

# **Farmington City Baseball League**

## **Baseball Rules 2016**

**Updated 03/22/2016**

# Farmington City Baseball League

## Baseball Rules

Major League Baseball rules apply except when specifically modified by PONY Baseball Rules and Regulations published by PONY Baseball with local changes made by Farmington City Baseball League.

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# BASEBALL RULES

Adapted from “Official Pony Baseball Rules” with local changes adapted by Farmington City

## General Rules and Definitions

### Appeal:

When the defensive team believes the offensive team has violated a rule, (such as when a runner has left a base too soon after a caught fly ball or a runner has missed a base while running the bases), the defensive team can immediately touch the base while holding the ball to get the runner out, if the ball is still in play and time out has not been called. If time has been called, or the ball has become dead, the defensive team must wait until the umpire calls “play” or otherwise declares that time is in, and then make the appeal. The appeal must be made prior to the next pitch. This rule does not apply to play in the T-Ball League.

### Base Runner:

**Hit by a batted ball:** any runner, including the batter, is out if he is hit by a batted ball before the ball reaches a fielder, and the batted ball remains a live ball. After the ball passes a fielder other than the pitcher or is deflected by any fielder including the pitcher, a runner is not out if touched by a ball. In this case that ball remains a live ball.

**Over-throw rules:** a thrown ball that goes out of play and the throw is the first play by an infielder after a batted ball, is considered an over-thrown ball. If it is not the throw of an outfielder, the second throw of a double play, or the throw of an infielder after a relay from the outfield, then each runner gets two bases from where they were at the time the ball was pitched. Ball is dead. Pitcher is like any other fielder when fielding a ground ball.

### Example:

If a batter hits a ground ball to the shortstop who throws the ball out of play over the first baseman’s head, the batter gets two bases from where he was when the ball was pitched, he gets first and second. If a runner was on first base in the previous situation, he gets second and third.

**Runners on first and second:** A ground ball is hit to the second baseman who attempts to throw to third to get the force out but throws out of play over the third baseman’s head. Runner at first gets second and third, runner on second gets third and home, and the batter gets first and second.

In all other cases, when a thrown ball goes out of play, each runner gets the next two bases from where they were when the wild throw left the thrower’s hand.

Example:

The batter hits a single to center field and rounds first. The shortstop takes the throw from the center fielder and attempt to pick off the runner going back to first and throw the ball over the first baseman's head and out of play. Since the runner had already made first base and was between first and second when the wild throw was made, and since the throw was not the first play of an infielder after a batted ball, the runner gets two bases from where he was when the throw was made, he gets second and third.

**Runner on first:** A ground ball is hit to the shortstop who attempts to get the force out at second. He gets the out at second but the second baseman throws the ball out of play at first base. The base which the batter gets depends on where the runner was when the second baseman made his throw, since this was not the first throw of an infielder after the pitch. If the runner had not made first base yet when the throw was made, he gets first and second. If the runner had already made first base when the throw was made, he gets second and third (since he was at first when the throw was made). If the runner going to second had been safe on the shortstop's throw, then he would be awarded third and home since he was at second when the second baseman made the wild throw.

If the pitcher is on the rubber and attempts a pick-off move and throws the ball out of play, each runner gets one base. Rule applies to Bronco, Pony and Colt Leagues.

Example: Runners on first and second. Pitcher is on the rubber in a stretch. He attempts a pick-off play at first and throws the ball out of play. Runner on second gets third and runner on first gets second.

If the pitcher is not on the rubber in pitching position or steps back off the rubber prior to throwing, and throws the ball out of play, each runner gets two bases from where they were when the ball was thrown, when it left the hand of the pitcher. In this case the pitcher is like any other fielder.

### **Batters:**

**Batting out of turn:** a batter is out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place. The proper batter may take his turn batting at any time before the improper batter is out or becomes a runner. Any balls and strikes on the improper batter will carry over to the proper batter. The defensive team has to appeal to the umpire before the first pitch to the next batter. The umpire declares the player who should have batted out, and any advance or run caused by a hit of the improper batter is nullified. If a player bats out of turn and an appeal is not made prior to the next pitch, there is no penalty, and the next batter is the one following the improper batter in the order.

