



*Changes from fall 2009 & spring 2010  
are in italics and shaded*

Effective for fall season until November 1, 2010

# 2010

## South Sound Baseball Fall League Rules

### Rules for all LEAGUES, unless otherwise specified.

1. A player's league AGE is determined by the player's age on April 30, 2011.
  2. Bat the entire line-up (except Pony, Colt, & Palomino U. Pony, Colt, & Palomino U has option to bat 9 or 10 bat 9 or 10).
  3. Unlimited substitutions on defense, except the pitcher's position when batting the entire line-up. (When batting 9 or 10, Substitutions are per PONY rules). Once a player is removed from the pitcher's position for any reason, that player may not return to the pitcher's position again during that same game. 40 rest per Pony Rules.
  4. Players must play on defense half of the innings in a game (rounded down) (When batting 9 or 10, Substitutions are per Pony Rules), i.e. Players must play 3 innings of defense in a 7 inning game. Violations of this rule will result in forfeiture of game. Injured players not able to meet this requirement will be deemed medically unfit to play by SSB standards. Teams are not forced to forfeit when failure to meet this requirement is a direct result of an injury. Teams are not forced to forfeit when failure to meet this requirement is a direct result of disciplinary actions by the manager provided the umpire-in-chief AND the opposing manager are informed of the disciplinary action at the time it was imposed.
  5. New pitchers, upon taking the pitcher's position at the beginning of each half inning, shall be permitted 8 preparatory pitches. Pitchers returning to pitch another inning shall be permitted 5 preparatory pitches. In no case shall the preparatory pitches take more than 1 minute.
  6. The minimum number of players required to play defense is eight (8) players.
  7. Late arriving players may be inserted at the end of the line-up prior to the 5<sup>th</sup> inning for Bronco, Pony, & C-P and prior to the 4<sup>th</sup> inning for Mustang.
  8. An ejected player's position in the batting order will be marked as an automatic out (When batting 9 or 10, Substitutions are per PONY rules. There is no automatic out for when batting 9 or 10, Substitutions are per PONY rules). An ejected player is the only automatic out in SSB. If, as a result of an ejection, a team falls below the minimum number of players required to play defense, said team forfeits the game. A player who is disqualified from a contest by an umpire is considered an ejected player for the purpose of this rule. See SSB Policies & Procedures.
  9. Coaches and umpires will have a pre-game conference before each game to go over the ground rules specific for each field and to clarify rules in question before play begins. (See SSB Policies & Procedures.)
  10. Coaches & Umpire-in-Chiefs will sign the scorebooks in ink after verifying in ink the score and the number of innings pitched for each pitcher.
  11. Extra innings (i.e. the 8<sup>th</sup> inning in a BRONCO game) may be started in a tie game provided the time limit hasn't expired, otherwise it is acceptable for a regular season game to end in a tie.
  12. There is no official game requirement in FallBall, the time limit is the time limit. No new inning will start after the time limit has been reached. Any inning started shall be completed. The umpire-in-chief will announce the official start time to the official score keeper prior to the first pitch.
    - a. A regulation MUSTANG game is 5 innings.
    - b. A regulation BRONCO game is 6 innings.
    - c. A regulation PONY game is 7 innings.
    - d. A regulation COLT game is 7 innings.
    - e. A regulation PALOMINO game is 7 innings.
  13. 8 run rule in effect after the:
    - a. 4<sup>th</sup> inning for MUSTANG.
    - b. 5<sup>th</sup> inning for BRONCO, PONY, & C-P.
  14. 12 run rule in effect after the:
    - a. 3<sup>rd</sup> inning for MUSTANG.
    - b. 4<sup>th</sup> inning for BRONCO, PONY, & C-P.
  15. Inning length for:
    - a. MUSTANG is 3 outs or 5 runs scored through the 4<sup>th</sup> inning, otherwise, 3 outs.
    - b. BRONCO is 3 outs or 6 runs scored, through the 4<sup>th</sup> inning, otherwise, 3 outs.
    - c. PONY is 3 outs.
    - d. C-P is 3 outs.
  16. No head first slides (except Palomino U), except a dive to return to a base whether it's for a pickoff attempt or an over-run base. Base-runner will be ruled out for failure to comply with this rule.
  17. A Safety Base is optional. When a Safety Base is in use, it shall be 15 inches by 30 inches and not more than 3 inches high. The Safety Base should be positioned such that the white portion is located where First Base would normally be (in Fair Territory) and the colored portion (red or orange) should be in Foul Territory. Any Batted Ball hitting the white portion should be fair and any Batted Ball hitting the red or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-runner MUST TOUCH the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out if the runner touched the white portion but not the orange portion of the base. The defensive Player MUST always touch the white portion. This rule is in effect only on the initial play at First Base. This does not include:
    - a. Returning to the base after over running,
    - b. Running on a base hit to the outfield (Runner may touch the red or white part), or
    - c. Re-tag to advance on a fly ball.
- Note: If the Base-Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he is considered off the base.
18. All attempts must be made to slide and/or avoid contact.
    - a. Incidental contact occurs in baseball. However, an obvious lack of effort to slide and/or avoid contact may cause the base-runner to be ruled out, if in the umpires' judgment said lack of effort causes contact.
    - b. Flagrant and/or intentional contact will result in an ejection of the offending player.
  19. There will be one team warning on a thrown bat, after which, the following penalty will apply: Delayed dead-ball play. The defensive team may elect to accept the result of the play or have the batter-runner ruled out and all base-runners returned to the base occupied at the time of the pitch.
  20. Courtesy base-runners for the current pitcher and/or catcher allowed. Must be the last batter to complete his time at bat when batting entire line-up, substitute player when batting nine (9) or ten (10).
  21. Each team must supply one new game ball for each game when both teams are SSB teams. The home team provides two new game balls for each INTER-LOCK game. Hard balls need to have a leather (not synthetic) cover.
  22. The winning team is responsible for reporting the game's results to the league statistician (the procedure and contact information is posted at [www.southsoundbaseball.com](http://www.southsoundbaseball.com)), exception, interlock games are reported by the SSB team. Failure to do so within 3 days of the completion of the game will result in the game being recorded as a tie, or as a loss for interlock games. SHETLAND game results are not reported.
  23. The home team is responsible for reporting a game cancellation. The procedure is posted at [www.southsoundbaseball.com](http://www.southsoundbaseball.com). Only weather related cancellations will be rescheduled.
  24. Interlock game results (games against non-SSB teams) are applied to league standings.
  25. Interlock games will be played under the home team's league rules.
  26. SSB Tournament rules are to be published prior to any tournaments.

