

City of Raleigh 2019 Youth Baseball



Rules & Regulations

Raleigh Parks, Recreation
and Cultural Resources
Department



Parks,
Recreation and
Cultural Resources
www.raleighnc.gov



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2019 Points of Emphasis

- Reduced pitch count for Mustang and Bronco
- Policy for pitchers entering the game as catcher.
- Intentional walks removed from Mustang
- Teams allowed to start games with 7 players
- No handwarmers on the field
- No Heaters in the dugout

General Information

1. MISSION STATEMENT

- 1.1. Raleigh Parks, Recreation and Cultural Resources Department's Athletics Program strives to promote quality athletic programming while committing to healthy living, fundamentals and positive sportsmanship for both youth and adults in a safe recreational setting.

2. PURPOSE

- 2.1. The Purpose of Raleigh Parks and Recreation Baseball is to provide the opportunity to the youth of Raleigh to have fun and learn the skills involved in sports.

3. YOUTH SPORT PHILOSOPHY

- 3.1. Every child is given the opportunity to participate in a safe and fun environment in the sport of his or her choice.
- 3.2. It is the charge to provide as many diversified athletic offerings as possible throughout the year.
- 3.3. It is encouraged that all participants are given the maximum opportunity to succeed in competition without regard to level of experience or ability.
- 3.4. All coaches, participants, and spectators are expected to display good sportsmanship at all times.
- 3.5. The wellbeing of the participant must always come first. NO exceptions!

4. LEAGUE MANAGEMENT

- 4.1. Operation of the leagues shall be under the direction of the Community Center Director, or designated staff member.
- 4.2. The governing authority shall be vested in the City of Raleigh Parks, Recreation and Cultural Resources Department, Athletic Division.
- 4.3. Teams will play a determined number of games based on number of teams, weather etc.
 - 4.3.1. T-ball and Pinto 8 games
 - 4.3.2. Mustang and Bronco 10 games
 - 4.3.3. Pony and Colt 12 games
- 4.4. Staff will determine the number of practices based on availability, number of teams, and weather. Raleigh Parks and Recreation will attempt to schedule each team a minimum of six (6) preseason practices. There will be a maximum of three (3) league events per week throughout the season. A week is defined as Monday-Sunday and league event is either a game or practice.
- 4.5. Once game schedules have been distributed, schedule change requests cannot be accommodated. Necessary schedule changes will be made by Raleigh Parks, Recreation and Cultural Resources Department staff only in the case of inclement weather or unusable facilities.

5. IMPORTANT CONTACT INFORMATION

- 5.1. Athletics Line: 919-996-6836
- 5.2. Weather Line: 919-996-6575
- 5.3. Website: www.raleighnc.gov
 - 5.3.1. Athletic Program Information: search "athletic programs"
- 5.4. RecLink Website: search "Raleigh"
 - 5.4.1. RecLink offers online access to game schedules and other information. The information can be found by selecting the "Activities" tab on the main RecLink page. Next, select the "Sports Report" for a list of active leagues. Select the league for your child to view the information.
- 5.5. MyRaleigh Subscription

- 5.5.1. MyRaleigh Subscriptions is a free, subscription-based service provided by the City. The City will be able to provide citizens with better service and access to relevant information by proactively delivering new information through email and wireless alerts.
- 5.5.2. Look for "MyRaleigh Subscriptions" to sign up. Sign up opportunities are available across many of our web pages.

6. PARENTS ASSOCIATION FOR YOUTH SPORTS (PAYS)

- 6.1. What are youth sports about?
 - 6.1.1. Learning about teamwork and perseverance
 - 6.1.2. Adopting a healthy, active lifestyle
 - 6.1.3. Making Friends
 - 6.1.4. And Most Importantly– HAVING FUN
- 6.2. Reasons Why Youth Quit Organized Sports:
 - 6.2.1. It was no longer fun
 - 6.2.2. Too much emphasis on winning
 - 6.2.3. Too much pressure from parents
 - 6.2.4. Lost interest
 - 6.2.5. Friends stopped playing
- 6.3. Take the Sports Parent Pledge
 - 6.3.1. I pledge to promote positivity in youth sports and act as a role model to my child, as well as other participants and sports parents I meet. I will serve as an advocate for good sportsmanship and to keep fun and learning at the center of the youth sports experience. I will try to improve upon my youth sports knowledge so that I can be an informative leader in the youth sports community.
 - 6.3.2. To take the pledge, visit <http://www.nays.org/sportsParentPledge/>

7. CODE OF CONDUCT

- 7.1. The Raleigh Parks and Recreation Department expects good sportsmanship from its coaches, participants and spectators, outlined below in the code of conduct.
 - 7.1.1. No Individual shall refuse to abide by any League Official's decision.
 - 7.1.2. No Individual shall be guilty of objectionable demonstrations of dissent at any League Official, participant or spectator decision.
 - 7.1.3. No Individual other than the Coach/Captain shall discuss with any League Official in any manner the decisions reached by any League Officials.
 - 7.1.4. No Individual shall be guilty of personal verbal abuse upon any League Official, participant or spectator for any real or imaginary wrong decision or judgment,
 - 7.1.5. No Individual shall be guilty of using unnecessary rough tactics in the play of the game.
 - 7.1.6. No Individual shall at any time lay a hand on, push, shove, strike or threaten to strike ANY League Official, participant or spectator.
 - 7.1.7. No individual shall be guilty of physical attack as an aggressor upon any other Individual or League Official.
- 7.2. Penalty: For rules 7.1.1 through 7.1.7, Individuals ejected from the game by any league official for any of the above unsportsmanlike acts shall immediately leave the property and will be suspended until after the team's next game. Individuals that have been suspended will not be permitted to attend any athletic activities, including practices and games for that team during the suspension period.
 - 7.2.1. Individuals without transportation shall remain at the facility until a parent or guardian can arrive to pick them up. If the individual continues to be disruptive while at the facility, he or she will suffer further disciplinary action.

