

## Cobb County Inter-Park League Playing Rules – Fall 2017

- 1) OFFICIAL BASEBALL RULES & THE RULES OF DIZZY DEAN BASEBALL INC. WILL GOVERN EXCEPT AS HEREINAFTER PROVIDED.
- 2) SECTION I – THE LEAGUES:
  - a) Pony League is designed for participants 13 and 14 years of age (as of May 1<sup>st</sup> of the playing year). Pony will have NO separation/division of the League.
  - b) Colt League is designed for participants 15 through 18 years of age (as of May 1<sup>st</sup> of the playing year). Colt will have NO separation/division of the League.
  - c) Rules that are not addressed by SPBA will refer to Dizzy Dean rules.
  - d) Rules that are not addressed by Dizzy Dean will refer to MLB rules.
- 3) SECTION II – PLAYERS:
  - a) Playing time includes a continuous batting order and free substitution (except pitching) with each player playing defensively at least every other inning.
  - b) Penalty to the manager for failure to follow the above:
    - i. 1st Offense: Written Warning
    - ii. 2nd Offense: Suspended for next game
    - iii. 3rd Offense: Suspended for remainder of season
    - iv. If the violation is determined to be intentional, a more severe penalty may be assessed by the SPBA Board.
  - c) The manager may reduce playing time as follows:
  - d) Player does not attend and participate in 2 consecutive practices (excluding illness or excused absence).
    - i. PENALTY: Player does not play in the next game.
  - e) Player does not attend and participate in 2 consecutive games (excluding illness or excused absence).
    - i. PENALTY: Player does not play in the next game and case of absence is reviewed by Coordinator, Player Agent, Vice President and Baseball Commissioner to determine further action which could include dismissal.
  - f) Player does not arrive at the scheduled start of the game.
    - i. PENALTY: Player does not have to play minimum playing time.
  - g) Player does not play at the position as assigned by manager or coach.
    - i. PENALTY: Player is asked to leave the field and will not participate in the remainder of that game.
  - h) Player demonstrates actions which are detrimental and abusive to the league, including the use of foul language.
    - i. PENALTY: Player is immediately suspended from the team and will not participate in any game or practice until suspension is reviewed by the manager and Coordinator.
    - ii. SECOND OFFENSE: Player and parent will meet with the manager, Coordinator, and Baseball Commissioner to determine further action that could include dismissal.
- 4) SECTION III
  - i. All non-wood bats “MUST” meet BBCOR (Batted Ball Coefficient of Restitution).
  - ii. Bats that are broken, cracked, dented or deface the ball are illegal.
  - iii. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.

- i. Molded grips and Choke up knobs are illegal.
- a) Footwear
  - i. While we prefer all players to wear molded cleats, metal cleats are allowed for Pony and Colt Leagues but should NEVER be worn in the batting cages or during warm ups. Players should only be wearing their cleats during field play or practice.
- b) All players will wear athletic supporters and hard cups are recommended. Catchers are required to wear shin guards, chest protector, a hard cup, throat protector, catcher's mask and catcher's mitt during practices and games.
- c) No jewelry, watches, earrings, necklaces, bracelets, etc., will be worn during practices or games.
- d) No player can participate in any game if they have a cast.

5) SECTION IV – GAMES :

- a) All games must be played at the assigned time as set forth by the approved schedule.
- b) A team may be removed from any field at the discretion of a League Official.
- c) In league play, it is a regulation game if it is called by the umpire due to darkness, rain or other cause (e.g. loss of field lighting) which in the umpire's judgment interfered with further play, provided that:
  - i. Four (4) or more innings have been played, or
  - ii. Three and one half (3 ½) innings have been played and the home team is ahead at the end of the half (1/2) inning, or before the end of the fourth (4<sup>th</sup>) inning if the home team is ahead.
  - iii. In the event partial inning beyond 4 innings, if the visiting team has not completed batting or the visiting team is ahead, you would revert back to the last completed inning.
  - iv. If one-half inning is completed and home team is ahead, the game is ended at that point with home team winning.
- d) In the event that a game is halted before completion for any cause and can't be completed on the same day, the game will be rescheduled and replayed. Pitchers will be charged for any innings pitched and those innings will count toward the total allowed per week as defined in these rules. **WARNING: DO NOT VIOLATE ANY PITCHING RULES.**
- e) Regulation games for Pony League is as follows:
  - i. Innings played: 6
  - ii. Time limit: 1:50
- f) Regulation games for Colt League is as follows:
  - i. Innings played: 7
  - ii. Time limit: 1:50
- g) An inning will be completed if started prior to time limit only if necessary to determine the outcome of the game.
- h) An inning starts when the third out is made at the bottom of an inning.
- i) A complete game is 4 innings, or 3 ½ innings if Home team is winning.
- j) Run rule is 15 runs after 4 innings and 10 runs after 5 innings.
- k) If the game is tied after regulation play, one (1) extra inning is granted provided that time is within the time limit. Otherwise, the tie stands, and if the game remains tied after one extra inning, the tie stands.
- l) The managers and umpire will meet before the game and synchronize the start of the official game time. (10 mins. Prior to start)
- m) Official game time begins after umpire/manager meeting is complete, no matter when the last player shows up.
- n) During the umpires meeting the home team should be on the field and the pitcher should be warmed up so that after the meeting is over the game can begin.

