

**COLT LOCAL RULES**

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### Policies & Procedures

Temecula Youth Baseball shall establish local rules appropriate to the age group, consistent with the player's advancement through the various division of play and as allowed by the official rules of PONY Baseball, Inc.

- a) No part of this policy shall be interpreted as superseding the Constitution or By-Laws of Temecula Youth Baseball.
- b) Temecula Youth Baseball may establish rules specifically for use during League play ("Colt Local Rules"), which supersedes the official PONY and Major League rulebooks. The TYB Local Rules and official PONY and Major League rulebooks shall take precedence unless otherwise states in the following document

### General Colt Division Rules

- a) Colt games shall be played under official PONY Baseball Rules and Regulations, subject to the general rules agreed upon between the participating leagues prior to the start of the season. The rules for the Colt division, regardless of league age, will be subject to the guidelines established for the "Colt" division.
- b) There is no maximum run rule in the Colt division and the 10 run mercy rule is in effect. If a team is winning by 10 or more runs after a minimum of 5 complete innings (4 ½ if the home team is winning) then the game shall end.
- c) Game duration/Time Limit: 7 innings and no new inning or extra innings shall start after 2:15. Fall Seasons may impose a different time limit based on field availability.
- d) Extra Innings are allowed within the official PONY rules subject to time limitations and ties are allowed.
  1. For Example: If the game is tied after 7 innings and the game is at 2:05, then another inning will be played until the time limit rule has taken effect.
- e) If the home team is winning and the time limit has been reached the game shall be stopped and the final score shall be recorded from that specific point.
- f) Limitations for pitchers for spring shall be as defined in the official PONY rule book, for Fall Seasons the limit is three innings per game, five innings for two or more games in a day, and ten innings maximum per week.
- g) Courtesy Runners are permitted in the Colt Division; however, the substitute runner must be the last officially recorded out. The limitations for Courtesy Runners are as follows;
  1. When there are two outs, you may substitute a runner for the Catcher (this rule does not extend to Pitchers).
  2. When a player is injured, while running the bases, there shall be allowed a substitute runner (this can occur only once during the game for such player).
  3. If a player is unable to run the bases, and leaves the game for reasons other than a base running injury, such as general illness, the player being removed from the game will not be allowed to re-enter the game after he/she has had a runner substituted for them.



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4. Physical injuries to a player that are unrelated to the game being played (i.e. prior skateboard or bicycle accident), are not eligible for a courtesy and in such cases the player must run the bases.
- h) Teams can play with as few as eight players without penalty. If at any time after the start of the game a team fails to field fewer than eight players, the game will be forfeit, with the score recorded as a 7-0 loss.
- i) Each league is required to provide a 2-man mechanic umpire crew.
- j) For interleague games, Game balls are to be provided by the host league and shall be at a minimum, two brand new DPL/RPLB baseballs and one used DPL/RPLB baseball. For games hosted by TYB, the Head Umpire will be responsible for providing the balls prior to the start of the game. Official League baseballs and lower tournament grade baseballs are not permitted.
- k) Neither team, prior to the start of the game, shall be permitted to take infield practice. Grounders shall be in front of each dugout in foul territory.
- l) Only Wooden Bats, and -3 BBCOR certified bats are permissible in colt games. If a bat is suspected as being non-compliant, the opposing Manager may call for a time-out, and request that the home plate umpire inspect the bat. If the bat is then confirmed as non-compliant, it shall be removed from the game, and play will resume. If that bat, or any other non-compliant bat is found to be used by that team in the same game, both the player and manager of the team will be ejected.
- m) For Interleague games, the Home Team is responsible for preparing the field before the start of the game, and ensuring that the storage bins are locked and secured before they leave the field at the end of the day. For games played between two teams registered with TYB, both teams are responsible for preparing the field before the start of the game, and ensuring that the storage bins are locked and secured before they leave the field at the end of the day.
- n) It is the responsibility of each team to clean out their dugouts, stands, and surrounding areas after each game. Please dispose of trash in the designated trashcans.
- o) At the end of each game, within two days, both teams are required to email their scores to the TYB Colt Commissioner at [colt@temeculapony.com](mailto:colt@temeculapony.com). The total number of runs allowed for the entire season is one of the elements used in determining the seeding for the post-season tournament; therefore, it is recommended that all teams verify the scores on our website as entered by the Colt Commissioner. Any issues concerning the scores should be directed immediately to the TYB Colt Division Commissioner, via an email, within one week of the scheduled game.
- p) Any player, ejected from a game by the umpire, shall be suspended from play for the rest of the game. The ejected player may be automatically suspended from the next scheduled game or games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The Board of Directors may impose further penalties based upon the severity of the offense.
- q) Any manager, coach, or spectator ejected from a game by the umpire shall be suspended from play for the rest of the game from which they were ejected. The ejected individual may be automatically suspended from the next two scheduled games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent



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ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The Board of Directors may impose further penalties based upon the severity of the offense.

- r) A batter shall remove only one foot from the batter’s box between pitches. Umpires shall, at their own discretion, make every attempt to enforce this rule.