- 7.2.2. If a coach is removed from a game, the assistant coach will take over the head coaching responsibilities. If there is not an assistant coach available, a parent will temporarily become the coach for that team. The Athletic Director should be made aware of any of these situations.
- 7.3. Penalty: For violations 2.1.5 through 2.1.7, individuals may be suspended for the remainder of the season. All suspension rules still apply.
- 7.4. Code of Conduct Definitions
 - 7.4.1. Property – All facilities and parklands used by City of Raleigh Parks and Recreation Department programs.
 - 7.4.2. League Official – Includes any scorekeeper, game official, and Parks and Recreation Department Staff
 - 7.4.3. Individual – All Coaches, players, spectators and staff
 - 7.4.4. Suspension Rules – Any suspension, regardless of broken rule and penalty, includes suspension from all property (defined above).
- 7.5. Four Level Suspension Policy (All penalties noted in code of conduct also apply.)
 - 7.5.1. After an evaluation of each offense by staff, the following penalties will be imposed:
 - 7.5.2. Level 1: The offending individual will receive a verbal warning and a note on their record.
 - 7.5.3. Level 2: The offending individual will receive a written warning and a note on their record.
 - 7.5.4. Level 3: The offending individual will be required to meet with an Athletics Department representative and a League Official at an agreed upon time where the individual will receive a 2nd written warning and an extensive discussion of the events that took place. Expectations for the immediate future will be discussed and additional penalties, including suspension, may be imposed. The result of any future disciplinary action will be discussed.
 - 7.5.5. Level 4: The offending individual may receive an indefinite expulsion from all City of Raleigh Parks and Recreation Department athletic activities.
 - 7.5.6. Depending on the severity of a situation that occurs, an individual may be called in by staff at any time to discuss the incident and the potential for immediate disciplinary action.
 - 7.5.7. An individual may receive any level at any time depending on the severity of the situation
 - 7.5.8. The suspension policy is cumulative, and may be carried over from sport to sport over an unspecified period of time.
- 7.6. No coach may come onto the field of play or to the home plate area to contest a call – automatic ejection. They may come to their respective foul line in front of their dugout, midway between home plate and first/third base, to confer with home plate umpire and make an appeal/protest.

8. RULES FOR PLAYERS, COACHES AND FANS

- 8.1. Never boo a player or an official – recognize good play by all teams and participants
- 8.2. Always keep control of your temper
- 8.3. Remember “The Golden Rule”
- 8.4. Play to win, play fair, play with integrity
- 8.5. Treat all players and fans of the opposing teams with courtesy
- 8.6. Accept the outcome of the game graciously and in a sportsmanlike way
- 8.7. Do not make abusive or irritating remarks from the sideline.
- 8.8. Accept the decisions of the officials as final

9. SPORTSMANSHIP

- 9.1. Sportsmanship is a foundation to encourage skill development in a fun, safe and competitive environment.
- 9.2. Provide a positive atmosphere for all involved.
- 9.3. Coaches, players and fans are held accountable through the City of Raleigh Code of Conduct policy.

10. COACHES AND ASSISTANT COACHES

- 10.1. Head coach appointments are to be made by the PRCR Staff for one (1) season. All coaches will be evaluated each year. This evaluation will be used to determine whether or not he/she will be invited back to represent a team in our program in the future.
- 10.2. All coaches are required to submit a formal application and pass a background check in order to coach. The background checks are subject to approval of the Athletic Supervisor. All coaches must complete the National Athletic Youth Sports training prior to beginning practices.
- 10.3. Assistant coaches may be selected by the Head Coach, pending approval of the PRCR Staff. Assistant Coaches must submit a formal application and pass a background check.
- 10.4. All coaches must understand and agree to carry out the duties, responsibilities, policies, and philosophies as established by the Raleigh Parks and Recreation Department. All coaches must be approved by the PRCR Staff. Any coach not carrying out these duties and responsibilities will be subject to dismissal by the department.
- 10.5. Head Coaches are required to meet with parents to discuss rules, conduct, responsibilities, etc. This can be done at a preseason meeting or at the first practice.
- 10.6. Coaches should always keep in mind they are setting examples in sportsmanship and fair play and should conduct themselves accordingly at all times.
- 10.7. Only coaches will be allowed in the dugout with the team during the playing of an official game. Violations of this rule will result in forfeiture of the game upon appeal from the opposing coach, if the offending coach does not immediately remove the unauthorized person from the dugout.
 - 10.7.1. T-ball and Pinto leagues: Teams may have up to four (4) coaches in the dugout. Teams may have up to three (3) coaches on the field on offense and two (2) coaches on the field for defense.
 - 10.7.2. Mustang through Pony leagues: Teams may have up to three (3) coaches in the dugout.
- 10.8. All coaches shall remain in the dugouts, or in the prescribed areas throughout the game. Only Head Coach may leave the dugout for the purpose of discussion with an official
- 10.9. No active Raleigh Parks, Recreation and Cultural Resources Department Coach shall recruit players to play in or on programs and/or teams outside the Raleigh Youth Program that directly affects current attendance to leagues. Violation of this rule will result in expulsion from the program.

11. BEHAVIOR MANAGEMENT

- 11.1. Reinforce positive behavior
 - 11.1.1. Use praise and privileges, such as being the first to start a shooting line, to encourage good behavior
 - 11.1.2. Learn to talk to participants at eye level. For example, get down on your knees to talk to a small child.
- 11.2. Unacceptable Discipline Techniques
 - 11.2.1. Administering corporal punishment, such as push-ups, wall sits, excessive running laps, hitting, etc., is not permissible under any circumstances. Do not use any form of discipline that might be considered physical, cruel or degrading.
 - 11.2.2. Verbal abuse of participants is not permitted. Always remain calm and refrain from making comments designed to humiliate.
 - 11.2.3. Never take away a participants' privilege of eating, using the restroom, or getting water.
 - 11.2.4. Threatening a participant is prohibited. Do not say or do something negative to the participant and forbid the participant from mentioning your behavior.
 - 11.2.5. Failure to abide by these policies will result in disciplinarian actions in accordance with the Code of Conduct and possible child abuse/neglect charges.
- 11.3. Acceptable discipline techniques (listed below are some general techniques for managing behavior)
 - 11.3.1. Discuss behavior problem with the participant. This should be done quietly and away from other participants.

- 11.3.2. Use “time out” technique if inappropriate behavior continues. One minute out per activity per year of age might be a rule of thumb for initial problems. Time out should be done in close proximity to a staff member.
- 11.3.3. If the situation does not improve, contact the league administrator for assistance.

12. TEAM COMPOSITION

- 12.1. Each team shall consist of approximately eleven to fourteen (11-14) eligible players, depending on the number of the candidates available at a particular location. There should be a minimum of 8 players.
- 12.2. Team composition will be determined by the number of registrants in each age group.
 - 12.2.1. The PRCR Staff must determine the number of players the program can accommodate.
 - 12.2.2. The PRCR Staff must develop the player selection to accommodate the needs of all teams, including possible modifications of draft order depending on returning players and other factors.
- 12.3. Registration Forms of all players will be kept by PRCR. A player cannot participate in player selection, practices or games until a registration form has been submitted. Only players with registration forms on file with PRCR are eligible participants in the program.
- 12.4. League Age as of date: Child’s age as of August 31st of the current school year.
- 12.5. Players may be replaced for the following reasons:
 - 12.5.1. Sickness and/or injury that will prevent a player from resuming play before the conclusion of the season.
 - 12.5.2. Parental consent to participate may be withdrawn at any time. Players will not be allowed to participate on another team within the youth program for the present season.
- 12.6. The PRCR staff may replace players who are lost during the season from the waitlist.

