

COLT RULES

NDHBL follows the rules of Pony Baseball

(The following rules are exceptions to the Pony Baseball rules)

1. A 15-minute grace period is allowed from the scheduled starting time before a forfeit is called. In the event of no official umpire, the game will be suspended and will be made up at a later date. (No substitute umpires unless; they are sanctioned by the league.) The home team will provide the bases, the umpires and two new game balls and the visitor's one good used ball for the game.
2. Games may be started with 9 or 10 players and finished with 9. If started with 9, the 10th player cannot be added later. See rule #9.
3. **A.** All players must play three (3) consecutive innings, i.e....starters play 1st, 2nd and 3rd innings: subs play 4th, 5th and 6th innings. You may re-enter starters in the 7th inning, they must go back to the same spot in the batting order.
B. All players may be freely substituted defensively, but must play a minimum of two innings on defense before the end of the 6th inning. All players present at game time will bat. Any latecomers must be slotted at the end of the batting order in the order they show up. Any latecomer who arrives after his team has completed its first cycle through the batting order does not have to be inserted into the game (at the coach's discretion). If the latecomer is the 9th player for a team, it is expected he will play.

****The Coaches must announce prior to the start of the games,
which rule (A or B) they are going to use.****

4. Pitchers may not exceed 7 innings a day and 10 innings a week. One pitch constitutes an inning. Once a pitcher is removed from the mound, he cannot return to pitch in the same game. The 4 inning/40-hour rule applies. Your scorebook must show the complete name of the pitchers, the innings pitched and the coach of the opposing team must sign and date it in ink for every game. The Penalty for not doing this is the pitchers listed will only be allowed to pitch one inning during the next game. **Coaches from opposing team may review your team's current weeks worth of pitching at any time during the game.**
5. Mercy Rule: 12 run lead after six (6) innings, 5 ½ innings if the home team leads.
6. Time limit: There is no time limit in this league except local curfews in each city. The game will be suspended at curfew and finished from that point as a later date. See rule 14 and 15.
7. Protests: All protests must be submitted in writing to your league Governing Board within 48 hours. All Protests will be heard and acted on within 72 hours. Umpires must sign and date with phone number the scorebook and indicate the games is being played under protest and at what point in the game the protest was lodged.

8. A courtesy runner may be used for the current Pitcher and Catcher if either reaches base. The last previous out will be the runner (or last batter in order in 1st inning only)
9. Each team may designate an assigned hitter (AH) to make a 10 player batting line-up. This must be done prior to the beginning of the game and cannot be added once the game starts. In the 4th inning this position becomes a bench position if the AH takes a Defensive position. Example: AH replaces the right fielder, that player becomes the AH in his original place in the batting order. This rule applies to rule 3A.
10. Ejection Rule: These rules apply to all coaches, players and spectators.
THERE WILL BE NO EXCEPTIONS! NO ALCOHOL, DRUGS OR ABUSIVE LANGUAGE WILL BE TOLERATED ON OR NEAR A PLAYING OR PRACTICE AREA.
 - First ejection – The game you are being ejected from and the next game.
 - Second ejection – The game you are being ejected from, the next game and a mandatory discipline hearing in front of the Governing Board.
 - Third ejection – Automatic expulsion from the league.
 - Reporting – Ejections must be reported to the Governing Board by the opposing coach within 24 hours.

*****Any player, coach, or spectator that touches an umpire for any reason during, before or after a game will receive an automatic season suspension.*****

11. No smoking on or in the immediate areas around the playing fields or whenever on school property.
12. No jewelry will be worn during the game. Example: earrings, chains, watches, etc.
13. All players must be properly dressed in the uniform authorized by that teams association.
 - Final rosters must be submitted by May 30th. Governing Board must approve any changes. The Division Director must notify other League Directors.
 - Rosters must include the player's Full Name, complete date of birth and Uniform number.
14. Rainout rule: Rained out games must be scheduled within 7 days or forfeits will be given to both teams. If weather or scheduling does not permit, the league should be notified so other arrangements can be made. If this is not done, then forfeits will be given.
15. The winning team must report the game score within 24 hours to (734) 716-3663 or email the score to lctimm62@yahoo.com. Failure to do so may result in a loss for both teams. When calling or emailing, please give name of League, team name, date of game and scores.
16. Bat Rules: same as MHSAA –3 and stamped BESR Approved. Follow high school rules. The catcher's mask must cover full face, head and ears per MHSAA.

17. If a team will only have 8 players at game time, that team may pick up a house registered PONY player. And that player will not be required to wear the COLT uniform. Coach must notify the opposing team as soon as possible.
18. The league reserves the right, with the power vested in the NDHBL Governing Board, to amend, modify, alter or change any rule or policy it deems to be in the best interest of the league and its participants.
19. Order of rules: (1) League rules
(2) Pony rules
(3) Major League rules
20. Lightning rule: Garden City – there is a 30-minute wait.
Westland – there is a 30-minute wait.
Wayne – the game will be called.
Crestwood – there is a 20-minute wait.
Northville – there is a 30-minute wait.
Hamtramck – there is a 30-minute wait.
Redford – there is a 30-minute wait

**HAVE A GREAT SEASON
AND REMEMBER YOUR
GOOD SPORTSMANSHIP!!!**