

GREATER DuPAGE PONY
BASEBALL ASSOCIATION
(GDPBA)

RULES AND PROCEDURES

For

BRONCO, PONY & COLT

Amended April 1, 2010

The following rules shall be in effect for the Bronco, Pony, and Colt Leagues until changed by the GDPBA Rules Committee.

The order of rule interpretation for all decisions at all games is as follows: (1) GDPBA Rules, (2) Pony Baseball Rules, (3) Official Major League Rules.

SECTION 1 - GENERAL RULES

- 1.01 Prior to the start of the game, the decision as to whether or not a field is playable will be made jointly by the plate umpire and the two managers, requiring a 2/3 majority. If the decision is that the field is not playable but could be made playable by a joint effort of managers and coaches, then the game will be delayed up to one hour from the scheduled starting time. All other games scheduled for that field on that day may be backed up as required by the amount of time equal to the delay, but not to exceed one hour for weekend games and not to exceed 30 minutes for weeknight games. Once a game begins, if field conditions worsen, the decision to suspend play will be the responsibility of the two umpires, and does not involve either manager. If a field is determined to be unplayable more than one hour before game time, the host town commissioner will cancel the game.
- 1.02 If at any time prior to or during a game lightning is visible in the sky, the umpires shall halt play and immediately clear the field and dugouts. Play shall be suspended a minimum of 20 minutes. If it appears the storms will not leave the area for a considerable time, the umpires will then declare the game suspended.
- 1.03 The home team will occupy the third base dugout.
- 1.04 The home team will keep the official score.
- 1.05 All players must be entered into the scorebook by last name and uniform number.
- 1.06 No team mascots or batboys are permitted in the dugout.
- 1.07 Any pitcher who appears in a game on Thursday night may also pitch in a game on Saturday morning and be considered to have satisfied the Pony Baseball "40 Hour Rest Rule".
- 1.08 Both teams may have up to 15 minutes infield practice prior to FIVE minutes before game time. This time may be shortened or eliminated by the umpires. Order of practice is first ready, first to practice. If both teams are ready, visiting team practices first. If both teams arrive early for batting practice, the time shall be divided equally between the two teams.
- 1.09 Infield practice must be completed no later than 5 minutes prior to the scheduled starting time, so the field may be properly marked for play. The preparation of the field is the responsibility of the host/home team with the approval of the umpires.
- 1.10 Participants in the game (players, managers, coaches, umpires & scorekeepers) are not permitted to consume alcoholic beverages on or near the playing field under any circumstances. A proven violation of this rule may result in the suspension of the individual from the GDPBA baseball program.
- 1.11 There will be no smoking or tobacco products on the playing field or dugout. Umpires will issue one warning; second offense shall call for ejection.

- 1.12 If a batter unintentionally throws his bat, the umpire shall warn him. Should the same batter unintentionally throw his bat a second and/or subsequent time(s) during a game, he shall be declared out. No runners shall be allowed to advance -DEAD BALL.
- 1.13 Players, managers, coaches, and spectators are not allowed to stand behind the backstop.
- 1.14 Managers, coaches, and players are responsible for cleaning the field and the dugouts after the games.
- 1.15 Pitching Summary Cards will be issued to each manager. These cards should be kept with your score book and should be in your possession at all games. All pitchers who pitch in a game and the number of innings they pitched must be documented on the card. This card must be signed by both managers and/or scorekeepers at the end of each game.
- 1.16 The main mode of communication will be by email. Each town will be required to submit an email list for commissioner, directors and coaches.
- 1.17 No parent, player or coach shall be permitted behind the backstop during the game. Umpire shall have the individual(s) removed from this area.

SECTION 2 - SPECIAL EQUIPMENT RULES

- 2.01 The GDPBA recommends all players wear an athletic supporter with cup. Catchers or any player on the team who may be catching in a game or practice MUST wear supporter and cup, protective helmet, chest protector, shin guards, and mask with throat protector at all times. If a catcher is found not wearing proper equipment, he must be removed from the catcher's position until he is properly equipped. Umpires must also wear protective gear. Managers must not allow a game to start or continue unless umpire and catchers are wearing all appropriate equipment.
- 2.02 Players may not wear watches, rings, or other jewelry items while practicing or playing. Players in the Bronco league may not wear shoes with metal spikes. Metal baseball cleats are permitted in Pony and Colt.
- 2.03 Managers or adult coaches may warm up a pitcher between innings without a protective mask. Players warming up a pitcher must wear a protective helmet and mask.
- 2.04 Adults may coach on the base lines without protective helmets. Player coaches must wear helmets.
- 2.05 The home team shall provide the plate umpire with two NEW game balls prior to the start of the game. For Colt games a third ball (may be slightly used) will be provided.
- 2.06 Any player without a complete uniform (hat, jersey, and pants) may be restricted from play by his manager. The intent of this rule is to encourage kids to be properly dressed.