13. ROSTERS/AVOIDING FORFEITS

- 13.1. Rosters will be frozen after player selection has been completed. Players may be added during the season only by the PRCR staff.
- 13.2. Only players on the official roster are eligible to practice, play or sit in the dugout.
- 13.3. If a team is unable to field the required number of eligible players at game time, or at the end of the grace period, the game will be declared a forfeit.
 - 13.3.1. If a team is unable to field seven (7) players at any time during the game, the game will be declared a forfeit.
 - 13.3.2. In the event of a forfeit, a practice game may be played between the two teams. If a practice game is played the officials and scorekeepers will not be present.

14. LEAGUE AWARDS

- 14.1. Participation certificates will be given to all participants in the T-Ball leagues.
- 14.2. Participation medals will be given to all participants in the Pinto leagues.
- 14.3. Awards will be given to the regular season champions in the Mustang, Bronco, Pony and Colt leagues. (Additional awards will be given by the Parks and Recreation Department when deemed appropriate.)
- 14.4. In the event of a tie, the following tie breakers will be used to determine a winner:
 - 14.4.1. Head to head record between the teams involved in the tie.
 - 14.4.2. Point differential (Points scored minus points allowed) in the head to head games.
 - 14.4.3. Point differential against the first place team if the first place team is not involved in the tie.
 - 14.4.4. Point differential for all regular season games for the teams involved in the tie.
 - 14.4.5. Overall record including pre-season games (if any were played).
 - 14.4.6. Point differential in overall record including pre-season games.
 - 14.4.7. Coin flip.

15. UNIFORMS & EQUIPMENT

- 15.1. Uniforms and Baseball Hats

15.1.1. Jerseys, baseball caps, and batting helmets will be provided by the Raleigh Parks and Recreation Department. (Parents will be required to purchase pants, gloves, and other baseball accessories.) It is mandatory that the jersey and hat provided by Raleigh Parks and Recreation Department be worn at all games. Teams shall NOT alter or enhance the uniforms that are distributed to players in any manner. No team shirts, team bags, etc. shall be purchased or donated for any team. It is the goal that all participants receive the same opportunities, experiences, and benefits from the league.

15.2. No jewelry shall be worn by any player, except for medical identification or religious reasons.

15.3. No equipment should be purchased or used of a quality less than that supplied by the City.

Administrative Information

1. PLAYER ELIGIBILITY

1.1. League age divisions for youth baseball:

5-6	T-Ball
7-8	Pinto
9-10	Mustang
11-12	Bronco
13-14	Pony
15-17	Colt

1.2. A player's league age is the player's age as of August 31st of the current school year.

1.3. Candidates may be asked to provide a copy of their birth certificate with their player registration form to verify age.

1.4. Non-City residents may participate in the program, providing they pay the non-resident fee in addition to the registration fee. They must also play in the proper athletic district as assigned by the Athletic office.

1.5. Players returning to a team from the previous season must register, however they will be excused from player assessments.

1.6. Players returning to the same team and age division shall not move from one team to another within their athletic district.

1.7. Players returning to the same team and age division who have moved into another athletic district during the off-season may do one of the following:

1.7.1. Register and play in the athletic district of their previous residence and remain on the team from previous season or

1.7.2. Register in the athletic district of their new residence and attend assessments.

1.8. No player shall be eligible to participate in player selection, practices or games until they have completed the registration process.

1.8.1. Penalty: Forfeiture of all games in which an ineligible player participates. Coaches may face disciplinary action if they allow an ineligible player to participate.

1.9. Player selection will be supervised by a member of the PRCR Staff.

2. FIELD MANAGERS, UMPIRES AND SCOREKEEPERS

2.1. All field staff are required to attend the appropriate annual training designated by the Athletic Division.

2.2. All field staff are required to be paid the appropriate pay rate. Field managers and umpires are paid per game. Scorekeepers are paid per hour.

2.3. Field managers are scheduled to supervise fields for the Tball and Pinto leagues. Games may be played without an assigned field manager. Their duties may consist of the following:

- 2.3.1. Make the final decision on canceling game if inclement weather occurs suddenly. Contact supervisor if game is canceled. Let coaches know that they will be contacted about a make-up game.
- 2.3.2. Check to make sure all people working with the team have a coach badge. If they don't have a badge, alert head coach and ask to handle. If coach does not effectively handle, step in and manage.
- 2.3.3. Write and submit any accident reports.
- 2.3.4. Start the game as close as possible to the scheduled start time. Field Managers are responsible for keeping up with the official time during the game. (You will need to have a watch/cell phone.)
- 2.3.5. Turn ball field lights on if necessary before it starts getting too dark.
- 2.3.6. Stand behind the plate to assist with missed pitches and to assist hitters with stance when necessary. You will also be responsible for helping to keep up with number of swings, number of outs and number of runs during each inning for t-ball and pinto leagues.
- 2.3.7. Help coaches determine if a batter is "out."
- 2.3.8. Inform coaches when time is running low.
- 2.3.9. Make sure to turn off lights and remind coaches to clean out dugouts before leaving.
- 2.4. Two umpires are scheduled for all other leagues. Games may be played with only one assigned umpire.
- 2.5. Scorekeepers should only be scheduled for Mustang, Bronco, Pony and Colt leagues. Games may be played without an assigned scorekeeper. If this occurs, the home team will keep the official score. Scorekeeper's duties are as follows:
 - 2.5.1. Contact supervisor if game is canceled due to inclement weather or for safety reasons by the umpires. Let coaches know that they will be contacted about a make-up game.
 - 2.5.2. Check to make sure all people working with the team have a coach badge. If they don't have a badge, alert head coach and ask to handle. If coach does not effectively handle, step in and manage.
 - 2.5.3. Write and submit any accident reports.
 - 2.5.4. Write down the official start time of the game as stated by the plate umpire.
 - 2.5.5. Turn ball field lights on if necessary before it starts getting too dark.
 - 2.5.6. Make sure to turn off lights and remind coaches to clean out dugouts before leaving.

3. POSTING SCORES

- 3.1. Scores will be uploaded for leagues in League Maintenance in the following manner:

Pre-season/non-counting game	"No Game"
Regular Season Game	Actual Score
10 run-rule enforced	Actual Score

4. EQUIPMENT

- 4.1. Electrical equipment will not be permitted in the dugouts during games or practices
- 4.2. Heaters of any kind will not be permitted in the dugouts during games or practices.
- 4.3. Hand warmers are not permitted on the field during a game.

