

NVYAA (PARK SPECIFIC) PLAYING RULES

Playing rules not specifically covered herein shall follow the Official Rules of Pony. All coaches have been provided with a Pony rulebook. If clarification of a rule is needed during the season, baseball/softball directors will make a decision on the rule in question and will send out an email to all coaches with the official clarification.

EQUIPMENT

1. All players must be fully uniformed, which includes the following: baseball pants, socks, baseball cap, and team jersey.
2. Coaches and managers must be properly dressed with at least team jersey.
3. While in the field, as a defensive player, baseball caps must be worn.
4. Metal spikes are prohibited in age divisions 12U and below.
5. All bat boys / girls must wear a double-ear batting helmet when outside the dugout.
6. The catcher must wear all appropriate protective gear: protective catcher's helmet with face mask and throat guard, chest protector, shin guards and protective cup.

GAME RULES

1. Age divisions 12U and below shall play 6 inning games. Age divisions 13U and above shall play 7 inning games.
2. All players present and in uniform MUST PLAY TWO (2) CONSECUTIVE INNINGS ON DEFENSE. Failure to do so will result in a FORFEIT if protested by the opposing team. In the event a game is running slow players can swap out every inning on defense to ensure all players play.
3. A team may continue a game with one less player than it started with, whenever a player leaves the game for any reason. It takes nine players to start a game.
 - A. If the player leaving the game is a runner, he shall be declared out.
 - B. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
 - C. The player who has left the game cannot return to the lineup, except for Communicable Disease Procedure reasons.
4. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

PENALTY: Runner shall be declared out and may be ejected from the game at umpire's discretion.

5. In all age divisions starting players may re-enter once.
6. Teams may use free substitution on defense but the batting order must remain the same.
7. If a game is called due to rain or other acts of God and cannot be resumed, it is a regulation game if:
 - A. In a Six Inning game, if three innings have been completed or if the home team has scored more runs in two and one-half innings than the visiting team has scored in three innings or if the home team scores one or more runs in its half of the third inning to tie the score. In the event a game is running slow two (2) complete innings will be sufficient.
 - B. In a Seven Inning game, if four innings have been completed or if the home team has scored more runs in three and one-half innings than the visiting team has scored in four complete innings or if the home team scores one or more runs in its half of the fourth inning to tie the score. In the event a game is running slow three (3) complete innings will be sufficient.
 - C. All other games will resume from their exact point of delay.
 - D. No game shall end in a tie.

PITCHING RULES 9-18 YEAR OLD

NOTE: The end of the day for this pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that either because of rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous day's play. If the game continues after the night break (the next day), this part of the game will count as though it was the following day.

LIMITATIONS:

1. Column A represents the number of innings a player can throw in one (1) day and still pitch the next day.
2. For purposes of this rule in the columns listed, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.
3. For all cumulative totals in this rule, one (1) out equals one third (1/3) of an inning, two (2) outs equal two-thirds (2/3) of an inning and three (3) outs equal a full inning.
4. In age divisions 12U and below, a player that pitches two (2) consecutive days must rest the third (3rd) day regardless of the number of innings pitched.
5. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
6. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire and then the Board Member on duty.
7. Any innings pitched or outs recorded during a game that is forfeited shall count towards the pitchers' allotted innings.

PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game. This may be done at any point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

BALKS:

1. In age divisions 10U and below, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.

TRIPS (VISITS) TO THE MOUND:

1. When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

PITCHING CHART:

1. Column A – The number in this column represents the most innings a pitcher can pitch in one (1) day and still pitch the next day.
Example: In the 10U division, a pitcher may throw up to four (4) innings in one (1) day and throw again the next day; but if that pitcher throws four and one-third (4 1/3) innings or more in one (1) day, he cannot pitch the next day.
2. Column B – The number in this column represents the most innings a pitcher can pitch in one (1) day.
Example: In the 10U division, a pitcher may throw a maximum of six (6) innings in one (1) day. The pitcher would not be allowed to pitch the next day.
3. Column C – The number in this column represents the most innings a pitcher can pitch in two (2) consecutive days.
Example: In the 10U division, a pitcher may throw a maximum of eight (8) innings in two (2) consecutive days.

NOTE: This is to be interpreted as a pitcher would be able to throw any combination of innings that equal eight (8) as long as the first (1st) day does not equal more than four (4) innings due to Column A requirements.

<u>Division</u>	<u>A</u>	<u>B</u>	<u>C</u>
9-10	4	6	8
11-12	4	6	9
13-14	5	7	11
15-16	5	7	12
17-18	NONE	UNLIMITED	UNLIMITED

NOTE: It is important to remember that in age divisions 12U and below, pitchers that pitch two (2) consecutive days must rest the third (3rd) day regardless of innings pitched.

SPORTSMANSHIP

1. All players and coaches will be expected to behave in a sportsmanlike manner at all times.
2. Any player, coach, or parent / fan whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the board member on duty and / or umpires.
3. Foul or abusive language will not be tolerated under any circumstances.
4. Cursing or throwing equipment will be an automatic ejection.
5. A team may be forced to forfeit, if necessary.

COACH OR PLAYER EJECTIONS

1. If a coach is ejected from a game, they must sit out the remainder of that game. Additional penalties may be assessed as deemed by the board members.
2. A player ejected must sit out the remainder of that game.
3. Anyone ejected may be asked to leave the park at the discretion of the board member on duty.
4. As these rules indicate, the matter of disorderly conduct will be taken seriously.

PROTESTS

1. Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the board member on duty before the next pitch following the dispute. No protest will be allowed following the game. Board members and Umpire will rule on all protests and their decision will be final.