

MOUNTAINEER BASEBALL ASSOCIATION LEAGUE RULES

The following league rules will be observed in the Shetland, Pinto, Mustang, Bronco, Pony, Colt and Palomino divisions.

THE LEAGUE: (MOUNTAINEER BASEBALL ASSOCIATION/M.B.A.)

I. LEAGUE FEES/DUES/FINES

- A. All member associations shall pay a league fee of \$5.00 for each player registered in the member association organization. Any member association that sponsors teams from Shetland through Palomino must pay the \$5.00/player Mountaineer League fee for each player registered with the organization regardless of whether the player participates in the Mountaineer League. The \$5.00 per player fee shall be paid on or before the first Sunday in May each year. This \$5.00 per player fee is subject to change in the event the Treasurer's financial report issued at the December monthly meeting indicates the Association has a balance in excess of \$10,000 in its account after payment of all outstanding expenses. In that event consideration will be given to reducing the per player fee for the following season. The amount of the reduction will be dependent upon the amount of the balance in excess of \$10,000 and will be subject to the approval of a majority of the M.B.A. Board of Directors.
- B. A \$50.00 fine will be charged to all associations not represented by a designated representative at a scheduled M.B.A. meeting. All fines must be paid within 5 days. Failure to pay fine will result in suspension of all league games for that association until the fine is paid. Pursuant to Article III, Section 3 of the M.B.A. by-laws, at the annual meeting of the M.B.A. on the 2nd Sunday of January, each association shall appoint a member to the Board of Directors of the M.B.A. and supply a list of 5 individuals who can attend M.B.A. meetings and vote as proxy of the designated representative.

- C. Any ASSOCIATION petitioning for participation with the M.B.A., MUST REGISTER ALL TEAMS sponsored by that ASSOCIATION with the M.B.A. and pay the \$5.00 fee per player referenced in Paragraph A. above.

II. TEAMS and ROSTERS

- A. Each member organization shall submit to the division commissioner a list of registered players, by division, with copies of each player's registration form, on or before the first Sunday in March of each season or at or before the March Mountaineer Baseball Association meeting, whichever is later. The list of players by division and the registration forms shall include the player's name, birth date, address, telephone number and the names of the parents and/or guardians. The registration forms must be signed by at least one parent or guardian of the registered player. Any member organization which fails to comply with the provisions of this rule shall be subject to sanction and/or fine by the Mountaineer League appeals board. A copy of the List of Players by Division with the names, dates of birth and residential addresses of each player shall also be provided by each member organization to representatives of all other member organizations on or before the first (1st) Sunday in March of each season or at or before the March Mountaineer Baseball Association meeting, whichever is later. The list provided to the representatives of other member organizations need not include copies of the registration forms.
- B. Any organization which is cutting a player shall give written notification of the same to the appropriate division commissioner no later than the first Sunday in March of each season or at or before the March Mountaineer Baseball Association meeting, whichever is later. A cut player is one who has been involuntarily released from the member organization.
 - 1. The appeals board will not assign a petitioning player to any organization which cut a player in the petitioning player's division.
 - 2. No member organization shall be permitted to cut a player in a division if, in the same year, the organization has accepted a player into that division upon said

player's release from his home jurisdiction as per the provisions of Rule III.G below.

- C. Any member organization which wants to be assigned players petitioning to enter the Mountaineer League from outside jurisdictions; and/or players petitioning to transfer within jurisdictions in the Mountaineer League; and/or players cut from other member organizations in that division; shall submit to the Mountaineer League Appeals Board a written request to be assigned such players, on or before the first Sunday in March of each season or at or before the March Mountaineer Baseball Association meeting, whichever is later.
- D. The Mountaineer League Appeals Board will rule on petitions filed by players residing outside of the Mountaineer League boundaries requesting to play in the Mountaineer League and will further rule on petitions filed by players residing within the Mountaineer League boundaries seeking to move from their home organization to a different organization within the Mountaineer League, on or before March 15. On or before March 15, the Mountaineer League Appeals Board will assign to other member organizations, those players which have been cut by their home organization.
- E. Roster exchange for all divisions except Colt will occur on or before the 3rd Sunday in March, at which time each coach in each division shall be prepared to provide to all other coaches in the division and to the division commissioner, a copy of his/her team roster. Colt division roster exchange shall occur on or before June 1st.
 - 1. No team will be permitted to play any regular season games until such team has exchanged its roster with the coaches of all other coach in the division and the division commissioner as provided herein. If a team does not turn in its roster on or before the 3rd Sunday in March, such team shall forfeit all games until a roster has been sent to the division commissioner and copies have been provided to each team manager in the division. Additionally, member organizations with teams which fail to submit their rosters as contemplated herein on or before the 3rd Sunday in March, are subject to

further fine and/or sanction by the Mountaineer League appeals board.

