

Stallion League - 4 year olds

Mount Paran Sports plays by MLB rules with the following modifications:

- Let the kids play and have fun! Teach the fundamentals and watch their skills improve as they grow.
- Games and Practices are on Saturday's. First couple Saturday's will be practices then a couple games. This process will continue on throughout the season.
- There will be an official score kept for park records, however, there will be no score kept on the field. Players must still play to get outs, but runners are allowed to stay on the bases when called out. This league is designed to allow the players to have fun and learn basic fundamentals. Learning what outs really are comes in the Shetland League.
- Games must start on time and will be a minimum of 2 innings; a complete game is 2 innings with 2 at bats. Each team will bat a minimum of 2 times and play defense a minimum of 2 times. Games start and end with prayer.
- Games are 45 minutes long. No inning can start after 45 minutes.
- The **home** team sits on the first base side and provides the umpire. The **visiting** team sits on the third base side and provides the scorekeeper.
- Each batter hits off the tee (No strike outs).
- A team must have 5 to play and all players should play all innings.
- Players must play their positions, 5 infielders maximum, the rest of the team spread out in the outfield. There is no catcher in this league due to the safety of the players from thrown bats. Coaches must rotate their players to allow all players to play at least one infield position per game. Please do not rotate players to give yourself a defensive advantage during an inning.
- No stealing, no playing off, and no bunting: ball must go past the 10' grass line to be in play.
- **If the ball is thrown to 1st base, the runner cannot advance on an over throw. Other runners can not advance more than the next base on over throws to 1st base.**
- The pitcher must have 1 foot inside the circle to the right or left of the pitcher rubber.
- Pitcher must throw the ball to a base (can not run down runners to tag out) unless the ball is hit toward the 1st base line which carries the defensive player toward the runner then and only then the pitcher can tag out the runner.
- The play is dead when the ball is returned to the infield.
- Coaches can direct players.
- The coach of the batting team is responsible for keeping the game moving with no long conversations.
- Home team rakes the field after each game.
- Visitor cleans dugouts, puts bases in storage and puts plugs in anchors after final game.

Shetland League 5-6 year olds

Mount Paran Sports plays by MLB rules with the following modifications:

- Let the kids play and have fun! Teach the fundamentals and watch their skills improve as they grow.
- Games must start on time and will be a minimum of 3 innings; a complete game is 4 innings. Games start and end with prayer.
- Games are an hour long. No inning can start after an hour. If inning is started and game is on the line, you must finish the inning. If game is not on the line inning can be stopped before completion after 55 minutes of play.
- The **home** team sits on the first base side and provides the umpire.
- The **visiting** team sits on the third base side and provides the scorekeeper.
- There will be three outs per inning or 5 runs scored.
- Each batter can receive 3 pitches, and then tee it up (No strike outs). Coach pitching should take 3 balls in glove to begin pitching to speed up game flow. Only retrieve missed balls between batters, also if the coach is using a knee pad/towel/etc to kneel on it has to be removed when the coach stands/the ball is teed up.
- A team must have 6 players to play and all players should play all innings.
- Players must play their true positions, 6 infielders maximum, the rest of the team spread out in the outfield. The catcher must be filled and backed up by an adult. Coaches must rotate their players to allow all players to play at least one infield position per game. Everyone plays outfield & infield at some point during the game; this does not include the catcher's position. No player can play more than one inning in the same position. No player should play in front of second just behind the pitcher. Do not rotate players to give yourself a defensive advantage during an inning.
- No stealing, no playing off, and no bunting: ball must go past the 10' grass line to be in play.
- Players must throw the ball to the catcher at home plate in order to receive an out. Players can not simply run and tag home plate.
- **If the ball is thrown to 1st base, the runner cannot advance on an over throw. If the ball is overthrown at any base, no runner can advance. If ball passes outfielder, base runners can only advance two bases max.**
- The pitcher must have 1 foot inside the circle to the right or left of the pitcher rubber.
- Pitcher must throw the ball to a base (can not run down runners to tag out). **The only exception is when a batted ball takes the fielder towards 1st base and at that point, a pitcher is allowed to tag the runner out running to first but cannot simply step on first base.**
- Players must throw the ball to 1st base. Players can not roll ball intentionally to 1st base to receive an out.
- The play is dead when the ball is returned to the infield.
- Teams can place 3 defensive coaches on the field maximum.
- Coaches cannot touch players.

