

CENTRALIA RECREATION DEPARTMENT
Boys Bronco/Pony Baseball League
RULES - Revised May 2018

Mission Statement

Centralia Recreation Department Mission Statement:

It is the mission of the Centralia Recreation Department to work in partnership with our community in order to provide instruction in the fundamentals of youth and adult sports. The Centralia Recreation Department's main purpose is to provide both children and adults with an opportunity to play, learn, and have fun in athletics without concern or regard to physical ability, race, religion, or financial situation.

General Rules Applying to All Leagues

Coaches:

1. The coach of each team is responsible for the conduct of his/her team, fans, and players.
2. Coaches must notify all players of upcoming practices and games. Coaches should make every attempt to maintain the participation of all players on the team. If unable to contact a player, or if a player discontinues participation in the program Centralia Recreation Complex Assistant Director should be notified. Any coach who does not encourage the participation of all players will be considered for disciplinary action.
3. It is the coach's responsibility to maintain the equipment and promptly return it in good condition at the end of the season.
4. Coaches will be responsible for making sure dugouts are picked-up and kept trash free. Please make sure that dugouts are kept clean. Coaches who do not insure their dugouts are cleaned could face a city ordinance fine for littering.
5. Spirit and intent of the game (unwritten rule which is now written) about running the score-up. Coaches please be aware.

GENERAL OBJECTIVE:

The objective of the Centralia Recreation Department's Youth League is to provide instruction in the fundamentals of baseball as well as giving the participants an opportunity to play games. The Centralia Recreation Department would hope that the coaches and parents would please keep in mind that the main objective here is not who wins or loses, but that the young boys have the opportunity to play, learn and most of all have fun. Therefore, the Centralia Recreation Department would like to ask you to please refrain from questioning the calls of the officials in an ungentlemanly manner. You must remember that it is a learning experience for the officials as well, so please make it as easy as possible for them. We here at the Centralia Recreation Department will try to help them become as proficient as possible at their job. We want the league to operate efficiently and most importantly, to be fun for the participants.

RULE 1: MEMBERSHIP

Sec. 1 Boys will be entered in the league according to their age. All boys who are eleven (11) years of age and who are not more than fourteen (14) before August 1, of the current year, will be eligible.

RULE 3: PLAYING RULES

Sec. 1 The games of the Centralia Recreation Department Youth League, Mustang Division, will be governed by the N.F.H.S/IHSA, unless these rules conflict with the Centralia Recreation Department Youth League rules.

Sec. 2 Games shall consist of seven (7) innings.

Sec. 3 Rained out games during the regular season will be played over from the beginning with no score if three (3) full innings have not been completed unless, the home team is ahead after two and one half (3 1/2) innings or has taken the lead in the third (3rd) inning. Rained out games during tournament play will be continued from the point of interruption, unless the requirements of a completed game have been met, as listed in the next section.

Sec. 4 A complete game is one that a least three (3) full innings have been played and one team has more runs than the other. Two and one half (2 1/2) innings if the home team is ahead. If the teams are tied, the game will continue from the point it was stopped.

Sec. 5 A game called because of darkness, rain, or some other circumstance in the middle of an inning will revert back to the last full inning. It would be a complete game if it meets Section 4 requirements

Sec. 6 Time limit of one (1hr & 30minutes) hour and thirty minutes will be used. No new inning may start after that time, unless the game is tied. The Centralia Recreation Department league officials shall make the decision. Time Limit Rule: The time limit regulations for all leagues are as follows. Each league has a set maximum time limit, which is stated in the set of rules governing for that specific league. There must be at least 5 minutes left of the official game time in order to start a new inning otherwise the umpire will declare that the time limit is over, and the team that is ahead in runs scored shall be declared the winner, regardless of the inning. However, both teams must have completed the same number of innings at bat (unless home team is ahead). If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team score the winning run).