2. Team rosters shall contain the following information:
 - a. PLAYERS – Full name, address, date of birth and league age (NO PHONE NUMBERS)
 - b. MANAGERS and COACHES – Full name, address and phone number.
3. Copies of birth certificates of all players competing in the Mountaineer League for the first time shall be provided to the division commissioner at the time of roster exchange. (The copy of the birth certificate should be attached to the copy of the roster given to the division commissioner, copies of birth certificates do not need to be provided to other team managers in the division.)
4. Each team roster must include 12 eligible players. All questions or concerns regarding the team rosters must be brought to the attention of the division commissioner at or before the April M.B.A. meeting. The division commissioners shall approve or disapprove all rosters within their respective divisions on or before April 15.
5. After the team rosters have been SUBMITTED, EXCHANGED and APPROVED by the division commissioner, no ADDITIONS can be made unless it comes under one of the following exceptions:
 - a. Player moves away (outside the league boundaries), or
 - b. A player is injured and cannot finish the season, or
 - c. A player is cut for disciplinary reasons (This player will not be permitted to play for any other M.B.A. team.), or
 - d. A player(s) is quitting, **AND**

- e. The loss of the player causes the roster to fall below the minimum of 12 players.

III. PLAYER ELIGIBILITY

- A. A player is required to play for the member organization whose boundaries encompass the player's residential address. The player's residential address is defined as the Custodial Parent(s)' and/or Legal Guardian(s)' home address. If a player moves outside the boundaries of a member organization for which the player previously registered and participated, the player has a one time option to remain with the organization from which he/she moved or to play with the organization whose boundaries encompass the player's new address. The selection shall be made and written confirmation of the selection shall be filed with the organization's list of players by division required to be filed as per rule II.A. above.
- B. If a player resides in a neutral area, the player has a choice as to which member organization to participate with. THIS IS A ONE TIME CHOICE ONLY. This choice shall be made and written confirmation of the choice shall be filed with the organization's list of players by division required to be filed as per rule II.A above. Once this choice has been made, the player shall be considered a resident of the chosen member organization for purposes of interpretation and application of these rules.
- C. If a player fails to comply with the registration/eligibility requirements of these rules, that player can be declared ineligible for participation with any other M.B.A. TEAM.
- D. In any given year, if a player is cut from a team prior to the deadline established in Rule II.B above, that player will be given the opportunity to select the member organization he/she wishes to play for from the member organizations submitting requests for players in that division. If no requests are submitted, the player will be placed by the Appeals Board with the member organization with the least number of players on the roster of a team in the involved division. Once the player does, in fact, play for a new organization, he/she has a choice of staying with the player's new member organization or returning to his/her home organization. Once this selection is made, the player may not change organizations after the second year unless otherwise permitted by these rules.

- E. If a member organization does not sponsor a team in a division, players of that division in said organization may play for any other team within the M.B.A. in that division with the exception of organizations who have cut players that year in that division. A player must return to his/her home organization the following year, if a team is sponsored in his/her age division.

- F. All petitions filed pursuant to these rules shall be approved or denied by the League Appeals Board. The League Appeals Board shall consist of the president, vice president, treasurer, secretary and the individual division commissioners.

- G. If a player residing within the jurisdictional boundaries of a member organization desires to move to a different member organization, that player may request from the president of the player's home organization, that he/she be released to play with a different organization. Said release must be in writing and said release must be presented to the division commissioner on or before the first Sunday in February and/or at or before the first Mountaineer Baseball Association February monthly meeting, whichever is later, in order to be eligible to play the following season. Additionally, the player shall present written acknowledgement from the president of the organization with which the transferring player shall be participating, acknowledging acceptance of the player into said organization on or before the first Sunday in February and/or at or before the first Mountaineer Baseball Association February monthly meeting, whichever is later, in order to be eligible to play the following season. Once released by his/her home organization and accepted by the other organization, the player shall be considered a resident of the accepting organization's boundaries for purposes of interpretation and application of all rules discussed herein. A player may be released by his home organization and accepted by a different organization only one time during his/her playing career in the Mountaineer Baseball Association. Any transfers desired by the player after being released and accepted on the first occasion must be accomplished through petition to the Mountaineer League Appeals Board. This rule does not require presidents of member organizations to release any players nor does it require presidents of member organizations to accept players released from other organizations.

