



**MAHOPAC**  
**INDIANS**



# Colt Division Rules

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The Colts program is designed to continue providing fundamental instruction while placing more emphasis on game situations. All participants are allocated to teams of approximately 12-13 players. Teams will practice once per week. Each team will play one or two games per week lasting six innings or a maximum of two hours. Each team will play no more than 10 fielders (six in the infield, four in the outfield). There is a must play rule meaning that every player must play at least 3 innings in the field per game. Roster batting will be used and each team will bat until three outs have been recorded or 8 batters have batted in that inning, whichever comes first.

## Rules for Colt League

Official Little League Rules as outlined in the "Official Regulations and Playing Rules" booklet will be observed at all times, except for the rules adopted by the Mahopac Baseball Association, and described below:

**Playing time:** All players attending a game are required to play a minimum of three (3) innings in the field. Innings need not be consecutive. This rule may be waived by a coach if a player or players, are injured or sick. A maximum of 3 innings are allowed in the same position per player. The exception to this rule is for the Pitcher. See Pitching Rules.

**Roster Batting:** A team's entire roster will bat in order, throughout the entire game. A maximum of eight (8) batters per half inning is permitted per team. A half inning will end when the defensive team records three outs, or when eight (8) offensive players have batted. If the 8<sup>th</sup> batter bats with less than 2 outs, his at bat is treated as if there are 2 outs. If a player leaves the game for any reason, their spot in the batting order is skipped without penalty.

**Defensive Players:** A maximum of ten (10) defensive players is allowed on the playing field at any time. Excluding the pitcher and catcher, a coach may only have four (4) additional players in the infield. All outfielders are required to be in position on the outfield grass.

**Substitutions:** Defensive player substitutions may be made freely throughout a game. However, once a player has been removed from the game as a pitcher, he may not re-enter the game as a pitcher.

**Game Schedules:** The Colt League game schedule, as determined by the Colt League Commissioner and the Director of Scheduling, will be strictly adhered to. Coaches will not be allowed to reschedule games for any reason unless authorized by, and handled by the Colt League Commissioner. Games should be played to competition and only darkness/weather

should stop the game or on days when there are games scheduled after, then the games have a 2 hour limit, with no inning starting after 1:45. Ties will be counted in the standings.

**Postponements:** The Colt League Commissioner and/or the Director of Scheduling will determine postponed games. If the fields are not playable, cancelled games will be posted via email. Parents and coaches should check with their commissioner after 2pm on the day of a game.

**Team Uniforms:** In the spring, all Colt league players are provided a complete uniform by the MSA, including hat, jersey, pants and socks. In the fall, all players are provided hats and jerseys only. Each player should wear his/her entire uniform on game day, without substitution.

**Game Umpires:** All individuals involved with the Colt League Baseball program should show respect for all of our umpires.

**Field Responsibility:** It will be the responsibility of the Home Team coaches to provide 4 volunteers for field prep at 900 am for weekend games as per the schedule provided by the Colt League Commissioner. The Away team is responsible for raking the field after the game.

## **General Rules of Play**

1. A team's head coach will identify to the Home Plate Umpire their coaches prior to the game. Only 3 coaches MSA certified coaches are permitted in the dugout or coaching the bases. All other person's (parents, siblings, friends, etc.) are requested to remain away from the bench area, from behind the backstop and away from the field of play.
2. All male players should wear a protective cup. A protective cup is MANDATORY for all catchers, including those players who warm a pitcher between innings. Additionally, any player warming up a pitcher, either on the field or on the sideline MUST wear a catcher's mask. This is a safety issue, and will be strictly enforced.
3. All batters and base runners must wear batting helmets – NO EXCEPTIONS. If while running on the bases, the runner's helmet falls off, he must stop and put it on and continue running, or continue running and stop at the next base. This is a safety concern and will be strictly enforced.
4. JEWELRY OF ANY TYPE IS NOT PERMITTED TO BE WORN ON THE FIELD. This includes, but is not limited to, watches, rings, pins, earrings, necklaces or other metallic items. If your child is seen wearing jewelry during the game, the game will be stopped and they will be asked by the umpire to remove it before play can resume. Medical bracelets or necklaces are the only exception, and it is suggested that these items be left on or near the team bench whenever possible.
5. All pitching changes will be given 8 pitches to warm-up. Please try to warm up all potential pitchers on the sideline to ensure proper warm-up time.
6. Only wooden bats are allowed in the Mahopac Baseball program. Bats shall not be more than thirty-one (31) inches in length, and not more than 2 1/4 inches in diameter. If an illegal bat is found in the course of a game, the bat will be removed and both teams will be issued a warning on the use of an illegal bat. If a second illegal bat is found during the course of a game, the bat will be removed and the player using the bat as well as the coach will be ejected from the game. Further instances of the use of an illegal bat can lead to expulsion from the Mahopac Baseball Association. THIS IS A SAFETY ISSUE AND WILL BE STRICTLY ENFORCED BY THE MSA.
7. An official game will consist of at least 3 1/2 innings (where the home team is leading at the conclusion of 3 1/2 innings of play), or 4 innings (if the visiting team is leading at the end of 3 1/2 innings, the home team is given their at-bats in the fourth inning.) An official game can be called in this manner if rain forces the end of the game. Games that are tied after 4 innings or more have been played, may be suspended (due to bad weather) and continued at a later date from the point of suspension. As noted above, all general pitching rules will remain in effect for suspended games. Tied games of less than 4 innings that can not be completed due to bad weather will not be suspended. The games will be rescheduled and replayed from the first inning.