SECTION 3 - DISCIPLINARY RULES

- 3.01 A manager is responsible for the conduct of his players, coaches, scorekeeper and fans. If an umpire requests his assistance in disciplinary actions, the manager must comply or face ejection and/or forfeiture of the game.
- 3.02 Only uniformed players, manager, coaches, and scorekeeper are allowed in the dugout. Unauthorized persons in the dugout will be asked to leave. After one warning the umpire may declare the game a forfeit if an unauthorized party refuses to leave.
- 3.03 No player, manager, coach, scorekeeper, or spectator is permitted to call an opposing player by name, number or defensive position while he is batting, running, fielding, or pitching. After one warning the umpire may eject the offending party from the game. Additionally, players are not allowed to use excessive chatter while in the field or on the bench. Runners are not to use excessive clapping noises or yelling while on the bases and or taking their lead-offs. Players are to encourage their teammates between innings and between pitches.
- 3.04 Any manager, coach, scorekeeper, or player who commits unsportsman-like behavior (kicks or throws equipment, uses profane language in anger, fights, etc.) **WILL BE EJECTED FROM THE GAME IMMEDIATELY**. If a manager or coach feels a ballplayer requires discipline he may do so immediately. If any team representative physically attacks or threatens an umpire, teammate or opposing player, that individual shall be barred from any further participation in the GDBPA program upon the investigation and final action of the GDPBA commissioners.
- 3.05 A manager or coach who has been ejected from the game must leave the playing area. Failure to do so will result in forfeiture.
- 3.06 A player ejected from the game must remain on his team bench; unless parent or legal guardian accompanies him, then he/she may sit in the stands or leave the field. If the player is requested to leave the area and player's parent(s) or legal guardian is present, he must do so. Failure to comply will result in forfeiture.
- 3.07 A disruptive fan can be asked to leave the immediate area by the umpire. Failure to do so may result in a forfeiture of the game by his team.

SECTION 4 - INCOMPLETE, CONTINUED, & MAKE-UP GAMES

- 4.01 In the event a team is unable to start a game with 9 eligible players, due to injury or unforeseen circumstances, the game will start and continue with 8 players. If the number of eligible players goes to 7, the team will forfeit. If a ninth player arrives to the game later, he/she will be eligible to play immediately. Eligible player will be entered last in batting order. Pony Baseball Rules, Section 18 C states that a team has 15 minutes from the scheduled starting time to field a team. The interpretation of this is that a game must start on time or as soon as 8 eligible players arrive at the playing field. If 8 eligible players are not available within 15 minutes of the scheduled starting time the game will be declared a forfeit.
- 4.02 When a game is declared incomplete as defined in the Pony Baseball Rules, the home team scorebook must be correctly marked to indicate the exact situation when play is halted. Umpires and managers will sign the scorebook. The league scheduler will schedule a time to complete the game, which will be resumed at the exact point where play was stopped.

- 4.03 In the event of a game to be continued, all players present for the continued portion are eligible to participate, even if they did not play in the original portion. The batting order must be exactly as it appeared when the game was suspended. All new players will be listed following the last player listed in the original batting order. All pitching regulations will continue.
- 4.04 Every attempt will be made to reschedule games in successive order; i.e., the first game rained out will be played on the first available rain date, etc. Report all rained out games to the Host Town Commissioner within 24 hours. The Host Town Commissioner will be responsible for insuring that all games are rescheduled.
- 4.05 Should several games be rained out on one day (Saturday), Host Town Commissioner will determine the order in which the games will be rescheduled.

