4 complete innings or 3 ½ if the home team is ahead. The Umpires decision to call a game is not subject to appeal.
- P.** If the score is tied at the end of regulation play, and the time limit has not expired, additional innings may be played. This only applies to Pinto Divisions and above. An inning officially starts immediately after the third out is made regardless of the time it takes for the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. If the game is tied

and the time limit has been reached the game will end in a tie, unless it occurs during the playoffs. The game will then be completed from the point at which it was stopped.

Q. No teams shall have more than four outings per week including games and practices. If the League schedules a makeup game, an additional team practice will be permitted. A trip to the batting cages is not considered an outing and shall not be mandatory for the Players.

R. Games not played to complete game status (minimum innings and the time limit has not expired) will be completed the next time the teams play. The incomplete game will be played only to complete game status (minimum innings or time limit) before the next regularly scheduled game is played. If the teams involved are not scheduled to play again during the regular season, the games may be scheduled for completion at the discretion of the Commissioner.

S. Suspended games resume from the point of suspension, as if the suspension never occurred. The defensive play and positions rule will be followed, as if the suspension had never occurred. Pitchers removed from the mound may not return to the mound in the same game. Maximum innings pitched in a day and in a week must be followed for the incomplete game being made up and any other game played that day.

T. Catchers must wear full protective gear: protective shin guards, chest protector and helmet with face protector (mask). Catchers must be in the correct position behind the plate while the ball is being pitched and not back against the fence.

U. The umpire shall have the ability to remove a pitcher for excessive hitting of batters or for deliberately throwing at a batter.

V. The umpire shall have the ability to remove a pitcher for not attempting to throw strikes.

1-16 Rules Amendments

The Board reserves the right to amend rules, policies, and/or procedures as necessary to ensure the safety and well-being of the League and its members. Any amendments must be presented to the Board for review and approval.

Rules Specific for the Shetland Division (Machine Pitch)

Ages 4 - 6

50' bases, 25' (estimate) to front of pitching machine.

1. Games are limited to 5 innings. No new inning may be started after 1 hour.
2. No Player may sit out a second defensive inning until every other Player has sat out at least one inning.
3. The pitching machine shall be located approximately 25 feet from home plate, location will be marked.
4. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first.
5. Each team will be allowed to score unlimited runs in the last inning only. Their half inning at bat will end upon the completion of one of the following:
 1. The defensive team records 3 outs.
 2. The offensive team bats their entire lineup.

Batting

1. Each batter will receive four (4) pitches period. If the batter does not put the ball in play, the player must hit off the tee.
2. Bunting is not allowed. A batter must take a full swing.
3. The minimum distance a batted ball must travel in order to be a fair is 10 feet. This area will be marked with a 10 foot arc in front of home plate.
4. If a batted ball strikes the pitching machine, the ball is dead, the batter is awarded first base and all runners advance one base.
5. If batted ball hits a defensive coach, before a defensive player touches it, is declared dead. The batter is awarded first base and each runner is granted one additional base.

Base Running

1. A runner who runs more than 5 feet out of the base path is out. This is a lower division rule only.
2. No lead offs. Players cannot break contact with the base until the batter hits the ball.
3. A play is over once an infielder has complete possession of the ball within the baselines (not the base path) or inside the diamond. The infielder must hold the ball at or above his head for the play to be ruled dead. Outfielders are NOT permitted to render a play dead, but MAY participate in infield play by tagging or forcing a runner out.
4. If a runner is more than halfway between the bases prior to time being called, that player is allowed to advance to the next base. If the player has not reached halfway, they must go back to the previous base.
5. No advance is allowed on an overthrow.

Defense

1. Each player should be rotated into as many positions as possible.
2. You can freely substitute players after each out.
3. A single player may not play first base and/or pitcher more than a combined three innings per game.
4. The pitcher shall be positioned 5 feet to the left or right of the pitching machine.
5. Teams are limited to 6 players in the infield: pitcher, catcher, first base, second base, third base and short stop.
6. Teams are limited to 4 players in the outfield: left field, left-center field, right-center field and right field. If you are short players, you may cut outfielders to make your 8 players needed to play rule.
7. Outfielders may participate in infield plays by tagging or forcing a runner out.