Raleigh Parks, Recreation and Cultural Resources Department

T-BALL PLAYING RULES

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. LEAGUE AGE

- 1.1. T-Ball will consist of 5-6 year old players.
- 1.2. A player's league age is the player's age as of August 31st of the current school year.

2. EQUIPMENT

- 2.1. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds.
- 2.2. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.3. The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 2.4. All helmets shall be free of cracks and tape should not be applied.
- 2.5. No use of radar guns allowed

3. MANDATORY PLAY RULE

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. The field will be occupied defensively by all players present.
- 3.3. A player should not play in one position for more than 50% of the game.

4. LENGTH OF GAME / COMPLETE GAME

- 4.1. Game time will be indicated on the league schedule.
 - 4.1.1. There will be a ten (10) minute grace period for the first game of the night only. Grace time will count as time played.
 - 4.1.2. Any game that has not started by 7:30 PM will be postponed.
- 4.2. If the assigned staff is absent, the game will be played.
- 4.3. No new inning is to begin after 55 minutes of playing time. Play will continue until the hour time limit is up.
- 4.4. Games cancelled for inclement weather or safety reasons will be considered a complete game if one (1) complete inning is played.
- 4.5. Games cancelled before one (1) complete inning is played will be rescheduled.
- 4.6. Only one attempt will be made to reschedule games.

5. GAME PLAY

- 5.1. No score will be kept: Everyone is a winner!
- 5.2. Coaches and Field Manager
 - 5.2.1. Each team is allowed a maximum of four coaches.
 - 5.2.2. The offensive team will be allowed to have three coaches in the field. One base coach will be positioned near first base, another coach will be positioned near third base, and the final base coach will be assisting batters at home plate. The fourth coach will maintain control of the dugout.
 - 5.2.3. The defensive team will be allowed to have two coaches in the field. The other two coaches must remain in the dugout.
 - 5.2.4. If a field manager is present, they will assist in managing the game.
 - 5.2.5. Coaches, players, substitutes, attendants or other bench personnel shall not leave the dugout during a live ball situation for any unauthorized purpose.

5.2.6. Coaches or team personnel may not sit outside of the dugout/bench area, on the field, on buckets or stools.

5.2.7. Players are not allowed to stand or kneel outside of their dugout/bench and make “cat-calls” or any other disparaging remarks while the other team is taking infield practice.

6. BATTING ORDER / SUBSTITUTION

- 6.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
- 6.2. If a player must leave the game for any reason, the coach must notify the umpires and the opposing coach. The absent player’s position in the batting order will be skipped with no penalty.
- 6.3. Players arriving after the start of the game will be added to the end of the batting order.
- 6.4. When using the continuous batting order, all players may enter to play defense an unlimited number of times.

7. BATTING RULES

- 7.1. No stealing allowed; a player cannot leave his/her base until the ball is in play. There will be no bunting allowed.
- 7.2. A batter shall be declared out after failing to hit a fair ball after five swings at the ball on the tee.
- 7.3. Batters and runners are only allowed to advance one base at a time. For example, if a runner is on first base and the batter hits the ball, the player on first base would advance to second and the batter will advance to first base.

8. DEFENSIVE RULES

- 8.1. The field will be occupied defensively by all players present.
- 8.2. Infielders should position themselves consistent with traditional baseball positions for 1st, 2nd, 3rd, short, and pitcher. No player should be in the catcher position. All other players should be positioned in the outfield.
- 8.3. The team at bat will bat through the entire line-up before changing sides. Outs will be called and players have to go to the bench, but the number of outs in an inning does not matter. Bases will be cleared after three outs.
- 8.4. A player should not play in one position for more than 50% of the game.

Raleigh Parks, Recreation and Cultural Resources Department

PINTO PLAYING RULES

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. LEAGUE AGE

- 1.1. Pinto will consist of 7-8 year old players.
- 1.2. A player's league age is the player's age as of August 31st of the current school year.

2. EQUIPMENT

- 2.1. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds.
- 2.2. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.3. The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 2.4. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
- 2.5. All helmets shall be free of cracks and tape should not be applied.
- 2.6. No use of radar guns allowed.

3. MANDATORY PLAY RULE

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. The field will be occupied defensively by all players present.
- 3.3. A player should not play in one position for more than 50% of the game.

4. LENGTH OF GAME / COMPLET GAME

- 4.1. Game time will be indicated on the league schedule.
 - 4.1.1. There will be a ten (10) minute grace period for the first game of the night only.
 - 4.1.2. Any game that has not started by 7:30 PM will be postponed.
- 4.2. No new inning is to begin after 50 minutes of playing time. Play will continue until the hour time limit is up.
- 4.3. If the assigned staff is absent, the game will be played.
- 4.4. Games cancelled for inclement weather or safety reasons will be considered a complete game if one (1) complete inning is played.
- 4.5. Games cancelled before one (1) complete inning is played will be rescheduled.
- 4.6. Only one attempt will be made to reschedule games.

5. GAME PLAY

- 5.1. No score will be kept: Everyone is a winner!
- 5.2. Coaches and Field Manager
 - 5.2.1. Each team is allowed to have a maximum of four coaches.
 - 5.2.2. The offensive team will be allowed to have three base coaches. One base coach will be positioned near first base, another coach will be positioned near third base, and the final base coach will be assisting batters at home plate. The fourth coach will maintain control of the dugout.

- 5.2.3. The defensive team will be allowed to have two coaches in the field. The other coaches must remain in the dugout.
- 5.2.4. Coaches pitching may choose to pitch under or over handed. The ability of the batter will determine which pitch delivery will be used by the coach.
- 5.2.5. If a field manager is present, they will assist in managing the game.
- 5.2.6. Coaches, players, substitutes, attendants or other bench personnel shall not leave the dugout during a live ball situation for any unauthorized purpose.
- 5.2.7. Coaches or team personnel may not sit outside of the dugout/bench area on buckets or stools.
- 5.2.8. Players are not allowed to stand or kneel outside of their dugout/bench and make “cat-calls” or any other disparaging remarks while the other team is taking infield practice.

6. **BATTING ORDER / SUBSTITUTION**

- 6.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
- 6.2. If a player must leave the game for any reason, the coach must notify the field supervisor and the opposing coach. The absent player’s position in the batting order will be skipped with no penalty.
- 6.3. Players arriving after the start of the game will be added to the end of the batting order.
- 6.4. When using the continuous batting order, all players may enter to play defense an unlimited number of times.