SECTION 5 - PLAYING TIME/BATTING ORDER

- 5.01 A free substitution rule shall be in affect for all defensive positions. Players may be put in and taken out on defense any number of times without limitation to positions played. The only exception to this rule is that once removed from the pitching position a player may not be reinstated into that position.
- 5.02 No player shall sit more than one defensive inning more than any other player at any point in the game except for a player who has arrived late or leaving early (i.e., no player shall sit 3 innings before every other player has sat at least 2). Any late player will be added to the end of the batting order immediately and play half the remaining innings. If the number of the remaining innings is odd, then the late player must play half of the remaining innings minus one (i.e. 5 remaining innings; player must play a minimum of 2 innings). Failure to comply with this rule (1st offense) will result in the manager being suspended for one (1) game.
- 5.03 Teams will use a "continuous" or "rotational" batting order, whereby all eligible players at the game will be included in the line-up and entered in the scorebook. Therefore, every player has the potential to bat every inning, regardless of whether or not he/she played in the field.
- 5.04 There will be no pinch hitters. In the event a player is ejected, injured, or otherwise unable to continue, his spot in the lineup is eliminated.
- 5.05 If a batter reaches base safely but then must leave the game due to injury, illness, ejection, etc., a temporary runner should be used. This runner must be the last player to be retired. This rule may also be applied, at the manager's discretion, when a catcher is on base with two outs.

SECTION 6 - SAFETY RULES

- 6.01 No base runner may intentionally run into a fielder just to knock the ball out of his possession. If, in the judgment of the umpire this occurs, the base runner will immediately be called out. If it is a flagrant violation, the player at fault may also be ejected from the game. The offensive player must slide or avoid contact at all times.
- 6.02 If the runner attempting to score intentionally makes contact with the catcher (fielder) by sliding into him above the waist, or using a "football" type rolling block or other similar actions, the

umpire will call the runner out and may eject him from the game for unsportsmanlike conduct, if he deems necessary. Ball will be ruled dead and no other runners will be allowed to advance.

- 6.03 If the catcher (fielder) must move into the base path between home and third base to receive the throw, base runner must give way (run around) him to allow him to make the play. NOTE: This is an Official Baseball Rule.
- 6.04 When there is no possibility of contact, the runner should not slide. Umpires may tell the runner "Stand up - Don't slide" when this situation occurs.
- 6.05 On deck batters will stand in the circle behind the batter, regardless of the dugout they occupy and must wear a batting helmet. With a right-handed batter, the 3rd base circle will be used. With a left-handed batter, the 1st base circle is used.

SECTION 7 - PROTESTS

- 7.01 Should a disagreement occur, both managers and both umpires should calmly discuss the problem for a maximum of five (5) minutes. Discussions should be held behind the pitcher's mound and should not involve the players or coaches.
- 7.02 After this discussion the umpires will make a final decision. No protest will be allowed.
- 7.03 If a manager or coach decides to pull their team off the field without finishing the game, that team will forfeit the game.

SECTION 8 - TEAMS/CALL-UPS

- 8.01 Each team in the league shall consist of not less than 11 or more than 15 players. The names of these players shall be registered with the GDPBA.
- 8.02 At no time shall a team roster include more than eight (8) players of the older age.
- 8.03 The minimum number of players required to start, or continue a game is eight (8). A team may use a call-up player or players to avoid a forfeit. *We will allow whatever number of call-ups are necessary to play the game for each team.* All call-ups will be allowed to play regardless of the amount of regular players who may show up unexpectedly. All call-up players will be placed at the end of the team batting order. Call-ups may not pitch or catch. All call-up players must play offense as well as defense in accordance with the rules defined in Section 5.
- 8.04 Bronco Division II may only call-up players from any Mustang team. Bronco Division I may only call-up from Bronco Division II. Pony Division II may call-up from any Bronco team. Pony Division I may only call-up from Pony Division II. Colt Division II may call-up players from any Pony team. Colt Division I may only call-up from Colt Division II. Division II teams may not call down Division I players from the same league, they must come from the next younger age league. (see Rule 13.05 for Pony D2 Bat Rule for Call-up)

SECTION 9 - LEAGUE DECISIONS COMMITTEE

- 9.01 Inter-league decisions committee to consist of the league director/commissioner from each association.

SECTION 10 -UMPIRES

- 10.01 The host community will schedule two (2) staff umpires for each game. If only one umpire is present at the scheduled game time, the game should be played with only one umpire. At least one of the scheduled umpires should be an adult "Patched" umpire for all Pony games and Division I Bronco games.
- 10.02 Umpires to be instructed by host associations regarding league rules and regulations. Field ground rules to be available for umpires at all fields.
- 10.03 in the event of injury during play, the umpire may discontinue play at any time regardless of whether or not the ball is in play, if the umpire feels the injured player requires immediate attention.
- 10.04 The following is common to all umpire associations:
1. Family members of participants may not umpire a game.
 2. Umpires cannot coach players.

