



## **Morgan - League Rules**

The following rules apply to the I-6 Division. This league is designed to promote the fundamentals of baseball, teamwork, introduce player pitching, and prepare the players to play in the next level, Pinto.

1. A game shall consist of four full innings with no extra innings. The "Home" team shall take their at-bats in the bottom half of the 4th inning because no score is to be kept. A 90 minute time limit will be imposed on each game played.
2. Continuous Batting Order. That is, each player will bat their respective turn, whether the player is playing a field position or is a reserve during any given inning.
3. Each Team will use four outfielders who must be positioned at least on the fringe of the outfield grass.
4. The game is to be umpired by the Coaches.
5. Bases will be 50 feet apart. The pitching distance shall be 35 feet from pitching rubber to home plate.
6. No score is to be kept and/or announced to the players.

### 7. Pitching & Hitting Rules:

#### First 5 games:

7.1.1. During the first 5 games of the season, Coaches will pitch to a continuous batting order. Each player will bat before the side is retired, regardless of the number of outs made. Coaches are to pitch a maximum of 5 pitches (2 extra if the player is fouling the ball off). After that, the player is allowed to hit from a batting tee. No strikeouts are recorded

7.1.2. Outs made in the field are enforced but not recorded. If a batter or runner is called out, they are removed from the bases, the out is not recorded, and play continues.

#### Second half of season:

7.2.1. During the second half of the season on the 6<sup>th</sup> game and thereafter, Coaches will pitch the even numbered innings (2 & 4) and players will pitch the odd numbered innings (1 & 3). When players pitch, a player will also be the catcher.

7.2.2. Players will pitch to a continuous batting order until all batters have batted

7.3. Balks will not be called.

7.4. When a player is pitching, balls and hittable strikes will be called by the hitter's Coach from behind the pitching mound area.

7.5. Walks will not be allowed at this time. If a player pitcher pitches 4 balls to the batter, the hitter's Coach will come in and pitch. The Coach inherits the amount of strikes thrown by the pitcher. This is to help move play along and teach the kids about only getting 3 strikes to hit.

7.6. Strikeouts are not enforced. If a batter gets three strikes whether from player pitch, coach pitch, or a combination of, a batting tee is then pulled out for the batter to use.

7.7. A pitcher will be warned after hitting 2 batters, and will not be allowed to pitch after hitting 3 batters.

7.8. No pitcher will be allowed to pitch more than one inning per game.

7.9. The coach may substitute a 2nd pitcher each inning (to help get more kids the chance to pitch

Note: As a coach, it is important to give any player who wants to pitch a chance to do so. If a player does not have the ability to pitch the full 35 feet, it is ok to move the rubber up as long as they are still a safe distance away from batter.

8. The fielding team Coaches shall position themselves behind their pitchers and catchers while the players are pitching. The "Pitching" Coach shall be allowed to instruct their pitcher. The "Hitting" Coach shall be responsible to umpire and call balls and hittable strikes. The "Catching" Coach shall be allowed to instruct their catcher and shall be responsible for obtaining errant and/or missed pitches and throwing them back to the pitcher in order to speed up play. An "Outfield" Coach is also allowed to assist in instructing and positioning players.

9. The ball must be hit 15 feet beyond home plate to be playable when pitched by a Coach. When a player is pitching the 15-foot rule does not apply.

10. Runners will not advance once the ball is within the dirt portion of the infield and is under control by a fielder during innings where Coaches are used as pitchers. (Note: Fielder can be either an Infielder or Outfielder). During innings that are being pitched by players, the runners will not be allowed to advance once the ball is within the control of the pitcher. However, stranded runners are at their own risk of being tagged or thrown out by the pitcher.

11. Overthrows: Runners do not advance on an overthrow at any base.

12. There will be no stealing and no leadoffs. A runner may not advance during a passed ball, wild pitch or dropped pitch.

13. Runners on third base may only score from a batted ball.
14. Each player shall play a field position a minimum of two innings per game. There will be free substitution of players.
15. Managers announce their final batter to the opposing team. The final batter will circle the bases (along with any runners already on base) and touch home plate. This will end the inning.
16. Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths inches in diameter at the thickest part, not more than 32 inches in length, are acceptable. No bat shall be used if dented, cracked, modified, or misshaped
- 2- $\frac{1}{4}$ " BARREL bats are legal in all divisions of PONY Baseball. All bats must have the USA Bat Stamp per Pony
  - 2- $\frac{5}{8}$ " BARREL bats are legal (New in 2021). If a 2- $\frac{5}{8}$ " is -3, it must be BBCOR certified (stamped on the bat). Currently all 2- $\frac{5}{8}$ " bats -5, -7, -9, etc. are legal. (- X refers to the difference between the length in inches and weight in ounces) All bats must have the USA Bat Stamp per Pony Rules
17. No metal-cleated shoes are permitted in practice, games, or tournaments. Some removable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.
19. WEATHER: Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 15 minutes. IF IN DOUBT, SUSPEND PLAY.