Coaching

1. While at bat, a team shall have a pitching coach (to place the baseballs in the pitching machine), a first-base coach, a third-base coach and a batting coach (for batting safety and to catch and store passed balls).
2. In order to keep the game moving, at a good pace, the batting coach from the offensive team should assist the catcher in returning the balls to the pitching coach after each at-bat not each pitch. The catcher should not throw the ball back to the pitching coach after every pitch.
3. A maximum of two defensive coaches are allowed. Additional coaches must remain in the dugout. Defensive coaches should be positioned so as not to impede defensive players or base runners.
4. When the ball is put in play, the pitching coach should duck, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target.

Equipment

1. Safety "sponge core" baseballs shall be used in this division.
2. The Louisville Slugger UPM 45 pitching machine shall be used for Shetland Machine Pitch.

Rules Specific for the Pinto Division (Machine Pitch)

Ages 7 and 8

50' bases, 38' to front of pitching machine

1. A game is completed after 5 innings. No new inning can be started after 1 hour and 15 minutes. A complete game is 4 or more innings, 3-1/2 if the home team is ahead. If a game is not completed it shall be carried over to the next time the teams play.
2. The pitching machine shall be located approximately 38 feet from home plate.
3. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first.
4. Mercy rule - 10 runs after 4 complete or 3 and a half innings if the home team is ahead.
5. Each team will be allowed to score unlimited runs in the last inning only. Their half inning at bat will end when the defensive team records 3 outs.
6. 10 players shall play on defense, 6 infielders with 4 outfielders. All outfielders must be on the outfield grass area, no closer than 20' behind the base paths of the field.
7. No Player may sit out a second defensive inning until every other Player has sat out at least one inning.

Batting

1. Each batter will receive six (6) pitches. If the batter does not put the ball in play after six (6) pitches it is recorded as a strikeout and the batter is out. If the batter fouls off the 6th and subsequent pitches he may receive one more pitch until he/she either puts the ball in play or misses the pitch.
2. Bunting is not allowed. A batter must take a full swing.
3. The minimum distance a batted ball must travel in order to be a fair is 10 feet. This area will be marked with a 10 foot arc in front of home plate.
4. If a batted ball strikes the pitching machine, the ball is dead, the batter is awarded first base and all runners advance one base.
5. If batted ball hits a defensive coach, before a defensive player touches it, it is declared dead. The batter is awarded first base and each runner is granted one base.

Base Running

1. A runner who runs more than 5 feet out of the base path is out. This is a lower division rule only.
2. No lead offs. Players cannot break contact with the base until the batter hits the ball.
3. A play is over once an infielder has complete possession of the ball within the baselines (not the base path) or inside the diamond. The infielder must hold the ball at or above his head for the play to be ruled dead. Outfielders are NOT permitted to render a play dead, but MAY participate in infield play by tagging or forcing a runner out.
4. If a runner is more than halfway between the bases prior to time being called, that player is allowed to advance to the next base. If the player has not reached halfway, they must go back to the previous base.
5. One base is awarded on an overthrow.

Defense

1. Each player should be rotated into as many positions as possible.
2. The pitcher shall be positioned 5 feet to the left or right of the pitching machine.
3. Teams are limited to 6 players in the infield: pitcher, catcher, first base, second base, third base and short stop.

4. Teams are limited to 4 players in the outfield: left field, left-center field, right-center field and right field. If you are short players, you may cut outfielders to make your 8 players needed to play rule.
5. Outfielders may participate in infield plays by tagging or forcing a runner out.

Coaching

1. While at bat, a team shall have a pitching coach (to place the baseballs in the pitching machine), a first-base coach, and a third-base coach. The machine will be set to 34 mph at the beginning of the year for the first 4 games, 36 mph for the remainder of the season.
2. A maximum of two defensive coaches are allowed. Additional coaches must remain in or near the dugout. Defensive coaches should be positioned along the outfield foul lines or behind the outfielders so as not to impede defensive players or base runners.
3. When the ball is put in play, the pitching coach should duck, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target.