### **Batters (Continued):**

**Batter's Box:** both batter's feet must be within the batter's box. The lines are considered in the box. A batter is out if he is stepping out of the box when making contact with the ball. Leagues with no batter's box drawn on the field will NOT enforce this rule.

**Batted ball Hits Runner or Umpire:** If a batted fair ball touches an umpire or a runner in fair territory before touching a fielder, the ball is dead and the batter gets first base. The runner touched by the ball is out. If a batted ball touches an umpire or runner after being touched by a fielder or after having passed a fielder other than the pitcher the ball live and the runner is not out.

**Dropped Third Strike:** a batter may attempt to reach first base safely when a third strike is not caught by the catcher when first base is not occupied, and when first is occupied if there are two outs. If the batter abandons the batter's box and begins to return to the dugout, the umpire shall call the batter out. A pitched ball that hits the dirt first and is swung at for strike three is considered a dropped third strike. Rule applies to Bronco, Pony and Colt Leagues.

**Bunting Foul:** a batter is out if he bunts foul on the third strike.

**Hit by Pitch:** A batter who is hit by a pitch advances to first base, unless the pitch is in the strike zone when it hits the batter and unless the batter makes no attempt to avoid being hit. If the ball is in the strike zone when it touches the batter, it is a strike. If the pitch is outside the strike zone when it hits the batter, and the batter makes no attempt to avoid the pitch, the pitch is a ball on the batter. If a pitch hits the dirt and then the batter, the batter is considered hit by pitch. The ball is dead whenever it hits a batter.

**Interfering with Catcher:** a batter is out if he interferes with the catcher making a throw or attempting to make a play on the ball. Ball is dead. All runners return to the last base touched. However, if the catcher makes the throw or play successfully, then there is no interference and the play stands and the ball remains live.

**Interfering with Fielder at first:** a batter is out if while running the last half of the distance to first base he interferes with fielder fielding the ball at first. The runner will be called out if he is running either three feet outside or at all inside the foul line.

### **Dead Ball:**

A ball is dead when (1) time is called, (2) when a ball has gone out of play, (3) when a batted ball is declared foul, or (4) when the umpire has called dead ball due to interference or a similar situation. A ball is put back into play when the pitcher takes his position on the pitching rubber with the ball and the umpire calls "play".

### **Fair Ball and Foul Ball:**

A fair ball is a batted ball which settles on fair territory between home and first or home and third, that is on or over fair territory when it goes past first or third base after touching the ground, that touches first or third base, that leaves the field over the home run fence in fair territory, that hits the foul line pole at the home run fence, that touches a player or umpire in fair territory, or that falls in fair territory beyond first or third base.

A foul ball is a batted ball that settles on foul territory between home base and first or home base and third, that bounds past first or third while on or over foul territory, that first touches the ground on foul territory beyond first or third base, that touches an umpire, player, or equipment in foul territory. A foul or fair ball is always judged by the position of the ball and not the player.

### **Foul Tip:**

A foul tip is a batted ball that goes directly from the bat to the catcher's glove and is caught. If it is not caught, it is a regular foul ball. If the ball rebounds off the catcher's glove and touches any other person or equipment, such as the umpire, it is not a foul tip but a regular foul ball. A foul tip is a normal strike, and the ball remains in play. Runners can steal on a foul tip just like a normal strike. A foul tip that is a third strike is considered an out.

### **Infield Fly Rule:**

An infield fly is a fair fly ball, not including an attempted bunt or line drive, which can be caught by an infielder with ordinary effort, with runners on first and second, or with the bases loaded, and less than two outs. The batter is automatically out, whether the ball is caught or not. The ball is live. The runners may advance at their own risk. If the ball is caught, the runners must tag up before advancing.

The pitcher, catcher and any other player who positions himself in the infield during the play is considered an infielder for this rule.

When it seems apparent that a batted ball will be an infield fly, the umpire will immediately declare "Infield Fly—Batter is out" for the benefit of the runners. If the ball is near the foul line, the umpire will declare "Infield fly is fair".

### **Intentionally Dropped Fly Ball:**

When an infielder intentionally drops a fly ball with runners on first, first and second, first and third or bases loaded with less than two outs, the umpire will call "intentionally dropped fly ball". The batter is out and the ball is dead. All runners return to their original base. It is not an

intentionally dropped fly ball if a fielder lets the ball drop untouched to the ground. In this case the batter is not out unless the infield fly rule is in effect.