7. **BATTING RULES**

- 7.1. No stealing allowed; a player cannot leave his/her base until the ball is in play. There will be no bunting allowed.
- 7.2. A batter shall be declared out after failing to hit a fair ball after five (5) swings at the ball or (7) pitches from the coach.
- 7.3. If fielded from the outfield, the ball will be considered dead when it reaches the infield. If fielded in the infield, the ball will be deemed dead after one attempt to throw. The base to which the runner will advance is determined by the halfway point between bases and the judgment of the official calling in the area.

8. **DEFENSIVE RULES**

- 8.1. The field will be occupied defensively by all players present.
- 8.2. Infielders should position themselves consistent with traditional baseball positions for 1st, 2nd, 3rd, short, catcher and pitcher.
- 8.3. Outfielders should also position themselves consistent with the following positions of right field, right center field, left center field, and left field and should position themselves on the grass outfield area. No outfielders should be positioned on the space designated as the infield (i.e. skinned infield).
- 8.4. It is required that a player be positioned as a catcher if 8 or more players are present. The catcher must be wearing full protective gear.
- 8.5. There should be one coach in the infield, one coach in the outfield and one coach in the dugout when the defensive team is playing in the field.
- 8.6. The team at bat will bat until they reach either three (3) outs or five (5) runs.
- 8.7. The coach-pitcher shall pitch from the designated pitching area.
- 8.8. The player fielding the pitcher’s position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher.
- 8.9. A player should not play in one position for more than 50% of the game.

Raleigh Parks, Recreation and Cultural Resources Department

MUSTANG PLAYING RULES

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. LEAGUE AGE

- 1.1. Mustang will consist of 9-10 year old players.
- 1.2. A player's league age is the player's age as of August 31st of the current school year.

2. EQUIPMENT

- 2.1. The bat shall be round and made of aluminum or wood. The bat shall not exceed 34 inches in length or 2 5/8 inches in diameter. If a bat is taped, the tape may not be more than 16 inches from the end of the handle.
- 2.2. Bats with the "USA Baseball" sticker will be allowed. These bats do not need to follow the length to weight ratio stated above.
- 2.3. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds. (No cleats are allowed on portable mounds)
- 2.4. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.5. All helmets shall be free of cracks and tape should not be applied
- 2.6. The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 2.7. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
- 2.8. No use of radar guns allowed.

3. MANDATORY PLAY RULE

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning. An inning is considered 3 consecutive outs on defense.

4. LENGTH OF GAME / COMPLETE GAME

- 4.1. Game time will be indicated on the league schedule.
 - 4.1.1. There will be a ten minute grace period for the first game only. Grace time will count as time played unless the game is delayed because of an umpire or scorekeeper absence.
 - 4.1.2. There will be at least a 10 minute time period between games.
 - 4.1.3. Any game not started by 8:30 PM will be postponed to a later date.
- 4.2. Pre-Game Warm-up (first game only): No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.
- 4.3. If space and safety permits under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.

- 4.4. Mustang Leagues will play a 6-inning game with a 1 ½ hour time limit. If there is more than one game scheduled the time limit shall still be 1 ½ hour.
- 4.5. If the game is tied at the end of the regular innings, teams will play one (1) extra inning. Games may end in a tie.
- 4.6. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings if the home team has a 10 run lead the game will end and the team in the lead shall be declared the winner.
 - 4.6.1. If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
- 4.7. Regular season games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if three (3) innings have been completed, (2 ½) two and one half innings if the home team is ahead.
 - 4.7.1. If the game meets the requirements to be considered complete, the official game score will be the score recorded at the time of the umpire’s stoppage.
 - 4.7.2. If the score is tied at the time of stoppage, and the game meets the requirements to be considered a complete game, a tie will be recorded.
 - 4.7.3. Tournament games will resume at the point of stoppage and be played until they meet the requirements for a complete game.
 - 4.7.4. Regular season games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only.
 - 4.7.5. Only One attempt will be made to reschedule rainout/weather related postponed games.
- 4.8. Starting Games Without Assigned Umpires
 - 4.8.1. If both assigned umpires are absent, the game will be postponed and rescheduled in the Mustang through Colt leagues.
 - 4.8.2. If one of the assigned umpires is absent; the other official will work the game alone.

5. **BASE COACHES**

- 5.1. The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
- 5.2. Base Coaches shall:
 - 5.2.1. Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player MUST wear a batting helmet while coaching bases).
 - 5.2.2. Remain in the area of the coach’s box and move to avoid interference with defensive players.
 - 5.2.3. Talk with members of that team only.
- 5.3. Coaches, players, substitutes, attendants or other bench personnel shall not leave the dugout during a live ball situation for any unauthorized purpose.
- 5.4. Coaches or team personnel may not sit outside of the dugout/bench area on buckets or stools.
- 5.5. Players are not allowed to stand or kneel outside of their dugout/bench and make “cat-calls” or any other disparaging remarks while the other team is taking infield practice.

6. **BATTING ORDER / SUBSTITUTION**

- 6.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
- 6.2. If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player’s position in the batting order will be skipped with no penalty.
- 6.3. Players may enter to play defense an unlimited number of times.
- 6.4. The Designated Hitter Rule will not be used.
- 6.5. Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Dead ball will be called and no one will advance.

7. BATTING RULES / BASE RUNNING

- 7.1. Runners are permitted to steal bases, however a base runner is not permitted to leave base until a pitched ball passes the plate. (Runners cannot advance on the exchange from the catcher to the pitcher when the ball is mishandled.) Example: When the pitcher mishandles the ball while receiving it from the catcher or the ball is overthrown from the catcher to the pitcher.
 - 7.1.1. Penalty: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out. The pitch shall be considered a dead ball.
- 7.2. Runners are only allowed to steal one base at a time between pitches.
- 7.3. Runners are not permitted to steal home. This includes passed balls and wild pitches.
- 7.4. Runners can only score off of a batted ball or a bases loaded walk.
- 7.5. Runners can only advance one base on an overthrow during a play that begins with a batted ball.
- 7.6. Runners cannot advance on an overthrow during a play that does not begin as the result of a batted ball.
- 7.7. Dropped third strike-The batter will not be allowed to advance on a dropped third strike.

8. SPEED UP RULES

- 8.1. It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher. The player being replaced is required to play catcher the following inning.
- 8.2. Following an out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.
- 8.3. In the first two (2) innings each team will only be allowed five (5) runs or three (3) outs. When five runs are scored, the teams shall change sides. This rule will not apply after the 2nd inning.

9. COLLISION RULE

- 9.1. When a defensive player has the ball the base runner must avoid the collision. If the base runner crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. There is no “must slide” rule.