SECTION 11 -LENGTH OF GAMES

- 11.01 10 Run Rule - If a team is leading its opponents by at least ten (10) runs after five (5) or more equal innings have been played or after 4 1/2 innings if the leading team is the home team, the game should be terminated and the team in front declared the winner.
- 11.02 All games will be scheduled for seven (7) innings.
- 11.03 A game called for darkness/time limit after five (5) innings is considered a complete game. An exception to this rule is described in "Pony Baseball Rules" Section 11 D. The Umpire in Chief of the game has the responsibility to call the game due to darkness. *A game called due to darkness, time limits or rain after the 5th inning will be considered an official game with the score reverting back to the end of the last complete inning of play. All games that are tied at official game time will be recorded as a tie. EXCEPTION: Play-off games if still tied after reverting back thru OFFICAL innings, then will be played until an inning ends with a winner. Championship Game will be played out.*
- 11.04 No new inning shall start after 2 hours from the start of the game by the umpire. Continuation rules apply as stated in rule 11.03 above. **Colt:** No new inning after 2 hours, 15 minutes.
- 11.05 No new inning may start after 11:00 PM in Bronco, Pony, or Colt.

SECTION 12 - INDIVIDUAL BRONCO LEAGUE RULES

- 12.01 No pitcher can pitch more than four (4) innings per game. Also, an 11-year-old must pitch two (2) full innings (six outs) by the completion of the 5th inning. **Division II Only:** This requirement can be met by a pitcher in one of two (2) ways: 3 outs = 1 inning; 6 runs in one inning = 1 inning.

- 12.02 Pitching rules summary: (Reference PONY BASEBALL RULES for specifics)
1. A Player may pitch a maximum of ten innings per calendar week.
 2. A calendar week is from 12:01 AM Monday to 12:00 midnight the following Sunday.
 3. A Player may pitch a maximum of seven innings in any calendar day
 4. Forty (40) hours rest is required if a player pitches four (4) or more innings in any given calendar day.

12.03 **Bronco Division II Only:**

1. No team may score more than six (6) runs in any half inning during the first five innings.
2. There is no restriction in the number of runs scored in innings # 6 & 7.

12.04 **Balk Rules**

Bronco D1 – one warning per pitcher per game until Memorial Day; no warnings after Memorial Day

Bronco D2 – one warning per pitcher per game for the duration of the season

SECTION 13 - INDIVIDUAL PONY LEAGUE RULES

- 13.01 No pitcher can pitch more than four (4) innings per game. Also a 13-year-old must pitch two (2) full innings by the completion of the 5th inning.

Division II Only: 13 year olds must pitch (1) full inning by the completion of the 4th inning. This requirement can be met by a pitcher in one of two (2) ways: 3 outs = 1 inning; 6 runs in one inning = 1 inning.

- 13.02 Same as 12.02.

13.03 **Pony Division II Only:**

1. No team may score more than six (6) runs in any half inning during the first five innings.
2. There is no restriction in the number of runs scored in innings # 6 & 7.

- 13.04 All bats used in Pony MUST be minus 5 (-5) drop length to weight or less. Examples of these sizes are: 30in 25oz; 32in 27oz; 33in 28oz, etc.

- 13.05 **Pony Division II Only:** In case of a call-up from Bronco, the call-up can use his normal Bronco bat. Only the call-up can use a bat that is greater than minus 5.

13.06 **Balk Rules**

Pony D1 – no balk warnings will be given

Pony D2 – one balk warning per pitcher per game until Memorial Day; no warnings after Memorial Day

SECTION 14 - INDIVIDUAL COLT LEAGUE RULES

- 14.01 Same as 12.02. Reference Pony Baseball Rules Section 10. Pitcher may exceed 4 innings in a day, but no more than 7.

- 14.02 All bats used in Colt MUST be minus 3 (-3) drop length to weight or less. Examples of these sizes are: 31in 28oz; 33in 30oz, etc.

- 14.03 No new inning after 2 hours 15 minutes.

- 14.04 No play rule does not apply to Colt league; play time is at coaches discretion.