- Sec. 7** Teams shall be able to start a game with eight (8) players. Teams shall be allowed to add the ninth (9th) player at any time.
- Sec. 8** A team may not finish a game with less than eight (8) players.
- Sec. 9** Each team shall field nine (9) players, and bat all players present.
- Sec. 10** It is **required** that all players play a minimum of two-three (2-3) complete innings on defense. EXCEPTION: injury, illness, or ejection.
- Sec. 11** A batter is not out when a team is playing with one less than the starting number due to injury or illness, and that turn at bat is reached.(Exception: ejection)
- Sec. 12** If at anytime after the game has begun a team can field only seven (7) players the game shall then be called a forfeit and the score shall be 6-0.
- Sec. 13** A batter/runner or base runner must either slide or "give-up" or avoid the tag. He cannot intentionally run over a fielder with the ball waiting to make a tag. This is an UMPIRE'S JUDGMENT CALL.
- Sec. 14** Each team when on defense may be granted one (1) charged conference per inning. In an extra inning game, each team will be allowed one charged conference per inning while on defense.
- Sec. 15** Each team, when on offense, may be granted one (1) charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter, or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.
- Sec. 16** A maximum of three (3) non-players per team are allowed inside the fences including the dugout area. Coaches should remain in the dugout except when coaching a base while on offense.
- Sec. 17** An inning shall consist of 3 outs, Mercy Rule does apply: 15 runs after 2 ½-3 innings. 10 runs after 3 ½ to 4 innings.
- Sec. 18** It is live steal on release from the pitcher
- Sec. 19** The dropped third strike will be enforced.

- Sec. 20** Runners may not steal home. A runner on third can only advance to home on a batted ball, bases loaded walk, last batter rule, passed ball, or wild pitch. (THIS RULE NEEDS TO BE IN AGREEMENT WITH BOTH TEAMS PRESENT)
- Sec. 21** NO head first sliding will be allowed in this league.
- Sec. 22** All batters and runners shall wear a batter's helmet while at bat, on base, or on deck, waiting to bat. If a runner intentionally removes his or her helmet while running around the bases, it will be an automatic out.
- Sec. 23** Free substitution on defense will be allowed.
- Sec. 24** Every player present for the game will be placed in the batting order, but only 9 players will take the field during each inning.
- Sec. 25** No shifts on the infield will be allowed, (ex: 2nd baseman playing on the shortstop side of 2nd base etc.) Infielders are to play in their positions as intended. The catcher is to field all balls thrown to home plate.

RULE 4: SCHEDULES AND STARTING TIMES

- Sec. 1** **GAME TIME IS FORFEIT TIME.** EXCEPTION: If preceding game runs into the starting time of the next game then forfeit time will be at the conclusion of the preceding game. Should both teams violate this section, both teams shall be charged with the loss.
- Sec. 2** The time of the umpire shall be the official time governing the games under this rule.

Rule 5: Bases and Base Running

- A. The base distance shall be 80 feet.
- B. Base runners are allowed to slide.
- C. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. No "**BOWLING OVER**" players. If the umpire rules the contact was flagrant, the runner will be declared OUT

- D. Mandatory slide rule: If the catcher (or any other fielder) has possession of the ball before the runner approaches the base; the runner may not maliciously run into the fielder. Stepping over or jumping over the outstretched glove or a fielder holding the ball on or near the ground waiting to make the tag is legal. Players should be taught to slide if the fielder has possession of the ball at the base. When in doubt slide. It is the umpire's **judgment** that determines if the contact was malicious. Penalty for malicious contact: runner is called out and will be ejected from the game, and sit out the next scheduled game, league and/or tournament.

Rule 6: Batting

- A. The infield fly rule will not be in effect.
- B. Bunting will be permitted.
- C. In situations where a player is injured and cannot continue play, her turn at bat will be passed over without any penalty such as an out; however, if she has been ejected from the game, an out will be taken.
- D. Any batter whom "throws" a bat with reckless abandon shall first be warned by the umpire. After one warning, said player shall be declared out immediately when he or she throws a bat. Any player who throws a bat which strikes another player of either team, shall be declared out immediately, without warning from the umpire. Repeated throwing of the bat is grounds for ejection from the game. In situations where a player is injured and cannot continue to play, her turn at bat will be passed over without any penalty such as an out; however, if she has been ejected from the game, an out will be taken. The umpire's judgement shall prevail.
- E. The dropped third strike will be enforced

Rule 7: Pitching and Catching

- A. The pitching distance shall be 54 feet from the pitchers rubber to home plate.
- B. A pitcher may NOT pitch more than 3 innings in a game or 75 pitches in a day. A player may not pitch more than 6 innings in a calendar week (Sunday-Saturday). One pitch thrown is considered an inning pitched. EXCEPTION: If a pitcher reaches the limit pitch count limit

while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base;
- That batter is out;
- The third out is made to complete the half-inning.

- Pitching Rest Requirements: •
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41 – 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 – 40 pitches in a day, one (1) calendar days of rest must be observed.
 - • If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.