- e) No inning shall start after 10:00 pm prevailing time.
- f) There will be no protest of a judgment call.
- g) The umpire's call is final. If there is a dispute of a rule, a time out may be requested from the umpire to discuss the rule in question and it is the discretion of the umpire to grant a time out.
- h) All problems, suggestions, and comments should be directed to the League Coordinator, Vice President, or Baseball Commissioner in that order.
- i) There are **NO** protests of games. All decisions made by the umpires at the time of the game will stand.
- j) A team must have a minimum of 8 players to officially start a game.
- k) A team may use substitutes from the same league and division provided the following:
  - i. The opposing team's manager must approve of substitutes.
  - ii. Maximum 2 substitutes (a team using substitutes cannot exceed 9 players for that game).
  - iii. Substitutes must bat last in the order.
  - iv. Substitutes may only play in the outfield.
  - v. Substitutes will not be permitted during tournament play.
  - vi. **PENALTY:** If a team cannot field the minimum number of 8 players within 10 minutes after the official start of the game the team forfeits game and is charged with a loss (scored 1-0 on the website. Teams may choose to play a scrimmage game with the other team loaning players. (Umpires will remain to officiate).
- l) Players that arrive after the start of the game can be inserted anywhere into the batting lineup as long as it is after the last batted player. A line up is not established until you have gone through the lineup. If a player arrives late or leaves early for any reason (illness, injury, discipline, or prior personal schedule commitment), that spot in the batting order will NOT be considered an Out. Managers should make an attempt to notify the opposing team manager and umpire of the player that plans to arrive late or leave early due to personal schedule conflicts.
- m) Each team will provide a new game ball to the umpire prior to the start of the game. A second ball should be available from each team. It is not necessary to open the 2nd ball until it's needed and you may use a slightly used game ball from a previous game as the 2nd ball.
- n) Each team will be limited to a manager and 3 coaches in the dugout at any time during the game. Managers and coaches must remain in the dugout during the game except while coaching a base, warming up a pitcher, and during time outs.
- o) All players must remain in the dugout during the game except to warm up pitchers. Players will be allowed to leave the dugout only after the manager or coaches have been notified.
- p) A manager or designated coach must request and be granted a time out by the umpire before being allowed on the field of play.
- q) The Home Team will be the official scorekeeper and the visiting team will operate the scoreboard. These duties should be handled by adults representing each team and they will supervise the official score of the game.
  - i. While in the score box, these adults may cheer and encourage their teams, but they must refrain from coaching.
- r) Progression of games:
  - i. Each team is allowed one (1) offensive time out per inning.
  - ii. After the 3rd out is played, each team has 2 minutes to take their respective positions in order to keep the pace of the game going and avoid any delaying of game playing time. Umpires can award a ball to the offense if a delay occurs that is the fault of the defense,

and can award a strike to the defense if the delay is the fault of the offense. These awards will occur every 30 seconds starting at the 2 minute point.

- ii. If a player is injured during a game, they may leave the game and then return if they are able. Any player that is bleeding must be removed from the field. Provide aid to halt the bleeding and clean any blood from the skin. Any blood soiled clothing must be changed, cleaned or covered up (e.g., tape) prior to the player returning to the field. Since blood can carry communicable diseases, this procedure helps reduce the likelihood of an exposure.

