

Spring 2020 Multi-County Baseball Rules

Pony / Senior

Date Last Revised: **02/04/2020**

Revised by: **Scott Henry - North Metro**

Date Approved by Interleague members: **3/1/2020**

For purposes of this rulebook, the term “league” and “interleague” will refer to the following associations

- Archer
- Barrow County / Winder
- Bethlehem Christian
- Collins Hill
- Dacula Athletic Association
- Duluth
- Grayson
- Lanier Athletic Association
- Mill Creek Athletic Association
- Mountain Park
- Mountain View Athletic Association
- Norcross
- North Gwinnett Athletic Association
- Peachtree Ridge
- Winder

The Interleague will play according to modified Dixie Boys Baseball rules for Pony, and Senior, which plays strictly by Dixie Majors Baseball rules. Any rule or action not covered in these league rules will revert to the appropriate Dixie rulebook **then the National Federation of High Schools Baseball rulebook**. For additional information you are encouraged to go to the Dixie Baseball website (www.dixie.org).

Definition: Season - Each season begins in the fall and carries into the spring. Example: Fall of 2018 to Spring of 2019 is considered a season under this definition.

Season Age limits: Players age may **NOT** exceed 19 as of June 1st in the spring of a season.

Example Seniors: Players who will be older than 19 as of June 1, 2020, are **NOT** eligible to play in the Fall 2019 - Spring 2020 season.

Example Pony: Players who will be older than 14 as of June 1, 2020, are **NOT** eligible to play in the Fall 2019 - Spring 2020 season

Birthdates must be entered into Quickscores when rosters are entered.

Age Violation Penalty: Should it be discovered that a player's age exceeds league rules, that team will forfeit all games where that player participated and that team will be disqualified from participating in the tournament

Each participating park agrees to solely use these approved Rules and agrees to instruct their Umpires Association to use only these approved Rules. Each Park may have its unique ground rules in addition to these rules. It is strongly encouraged that any rule questions or clarifications be addressed at the Plate Meeting, such as length of the game, runs per inning and pitch counts.

GENERAL LEAGUE RULES

1. Games delayed by rain, or other acts of nature shall be regulation games if 4 innings have been played, or the home team is ahead after 3 1/2 innings. Games shortened by reason of curfew, rain, or unforeseen conditions before they become regulation games shall be resumed from the point of termination.
2. In the event of weather or other unforeseen conditions prior to the start of a game, members of the local baseball committee, in consultation with the umpires and league director, will determine whether playing conditions are safe. If a game has been started, the home plate umpire is in control and will have the responsibility and authority to suspend or continue play. If a lightning detector is utilized. The detector will be the determining factor as to whether a game or practices at the park are halted due to lightning. Once the detector registers lightning, ALL GAMES will be halted. Everyone must clear the fields and dugout. All game participants and visitors are to proceed to their vehicles until an all clear signal is sounded which will be three (3) short blasts of the air horn. THERE ARE NO EXCEPTIONS! A team will be given one warning and if they do not adhere to that, they will forfeit the game. A waiting period of thirty minutes will be allowed to start or resume a game due to field conditions after the Detector sounds the ALL CLEAR. The league director in accordance with the scheduling and umpire coordinator will reschedule games for the next available time on the field in question not occupied by a previously scheduled game.
3. Interleague Temperature rule - If at the start of the game or practice the temperature is 40 degrees or below on the at park thermometer the game will be rescheduled. In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used. The ON-DUTY Director

will consider the wind chill factor. ***This is a Gwinnett County Ordinance therefore a condition of league use for the park.***