8. Once a game has started, the Home Plate Umpire will have the sole discretion to call a game because of darkness or bad weather with input from only the head coaches. If the possibility of lightning exists, the game **MUST** be suspended and the players removed from the field until the threat of lighting has passed.
9. As noted above, our umpire crews are made of young adults, some who are only in middle/high school. These individuals should be respected, even when a bad call is made. **ABUSE OF UMPIRES IN ANY FORM, VERBAL OR PHYSICAL WILL NOT BE TOLERATED BY THE MSA AND IS IN DIRECT VIOLATION OF THE MSA CODE OF CONDUCT.** Individuals found being abusive to umpires, whether it is coaches, players or parents will be asked to conduct themselves in an appropriate manner. Where the abuse continues, the offending individual will be asked to leave the area surrounding the ball field. Future occurrences of abuse can lead to further disciplinary action, up to and including expulsion from the MSA. These young people should be praised for their commitment to youth baseball in Mahopac. We may not agree with all of the calls they make, but they have offered their services when others have not. We should encourage their involvement in the MSA baseball program, and offer constructive comments when appropriate.
10. Protests will not be allowed.
11. A team must consist of a minimum of eight (8) players in order to start a game. Teams not having at least eight (8) players at the start of the game will forfeit the game. Forfeit time is fifteen (15) minutes after the scheduled start of the game. In the event that this happens, the coaches are encouraged to play the game with the team having the more complete roster, supplying the "defensive players" for the team that is short. The "defensive players" will still bat with their team, and will rotate when their spot in the order comes to bat. In games where a team is reduced to seven players or less during the course of the game, the opposing team shall provide ball players to be used as **designated defensive players**. These players will not bat for the team they are helping out. They are only defensive replacements. We hope that this situation does not occur often during the season. If the Commissioner sees a pattern of non-attendance of players, the Commissioner will discuss this with the coach that is involved. A Colts team may borrow players from another Colts team to avoid forfeiting and can only borrow enough players to avoid forfeiting. The head coach must inform the other team who are the borrowed players prior to the game. The borrowed players may only be from other Colts teams and not from other divisions or travel teams. Borrowed players are not allowed to pitch. Borrowed players should bat at the end of the order. If during the game, a roster player arrives, the borrowed players can still play and bat in their spot in their order, but the roster players should be used for defense first. The results of a game involving borrowed players count in the standings. **NO BORROWING PLAYERS DURING THE PLAYOFFS, NO EXCEPTIONS.**
12. In an effort to speed up the game, coaches are required to use a substitute runner when the team's catcher is on base and there are two (2) outs. The substitute runner shall be the

last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on base.

