



Effective for spring season until November 1, 2009

Approved by the
Executive Committee of South Sound Baseball
on December 7, 2008
Changes from 2008 are in italics and shaded

2009

South Sound Baseball 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, 2009.
 2. Bat the entire line-up (except COLT & PALOMINO. COLT & PALOMINO bats 9 or 10 including an EH).
 3. Unlimited substitutions on defense, except the pitcher's position. (Except COLT & PALOMINO, Substitutions are per PONY rules). Once a player is removed from the pitcher's position for any reason, that player may not (*Except COLT & PALOMINO, Substitutions are per PONY rules*) return to the pitcher's position again during that same game.
 4. Players must play on defense half of the innings in a game (rounded down) (Except COLT & PALOMINO, Substitutions are per Pony Rules), i.e. Players must play 3 innings of defense in a 7 inning. 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 is 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 (Except Shetland - 5 players).
 7. Late arriving players may be inserted at the end of the line-up prior to the 5th inning for Bronco, Pony, & COLT & PALOMINO and prior to the 4th inning for Mustang and prior to the 3rd inning for Shetland & Pinto.
 8. An ejected player's position in the batting order will be marked as an automatic out (*Except COLT & PALOMINO. Substitutions are per PONY rules. There is no automatic out for COLT & PALOMINO*). 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. The number of innings required for an official game must be completed before any time limit is applied. Once a game becomes official, no new inning will start after the time limit has been reached. Otherwise, play continues until an official game has been completed. 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. An official SHETLAND game is 1 inning. _____ A regulation SHETLAND game is 6 innings.
 - b. An official PINTO game is 2 complete innings. _____ A regulation PINTO game is 6 innings.
 - c. An official MUSTANG game is 4 complete innings. _____ A regulation MUSTANG game is 6 innings.
 - d. An official BRONCO is 5 complete innings. _____ A regulation BRONCO game is 7 innings.
 - e. An official PONY game is 5 complete innings. _____ A regulation PONY game is 7 innings.
 - f. An official COLT & PALOMINO game is 5 innings. _____ A regulation COLT & PALOMINO game is 7 innings.
 12. Extra innings (i.e. the 8th 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.
 13. 10 run rule in effect after the:
 - a. 4th inning for PINTO & MUSTANG.
 - b. 5th inning for BRONCO, PONY, & COLT & PALOMINO.
 14. 15 run rule in effect after the:
 - a. 3rd inning for PINTO & MUSTANG.
 - b. 4th inning for BRONCO, PONY, & COLT & PALOMINO.A game terminated because of this rule is considered an official game for rule 11.
 15. Inning length for:
 - a. SHETLAND is after each batter on a team has had an AB.
 - b. PINTO is 3 outs or 3 runs scored.
 - c. MUSTANG is 3 outs or 5 runs scored through the 4th inning, otherwise, 3 outs.
 - d. BRONCO is 3 outs or 6 runs scored, through the 4th inning, otherwise, 3 outs.
 - e. PONY is 3 outs.
 - f. COLT & PALOMINO is 3 outs.
 16. No head first slides (except Colt & Palomino), except 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 is fair and any Batted Ball hitting the red or orange portion is 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 orange 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. No courtesy base-runners allowed except for an injured player.
 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.org). Failure to do so within 3 days of the completion of the game will result in the game being recorded as a tie. SHETLAND game results are not reported.
 23. The home team is responsible for reporting a game cancellation. The procedure is posted at www.southsoundbaseball.org. 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 SHETLAND LEAGUE

1. Base path is 60'.
2. 9" 5 ounce Safe-soft ball is used.
3. 2 ¾ "barrel bat is the maximum diameter allowed.
4. Bat the entire line-up.
5. Defensive players must rotate through the positions.
6. A maximum of 6 players are allowed on the infield at the beginning of the play. All outfielders must begin each play in the outfield, at least 15 feet beyond the baselines.
7. It is the home team's responsibility to provide a volunteer umpire.
8. Coach pitch - the batter gets 4 pitches to put the ball in play. If the ball is not put in play by the 4th pitch, a tee is used.
9. *Coach-pitchers may kneel while pitching.*
10. *Coach-pitchers are not required to be engaged with the pitcher's plate.*
11. A player who is put out is removed from running the bases.
12. Bunting is not allowed.
13. Metal cleats not allowed.
14. Time limit – 1 hour.