### **Interference:**

**Offensive Interference:** is when the runner interferes with, obstructs, hinders or confuses a fielder attempting to make a play. The umpire will call the interfering runner out, and all other runners will return to the last base they touched before the called interference.

**Catcher Interference:** is when the catcher interferes with the batter trying to hit the ball. The batter gets first base. If a play follows interference (for example, if the batter hits the ball anyway) the coach of the offensive team can elect to take the play rather than the interference. Coach must notify the umpire immediately of the choice.

**Defensive Interference (Obstruction):** is when a fielder who is not fielding the ball and who does not have the ball impedes or hinders the progress of the runner. Physical contact is not required to call obstruction. There are two kinds of obstruction; (1) when a play is being made on the runner and (2) when a play is not being made on the runner. (1) When a play is being made on the runner (often a run down or pick off play) the ball is immediately dead and the runner is awarded one base past the last base touched. For example, an obstructed runner stealing 2nd base that is thrown out is awarded 2nd base. An obstructed runner in a run down between 2nd and 3rd base is awarded 3rd base. An obstructed runner returning to first base on a pick off play is awarded second base.

(2) When a play is not being made on the runner (often when the runner is rounding 1st base on a ball hit to the outfield) the umpire calls obstruction but it is a delayed dead ball. When the play is over, the umpire awards the obstructed runner the base the umpire judges the runner would have gained if not obstructed. If an obstructed runner, in the umpire's judgement, would not have gained an additional base, the penalty is ignored. Rule 7.06 (a), (b).

**Coach's interference:** is when a base coach intentionally interferes with a thrown ball. If a thrown ball is unintentionally touched by a base coach in foul territory, there is no interference and the ball remains live and in play. Coach's interference also occurs when a base coach physically assists a runner by touching him. A high five while the runner is rounding a base is not interference. Pushing a runner who has overrun 3rd base back towards the base is interference. When coach's interference is called, the runner is out. This is a delayed call by the umpire who sees it.

### **Pitching:**

**Balks:** the following are balks on the pitcher. Each runner is awarded one base.

-The pitcher makes his normal pitching motion but does not complete the delivery of the pitch.

- The pitcher, while on the rubber, makes the first pick-off move to first base but does not make the throw.
- The pitcher while on the rubber and after coming to a stop in his stretch, turns his shoulders toward first base without making the throw to attempt the pick-off.
- The pitcher does not make a complete stop during his stretch wind-up.
- The pitcher fakes his pitching motion while not on the rubber, or makes his pitching motion while on the rubber but without a ball.
- The pitcher, after coming set, foot on the rubber, removes ball from mitt but does not deliver pitch or pick-off throw.
- The pitcher steps to third and does not deliver the ball to third.

**Regulation Game:**

A game with the number of innings shown below shall be called a regulation game. If a game is called due to weather after at least the required number of completed innings have been played, the game is a regulation game even if the time limit has not expired or the regular number of innings have not been played. Any game that has not progressed to that point or time limit will be considered suspended and rescheduled by the league for completion. If the game has reached or exceeded the time limit, the game shall be declared over and the score will stand regardless of which team is batting or ahead in the score. See specific league bylaws for required number of completed innings.

| League  | Regulation Game |
|---------|-----------------|
| Mustang | 3               |
| Bronco  | 3               |
| Pony    | 3               |
| Colt    | 3               |

**Strike Zone:**

The area over home plate which is between the top of the knees and the arm-pits of the batter.

**Suspended Game:**

A game which cannot be concluded because of darkness, because the lights go out, or because of weather will be considered a suspended game. If a game is stopped for weather after the top half of an inning is completed or during the bottom half of an inning and the home team is ahead, the game stands as a regulation game as long as the regulation number of innings has been played; otherwise it is a suspended game. A regulation game that is stopped before an inning is finished and the visiting team is ahead is a suspended game. A suspended game will be completed by continuing the game at a later date from the exact point at which it was suspended, with the same score, runners, batter, etc. as when the game was suspended. The home plate umpire or an Executive Board member will determine whether a game will be suspended due to various factors.