**It is the coach's responsibility to keep track out the pitch count! The supervisor has the right to ask the coach what number of pitch the player is on.*

- C. The strike zone shall be from the top of the shoulders to the bottom of the knees.
- D. Once a pitcher is relieved, he may not pitch again in that game.
- E. Pitchers shall receive five (5) warm up pitches between innings & 5 warm up pitches in relief.
- F. The dropped third strike will be enforced.
- G. THERE WILL BE NO INTENTIONAL WALKS!
- H. In the event the pitcher hits three (3) batters the umpire shall request that the pitcher be replaced for the safety of the batters. (If one or either of the batters have allowed a ball to roll into them without trying to avoid the contact then this rule will not apply and a base will not be awarded. It will be counted as a ball) Batters must attempt to avoid contact with a pitched ball
- I. All catchers shall wear full catcher's equipment, including helmet.
- J. Chest protectors are mandatory.
- K. Catchers must wear a protective cup and use a catcher's mitt.

- L. Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field

RULE 8: UMPIRES

- Sec. 1** *DO NOT ARGUE* judgment calls - discuss rule book calls in a gentlemanly fashion. The umpire is in charge of the game. You must realize the game is for the young people and you are setting an example to be looked up to.
- Sec. 2** The umpire is in charge of the game.

RULE 9: CONDUCT

- Sec. 1** All that is dishonorable, unsportsmanlike and ungentlemanly is particularly and expressly condemned. A coach, player, or team guilty of such action shall be removed from the game at the discretion of the umpire. Further action may be taken by the Recreation Director or his appointed representative.
- Sec. 2** Smoking, or the use of foul or profane language by coaches will **NOT** be tolerated during preliminary practice or during the progress of the game. The *NO SMOKING* rule will be strictly enforced.
- Sec. 3** Any coach who threatens an umpire in any way may be suspended for three (3) games on the first offense and for the rest of the season on the second offense.
- Sec. 4** Any fan whose conduct is dishonorable, unsportsmanlike or ungentlemanly may be removed from the vicinity of the field of play and/or the spectator area. The fan may also be suspended.
- Sec. 5** Any player throwing equipment or any object in anger, shall be ejected from the game immediately, or until a proper substitution may be made, and may not play for the equivalent of six (6) innings thereafter. Extra innings in a game in which a player has been suspended do not count toward innings served in the suspension.
EXAMPLES: Ejection in the 2nd inning - player can not play until the 3rd inning of the next game. Ejection in the 5th inning - player can not play until the 6th inning of the next game.

- Sec. 6** A warning may be issued by the umpire for a carelessly thrown bat, (not one thrown in anger). The next offender on that team shall be called out.
- Sec. 7** When a manager, coach or player is expelled from a game, they shall be suspended the remainder of said game and next league or play-off game, as per Rule 7, Section 5.

NOTE: CENTRALIA RECREATION DEPARTMENT BOARD POLICY STATES: ANYONE (players, coaches, parents, fans, etc.) striking/threatening an official in any sport or activity sponsored by the Recreation Department will be suspended from play and/or all facilities of the Recreation Department & Recreation Complex for a minimum period of one year.

RULE 10: FIELDS & EQUIPMENT

- Sec. 1** The pitching distance for Pony League will be 54 feet.
- Sec. 2** The base distance will be 80 feet.
- Sec. 3** The catcher must wear complete set of equipment.
- Sec. 4** It is mandatory for each on deck batter, batter, runner, retired runners and players in the coach's boxes to wear a batting helmet. When the umpire observes ANYONE who is required to wear a batting helmet deliberately remove his batting helmet while in live ball territory and the ball is alive, the umpire shall issue a warning to the coach of the involved team. A subsequent violation of the rule shall result in ejection.
- Sec. 5** No metal spikes shall be worn in any Recreation Department League.
- Sec. 6** An official baseball will be used.

RULE 11: CANCELLATIONS

- Sec. 1** It will be up to the judgment of the Centralia Recreation Complex staff to determine if a game will be cancelled due to weather or field conditions. As soon as the decision is made to cancel, coaches will be notified. It will be the coaches responsibility to contact their players/parents! Parents, please do not call the Recreation Complex to ask about cancellations.

Sec. 2 It is the decision of the umpire or supervisor in charge to cancel a game once it is in progress.

RULE 12: ALCOHOLIC BEVERAGES, DRUGS AND TOBACCO

Sec. 1 *NO ALCOHOLIC BEVERAGES* are allowed on the playing area or in the dugouts. If any player, coach, or manager violates this rule the player(s) team will forfeit that game. NOTE: ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN CITY PARKS.

ROOT FOR YOUR TEAM AS HARD AS YOU WISH BUT CONDUCT YOURSELF UNDER THE HIGHEST PRINCIPLES OF SPORTSMANSHIP

*GOOD COACHES COACH,
AND
LET UMPIRES UMPIRE*