Rules specific for the PINTO LEAGUE

1. Base path is 60'.
2. Pitching distance is 38'.
3. 9" 5 ounce Safe-soft ball is used.
4. Bat the entire line-up.
5. 2 ¾ "barrel bat is the maximum diameter allowed.
6. Base-runner can leave a base after the ball leaves the pitcher's hand (i.e. baserunner may take a secondary lead).
7. No base stealing.
8. All return throws to pitcher are dead balls.
9. All overthrows are dead balls (base-runners advance 1 base) (Except Catchers throws to 1st base. See rule 14.).
10. Strikeouts are recorded.
11. No walks allowed. Once a player pitcher issues 4 balls, the AB is assumed by a coach pitcher who will inherit any strikes recorded by the player pitcher. The coach pitcher must pitch **OVERHAND** until one of the following occurs: a) the ball is put in play b) the batter strikes out or c) the coach pitcher has thrown 6 pitches in which case the batter is declared out. Note, an AB cannot end on a foul ball. The player pitcher resumes pitching to the next batter.
12. *Coach-pitchers may kneel while pitching.*
13. A batter who is hit by a pitch thrown by a player pitcher is awarded first base. A batter who is hit by a pitch thrown by a coach must continue the AB or conclude the AB by being ruled out.
14. If a player pitcher hits three batters with a pitch in the same inning they must be replaced by another pitcher.
15. Catchers may throw to 1st base after a pitch in an attempt to pick off a base runner. The base runner may not advance on an over throw in this situation.
16. Bunting is allowed.
17. 10 defenders used in the field. The outfielders must begin each play in the outfield, at least 15 feet beyond the baselines.
18. It is the home team's responsibility to provide a volunteer umpire.
19. Defensive players must rotate through the positions (except the pitchers position or positions deemed unsafe for the player to play by the manager).
20. Metal cleats not allowed.
21. Time limit – 1 hour 15 minutes.

Rules specific for the MUSTANG LEAGUE

1. Base path is 60'.
2. Pitching distance is 44'.
3. 9" 5 ounce hard ball is used.
4. Bat the entire line-up.
5. 2 ¾ "barrel bat is the maximum diameter allowed.
6. Base stealing is allowed
7. Base-runner can lead-off.
8. Balk rule in effect (Umpire will discuss the offense with the pitcher and coach.)
9. Advance on a dropped 3rd strike allowed (per MLB Rules).
10. Base-runner can steal home.
11. Ball is live at all times except for-
 - a. Foul ball.
 - b. Umpire declares time.
 - c. Batter Hit by pitch.
12. Infield fly enforced.
13. Metal cleats not allowed.
14. Time limit – 1 hour 45 minutes.

Rules specific for the BRONCO LEAGUE

1. Base path is 70'.
2. Pitching distance is 48'.
3. 9" 5 ounce hard ball is used.
4. Bat the entire line-up.
5. 2 ¾ "barrel bat is the maximum diameter allowed.
6. Advance on a dropped 3rd strike allowed (per MLB Rules).
7. Umpires will not issue any warnings regarding balks.
8. Metal cleats not allowed.
9. Time limit – 1 hour 45 minutes.

Rules specific for the PONY LEAGUE

1. Base path is 80'.
2. Pitching distance is 54'.
3. 9" 5 ounce hard ball is used.
4. Bat the entire line-up.
5. 2 ¾ "barrel bat is the maximum diameter allowed.
6. Metal cleats are allowed (some sports parks disallow metal cleats on portable mounds).
7. Time limit – 1 hour 45 minutes.

Rules specific for the COLT & PALOMINO LEAGUES

1. Base path is 90'.
2. Pitching distance is 60'6".
3. 9" 5 ounce hard ball is used.
4. Bat *nine or* ten (including EH). Substitutions as per PONY rules. (9.K&L).
5. 2 ¾ " barrel bat is the maximum diameter allowed.
6. Bat must be -3 length to weight ratio or less.
7. Bat must be BESR stamped.
8. Metal cleats are allowed (some sports parks disallow metal cleats on portable mounds).
9. Time limit
 - a. Colt – 2 hours 15 minutes.
 - b. *Palomino – 2 hours 30 minutes.*

Order of rules precedence:

SSB Rules

PONY Rules

Major League Baseball Rules