**Time Limits and Official Minimum Player Requirements**

- a) Managers and coaches are instructed to hustle their teams on and off the field. Coaches are encouraged to warm up the pitcher while the catcher puts their gear on. The umpires will be instructed to allow 1 minute between innings or eight warm-up pitches between innings, whichever comes first.
- b) Each player shall be required to play at least every other inning defensively, and no player shall sit out two consecutive defensive innings.
- c) No player shall sit defensively more than three innings in a regulation seven inning game, except in cases of injury, illness or disciplinary action.
  - If a player must sit out for four or more innings, then the head umpire and the opposing manager must be informed.

**Pitch Smart Pitch Count Rules**

Temecula Youth Baseball has incorporated a pitching guide in accordance with Pitch Smart Pitch Count Rules. This shall be in effect for the following age groups.

AGE / DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	35-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- Days' Rest are FULL day’s rest (i.e. if a 15-year old pitches 76+ pitches on Monday, they are not eligible to pitch again until Saturday).
- No pitcher shall appear in a game for three consecutive days, regardless of pitch count.
- Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- Number of pitches shall be recorded on the Tournament Record form.



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- Recommend the use of electronic scoring devices at all levels to help ensure an accurate pitch count.
- Pitching Regulations – Please refer to the Pitch Smart Pitch Count Rules grid above.
  - a. Managers must enter their previous game’s pitch count within 24 hours of their completed game.
  - b. If an ineligible pitcher is mentioned before throwing a pitch to a batter, the pitcher will be replaced with a new player. The manager **will not** be removed from the game.
  - c. If an ineligible pitcher throws a pitch to a batter and is discovered **during** the game, the following actions will occur:
    - The player will be removed from the mound and will be ineligible for the next scheduled game.

## The manager Safety / Malicious Play

- a) A player may be ejected from the game for play deemed by the umpire(s) to be unsportsman like, unsafe, or intended to harm an opposing player. Such instances of malicious play may be unnecessary contact by a runner on an attempted putout, intentionally throwing at a batter, swearing, throwing of equipment, etc. It is the responsibility of the manager to ensure that their players maintain good sportsmanship throughout the entire game.
- b) TYB does not have a slide or avoid rule and any player that demonstrates intent to harm or injure another player, while in the process of running the bases, will be ejected from the game if the umpire deems necessary. At the time of the violation the runner will be considered an automatic out, the ball will become dead, and no other runners can advance.

## League Tournament Play Rules

- a) Tournaments will be played by our local league rules and the PONY white pages with the following exceptions outlined below.
- b) TYB tournament rules, explaining the pitching rules, mercy rules, and any other important tournament rules will be provided to the managers prior to the start of the tournament.
- c) All teams are required to field a minimum of 8 players.
  - A team failing to field a minimum of 8 players within 15 minutes of the scheduled start time shall be forced to forfeit the game. No team shall, at any time during tournament play, play with only 7 players. If a team, at any time during the tournament game, is unable to field eight uniformed players, the game shall be a forfeit. The score for the record books shall be: 7-0
- d) TYB reserves the right to modify and publish local tournament rules that may not be covered in this section. Any amendments to the local rules will be addressed at a TYB Tournament Kick-Off meeting. Rule changes will be created based upon what is in the best interest of the league and the safety of the players.



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- e) Initial team seeding will be established by the regular season records. In instances where schedules or time is of the essence the brackets will be established by a select group of division commissioners and/or executive board members.
- f) TYB will conduct a double elimination tournament for two separate divisions. The winners from each divisional playoff will play each other in a 3-game World Series. TYB may develop different style of tournament brackets that may include round-robins, pool play, or single elimination tournaments. TYB will assess the situation relative to field space, field availability, and school season to make the best decision possible when creating our end of season tournament.
- g) Each player shall be required to play at least every other inning defensively. No player shall sit out two consecutive defensive innings.
- h) Home team shall occupy the third base dugout.
- i) CA tiebreaker is in effect for the “**first overtime inning**”; place the last out on 2nd base with no outs and play out the inning.

**Second and subsequent overtimes will require the offensive team to place the last two outs on 2nd and 3rd, and play out the inning until a winner is determined. Start the inning with no outs.**

- j) Umpires will submit the final score and pitching log to the league.
- k) One offensive time out per inning and 60 seconds in between innings. Hustle players on and off the field.
- l) Batters will be expected to keep one foot in the batter’s box when taking signs.
- m) Home team is the official book.
- n) The home team, for the 1st World Series game, will be determined by a coin flip unless the previous brackets have established a seeding process. The home team on subsequent games will be the winner of the previous game.
- o) Time limit is not applicable in both elimination games, and the World Series. Mercy rule is however still in effect.
- p) Unnecessary stalling of any team and that is in the judgment of the umpire, will be subject to adding additional minutes to the game time. The umpire will use his own discretion to determine how many minutes will be added to the clock.
- q) The 40-hour rest rule will be in effect during spring tournament play. If Joey pitches the maximum number of innings in a game that started at 7:00PM on a Thursday night, Then Joey can enter the game and start pitching when the clock has reached 11:01 AM on Saturday.
- r) If seeding is required the following format will be used to determine the results: Best record, then least runs allowed, then most runs scored, then greatest run differential and finally a coin toss.
- s) 2:15 no new inning.
- t) 20-run Mercy Rule after 2 innings; 15-run Mercy Rule after 3 innings; 13-run Mercy Rule after 4+ innings; 10-run Mercy Rule after 5+ innings.
- u) Pitching rules – see the new Pitch Smart Pitch Count graph section above.