4. For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue. (Refer to Dixie Rule Book)
5. The home team shall occupy the batting cages first followed by the visiting team. The home team will have use of the cages an hour before the game for twenty-five (25) minutes. The visiting team will have use of the cages thirty-five (35) minutes before game time for twenty-five (25) minutes. Each team needs to be at the field ten (10) minutes prior to game time.
6. The home park shall be responsible for getting and returning the electronic score board equipment and game box to the storage. Both teams are responsible for the cleanup of their dugout and stands after each game.
7. The home team will keep the scorebook and the scoreboard / pitch log. Two adults will use the pitch counters. (These need to be competent people who can handle the responsibility for each team, no one under the age 18.)
8. The team will be given one warning for "slinging the bat." The second and subsequent occurrences in the same game will result in the player being called out. The umpire must notify the official scorekeeper and manager of each warning.
9. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
10. Sliding is highly suggested under all conditions permitted, but not required. Any action, which, in the judgment of the umpire, is made to collide with a defensive player will result in the offensive player being called out. All batter-runners and runners are required to AVOID contact with a defensive player. It is the sole judgment of the umpires and therefore not a protestable call. On all slides it is the responsibility of the runner to attempt to avoid contact. When in doubt, slide.
11. Free defensive substitutions are permitted provided that minimum play requirements are met and no player shall sit two consecutive innings. These requirements are at least every other inning.
 - A manager may choose to sit out a player for disciplinary reasons. The manager must inform the home plate umpire and the opposing manager and/or scorekeeper of this situation at the time rosters are exchanged. The manager during the game for disciplinary reasons may also remove players. This may be as a substitution if other players are available. The league director must be notified in writing if this situation occurs.
12. Any person warming up a pitcher must wear a catcher's helmet or catcher's mask with a throat guard. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up a pitcher at any time. No other person shall warm up a pitcher without a protective face mask due to the risk of substantial facial or head injury from deflected balls.

13. Catchers wearing hockey style masks shall NOT be required to wear a throat protector.
14. No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast for the purpose of this rule. The Home Plate Umpire has the final say in the safety of any soft cast.
15. Only the Head Coach may represent or speak for the team unless otherwise requested by the Head Coach or duty officer. Managers must request and receive a time out from an umpire to discuss a call or rule. Anyone who charges the umpire or who does not request and receive a time out or who displays, at the discretion of the umpire, un-sportsman like conduct, may be ejected from the game and must leave the immediate playing field and grandstand area within **two minutes of ejection**. Failure to leave these areas or any further disruptions may result in forfeiture of the game. Anyone ejected from a game is automatically suspended from the next game. Further disciplinary action may be taken by the specific Association within which the individual in question, or their family member/player or team, is a member.
16. Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind
 - a. Exception:
 - i. Players may wear breakaway sports necklaces. Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief.
 - ii. All Players may wear sunglasses.

SPORTSMANSHIP

Prior to the start of each game, the umpire will hold a meeting at home plate consisting of at least one coach and coaches are encouraged to bring one team captains (player) to the plate meeting. In addition to the confirmation of the rules, the umpire will remind the team captains that unsportsmanlike behaviour will not be tolerated. In the event of an infraction of the sportsmanship code of conduct as defined herein the league rules, the team will receive one warning. Any subsequent infraction will result in the ejection of any player guilty of the infraction.

Sportsmanship Code of Conduct

1. Observe and support the rules of the game, promoting both the spirit and letter of the rules
2. Show civility towards competitors, coaches, officials, parents and fellow teammates.
3. Hold oneself and teammates accountable in maintaining a respectful environment.
4. Refrain from abusive language or profanity on the field or in the dugout.
5. Refrain from physical or verbal threats to players, coaches, officials and parents.

6. Refrain from throwing, pounding, hats, gloves, helmets or other equipment out of disgust or the results of a play.
7. Refrain from “heckling” directed at the opposing teams players, with the intent to disrupt players ability to perform or enjoy the game.

ROSTERS

1. Each team is required to submit their official roster to (or post to a web site as directed) the league scheduler before the first game of the season. A player can only appear on one team roster per league/age group (i.e. a player can only be on one team in Pony or Senior, but could potentially be simultaneously on both a Pony and Senior team.). One exception would be that a senior player cannot play down on a pony team
 - Final rosters will be locked by the second week of the season.
 - The Board can override this deadline by a majority vote
2. Any player playing on a team that is not on the official roster (other than a pickup player or pull up player in order to meet the low player rule below), will result in that team forfeiting the game in question and if in the tournament, they will forfeit the tournament. If the team repeats the violation, a board vote will proceed to expel the team from the league and they will be forced to forfeit the rest of their games.
3. Any team that does not have a roster on file in Quickscores after the second week into the season, will result in a forfeit until that roster is posted.
4. If a team starts play with eight players, an out will be taken for the ninth position in the batting order the first time through the order. Both coaches may agree at the plate meeting to not enforce this rule.
5. No penalty of an out if loss during game due to injury/sickness.
6. If an ejection results in a batting order of less than 9, the team will be penalized by an out each time through the order.
7. A sickness/injury loss can return to the game.
8. Players arriving after the game has started may be put into the game, but must bat as the last batter of the starting order.
9. A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit the game.
10. A team shall not be allowed to complete any game with less than eight players
11. If a team is unable to field nine players in a game they may fill up to three (3) positions for a nine- player roster from the lower age groups or within the same recreation league. They may not pull more than is necessary to fill a nine-player roster. The non-roster players can play anywhere in the field, except pitcher and catcher and placed at the end of the batting order. The Manager of the opposing team must be notified of the non-roster player prior to the start of the game. Senior may pull from other Senior Teams or below from any park.