- H. Any player residing outside the M.B.A. boundaries desiring to participate in the Mountaineer Baseball Association, must submit a petition to the League Appeals Board each year on or before the first Sunday in February or at or before the first Mountaineer Baseball Association February monthly meeting, whichever is later, in order to be eligible to participate the following season. If approved for participation in the Mountaineer League, said player will be placed with a member organization pursuant to the provisions of Rule II. D on or before March 15.
- I. Any player wishing to transfer from his or her home Mountaineer League organization to another Mountaineer League organization who is not otherwise permitted to transfer pursuant to applicable Mountaineer League rules, must submit a petition to the Mountaineer League Appeals Board on or before the first Sunday in February or at or before the Mountaineer Baseball Association February monthly meeting, whichever is later, in order to be eligible to participate the following season. If any such petition is granted by the appeals board, the petitioning player shall, for the remainder of his/her Mountaineer League career, be considered a resident of the organization to which the player is transferring for purposes of the interpretation and application of these rules.
- J. **MEDICAL SUBSTITUTION:** Any player deemed by the umpire to be legitimately injured, may be taken out of the game and substituted with another player until the injured player is able to re-enter. The player substituting for the injured player must be a player that has not previously entered the game, if such a player is available. If all players have previously appeared in the game, the substituting player shall be the player who has not appeared in the game for the longest period of time. If the injured player is a pitcher, he/she may not return to the pitching position.
- K. Challenges to player eligibility shall be presented within seven (7) days of the exchange of the list of players by division required by Rule II (A). If a player is identified on a team roster and that player had not been previously identified on a List of Players by Division, any challenge to such a player shall be made within forty-eight (48) hours of the Roster exchange required by Rule II (E) above. These time restrictions on challenges to player eligibility are limited to challenges for reasons other than age and are further limited to

challenges that could reasonably have been discovered by review of the List of Players by Division and/or Rosters. Challenges may be made by contacting an officer of the Mountaineer League and/or the appropriate Division Commissioner.

IV. BOUNDARIES

- A. Upon approval and acceptance of permanent lines, any changes which can not be worked out and agreed upon by the areas involved, must be approved by the M.B.A. Appeals Board.
- B. M.B.A. teams are not permitted to participate with any other League(s), unless approved by the Board of Directors.

V. PROTESTED GAMES

All protests must be written and must be delivered/post marked within 48 hours of scheduled game time, to the commissioner of the division. All protested games will be ruled upon at a hearing held by the League Appeals Board within 7 days of receipt of the written protest. The umpire in charge of the protested game should be in attendance at the hearing or supply a written statement involving the facts of the protest.

VI. MAKE-UP SCHEDULING

- A. Rain-out/postponed games will be rescheduled at a future date, mutually agreed upon by the two team managers. The rescheduled game date for rain-out/postponed games **MUST** be agreed upon within seven days. If the two managers cannot agree within seven days, they must bring the issue to the attention of the division commissioner.
- B. In the event of some unusual circumstances a manager is unable to field a minimum of nine players for a game, the manager will have the right to reschedule the game up to 2 hours prior to game time. The manager must also notify the division commissioner with a legitimate reason as to why rescheduling is necessary.

- C. In the event a team forfeits a game, the forfeiting team will be required to pay any umpire fees associated with the game. If a team forfeits a second game in the same season, that team will be responsible for both the umpire fees plus a \$25.00 fine which will be paid to the Mountaineer League treasurer prior to said team's next scheduled game. If the same team forfeits a third game, said team will be responsible for the umpire fees plus a \$50.00 fine to be paid to the Mountaineer League treasurer before said team's next scheduled game. In the event the same team forfeits three games in one season, the head coach of said team and the organization's board of directors representative shall appear before the Mountaineer League executive officers and the division commissioner from the division in which said team plays. Said appearance will be to allow the head coach and organization representative an opportunity to explain why additional sanctions should not be levied against said team and/or organization.
- D. Visiting team for all games, both regularly scheduled and make-up games, shall be permitted to utilize the field for warm-ups thirty (30) minutes prior to the start of the game. For example, if the game is scheduled to start at 6:00 p.m. the visiting team shall be given the field for warm-ups at 5:30 p.m. The only exceptions to this rule will be if there is a game scheduled on the field immediately prior to the scheduled game in which case neither the home nor visiting team shall be permitted warm-ups on the field. Additionally, the visiting team will not be entitled to the field one-half (1/2) hour before scheduled game time if weather conditions prohibit the same.

VII. DIVISION CHAMPIONS

In order to qualify for division champions, a team must have completed their full schedule, any exceptions will be determined by the League Appeals Board. Games won against teams within the same division will count when determining division champions. In the event of a tie, both teams will be declared co-champions.

VIII. TOURNAMENT TEAM SELECTION

- A. Pinto/Mustang/Bronco/Pony/Colt – Pony Baseball sanctioned tournament teams and sanction fees are to be made up and paid for by any Association wishing to field such a team. At regular season end, All-Star Tournament Teams may be made up by an area wishing to do so. That area may choose players from the entire M.B.A.
- B. Any player selected for a sanctioned or other tournament team may not play for any other team until sanction or other tournament play is over. (Penalty – Suspension for one year.)
- C. Any coach who encourages a player to ignore the above rule(s) shall be banned from future M.B.A. activities.
- D. See Mustang, Bronco, Pony and Colt rules for further details.

