

PIONEER RULES



2011

The Pioneer level uses the rules of the National Federation of State High School Associations (NFHS) and Junior Baseball Organization, Inc. (JBO). The league has adjusted several rules to fit the age and skill of the players.

1. Team/Player Eligibility:

- 1.1.** Players ages **7** and **8** are eligible to play Pioneer.
- 1.2.** The "baseball age" of a player is generally determined by the player's age on **July 31st** of the year of the baseball season.
 - 1.2.1.** It is recommended that 7 year olds wishing to play at this level have completed at least one year of tee-ball, preferably with some coach-pitch experience.
- 1.3.** All Pioneer games are played in Tualatin against other Tualatin Pioneer teams.
- 1.4.** Tryouts and team draft are held in an attempt to divide the teams as evenly as possible.
 - 1.4.1.** **Every** player who is registered (and not on the waiting list) will be placed on a team.

2. Field Decorum and Conditions:

- 2.1.** Player's benches are reserved for players, coaches and scorekeeper and it is **the duty of the officials to enforce this rule.**
- 2.2.** No player, coach, fan or parent shall delay a game by unnecessary bickering or use of abusive and/or profane language.
- 2.3.** No use of tobacco products, alcohol or drugs will be tolerated by any coach, player, fan, parent or umpire during games on the field.
- 2.4.** **The head coach is responsible for the conduct of his/her players, assistant coaches, parents and fans at all times.**

3. Game Playing Regulations:

3.1. Pregame:

- 3.1.1.** Each home team is responsible for furnishing two (2) new, good quality, leather baseballs for each game.
- 3.1.2.** Each team is permitted 15 minutes infield prior to the start of the game, as long as it can start on time.
- 3.1.3.** Each team will bat its **entire** roster.
- 3.1.4.** A player arriving after the game has started will be inserted at the **end** of the batting lineup.

3.2. Equipment:

- 3.2.1.** Uniform shirts will be numbered, with no two alike.
- 3.2.2.** NOCSAE batting helmets are to be worn by all batters and runners.
 - a.** Batting and running helmets should be worn while on the playing field.
 - b.** If the ball is live, players may not remove their helmets while on the playing field.
 - c. (PENALTY)** Upon the first offense, both teams are warned; upon the second, **an out is declared.**
 - d.** Enforcement of this rule never results in an ejection.
- 3.2.3.** All catchers must wear catcher's head and face protection, throat protector and **protector cup** during warm-ups and during games in all leagues.

3.3. Substitutions and Injuries:

3.3.1. There shall be free defensive substitution, including pitchers.

3.3.2. Each player must play a minimum of six (6) defensive outs.

a. If a player arrives late and is unable to complete his/her defensive outs, they **must be inserted immediately** and play until the game is completed or they have played their required six (6) defensive outs, should the game go into extra innings.

3.3.3. If a player is injured, is removed from the game and misses a turn at bat, she/he cannot return to the lineup in that game.

a. The injured player's name will be removed from the batting order and all other players continue to bat in the same order.

3.3.4. If a player is injured while running the bases, she/he must be replaced by the player furthest from batting that is not on base.

a. This substitute runner returns to their place in the batting order ceasing the pinch running duties.

b. The injured player is removed from the lineup.

3.4. Game Play:

3.4.1. There shall be no more than three coaches in, or near the bench area during games. **No exceptions.**

3.4.2. Pioneer has adopted the ten (10) run rule for all games. The ten (10) run rule provides that a game will end after four (4) innings, or any inning thereafter, when a team is ten or more runs behind and has completed its turn at bat.

a. Games called as a result of this rule **DOES NOT** waive the six (6) defensive out rule.

3.4.3. For the purposes of time limit, a new inning starts **once the third out is made at the end of the previous inning.**

3.5. Result Reporting:

3.5.1. Both teams' coaches will notify the league coordinator of the game scores and pitcher innings within ninety-six (96) hours (**four days**) of the game times. How this information is reported will be left up to the league coordinator.

3.5.2. All games ending in a tie will be recorded as a half game won and half game loss for both teams.

3.6. Protests:

3.6.1. There will be no game protests.

3.6.2. For disputes over rule interpretation during a game, coaches will have two minutes to identify to the umpire the rule in question from the official rule book(s).

a. The coach **must** have the applicable rulebook in possession before disputing an umpire interpretation.

3.6.3. Opposing coaches should show sportsmanship by working together to solve rule interpretation conflicts.

4. Pioneer Rule Modifications:

4.1. Field:

4.1.1. Bases are to be sixty (60) feet apart.

4.1.2. Pitching distance is forty (40) feet.

4.2. Pregame:

4.2.1. Two adult coaches may coach on the bases providing an adult is on the bench for supervision.

4.2.2. There is no on-deck hitter. All players will remain off the playing field when not at bat, fielding or on base.

a. Exception: First hitter at the start of an inning may warm-up **on the playing field in foul ground.**

4.2.3. There will be **no** swinging bats on or around the bench/backstop area.

4.3. Equipment:

4.3.1. Type of shoe is optional as far as rubber cleats are concerned.

a. Steel cleats are not allowed.

4.3.2. Catching helmets with full ear coverage are required.

4.4. Substitutions and Playing Requirements:

4.4.1. Pitchers shall pitch no more than 3 innings in one game or 5 innings in a calendar week (**pitch counts reset every Sunday**).

4.4.2. (PENALTY) Coaches that "over-pitch" any player will **forfeit** the game in which the innings pitched exceeded the maximum innings allowed by rule.

4.4.3. Every eligible player must play a minimum of six (6) defensive outs in all games. Bottom half of unplayed final innings do not count towards this requirement.

4.4.4. (PENALTY) Coaches that fail to play a player the required six (6) defensive outs will **forfeit** the game in which the offense occurred.

a. In the player's next game, the player will play the number of defensive outs missed from the previous game **in addition** to the regular six (6) defensive outs.

4.5. Game Play:

4.5.1. Games are officially terminated after five innings. Three innings constitute a legal game.

a. Exception: Extra innings may be added if the game is tied and the time limit has not been reached.

b. Games in progress that are halted prior to completing three innings (2½ if home team is ahead) due to weather, darkness, or field conditions will be rescheduled and continue **from the exact point** where the game was suspended.

4.5.2. No new inning shall begin after **2 hours** playing time.

4.5.3. There will be a five (5) run rule per inning with the final inning open.

a. The umpire must declare, prior to the start of any inning, that this is the final inning, based on the following conditions: time restriction, field condition, darkness or the fifth inning.

4.5.4. A batter can take first base when hit by a non-coach pitch but he will not walk.

4.5.5. After four balls, a coach shall enter the game and pitch until the batter hits the ball in play or strikes out.

a. Batter is not awarded first base when hit by a coach-pitch.

4.5.6. In order to encourage and teach players to attempt to make plays, a runner **may not advance on any overthrow.**

4.5.7. Runners may not lead off their base.

4.5.8. Runners may advance to 2nd and 3rd base on passed balls or wild pitches.

a. Exception: A runner can only **score on a batted ball or hit batter** (with the bases loaded).

4.5.9. Runners may not advance during coach-pitch passed balls or wild pitches.

4.5.10. The batter is out regardless of whether the third strike is caught or not.

4.5.11. There is no infield fly rule.