Pinto League 7-8 year olds (coach pitch)

Mount Paran Sports plays by MLB rules with the following modifications:

- Let the kids play and have fun! Teach the fundamentals and watch their skills improve with age.
- Games must start on time and will be a minimum of 3 innings, complete game is 6 innings. Games start and stop with prayer. **Start time is checked and written into home team scorebook.**
- Games are an hour and 15 minutes long. No inning can start after an hour and 15 minutes. If inning is started and game is on the line, you must finish the inning. If game is not on the line inning can be stopped before completion after an hour and 20 minutes.
- The home team sits on the first base side and keeps the official scorebook.
- The visiting team sits on the 3 base side and provides the scorekeeper.
- There will be 3 outs per inning or 5 runs scored (no open inning).
- Each batter will receive the normal 3 strikes with 7 total pitches. A foul on pitch #7 gets another pitch. (1 extra pitch fair or foul). Batter is out if final pitch is fouled.
- Bats can not exceed 2 1/4" barrel diameter - ***Please make sure parents know this so they don't buy an expensive, illegal bat.***
- We will use continuous batting.
- A team must have 7 players to play and all players should play all innings. Every player plays in the field every inning, no player sits. A player can only play a position 3 innings total throughout the game & this can not be 3 innings in a row.
- Players must play their positions, 6 infielders maximum, the rest of the team spread out in the outfield. Coaches should rotate their players to allow all players to play at least two infield position per game. Only one of the two innings can be at catcher. Also, those two innings must be **prior to the start of the 6th inning.** (The 6th inning is often never played.) **This means by the end of the fifth inning everyone should have played in the infield twice.** Do not rotate players to give yourself a defensive advantage during on inning.
- Every player must play in the outfield one inning (**before the 6th inning**)
- Play is stopped when all runners have stopped advancing (or when play stops).
- All catchers must wear a protective cup when behind the plate.
- No stealing, no leading off, and no bunting.
- On an over throw to first base, runner may advance just 1 base. Over throws to 2nd and 3rd. runner may advance until play is stopped.
- After an overthrow to 1B, if a defensive player retrieves the ball and throws it to attempt to get someone out, the play is live again and the runners can advance until stopped.
- The coach of the batting team is responsible for keeping the game moving with no long conversations.
- For time keeping purposes, the next inning begins as soon as the 3rd out is recorded in the bottom of the previous inning.

- The pitcher must have one foot in the pitcher's circle, to the right or left of the pitching rubber.
- All normal and accepted rules not mentioned above will apply.
- Coaches are not allowed to touch players. No coaches on the field during play (a coach behind the catcher if necessary to keep the game moving).
- Home team rakes field after final game
- Visitor cleans dugouts, puts bases in storage and puts plugs in anchors after final game.
- **The umpire has the final word.**

Mustang League 9-10 year olds (player pitch)

Mount Paran Sports plays by MLB rules with the following modifications:

- Let the kids play and have fun! Teach the fundamentals and watch their skills improve with age.
- Games must start on time and be a minimum of 4 innings (3 1/2 if home team is leading). A complete game is 6 innings.
- Games are an hour and 40 minutes long. No inning can start after an hour and 40 minutes. If inning is started and game is on the line, you must finish the inning. If game is not on the line, the inning can be stopped before completion after an hour and 50 minutes. **Start time is checked and written into home team scorebook.** An inning officially starts when the final out of the previous inning is made.
- Home team sits on the 1st base side and keeps the "Official" score book,
- Visitor's team sits on the 3rd base side and supplies the scorekeeper.
- Both sides are required to keep score.
- Both sides will clean up the dug out area after the game.
- There is a 4 run rule with no open inning.
- A team must have 8 players to play with a maximum of 9 on the field. Continuous batting for all players. If a player has to leave a game due to other than illness or injury, etc., then an out will be assessed to that team each time that players spot the batting order comes up during the remainder of the game.
- All players must sit out before a child sits out more than once.
- All players must play the infield at least 1 inning per game.
- Leading off, pick off moves are allowed. (Leads will be limited to 5 feet from the bag, to be determined by the umpire's discretion. A warning will be issued the first time for excessive leading and thereafter a runner attempting to steal will be sent back to the base where he started.)
- Stealing is permitted only after the ball has reached the catcher.
- No running on dropped 3rd strikes.
- Runners who leave early will be returned to the base or allowed to advance only 1 base ahead of the hitter.
- Pitching rules: Pitcher can throw only 2 innings per game, 6 innings per week and balks are not called. One pitch shall be considered 1 inning pitched. A pitcher removed from the mound cannot pitch again in the same game. Pitchers are allowed 4 warm up pitches between innings and 8 warm up pitches when entering a game.
- The pitcher makes appeals after calling time out and alerting the umpire of the infraction.
- Coaches must run their kids on and off the field to get in as many innings as possible.
- Only one offensive time out is allowed in each inning to allow a coach to talk with a batter.
- Only one trip to the pitcher is allowed per inning. The second trip must only be for replacement of pitcher.