### Rules specific for the MUSTANG LEAGUE

1. Base path is 60'.
2. Pitching distance is 44'.
3. Pitching limits;
  - a. 2 innings per game.
  - b. 4 innings per day.
  - c. 8 innings per week.
4. 9" 5 ounce hard ball is used.
5. Bat the entire line-up.
6. 2 3/4" barrel bat is the maximum diameter allowed.
7. Base stealing is allowed.
8. Base-runner can lead-off.
9. Balk rule in effect (Umpire will discuss the offense with the pitcher and coach.)
10. Advance on a dropped 3<sup>rd</sup> strike allowed (per MLB Rules).
11. Base-runner can steal home.
12. Ball is live at all times except for-
  - a. Foul ball.
  - b. Umpire declares time.
  - c. Batter Hit by pitch.
13. Infield fly enforced.
14. Metal cleats not allowed.
15. Time limit – 1 hour 45 minutes.

### Rules specific for the BRONCO LEAGUE

1. Base path is 70'.
2. Pitching distance is 48'.
3. Pitching limits;
  - a. 3 innings per game.
  - b. 6 innings per day.
  - c. 9 innings per week.
4. 9" 5 ounce hard ball is used.
5. Bat the entire line-up.
6. 2 3/4" barrel bat is the maximum diameter allowed.
7. Advance on a dropped 3<sup>rd</sup> strike allowed (per MLB Rules).
8. Umpires will not issue any warnings regarding balks.
9. Metal cleats not allowed.
10. Time limit – 1 hour 45 minutes.

### Rules specific for the PONY LEAGUE

1. Base path is 80'.
2. Pitching distance is 54'.
3. Pitching limits;
  - a. 4 innings per game.
  - b. 6 innings per day.
  - c. 9 innings per week.
4. 9" 5 ounce hard ball is used.
5. *Bat nine (9) (with or without DH), ten (10 including EH), or entire line-up. Substitutions as per PONY rules when batting nine (9) or ten (ten). (9.K&L).*
6. 2 3/4" barrel bat is the maximum diameter allowed.
7. Metal cleats are allowed (some sports parks disallow metal cleats on portable mounds).
8. Time limit – 1 hour 45 minutes.

### Rules specific for the COLT LEAGUE

1. Base path is 90'.
2. Pitching distance is 60'6".
3. Pitching limits for COLT players;
  - a. 4 innings per game.
  - b. 6 innings per day.
  - c. 9 innings per week.
4. 9" 5 ounce hard ball is used.
5. Bat nine (9) (with or without DH), ten (10 including EH), or entire line-up. Substitutions as per PONY rules when batting nine (9) or ten (ten). (9.K&L).
6. 2 3/4" barrel bat is the maximum diameter allowed.
7. Bat must be -3 length to weight ratio or less.
8. Bat must be BESR stamped.
9. Metal cleats are allowed (some sports parks disallow metal cleats on portable mounds).
10. Time limit – 1 hour 45 minutes.

### Rules specific for the COLT / PALOMINO COMBINED LEAGUE

1. Base path is 90'.
2. Pitching distance is 60'6".
3. Pitching limits for COLT players;
  - a. 4 innings per game.
  - b. 6 innings per day.
  - c. 9 innings per week.
4. Pitching limits for Palomino players;
  - a. 5 innings per game.
  - b. 7 innings per day.
  - c. 10 innings per week.
5. 9" 5 ounce hard ball is used.
6. Bat nine (9) (with or without DH), ten (10 including EH), or entire line-up. Substitutions as per PONY rules when batting nine (9) or ten (ten). (9.K&L).
7. 2 3/4" barrel bat is the maximum diameter allowed.
8. Bat must be -3 length to weight ratio or less.
9. Bat must be BESR stamped.
10. Metal cleats are allowed (some sports parks disallow metal cleats on portable mounds).
11. Time limit – 1 hour 45 minutes.

## Order of rules precedence:

SSB Rules

PONY Rules

Major League Baseball Rules



Mark R Maurer, President  
South Sound Baseball