6) SECTION V – PITCHING:

- a) Any violations of these pitching rules will result in the forfeiture of the game. If the game is a loss, then the pitcher in violation will be ineligible to pitch in the team's next game and the manager will be suspended for one game.
- b) The following pitch limits are required for Pony and will not exceed 95 pitches in a game;
  - i. 21-35 pitches = 1 day rest
  - 36-50 pitches = 2 days rest
  - 51-65 pitches = 3 days rest
  - 66+ pitches = 4 days rest
- c) The following pitch limits are required for Colt and will not exceed 105 pitches in a game;
  - i. 31-45 pitches = 1 day rest
  - 46-60 pitches = 2 days rest
  - 61-75 pitches = 3 days rest
  - 76+ pitches = 4 days rest
  - ii. No pitcher should appear in a game as a pitcher for three consecutive days, regardless of pitch counts
  - iii. EXCEPTION – If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until the at-bat is completed.
  - iv. A pitcher who delivers 44 or more pitches in a game cannot play the position of catcher for the remainder of that day.
  - v. At the end of each inning a representative from each team tracking pitches will meet with the opposing team to compare counts to ensure accuracy. If there is a pitch count discrepancy the teams will split the difference and round up the decimal if necessary.
- d) All pitching records must be kept available with the team at all times. This record will include the initials of the manager from both teams to ensure accuracy and should be shown to the opposing manager (of the next game) to verify that rest rules are being met.
- e) Once a pitcher leaves the position he may not return as a pitcher.
- f) One (1) pitch thrown (including warm ups) constitutes an inning pitched.
- g) At any time, all managers should be able to produce a record of innings played which includes pitch counts per game.
- h) Manager or designated coach may make one (1) visit to the mound per inning, per pitcher; on the 2nd visit, the pitcher must be replaced.
- i) A maximum of 5 warm-up pitches is allowed between innings unless the 2 minute limit has expired. A maximum of 8 warm-up pitches for a new pitcher entering the game during a half inning that has not yet been completed. (A coach should warm up the pitcher while the catcher puts on his gear.)
- j) The pitcher's shirt under uniform cannot be white or gray. It should be the same color or darker than his uniform.
- k) The pitcher should not have anything other than his glove on either of his arms.

7) SECTION VI – BALKS:

- a) This is a judgment call by the umpire and the umpire will explain why a balk has been called to the pitcher (and the manager if asked).

8) SECTION VII – ADDITIONAL RULES:

- a) Any runner is ejected from the game when the runner does not attempt to avoid contact. (i.e., if the defensive player has possession of the ball prior to the runner's arrival, then the runner must attempt to avoid contact. This rule applies to all bases, except 1B and even applies when the force is in effect.)
  - i. PENALTY: No warning is given and runner is ejected.
- b) Head first sliding is permitted.
- c) If a batter "slings" the bat, then the play stands and the team is given a warning from the umpire. If another batter on the same team "slings" the bat after a warning has been given, then the batter is out, the ball is dead and no runners advance.
  - i. NOTE: Each team will be given one (1) warning per game.
- d) Bunting is allowed and follows the rules of regulation baseball. (No fake bunting and then swinging, Slashing)
  - i. PENALTY: No warning is given and the batter is out.
- e) Intentional walks: Manager should inform umpire that they would like to walk the batter. No pitches have to be thrown. The batter automatically takes first base.
- f) Batters must keep one foot in the batter's box at all times, unless a time out has been granted. The penalty will be a called strike. Warnings will be issued in Mustang and Bronco as an effort to teach the players but should be second nature in Pony and Colt.
- g) Courtesy runners will only be allowed for the catcher with two out. The base runner will be the player who made the last batted out. A runner for the catcher is MANDATORY with 2 (two) outs.

9) SECTION VIII – End of Season Tournaments

a) End of Season Rankings

- i. The seeding of teams is against the number of games lost, tied and won.
  - (a) The SPBA website handles the first levels of rankings in this order:
    - 1. Games Back
    - 2. Winning Percentage
      - a. Should two teams be tied in both of the above, then we go to the following tie breakers
  - ii. Two Teams Tied: When two teams are tied for a seed, the following procedure shall be used (in the following order until the tie is broken):
    - (i) Won-loss results of head-to-head competition between the two teams
    - (ii) The Run Differential for the SEASON - Highest positive number is the Higher seed
    - (iii) Won-loss record of the two teams versus the highest-seeded team (and proceeding through the lowest-seeded team, if necessary).
    - (iv) Coin toss by the VP of Harrison.

b) Tournament brackets will be posted by the Scheduler prior to the beginning of the tournament and will be updated as information is available.