10. PITCHING RULES

- 10.1. Maximum pitches allowed per day is one hundred and five (75).
- 10.2. If a pitcher throws 66-75 or more pitches in a day, four (4) calendar days of rest are required before pitching again.
- 10.3. If a pitcher throws 51-65 pitches in a day, three (3) calendar days of rest are required before pitching again.
- 10.4. If a pitcher throws 36-50 pitches in a day, two (2) calendar days of rest are required before pitching again.
- 10.5. If a pitcher throws 21-35 pitches in a day, one (1) calendar day of rest is required before pitching again.
- 10.6. If a pitcher throws 0-20 pitches in a day, zero (0) calendar days of rest are required before pitching again.
- 10.7. One (1) day of rest for any pitcher appearing 2 consecutive days (regardless of number of pitches thrown)
- 10.8. Pitch count applies only to pitches during an at bat –
 - 10.8.1. Allow a pitcher to finish an at bat if pitcher reaches 75.
- 10.9. Any member of a team may pitch subject to the restrictions of the pitching rules.
- 10.10. Pitchers who meet the pitch requirements for one (1) day of rest will not be allowed to play catcher in the same game after coming off the mound.
- 10.11. A pitcher shall be considered ineligible when pitching one pitch after reaching the pitching limits. If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the

- pitcher is removed from the mound. If for any reason the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.
- 10.12. It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.
- 10.13. A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
- 10.14. Pitching Distances: Mustang 44'
- 10.15. Portable pitching mounds: Pitchers may NOT use cleats, only sneakers can be worn on the mounds
- 10.16. Only certified coaches can approach the scorekeeper to ask for the current pitch count for a player. Parents, players and spectators are not allowed to approach the scorekeeper for a pitch count.
- 10.16.1. Certified coaches can only approach the scorekeeper for the official count before, after or in between an inning.
- 10.16.2. The official pitch count is not open for debate or an item allowed to be protested. The pitch count that the scorekeeper has is considered the official count.
- 10.17. Head coaches need to sign the pitch count sheet immediately after the game before any post game talks with their players.

11. PROTESTS

- 11.1. The only legal protests are protests involving the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 11.2. If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dugout.
- 11.3. If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer with each other and staff on site and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 11.4. Protests based on an umpire's judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire's call.

Raleigh Parks, Recreation and Cultural Resources Department

BRONCO PLAYING RULES

Note The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. LEAGUE AGE

- 1.1. Bronco will consist of 11-12 year old players.
- 1.2. A player's league age is the player's age as of August 31st of the current school year.

2. EQUIPMENT

- 2.1. Wooden, metal, graphite or ceramic bats that are round and the length to weight ratio should be no greater than – 9. The weight can be no more than 9oz. less than the length. Max barrel diameter should be 2 5/8 inches and 34 inches in length.
- 2.2. Bats with the “USA Baseball” sticker will be allowed. These bats do not need to follow the length to weight ratio stated above.
- 2.3. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds.
- 2.4. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.5. All helmets shall be free of cracks and tape should not be applied.
- 2.6. The protective helmet is worn for the safety of the participants. An “out” will be called when a base runner deliberately removes his or her helmet.
- 2.7. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
- 2.8. No use of radar guns allowed.

3. MANDATORY PLAY RULE

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning.
- 3.3. An inning is considered 3 consecutive outs on defense.

4. LENGTH OF GAME / COMPLETE GAME

- 4.1. Game time will be indicated on the league schedule.
 - 4.1.1. There will be a ten (10) minute grace period for the first game only. Grace time will count as time played unless the game is delayed because of an umpire or scorekeeper absence.
 - 4.1.2. There will be at least a ten (10) minute time period between games.
 - 4.1.3. Any game not started by 8:30 PM will be postponed to a later date.
- 4.2. Pre-Game Warm-up (first game only): No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.

- 4.2.1. If space and safety permits, under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.
- 4.3. Bronco Leagues will play a 6-inning game with a 2-hour time limit. No new inning will begin after 2 hours of play. A game stopped due to the time limit will be considered a completed game.
- 4.4. If there is more than one game scheduled on a field for a given day, there will be a 1 hour 45 minute time limit on both games.
- 4.5. If the game is tied at the end of the regular innings, teams will play one (1) extra inning.
- 4.6. Games may end in a tie.
- 4.7. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings if the home team has a 10 run lead the game will end and the team in the lead shall be declared the winner.
 - 4.7.1. If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
- 4.8. Regular season games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if three (3) innings have been completed, (2 ½) two and one half innings if the home team is ahead.
 - 4.8.1. If the game meets the requirements to be considered complete, the official game score will be the score recorded at the time of the umpire's stoppage.
 - 4.8.2. If the score is tied at the time of stoppage, and the game meets the requirements to be considered a complete game, a tie will be recorded.
 - 4.8.3. Tournament games will resume at the point of stoppage and be played until they meet the requirements for a complete game.
 - 4.8.4. Regular season games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only.
 - 4.8.5. One attempt will be made to reschedule rainout/weather related postponed games.
- 4.9. Starting Games Without Assigned Umpires
 - 4.9.1. If both assigned umpires are absent, the game will be postponed and rescheduled.
 - 4.9.2. If one of the assigned umpires is absent; the other official will work the game alone.

5. **GAME PLAY**

- 5.1. Base Coaches
 - 5.1.1. The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
 - 5.1.2. Base Coaches shall:
 - 5.1.2.1. Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player **MUST** wear a batting helmet while coaching bases).
 - 5.1.2.2. Remain in the area of the coach's box and move to avoid interference with defensive players.
 - 5.1.2.3. Talk with members of that team only.
- 5.2. Coaches, players, substitutes, attendants or other bench personnel shall not leave the dugout during a live ball situation for any unauthorized purpose.
- 5.3. Coaches or team personnel may not sit outside of the dugout/bench area on buckets or stools.
- 5.4. Players are not allowed to stand or kneel outside of their dugout/bench and make "cat-calls" or any other disparaging remarks while the other team is taking infield practice.

6. **BATTING ORDER / SUBSTITUTION**

- 6.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
- 6.2. If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.
- 6.3. Players arriving after the start of the game will be added to the end of the batting order.
- 6.4. All players may enter to play defense an unlimited number of times.
- 6.5. The Designated Hitter Rule will not be used in any division.

7. BATTING RULES / BASE RUNNING

- 7.1. Runners are permitted to steal bases, however a base runner is not permitted to leave base until a pitched ball reaches or passes the plate.
- 7.2. Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Timeout will be called and no one will advance.
- 7.3. Dropped third strike-The batter will not be allowed to advance on a dropped third strike.

