

# KINGWOOD/FOREST COVE BASEBALL

## Mustang – Colt/Palomino Rules

### I. General

A. Each manager shall adhere to the KWFC list of Managers' Rules and Responsibilities, Local League Rules Stand alone and Bylaws Local League Rules.

B. After each game or practice, fields must be raked and repaired.

C. Batting practice and soft-toss against the fences are permitted only if plastic balls are used.

D. Each team is responsible for cleaning its dugout and spectator areas of all trash.

Penalty: Forfeiture of game and/or loss of practice time(s). Further infraction, suspension of manager and /or coaching staff.

E. Each manager is responsible for the actions of his players, coaches and fans.

F. Bats

### USABat Rule effective 2018

As will be stated in Section 8 "Equipment," in conjunction with USA Baseball and its other participating National Member Organizations, PONY Baseball has adopted the new USA Baseball Bat Standard (USABat).

Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all other 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) must be certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) used in 2017 will be illegal to use in 2018.

2-3/4" barrel bats are prohibited in all divisions of PONY Baseball. Colt 16U and Palomino 18U players are only allowed to use 2-5/8" -3 BBCOR certified bats. Thorobred 23U players must use wooden bats only as specified by Major League Baseball.

If using a tee ball bat manufactured prior to 2018, these bat must carry the USA Baseball mark accompanied by the following text: "Only For Use With Approved Tee Ball Bat." If you already have a tee ball bat you would like to continue using, all you have to do is purchase a [USA Bat sticker](#) directly from USABB and place it on your bat.

### II. Duration of Games

A. MUSTANG League games shall be six (6) innings and shall not exceed nine (9) innings. BRONCO, PONY, COLT and PALOMINO League games shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire. Mustang DII will have a 5 run per inning limit with the 6<sup>th</sup> inning being a 7 run limit.

B. Other than innings played a game will be considered complete once the time limit has expired. MUSTANG will be 1 hour and 40 minutes, BRONCO will be 1 hour and 45 minutes, PONY will be 1 hour and 50 minutes and Colt/Palomino will be 2 hours. If Home team is in the field as time expires then 3 outs must be completed and if necessary home team will receive final at bat.

C. If a game is called for any reason, it shall be a complete game if five innings (four in MUSTANG) have been completed, or if the home team has scored more runs in four (three in MUSTANG) innings or four (three in MUSTANG) and a fraction innings, than the visiting team has scored in five (four in MUSTANG) completed innings.

# KINGWOOD/FOREST COVE BASEBALL

## Mustang – Colt/Palomino Rules: II. Duration of Games - continued

D. If a game is called for any reason before it is a complete game, as described in Sections A, B and C, or when the score is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.

E. If a game is called for any reason in an uncompleted inning, after having reached complete-game length as described in Section A, B and C and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by league officials.

F. Run Rule (Mercy Rule): An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the following run differential. If a team is leading an opponent by at least 15 runs after three, 10 runs after four, or 8 runs after 5 five or more complete innings have been played the game shall be terminated and the team in the lead shall be declared the winner.

G. Ties, after time has expired, will stand.

H. On weeknights where two (2) games are scheduled to take place on the same field, time will be limited to twenty (20) minutes for the last inning to be completed after official time has expired. Once twenty (20) minutes has been reach the game will be suspended and played out on a later date per rule II D

I. On weeknights where two (2) games are scheduled to take place on the same field, the second game cannot go past the following times:

- 1) Mustang - 10:15 PM
- 2) Bronco - 10:20 PM
- 3) Pony - 10:30 PM
- 4) Colt/Palomino - 10:40 PM

## **III. Player Participation**

A. An official game is not to be started or completed with fewer than 8 players per team. In the event that there are fewer than 9 players participating, an automatic out will be recorded when the missing player's turn at bat occurs.

B. All players on the roster and who are present will be listed in the lineup and will bat in turn through the lineup. Players who arrive after the game has started will be added to the end of the batting lineup. A player who leaves early will be removed from the batting lineup with no penalty unless there are only 8 remaining players, in which case an automatic out shall be recorded when that player's scheduled at bat occurs.

