

Pony Machine Pitch Baseball Guidelines 2013

General Notes

- A. The Barre Community Baseball (BCB) Pony Machine-Pitch (Pony) division is governed by rules designed to meet the following goals:
- 1 All players will be given an opportunity to play each game.
 - 2 Sportsmanship will be promoted at all times.
 - 3 Player's health and safety shall be promoted at all times.
 - 4 All teams will be evenly matched.
- B. Equipment
- 1 Metal cleats of any type shall not be worn by any player participating in the baseball program.
 - 2 In the interest of safety, the following equipment rules shall be enforced:
 - i. Catchers will wear all protective gear, including catcher's helmet, at all times while catching.
 - ii. A protective batting helmet covering the ears must be worn by any player who is on deck, at bat, or on the bases.
 - iii. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains cannot be worn during the game. Coaches should stop the game and ask for exposed jewelry to be removed.
 - 3 Shirts must be worn tucked in, if possible, and baseball caps or visors must be worn.
 - 4 During games, all equipment must be kept either inside the dugout or behind protective fencing.
 - 5 All male players must wear athletic supporters. Catchers (male) must wear the metal, fibre or plastic cup type and a long-model chest protector. Female catchers must wear long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmets, all of which must meet Little League specifications and standards. Catcher's helmets must meet NOCSAE specifications and standards. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during practice, pitcher warm-up and games. Note: Skull caps are not permitted.
- C. Coaches and Officials
- 1 Only coaches (3 maximum), players and an adult scorekeeper will be allowed to sit on the bench.
 - 2 Smoking and chewing tobacco are prohibited in the dugouts and on the field.
 - 3 Coaches will meet at home plate prior to the start of each game
- D. PLAYER AND COACH CONDUCT
- 1 Harassment of officials and/or umpires by players and/or coaches will result in ejection from the game.
 - 2 Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player will result in ejection from the game.

Game Notes

- A. In all Pony games, a half-inning will end when one of the following occurs:
 - 1 the batting team scores five runs
 - 2 the defensive team records three outs
 - 3 the batting team has batted seven batters

- B. A complete game in the Pony Division shall consist of four innings, unless any of the following occur:
 - 1 TIME LIMIT: The time shall be one hour and fifteen minutes (75 minutes). Once this time limit has expired, no new innings will be started.
 - 2 RUN RULE: Whenever the game reaches a point where the losing team has no chance to at least tie the score (due to the inning-run-limit), the game will end.

- C. Number of players in the line-up:
 - 1 A team will be allowed up to ten fielders on the defense.
 - 2 A team is limited to a maximum of five infield players, including the pitcher.
 - 3 The fielding pitcher must be positioned directly to the right (3rd base side) of the pitching machine at the time of the pitch.
 - 4 The catcher will assume the normal catching position behind the plate.
 - 5 At least seven team members must be present at game time to play, or a forfeit will result.

- D. BATTING
 - 1 All team members who are eligible and able to participate will be included in the batting order. This batting order will stay the same for the entire game.
 - 2 Each batter will have five pitches to put the ball into fair play.
 - i. There are no walks or strikeouts. If a player cannot put the ball into fair play on any of the five pitches, the batter is considered retired. If the last pitch is batted foul, the batter can continue until either the ball is put into play or the player swings and misses.
 - ii. A retired batter is not counted as an out but will be asked to return to their bench.
 - iii. A batter hit by a pitched ball will not be awarded first base.
 - iv. Bunting is not allowed.
 - v. At the discretion of the coach, errant pitches (i.e. in the dirt or far out of the strike zone) will not be counted as one of the batter's five pitches.
 - vi. A foul ball that is legally caught by a fielder will be counted as an out.
 - 3 The pitching machine, and the coach, are considered part of the field of play. Any live ball (including a batted ball) that hits the machine or a coach will be considered a fair ball, and is alive and in play.
 - 4 All team members of the team at bat must remain behind the dugout screen or fence
 - 5 After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws his bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by a defensive coach as a judgment call.

E. BASE RUNNING

1. Leading off and stealing are not allowed in the Pony Division. Base runners must remain on the base until the ball is batted into play by the batter.
2. Overthrows
 - ii. If a passed pitched ball remains alive and in play, the base runners may advance one base.
 - iii. If a defensive overthrow goes out of play, the "one plus one" rule applies. Each base runner is entitled to advance one base beyond the base they were going to at the time of the release of the throw.
 - iv. Runners can advance no more than one base due to either a passed pitched ball and/or defensive overthrow between batters. For example; If a runner is on first base and a pitched ball goes past the catcher the runner may advance to second. If the subsequent throw from the catcher results in a defensive overthrow the runner who advanced to second must stay there until a new batter has come to the plate.
3. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
4. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.

F. DEFENSIVE PLAY

1. A coach, or designated adult, is responsible for "pitching" to his/her own batters by feeding the baseball into the pitching machine. This person is referred to as the "pitching pitcher".
2. The defensive player who assumes the role of the fielding pitcher must be directly to the right (third base side) of the pitching machine.
3. The pitching pitcher must not make any deliberate attempt to field or interfere with a batted ball.
4. A batted ball that strikes the pitching machine, the pitching pitcher, or a coach will be considered live and in play, and should be played as any other batted ball.
5. When the defensive team is playing the ball, the "pitching pitcher" must not intentionally interfere with any live ball.
6. The offensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way. This "adult catcher" is utilized only to save time and "wear and tear" on the catcher.
7. Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.