8. SPEED UP RULES

- 8.1. It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher. The player being replaced must play catcher the following inning.
- 8.2. Following an out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.
- 8.3. A pitcher will be allowed to intentionally walk a batter without being required to throw any pitches. Their intention must be made clear to the home plate umpire before approval is granted.

9. COLLISION RULE / SLIDING

- 9.1. When a defensive player has the ball and the base runner remains on his or her feet and deliberately, with great force, crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. There is no “must slide” rule.
- 9.2. Players are never required to slide, but if they choose to do so, the slide must be legal.
- 9.3. A legal slide can either be feet first or head first, but if feet first, then at least one leg and one buttock shall stay in contact with the ground.
- 9.4. A slide is considered illegal if the runner uses a rolling, cross-body or pop-up slide into the fielder; if the runner’s raised leg is higher than the fielder’s knee (while he is in a standing position); if the runner goes beyond the base and makes contact with the fielder or alters his play; if the runner slashes/kicks/intentionally attempts to injure the fielder, if during a force-play situation the runner does not slide on the ground and in a direct line between the two bases, if the runner slides out of reach of the base with either hand or a foot.

10. PITCHING RULES

- 10.1. Maximum pitches allowed per day is one hundred and five (85).
- 10.2. If a pitcher throws 66-85 or more pitches in a day, four (4) calendar days of rest are required before pitching again.
- 10.3. If a pitcher throws 51-65 pitches in a day, three (3) calendar days of rest are required before pitching again.
- 10.4. If a pitcher throws 36-50 pitches in a day, two (2) calendar days of rest are required before pitching again.
- 10.5. If a pitcher throws 21-35 pitches in a day, one (1) calendar day of rest is required before pitching again.
- 10.6. If a pitcher throws 0-20 pitches in a day, zero (0) calendar days of rest are required before pitching again.
- 10.7. One (1) day of rest for any pitcher appearing 2 consecutive days (regardless of number of pitches thrown)
- 10.8. Pitch count applies only to pitches during an at bat –
 - 10.8.1. Allow a pitcher to finish an at bat if pitcher reaches 85.
- 10.9. If a team chooses to use an intentional walk, there will be 4 pitches added to the current pitchers pitch count.
- 10.10. Any member of a team may pitch subject to the restrictions of the pitching rules.

- 10.11. Pitchers who meet the pitch requirements for one (1) day of rest will not be allowed to play catcher in the same game after coming off the mound.
- 10.12. A pitcher shall be considered ineligible when pitching one pitch after reaching the pitching limits. If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If for any reason the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.
- 10.13. It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.
- 10.14. A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
- 10.15. Pitching Distances: Bronco 48'
- 10.16. Portable pitching mounds: Pitchers may NOT use cleats, only sneakers can be worn on the mounds
- 10.17. Only certified coaches can approach the scorekeeper to ask for the current pitch count for a player. Parents, players and spectators are not allowed to approach the scorekeeper for a pitch count.
 - 10.17.1. Certified coaches can only approach the scorekeeper for the official count before, after or in between an inning.
 - 10.17.2. The official pitch count is not open for debate or an item allowed to be protested. The pitch count that the scorekeeper has is considered the official count.
- 10.18. Head coaches need to sign the pitch count sheet immediately after the game before any post game talks with their players.

11. PROTESTS

- 11.1. The only legal protests involve the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 11.2. If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dugout.
- 11.3. If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer with each other and staff on site, and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 11.4. Protests based on an umpire's judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire's call.

Raleigh Parks, Recreation and Cultural Resources Department

PONY & COLT PLAYING RULES

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. LEAGUE AGE

- 1.1. Pony will consist of 13-14 year old players
- 1.2. Colt will consist of 15-17 year old players.
- 1.3. A player's league age is the player's age as of August 31st of the current school year.

2. EQUIPMENT

- 2.1. **Bats:** Wooden, metal, graphite or ceramic bats that are round and the length to weight ratio should be no greater than:
 - 2.1.1. Pony League minus 5 (-5). Max barrel diameter should be 2 5/8 inches and 34 inches in length.
 - 2.1.2. Colt League minus 3 (-3). Max barrel diameter should be 2 5/8 inches and 34 inches in length.
 - 2.1.2.1. Effective January 1, 2012, all -3 bats must be BBCOR certified. All non-wood bats must meet the BBCOR length-to-weight difference of 0.50 limit. All BBCOR approved bats shall be labeled with a silk screen or other permanent certification mark.
- 2.2. Bats with the "USA Baseball" sticker will be allowed. These bats do not need to follow the length to weight ratio stated above.
- 2.3. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited for all league play except for Colt Leagues. Pitchers cannot use cleats in any league playing on portable mounds. (No cleats are allowed on portable mounds)
- 2.4. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.5. The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 2.6. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.

3. MANDATORY PLAY RULE

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning.
- 3.3. An inning is considered 3 consecutive outs on defense.

4. LENGTH OF GAME / COMPLETE GAME

- 4.1. Game time will be indicated on the league schedule.
- 4.2. There will be a ten (10) minute grace period for the first game of the night only. Grace time counts as time played in all division of play unless the game is delayed because an umpire or scorekeeper absence.
- 4.3. There will be at least a ten (10) minute time period between games.
- 4.4. Any game not started by 8:30 PM will be postponed to a later date.
- 4.5. Pre-Game Warm-up (first game only): No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the

game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.

- 4.6. If space and safety permits under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.
- 4.7. Pony and Colt Leagues will play a 7-inning game with a 2-hour time limit. No new inning will begin after 2 hours of play.
- 4.8. If there is more than one game scheduled on a field for a given night, there will be a 1 hour 45 minute time limit on both games. A game stopped due to the time limit will be considered a complete game.
- 4.9. A new inning begins immediately after the final out of the previous inning. If after the third out and there is time remaining, the next inning should start.
- 4.10. Regular season games that are tied when time has expired will play one additional inning. If the score is still tied the game will end and a tie will be recorded.
- 4.11. 10-Run Rule: If a team is leading an opponent by at least ten (10) runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings, if the home team has a ten (10) run lead, the game will end and the team in the lead shall be declared the winner.
 - 4.11.1. If the visiting team reaches a ten (10) run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
- 4.12. Games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if four (4) innings have been completed, (3 ½) three and one half innings if the home team is ahead.
 - 4.12.1. If the game meets the requirements to be considered complete, the official game score will be the score recorded at the time of the umpire's stoppage.
 - 4.12.2. If the score is tied at the time of stoppage, and the game meets the requirements to be considered a complete game, a tie will be recorded.
 - 4.12.3. Tournament games will resume at the point of stoppage and be played until they meet the requirements for a complete game.
 - 4.12.4. Regular season games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only.
 - 4.12.5. One attempt will be made to reschedule rainout/weather related postponed games.
- 4.13. Starting Games Without Assigned Umpires
 - 4.13.1. If both assigned umpires are absent, the game will be postponed and rescheduled.
 - 4.13.2. If one of the assigned umpires is absent; the other official will work the game alone.