C. Catchers are required to wear proper protective equipment including a mask with a hanging throat guard, protective cup, chest protector, shin guards, catchers' mitt and protective headgear which gives protection to the top of the head when catching behind the plate. Anyone (player or adult) serving as a catcher on or in any KW/FCBA facility to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

D. Except in cases of injury, all players must play at least every other, complete, defensive inning. This does not apply to a pitcher who is removed in an inning after having sat out the prior inning. Violation of this rule will result in an automatic forfeit. No players shall sit more than 2 innings per game

E. Any player present but unable to play due to injury will be noted as injured any may not play that game.

## KINGWOOD/FOREST COVE BASEBALL

### Mustang – Colt/Palomino Rules: III. Player Participation – continued

F. A player who becomes injured or ill during a game and either misses his turn at bat or cannot play in the field either of the next two defensive innings is considered out of the game and may not return to the lineup. The Manager shall inform the home plate umpire, official scorer and the opposing Manager of the player's removal from the lineup prior to the player missing two consecutive defensive innings or the game shall be forfeited.

G. If a Manager wishing to discipline a player by not allowing him to play in a game, approval must be given in advance by the League Coordinator(s), in consultation with the Player Agent if possible. A Manager may, however, in the absence of and without the prior approval of the Coordinator, take appropriate disciplinary action, including benching a player, in the event a player, during or immediately before the game, violates the League's bylaws or rules regarding on-the-field conduct. Such discipline shall be reported immediately to the official Scorer, umpire, and opposing Manager. Such violation and disciplinary action shall be communicated as soon as possible to the League Coordinator(s) and Player Agent. Any abuse of the exception found to have been motivated (in whole or in part) by a desire to obtain an advantage is unsportsmanlike and will subject the Manager and team to penalty (including forfeiture) and disciplinary action (which may include suspension or removal).

H. Colt/Palomino will have the following exceptions to section A and B

1. An official game may be started or completed with fewer than 9 players per team. In the event that there are fewer than 9 players participating, an automatic out will not be recorded when the missing player's turn at bat occurs. Managers are encouraged to share players equitably when necessary.
2. In the event a team is unable to field 9 players, then managers will be encouraged to share players equitably. No borrowed player can pitch or catch. No team may borrow more than the number to reach 9. If player(s) arrive late and the team has borrowed player(s) the borrowed player(s) must be removed from play.
3. All players on the roster and who are present will be listed in the lineup and will bat in turn through the lineup. Players who arrive after the game has started will be added to the end of the batting lineup. A player who leaves early will be removed from the batting lineup with no penalty.

I. Ejections-

- 1.) Player/Coach/Manager: Any player, coach, or manager ejected from a game will leave immediately, failure to do so will result in forfeiture of game. An automatic one game suspension accompanies player/coach/manager ejection. The one game suspension is the next game to be played by their team. There is NO appeal of the mandatory one game suspension.
- 2.) Parent/Guardian: Any parent/guardian ejected from a game will leave immediately, failure to do so will result in forfeiture of game. The child/player of the ejected party is also ejected and will immediately leave the game. There is no additional game suspension of the child/player imposed.

# KINGWOOD/FOREST COVE BASEBALL

## Mustang – Colt/Palomino Rules:

### IV. Pitching Limitations

#### Pitch Count

As will be stated in Section 10 “Pitching Rules” and T-8 “Tournament Pitching,” any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age divisions (Pinto 8U NA), Mustang 10U, Bronco 12U, Pony 14U, Colt 16U, Palomino 18U and (Thorbred 23U NA). Players in the Shetland 6U age division are not permitted to pitch. Pitchers are to adhere to the chart below for league and sanction tournament play.

<u>AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

Rest is calculated as per calendar day.

The league should assign an official scorekeeper for each game to track pitch counts. In the absence of an official scorekeeper, the home team book shall be the official record of games statistics including pitch count

G. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

H. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.

