

Kempsville Pony Baseball

FALL BASEBALL SPECIAL PLAYING RULES

1. Except for following modifications, Official Baseball Rules (OBR), and Current PONY Baseball Rules & Regulations apply for the Fall Season.
2. Games will be six innings for Pinto, Mustang, and Bronco **or last batter 1** hour and 45 mins after official game start time.
3. For Pony and Colt, games will be 7 innings or **no new inning** 1 hour and 50 minutes after official game start time.
4. For Pinto, Mustang, Bronco, Pony, and Colt an inning ends when 3 outs are made or 5 runs are scored.
5. Continuous batting order and for Pinto, Mustang, Bronco, Pony and Colt.
6. Free defensive substitution for Pinto, Mustang, Bronco, Pony, and Colt for all positions except pitcher.
7. Mandatory substitute runner for catchers and pitchers with 2 outs, optional with less than 2 outs.
8. No ten run rule.
9. No forfeits – players will be loaned from the opposing team to fill defensive positions and/or players from other teams may be borrowed to ensure games are played.
 - a. Teams with 8 players available at game start can play with 8 in the field, borrow a player from the opposing team to fill the 9th defensive position each inning, or recruit a registered player from another Summer team of the same age league to fill the 9th spot in the batting line up and in the field.
 - b. If fewer than 8 players are available, additional players may be borrowed or recruited to field 9 players for the game.
 - c. Players recruited from other teams shall fill the last spots in the batting line up and shall not pitch in the game.
10. For all leagues, **a player may only pitch 2 innings per game.** In addition, PONY Baseball pitch count rules for maximum pitches per day and required days rest are required for all games, including games played with other teams or organizations.
11. Mustang Base Running Rules. Mustang Division will use PONY optional rule (3) for leading off bases and stealing; i.e., base runners may steal bases but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher.
12. Mustang Dropped Third Strike Rule. The batter is automatically out on all dropped third strikes.