5. GAME PLAY

5.1. Base Coaches

- 5.1.1. The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
- 5.1.2. Base Coaches shall:
 - 5.1.2.1. Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player MUST wear a batting helmet while coaching bases).
 - 5.1.2.2. Remain in the area of the coach's box and move to avoid interference with defensive players.
 - 5.1.2.3. Talk with members of that team only.
- 5.2. Coaches, players, substitutes, attendants or other bench personnel shall not leave the dugout during a live ball situation for any unauthorized purpose.
- 5.3. Coaches or team personnel may not sit outside of the dugout/bench area on buckets or stools.
- 5.4. Players are not allowed to stand or kneel outside of their dugout/bench and make "cat-calls" or any other disparaging remarks while the other team is taking infield practice.

6. BATTING ORDER / SUBSTITUTION

- 6.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.

- 6.2. If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.
- 6.3. Players arriving after the start of the game will be added to the end of the batting order.
- 6.4. All players may enter to play defense an unlimited number of times.
- 6.5. The Designated Hitter Rule will not be used in either division.

7. BATTING RULES

- 7.1.1. Runners are permitted to steal bases and runners may lead off.
- 7.1.2. Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Timeout will be called and no one will advance.

8. SPEED UP RULE

- 8.1. It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher. The player being replaced must play catcher the following inning.
- 8.2. Following a put out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.
- 8.3. A pitcher will be allowed to intentionally walk a batter without being required to throw any pitches. Their intention must be made clear to the home plate umpire before approval is granted.

9. COLLISION RULE / SLIDING

- 9.1. When a defensive player has the ball and the base runner remains on his or her feet and deliberately, with great force, crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. There is no "must slide" rule.
- 9.2. Players are never required to slide, but if they choose to do so, the slide must be legal.
- 9.3. A legal slide can either be feet first or head first, but if feet first, then at least one leg and one buttock shall stay in contact with the ground.
- 9.4. A slide is considered illegal if the runner uses a rolling, cross-body or pop-up slide into the fielder; if the runner's raised leg is higher than the fielder's knee (while he is in a standing position); if the runner goes beyond the base and makes contact with the fielder or alters his play; if the runner slashes/kicks/intentionally attempts to injure the fielder, if during a force-play situation the runner does not slide on the ground and in a direct line between the two bases, if the runner slides out of reach of the base with either hand or a foot.

10. PITCHING RULES

- 10.1. Maximum pitches allowed per day is one hundred and five (105).
- 10.2. If a pitcher throws 76 or more pitches in a day, four (4) calendar days of rest are required before pitching again.
- 10.3. If a pitcher throws 61-75 pitches in a day, three (3) calendar days of rest are required before pitching again.
- 10.4. If a pitcher throws 46-60 pitches in a day, two (2) calendar days of rest are required before pitching again.
- 10.5. If a pitcher throws 31-45 pitches in a day, one (1) calendar day of rest is required before pitching again.
- 10.6. If a pitcher throws 1-30 pitches in a day, zero (0) calendar days of rest are required before pitching again.
- 10.7. One (1) day of rest for any pitcher appearing 2 consecutive days (regardless of number of pitches thrown)
- 10.8. Pitchers who meet the pitch requirements for one (1) day of rest will not be allowed to play catcher in the same game after coming off the mound.

- 10.9. Pitch count applies only to pitches during an at bat.
 - 10.9.1. Allow a pitcher to finish an at bat if pitcher reaches 105.
- 10.10. If a team chooses to use an intentional walk, there will be 4 pitches added to the current pitchers pitch count.
- 10.11. Any member of a team may pitch subject to the restrictions of the pitching rules.
- 10.12. A pitcher shall be considered ineligible when pitching one pitch after reaching the pitching limits. If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If for any reason the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.
- 10.13. It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.
- 10.14. A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
- 10.15. Pitching Distances:
 - 10.15.1. Pony 54’,
 - 10.15.2. Colt 60’6”
- 10.16. Only certified coaches can approach the scorekeeper to ask for the current pitch count for a player. Parents, players and spectators are not allowed to approach the scorekeeper for a pitch count.
 - 10.16.1. Certified coaches can only approach the scorekeeper for the official count before, after or in between an inning.
 - 10.16.2. The official pitch count is not open for debate or an item allowed to be protested. The pitch count that the scorekeeper has is considered the official count.
- 10.17. Head coaches need to sign the pitch count sheet immediately after the game before any post game talks with their players.

11. PROTESTS

- 11.1. The only legal protests are protests involving the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 11.2. If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dugout.
- 11.3. If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer, and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 11.4. Protests based on an umpire’s judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire’s call.

League Specific Playing Rules

	Age	Bats	Innings	Time Length	10 Run Rule	Mandatory Play In Field	Max Runs Per Inning	Balk	Pitching Distance	Stealing Bases	Dropped 3rd Strike
T-Ball	5-6		N/A	1 hour ²	N/A	50% of game	N/A	N/A	N/A	Not allowed	N/A
Pinto	7-8		N/A	1 hour ²	N/A	50% of game	N/A	N/A	40 ³	Not allowed	N/A
Mustang	9-10	2 5/8" (32")	6	1.5 hrs.	Bottom of 4th or middle of 4th if Home Team ahead	After 2, 1 After 4, 2 After 6, 3	5 runs max for 1 st & 2nd Innings	Not Used	44	Player stays on base till ball reaches catcher, no passed ball, cannot steal home	No
Bronco	11-12	2 5/8" (34") - minus 9 rule - Bat length - 9 = min weight(-5 & -3 are all right)	6	2 hrs. (1 game) 1:45 hrs (multiple games)	Bottom of 4th or middle of 4th if Home Team ahead	After 2, 1 After 4, 2 After 6, 3	NA	Not Used	48	Player stays on base till ball reaches catcher	No
Pony	13-14	Pony = minus 5; 2 5/8 (34")	7	2 hrs. (1 game) 1:45 hrs (multiple games)	Bottom of 4th or middle of 4th if Home Team ahead	After 2, 1 After 4, 2 After 6, 3	NA	Per Rules	54	Take lead	Yes
Colt	15-16	Colt -3: 2 5/8 (34") BBCOR	7	2 hrs. (one game) 1:45 hrs (multiple games)	Bottom of 4th or middle of 4th if Home Team ahead	After 2, 1 After 4, 2 After 6, 3	NA	Per Rules	60'6"	Take lead	Yes