I. Pitchers in violation of any of the pitching rules shall be considered ineligible players.

J. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

# KINGWOOD/FOREST COVE BASEBALL

## Mustang – Colt/Palomino Rules:

### V. Game Rules

- A. The home team shall occupy the third base dugout and shall be responsible for preparing the field for play. Fields being used for practices shall be vacated no later than 1 hour before any scheduled game. Infields may not be used for batting practice after one hour before the scheduled starting time. Field preparation should be completed thirty minutes before the scheduled starting time. The visitor team is responsible for raking the field at the completion of the game and ensuring all equipment is returned to the shed.
- B. The home team takes infield practice for 10 minutes beginning 30 minutes before the scheduled starting time of the game; the visitor team shall then have 10 minutes of infield practice. After the Managers and umpires have completed their pre-game discussion, the home team shall take the field and be prepared to begin the game at the scheduled starting time.
- C. All reasonable efforts shall be made to start games at the scheduled starting time, including taking shortened infield practice, if necessary.
- D. Every effort shall be made to keep games moving to ensure the maximum number of innings is played. Attempts to delay or slow the game found to have been motivated by a desire to take advantage of the expiration of time limits are unsportsmanlike and will subject the Manager and /or team to penalty by the umpires and/or disciplinary action. The official time shall be stopped at or during the last 5 minutes of the game whenever the umpire grants a time out called by a Manager, Coach, or player.
- E. Teams should "hustle" on and off the field. No more than three players may "huddle" on the field at once.
- F. Only one offensive time-out is allowed per inning.
- G. Pitchers have a maximum of two minutes or 8 pitches to warm up between innings, time starts when 3<sup>rd</sup> out is made of previous inning.
- H. Courtesy runners should be used for catchers with two outs (the catcher will be defined as the catcher for the next or upcoming inning instead of the catcher of record or the catcher of the last inning). The player who made the last out must be used. If a courtesy runner is used for the catcher of the upcoming inning then the catcher must catch the entire inning unless injured and removed from the game.
- I. The catcher for the next inning should have shin guards on unless he is on deck with no outs or with one out and nobody on base.
- J. The home team shall provide scorer for the official score book provided by umpires prior to game time and the visiting team will provide scoreboard worker. Lineups must be submitted and exchanged with the opposing team 10 minutes before scheduled game time, but lineups may be changed until the first pitch is thrown. The lineup must include last names, jersey numbers and identify the starting pitcher (see section IV, rule J for rules regarding starting pitcher).
- K. The umpires will provide a game/pitching recap card and secure both home and visitor manager's signatures. These cards shall be relied upon in the event of a question as to pitching eligibility, game score, and umpire's payment.

### VI. Standings

- A. League standings shall be maintained by the Coordinator and shall be posted at periodic intervals. Standings shall be determined on the bases of winning percentage. Winning percentage shall be calculated by dividing the number of wins by the number of games played, with a tie counting as half a win.

## **KINGWOOD/FOREST COVE BASEBALL**

### **Mustang – Colt/Palomino Rules:**

B. If, at the end of the season, two or more first place teams have the same winning percentage, they shall be declared co-champions.

C. There are no standings kept in the Fall Leagues. Fall is meant to be a developmental time. However, there is a tournament that will be seeded by random "hat drawing" of teams with Champion and Runner Up trophies awarded.

### **VII. Tournament Rules**

A. For tournament seeding purposes, ties in winning percentage shall be broken first by head-to-head record, then by coin flip.

B. All championship games including the "if necessary" game will be played to full duration of innings which will be the following:

1. MUSTANG will be six innings unless run rule is outlined in II F is met.

2. BRONCO, PONY, COLT and PALOMINO will be seven innings unless run rule outlined in II F is met.

C. No ties are allowed in tournament play. All games must have a winner. If duration of a game is met with innings then extra innings must be played until there is a winner

### **VIII. Other Rules**

A. All other rules will be as specified in the current "Official Baseball Rules", as modified by the current PONY Baseball Rules and Regulations for the appropriate age Division.

B. All baseball activities, rules and regulations provided for hereinabove are subject to the Kingwood/Forest Cove Baseball Association Bylaws, particularly the Local League Rules of Article XVIII.

**FAILURE TO COMPLY WITH ANY RULES ABOVE MAY RESULT IN FORFEIT.**