- No slide rule. Runners are not required to slide. However, if a runner elects to slide, it must be a legal slide as defined by NFHS rules. All players are required to avoid collisions with another player while running the bases. A legal slide will be judged as an attempt to avoid a collision. If the umpire's opinion is the runner does not make the effort to avoid a collision, he is declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.
- Any disagreement on the field should be discussed quietly between the 2 head coaches and the umpire(s) resulting in a fair and equitable solution. **The Umpire has final word.**
- Home team rakes field after final game.
- Visitor cleans dugouts, puts bases in storage and puts plugs in anchors after final game

For National League level or pitching poor leagues, it is recommended that the first half of the season is played under the following "Modified Kid Pitch" rules. These rules are intended to allow various players to try pitching without the concern of walking batters. It builds confidence in the kid pitchers as well as the kid batter who might get to receive some "friendly" pitches from his/her coach.

Modified Kid Pitch

- No walks will be issued. If a kid pitcher reaches a 3 ball count, the coach from the batting team will pitch the remainder of the strike count. (example: If the count is 3-1, the coach can pitch up to 2 more pitches to his own player.)
- While the coach is pitching, no leadoffs, steals, passed balls, or wild pitches are allowed.
- While the coach is pitching, the kid pitcher remains on the field as a fielding only player.
- No runners can score on a stolen base, wild pitch, or passed ball. Runners must score on a batted ball.

Bronco League 11-12 year olds

Mount Paran Sports plays by MLB rules with the following modifications:

- Let the kids play and have fun! Teach the fundamentals and watch their skills improve with age.
- Games must start on time and be a minimum of 4 innings (3 1/2 if home team is leading). A complete game is 6 innings.
- Games are an hour and 40 minutes long. No inning can start after an hour and 40 minutes. If inning is started and game is on the line, you must finish the inning. If game is not on the line, the inning can be stopped before completion after an hour and 50 minutes. Start time is checked and written into home team scorebook.
- Both sides are required to keep score. Home team sits on the 1st base side and keeps the "Official" scorebook. Visitors' team sits on the 3rd base side and supplies the scorekeeper.
- Both sides will clean up the dug out area after the game.
- There is a 5 run rule with no open inning.
- A team must have 8 players to play with a maximum of 9 on the field. Continuous batting for all players and free substitutions at any time are allowed. If a player has to leave a game due to other than illness or injury, etc., then an out will be assessed to that team each time that players spot the batting order comes up during the remainder of the game.
- Bat drop is 8
- All players must play half of all defensive innings for a 3 game period and play at least 2 complete games per season.
- Leading off, pick off moves and running on a dropped 3rd strike is allowed.
- Pitching Rules: Pitcher can throw only 3 innings per game, 6 innings per week. One pitch shall be considered 1 inning pitched. A pitcher removed from the mound cannot pitch again the same game. Pitchers are allowed 8 warm up pitches between innings and 10 warm up pitches when entering a game. Obvious balks will be called after being warned once by the umpire with no penalty assessed.
- The pitcher makes appeals after calling time out and alerting the umpire of the infraction.
- Coaches must run their kids on and off the field to get in as many innings as possible.
- Only one offensive time out is allowed in each inning to allow a coach to talk with a batter.
- Only one trip to the pitcher is allowed per inning. The second trip in an inning must be for replacement.
- No slide rule. Runners must slide to avoid collisions. Runners are not required to slide. However, if a runner elects to slide, it must be a legal slide as defined by NFHS rules. All players are required to avoid collisions with another player while running the bases. A legal slide will be judged as an attempt to avoid a collision. If the umpire's opinion is the runner does not make the effort to avoid a collision, he is declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.

- Must attend interlocking meeting if league participates.
- Any disagreement on the field should be discussed quietly between the 2 head coaches and umpire resulting in a fair and equitable solution. **Umpires have the final word.**
- Home team rakes fields after final game
- Visitor cleans dugouts, puts bases in storage and puts plugs in anchors after final game.

Pony and Colt Leagues 13-14 & 15-18

Mount Paran Sports plays by MLB rules with the following modifications:

- We follow the rules found in the Official Pony Rulebook & NFHS (National Federation of High School Associations/GHSA).
- Must attend interlocking meeting if league participates.
- Games are two hours long. No inning can start after 2 hours. If inning is started and game is on the line, you must finish the inning. If game is not on the line, inning can be stopped before completion after 1 hour and 20 minutes.
- Home team sits on first base side and keeps official scorebook.
- Visiting team sits on the 3rd base side and provides scorekeeper (unless interlocking – then home team does both).
- Pony bat drop is 5
- Colt bat drop is 3
- 3 outs per inning – 5 runs per inning for Pony League. No runs max for colt.
- Pony pitchers can only pitch 3 inning max per game.
- No slide rule. Runners are not required to slide. However, if a runner elects to slide, it must be a legal slide as defined by NFHS rules. All players are required to avoid collisions with another player while running the bases. A legal slide will be judged as an attempt to avoid a collision. If the umpire's opinion is the runner does not make the effort to avoid a collision, he is declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.
- Home team rakes field after final game, takes up bases and puts plugs in base anchors.