12. Substitute runners are allowed only if the original player is injured. The player that made the last batted out shall be used as the substitute runner.
13. Courtesy runners are allowed for pitchers and catchers in all innings except the last inning (7th inning) to speed up the game. The courtesy runner shall be the LAST BATTED OUT. . The pitcher/catcher then must pitch/catch the next inning.

PROTEST

1. Protests that involve an umpire's judgment shall not be accepted.
2. Only the team manager or the acting team manager shall be entitled to file a protest.
3. The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher
4. The protesting manager must request time, notify the umpire he is protesting, notify the official scorekeeper to record the point in the game, and continue the game.
5. The protest shall be considered only if it is placed in writing in accordance with the interleague rules by the manager in person along with \$200.00 cash at which the game takes place and to that park within 48 hours of the completion of the game. If protest is refused, the protest fee will be forfeited to that association. Any protests will be decided on by the protest committee.
6. The award for winning a rule protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league. T
7. **AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION.**
8. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

BAT RULES

1. PONY

- a. **Dixie Boys (age 13-14)-The bat rule for the 2019 season once again addresses the use of composite barrel bats.**
 - i. **Rule 1:10 DB**—Bats must be manufactured meeting specifications as determined by Dixie Boys Baseball. As such, a bat can have a 2 ^{1/2} inch barrel or a 2 ^{5/8} inch barrel diameter. Pony bats must be to -10 or heavier r Aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Wood bats are legal.
- b. **Only composite barrel bats certified and marked BBCOR .50 will be allowed.**
 - i. **Point of Emphasis: All bats having a composite barrel must be BBCOR .50 certified.**

2. SENIOR

- a. **15U Division, Pre-Majors & Dixie Majors (age 15-19)- The bat rule for the 2019 season remains the same.**
 - i. **Rule 1:10 DM**—BBCOR is the approved bat standard for 15U Division, Pre-Majors & Dixie Majors Baseball. Note: The length to weight “difference” (i.e. -3) will be maintained through BBCOR standards. Wood bats are legal.
- b. **2019 Official Rules of Dixie Boys Baseball, Inc. (Point of Emphasis)**
 - i. Any player found to have used a bat that has been altered (shaved, rolled, etc.) will be immediately disqualified from further play and is subject to permanent dismissal from the program.

LENGTH OF PLAY AND RUNS ALLOWED BY LEAGUE

1. **Pony**

- a. Games are 7 innings.
- b. A new inning will not start after 1 hour and 50 minutes of play.
- c. If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 ½ innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 ½ innings if the home team is leading, the game will be declared over.
- d. Teams are limited to 8 Runs Per Inning except the 7th Inning which allows unlimited runs.

2. **Senior**

- a. Games are 7 innings
- b. A new inning will not start after 1 hour and 50 minutes of play.
- c. If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 ½ innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 ½ innings if the home team is leading, the game will be declared over
- d. Teams are limited to 10 Runs Per Inning except the 7th Inning which allows unlimited runs.

PITCH COUNTS

1. The official scorebook keeper/ scoreboard operator should keep pitch counts for both teams' pitchers as well as a participant from the visiting team.
2. Pitches thrown in a make up game count for the day the game is played, not the day originally scheduled.
3. Game summary/Pitch count log sheet must be completed at the end of each game and signed by both Managers/Coaches. Furthermore the final score and pitch counts shall be entered into the online schedule system (Quickscores). The final score should be entered by the home team and the pitch counts shall be entered by either team individually for their team only.
 - a. At the end of each game, coaches will meet to compare pitch counts. If pitch counts do not match, the counts will be averaged to become the official count for that pitcher.
 - b. If pitch counts differ by more than 10, or if the average of the counts exceed league pitching rules, then the directors of both parks shall be notified within 24 hours for review of the books.
 - i. First Violation: If a violation of pitch count or rest period is discovered, and the violating team won as a result, that team shall forfeit that game and receive a team warning. If the violating team lost as a result, the loss will be converted to a forfeit and receive a team warning.
 - ii. Second Violation: A second violation of pitch count or rest period will result in disqualification of that team from participating in the tournament. If the violation occurs during a tournament game, the violating team will be disqualified immediately.
4. Within 24 hours of game completion, the home team shall record their score and official pitch counts for both teams online in Quickscores. Exception: During the tournament, or if your team has another game on the following day, Quickscores must be updated by midnight following the game.
 - i. First Violation: Failure to update Quickscores as described above will result in a warning.
 - ii. Second Violation: Second violation will result in disqualification from participating in the tournament.
5. The manager must remove the pitcher from the mound when the pitcher reaches the limit for their age group as noted below:

6. Pitchers of Pony and Senior must adhere to the following rest requirements

a. **TOTAL PITCHES THROWN IN A GAME**

i. **SENIOR**

1. **110 Total Pitches Per Game**

- a. NOTE: A pitcher shall not throw more than 110 pitches in a single day or cumulative over a two-day period. All rest periods apply per game.
- b. A pitcher shall not pitch more than two consecutive days regardless of the pitch count, at which time a minimum 1-day rest period is required.
- c. Double headers are considered two separate games and single game pitch count limitations are in effect.
- d. All other rest periods are based on the total pitches thrown

2. **REQUIRED REST PERIOD SENIOR**

86-110 Pitches 3 Days

61-85 Pitches 2 Days

36-60 Pitches 1 Day

1-35 Pitches 0 Days

2. **PONY**

1. **95 Total Pitches Per Game**

- a. NOTE: A pitcher shall not throw more than 95 pitches in a single day or cumulative over a two-day period. All rest periods apply per game.
- b. A pitcher shall not pitch more than two consecutive days regardless of the pitch count, at which time a minimum 1-day rest period is required.
- c. Double headers are considered two separate games and single game pitch count limitations are in effect.
- d. All other rest periods are based on the total pitches thrown

2. **REQUIRED REST PERIOD PONY**

65-95 Pitches 3 Days

45-64 Pitches 2 Days

31-44 Pitches 1 Day

1-30 Pitches 0 Days

7. **FINISH THE BATTER** – A pitcher at either level (Pony or Senior) shall be allowed to finish the batter when the pitch count limit is reached during an at bat, but shall be replaced immediately when the at bat ends.

8. **DAYS OF REST** – A day of rest is defined as a “calendar day”. Example: A Senior level pitcher who has reached the 110 pitch limit on Tuesday shall not be allowed to pitch again until Saturday.

9. **PITCH COUNT DISPUTES:** If there is a dispute in the pitch count both teams will present their pitch count, it will be divided by 2 and that will become the new pitch count.
10. **HIT BY PITCHES:** A pitcher must be removed from the pitcher position IF they hit a batter THREE times in one inning or FOUR times in a game.

PONY SPECIFIC RULES

All Pony rules will be according to the Dixie Boys & Majors (DB) rulebook except for the following.

1. Metal cleats are allowed.
2. Facemasks or C-Flaps on batters helmets are optional.
3. Head-first sliding will be allowed, except when the runner's helmet has a facemask or any face protection.
4. The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
5. Balks will be called.
6. The Infield Fly Rule will be called.
7. Bunting is allowed. Faking a Bunt and pulling back and swinging is not allowed.
 - a. Penalty for fake bunting is an immediate dead ball and an automatic out and an ejection of the player
8. There will be one defensive coaches timeout per inning; on the second Time Out the Pitcher must be replaced. An injury doesn't count as a visit.
 - a. Mound visit ends when the coach crosses the foul line leaving the field of play.
9. Runners may advance on a dropped Third Strike.

SENIOR SPECIFIC RULES

All Senior rules will be played according to the Dixie Boys & Majors (DM) rulebook, unless otherwise stated in this rulebook.

1. The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
2. Facemasks or C-Flaps on batters helmets are optional.
3. Head-first sliding will be allowed, except when the runner's helmet has a facemask or any face protection.
4. Balks will be called.
5. The Infield Fly Rule will be called.
6. Bunting is allowed. Faking a Bunt and pulling back and swinging is not allowed.
 - a. Penalty for fake bunting is an immediate dead ball and an automatic out and an ejection of the player
7. There will be one defensive coaches Timeout per inning; on the second Time Out the Pitcher must be replaced. Injury doesn't count as a visit.
 - a. Mound visit ends when the coach crosses the foul line leaving the field of play.
8. Runners may advance on a dropped Third Strike.