13. Bunting, stealing, and tagging up on a fly ball is permitted in the Colt League Division. A player is permitted to steal second or third base only, and only after the catcher catches the ball without it hitting the dirt. Only 3 steals are permitted per inning. Also, in the event of an overthrow into the outfield, the runner is required to remain at the base.
14. Leaving a base quickly on a batted ball is an integral part of development at the Colt League level. However, leaving a base before a pitched ball has crossed home plate is not allowed. Where a runner leaves a base early and reaches the next base safely, the runner will be returned to their original base, and all other runners will be required to return to their original base as well. However, if the runner is thrown out by a defensive player on the play, the runner will be called out, and all other runners will be required to return to their original base. The umpires are the only individuals that can call this play. If an umpire does not see the runner leave a base early, then the runner has not left the base early. Coaches and players are prohibited from arguing this call with the umpires from the bench! When the umpire sees this infraction, the umpire will issue a warning to the coaches of both teams. Where a base runner is returned to their original base, and subsequently leaves the base early again, the umpire will call the base runner out and return all other base runners to their original base.
15. **ALL BASE RUNNERS MUST SLIDE FEET FIRST** when advancing to second base, third base, or home plate when a defensive play is being made at those locations. Where a base runner fails to slide or intentionally runs into or over a defensive player, the base runner will be declared out. For the safety of the player, head first sliding is prohibited. If a player over runs a base or is returning to the base because of a pickoff attempt, they may go back head first. When any of these situations occur, the umpires will issue a warning to both teams. If a similar play occurs again in the same game, the offending player will be ejected from the game.
16. Catchers are prohibited from blocking home plate from a base runner by kneeling on the third base line- whether they have the ball or not. Again, this is a safety concern. Catchers who have received a throw from the field are allowed to straddle the third base line in front of home plate and wait for the runner to slide. By straddling the third base line, the catcher can still apply the tag before the base runner reaches home plate. With the catcher in this position, there is less likely the chance of injury to either the catcher or the runner sliding into shin guards. Where the catcher illegally blocks home plate from the base runner, the base runner will automatically be awarded home plate and the run will be scored. Where the catcher is awaiting a throw from the field, they should set-up on either side of the third base line. This set-up position by the catcher while awaiting the throw reduces dangerous collisions at home plate while still allowing the catcher to make a play on the runner advancing to home plate.

17. If the batter throws their bat either on the swing at a pitched ball, or after being called out by the umpire, the batter will be issued a warning. Should the same batter throw their bat a second time, the batter will automatically be called out for that plate appearance. If the batter throws the bat a third time, the batter will automatically be called out and ejected from the game.
18. Base runners will be awarded one base on throws into dead-ball territory. Base Runners can only advance 1 base due to an overthrow on any single continuous play. Example: If a base runner advances to second on an overthrow to first, the play is dead even if the defense over throws again to second.
19. The infield-fly rule will not be used in the Colt League. Any pop-up within the infield is considered a live ball and the runners advance at their own risk.
20. On-Deck batters are only allowed in the fenced in area next to each bench in the Colts Division and only one player maybe in that area. This is a safety issue and will be strictly enforced. Coaches will receive a warning for a first violation and possible suspension if the violation occurs again. Coaches should gather all bats from players before the game and place them in designated location.

## **PITCHING RULES**

1. Players are permitted to pitch a maximum of two (2) innings per game, and no more than four (4) innings in a calendar week. A calendar week runs from Monday through Sunday. Delivery of a single pitch in an inning constitutes an inning pitched. A third grader must pitch either 6 consecutive outs or allow 3 runs prior to the end of the 4<sup>th</sup> inning. Therefore, a third grader must start fulfilling this requirement by the third inning.
2. If a player pitches a single pitch in a game, that player will be required to have one full calendar day to rest before they can pitch again. A full calendar day begins on 12:01 AM on the day following the pitch and ends at 11:59 PM. (EX. A player who pitches on Monday is not permitted to pitch again until Wednesday, regardless of how many innings they pitched).
3. Any violation of this rule, with the exception of a suspended game, will result in a forfeit by the team in violation.
4. Any question on the pitching eligibility of the player should be settled prior to the first pitch of any game (for a starting pitcher), or before the first pitch of any relief pitcher entering the game or after the game has started.
5. The only exception to Rule 2 will be in the event of a suspended game where the pitcher in the game may be allowed to continue the game that was suspended. This is providing that one (1) calendar day of rest is provided and that the pitcher has not pitched more than four (4) innings in that calendar week. A calendar day starts at 12:01 A.M. and continues for 24 hours.
6. Breaking balls of any kind are not allowed. If the umpire feels that a breaking ball was thrown deliberately, they will call the pitch a ball and deliver a warning to both coaches. If the umpire determines that a pitcher then throws another breaking ball, the umpire will remove the pitcher from the game and the player will not be allowed to pitch for the remainder of the game.
7. All 4th grade pitchers must throw from the rubber. If a 3rd grader cannot reach, he may stand 12 inches in front of the rubber. If they can consistently throw strikes from the closer spot, the coach should move the player back to the rubber.
8. Balks are not called in the Colt League Division.
9. Intentional walks are not allowed in the Colt League Division.
10. Coaches are allowed two (2) visits to the pitcher per inning. The only exception for this is due to injury. On the second visit, the coach must replace the pitcher.
11. A pitcher is allowed a maximum of two (2)-hit batsmen per game before they must be replaced. When replaced, the player can not return to pitch in that game.