- i. This schedule will be set using the Blue Sombrero Tournament tool. The brackets adhere to a principle that, in any given tournament, each team should face as many different teams as possible.

- s) Tournament play will adhere is the same playing rules with regard to fielding a team and the continuous batter order. No changes will be made to the pitching rules for tournament play.
- t) Winners Bracket - During the tournament, the home team will always be the higher seed.  
i.e. If you are the 1 seed then you will be the home team throughout the tournament with the exception of the championship game. In the first championship game, the home team will be the team from the winner's bracket. If it goes to a second Championship game then there will be a coin toss by the league coordinator or VP of Harrison for home team determination. The higher seed calls heads or tails.
- u) Losers Bracket – Home team will be determined by a coin toss.
- v) There can be no ties during the tournament. If time has expired (or 6 innings have been played) and the teams are tied then they will play 1 additional regular inning. If they are still tied then tie breaker rules will be instituted (California Tie Breaker Rule). The batting team will place a runner on second base (the last batted out from the previous inning) and they will begin with 1 out on the board. This will continue until a winner can be declared.
- w) Championship Games will have no time limit.

## 1) Foul Ball Tips

### **A (batted) baseball is *fair* if:**

- it stops in fair territory before it reaches first or third base **(A)**, or
- it hits a base **(B)**, or
- bouncing or rolling, it passes first or third base on or above fair territory **(C)**, or
- it passes first or third base in the air and makes its first bounce in fair territory **(D)**, or
- the baseball is hit so far that it leaves the playing field between the foul poles or hits one of them (both of which types of events are very good for the batter)**(E)** or
- the defense touches it while it is moving on or above fair territory.

### **A (batted) baseball is a *foul ball* in all other cases.**

**A fair ball allows the batter to at least *try* to advance to first base or beyond.**

Foul Video: <http://www.youtube.com/watch?v=zuio0TBfWBQ>

## 2) Field Maintenance Tips

Field Lining Video: <http://www.youtube.com/watch?v=RFVchpkYT>

- **DO NOT CHALK ANY GRASS AREAS.**
  - This includes the foul lines, the bunt lines, and the outfield lines. Chalk will kill the grass and make it harder to see the painted lines.
- The chalk lines only need to be visible. This is not Turner Field; we don't need a large line of chalk. As the chalk builds into the clay during the season, the clay along the lines will become very hard. The less chalk used, the better the clay along the lines will be.
- If you can't see the painted foul or bunt lines, the paint machine is in the upper equipment room. We will try to keep a few cans of paint in it at all times.
  - Shake the can until you hear the ball rattling in the can.
  - To use, insert the can upside down in the machine (make sure the nozzle is properly fitted) and pull the handle. You don't need but one pass to ensure the lines can be seen.
  - If the spray is uneven, check to make sure the nozzle is properly seated. If that does not correct the problem, try a new paint can.
- If you have the last game during the week or on Saturday, please take 10-15 minutes to do the following:
  - Fill in the low spots around the bases.
    - Use the field rake to rake the dirt back in front of the bases. As the players slide into the bases, it creates a hole.
    - Use the flat side of the rake to pull the dirt from behind the base to the front. **DO NOT** rake dirt from the front of the base to fill the hole.
    - Smooth out the dirt with the tines of the rake.
    - This needs to be done at ALL bases. For first base, the hole builds where the players prepare to go to second.
  - Fill in the batters boxes at home plate
    - Use the smooth side of the field rake to pull the dirt from the area between

- home plate and the backstop.
- Smooth out the dirt with the tines of the rake.
- Make sure to do both the right and left handed batters boxes.
- Encourage your outfielders not to kick into the grass. There are numerous holes being created by fields kicking dirt between plays.
  - On the upper field, we try to paint the outfield line behind the holes. If you see a player standing on a problem area, they are probably playing too closely.
- There are hand drags either along the fence or in the equipment room. If you are playing later games or the fields have not been dragged with the tractor, these can be used to “freshen” up the field.
- Feel free to ask parents to help with these tasks. We all want the fields to stay in top shape.

### 3) **Field Dimensions:**