Rules Specific for the Mustang Division

Ages 9 and 10

60' bases, 44' pitching rubber

1. No Player may sit out 2 defensive innings until every other Player has sat out at least 1 inning. Free substitution of defensive players with the exception of the pitcher. However, the batting lineup may not be altered.
2. A game is completed after 6 innings. No new inning can be started after 1 hour and 30 minutes.
3. Base Runners may steal bases after the ball has crossed the plate. No leadoffs are allowed
4. Must slide or avoid rule is in effect at all bases, the base runner must make an attempt to get out of the way. Failure to duck or divert will result in a runner obstruction call by the umpire.
5. Mercy rule 10 runs after 4 complete or 3 and a half innings if the home team is ahead.
6. An inning shall be complete if 3 outs are made or a team has scored 8 runs. The 6th inning will be unlimited runs.

Pitching Rules

As constituted in 2015 PONY Rule Book, regular season play. We will NOT use the blue tournament section during any regular or post-season games.

The only rule that shall differ from the PONY Rule Book is the pitcher re-entry rule:

Only a **starting** pitcher may re-enter the game at the pitching position, so long as he has not already reached his max number of innings pitched. That pitcher may only do so once during a game. That re-entry can happen at any point in time. Once a starting pitcher is re-entered and then removed, even if after only one pitch, that pitcher may not re-enter the game at the pitching position.

Rules Specific for the Bronco Division

Ages 11 and 12

70' bases, 48' pitching rubber

1. No Player may sit out 2 defensive innings until every other Player has sat out at least 1 inning. Free substitution of defensive players with the exception of the pitcher.
2. A Game is completed after 7 innings. No new inning can be started after 1 hours and 45 minutes.
3. Base stealing is permitted.
4. Leading off is permitted.
5. The dropped third strike rule is in effect. Batters can advance to 1st base on a dropped third strike by the catcher.
6. Stealing home is permitted.
7. Must slide or avoid rule is in effect, the base runner must make an attempt to get out of the way. Failure to duck or divert will result in a runner obstruction call by the umpire.
8. Mercy rule 10 runs after 5 complete innings, or 4 1/2 innings if the home team is ahead.

Pitching Rules

As constituted in 2015 PONY Rule Book, regular season play. We will NOT use the blue tournament section during any regular or post-season games.

The only rule that shall differ from the PONY Rule Book is the pitcher re-entry rule:

Only a **starting** pitcher may re-enter the game at the pitching position, so long as he has not already reached his max number of innings pitched. That pitcher may only do so once during a game. That re-entry can happen at any point in time. Once a starting pitcher is re-entered and then removed, even if after only one pitch, that pitcher may not re-enter the game at the pitching position.

Rules Specific for the Pony Division

Ages 13 and 14, 80' bases, 54' pitching rubber

1. No Player may sit out 2 defensive innings until every other Player has sat out at least 1 inning.
2. Free substitution of defensive players with the exception of pitcher.
3. A Game is completed after 7 innings. No new inning can be started after 1 hours 45 minutes.
4. Base stealing is permitted.
5. Leading off is permitted.
6. The dropped third strike rule is in effect. Batters can advance to 1st base on a dropped third strike by the catcher.
7. Stealing home is permitted.
8. Must slide or avoid rule is in effect, the base runner must make an attempt to get out of the way. Failure to duck or divert will result in a runner obstruction call by the umpire.
9. Mercy rule 10 runs after 5 complete innings, or 4 1/2 innings if the home team is ahead.

Pitching Rules

As constituted in 2015 PONY Rule Book, regular season play. We will NOT use the blue tournament section during any regular or post-season games.

The only rule that shall differ from the PONY Rule Book is the pitcher re-entry rule:

Only a **starting** pitcher may re-enter the game at the pitching position, so long as he has not already reached his max number of innings pitched. That pitcher may only do so once during a game. That re-entry can happen at any point in time. Once a starting pitcher is re-entered and then removed, even if after only one pitch, that pitcher may not re-enter the game at the pitching position.