IX. CONDUCT

- A. If for any reason an umpire, pony baseball official or M.B.A. commissioner must eject a coach, player, parent or fan from a game or ballpark area, the person and/or persons ejected must sit out the following played game. If the person is a coach, he/she will be suspended for the next two division games played. If the ejected person feels that the umpire acted in haste and feels the ejection was unwarranted he/she must ask the commissioner of that division for a hearing within 24 hours. If the commissioner grants a hearing, it must take place within 7 days. The commissioner does not have to grant a hearing.
- B. Absolutely no use of tobacco or alcohol by players, coaches or umpires on playing field or dugout areas is permitted.
- C. Any adult or volunteer caught doctoring or changing a player's birth documents will be suspended indefinitely from all M.B.A. activities.

X. PLAYING RULES

A. SHETLAND

Purpose: Shetland League is instructional baseball to teach how to swing a bat, how to catch a ball, how to throw a ball and how to run bases. The focus of the program shall be on instruction.

1. Playing age: At least 4 and no more than 6 years old (by April 30).
2. Maximum 15 offensive batters per inning.
3. Any team with 20 or more players must split the team and alternate each inning.
4. 7 foot arc will be used. (From 1st base line to 3rd base line.)
5. Each batter may receive 4 pitches maximum from the coach/pitcher. After 4 pitches the batter must hit the ball from the tee (unless a fair ball is hit).
6. There may be a maximum of 7 players in the infield.
7. No pitcher or catcher is used.
8. No outs or score will be used.
9. Any player throwing the bat will receive an instructional warning.
10. Runners may not leave the base until the ball is hit.
11. No batters/runners will be called out. All batters will run the bases.
12. Both teams must bat the same number of innings per game.
13. Play will be called dead once the coach/pitcher has control of the ball.

14. There will be no protested games.
15. Pitchers shall be required to wear a chest protector and a helmet equipped with a face cage beginning the 2010 season. This safety equipment is optional for the 2009 season.

B. PINTO

1. Each player of the roster will be required to play two consecutive innings (six defensive outs) in a game. Penalty for failure to comply with this rule is an automatic forfeit of the game.
2. All players are required to bat in total rotation of the entire roster.
3. A manager/coach cannot deliberately tell players to stay home.
4. No more than eight players in the higher age bracket may play defensively at one time without prior consent of the opposing manager.
5. No infield fly rule is used.
6. A team must have a minimum of nine players to start the game. Late arrivals to the game will be inserted last in the team batting rotation. A normal Pinto line-up allows for ten players. The four outfield alignment will be used. If a team fields only nine players, the invisible player holding the batting position will be an automatic out. If a team only fields nine players, the team must field a pitcher and a catcher. All other positions are optional.
7. Runners may not leave the base they are occupying until the ball is hit. When the pitcher/coach steps on the rubber, any runner leaving the base prematurely shall be given a warning, which constitutes a team warning. Once a team warning has been given, any runner thereafter will be called out and the pitch shall be considered a dead ball.

8. The only way a runner can advance or score is on a hit ball, force play or a hit ball overthrow.
9. The five run rule per inning (maximum) is in effect with the exception of the last inning and in extra innings. In the last inning and in extra innings there is no limit to the number of runs you are allowed to score.
10. No ten run rule is in effect.
11. Manager/coach pitches to his team from the rubber or the center of the nine-foot diameter circle, with a maximum of five pitches per batter (unless the fifth pitch is a foul ball). Three strikes is an out. For safety reasons, the player/pitcher must stand to the side and behind the coach/pitcher. The player/pitcher must have both feet in the circle until the pitched ball has reached or passed the batter.
12. If coach/pitcher touches a batted ball at any time, the ball will be considered a dead ball and the pitch will not be counted. If the act is deliberate the batter shall be called out.
13. In order to stop play, the ball must be returned to the player/pitcher within the limits of the pitching circle. Once the ball is in control of the player/pitcher and both feet are inside the circle, play will be considered dead and the umpire will judge placement of the runners with regard to the "hash marks." If the coach/pitcher catches a thrown ball that is still in play, the play shall be ruled dead and the umpire shall consider placement of the runners. If the coach/pitcher interferes with the player/pitcher, the play shall be ruled dead and the umpire shall rule on the placement of the runners.
 - a. Play may also be stopped by stopping the momentum of the lead runner. If it is the judgment of the umpire that a defensive player has position in front of the lead runner and has successfully stopped the advancement of that runner, time may be called by the umpire and all play is dead before the ball is returned to the circle.
14. No steel or hard plastic spikes are permitted.

15. (Effective for the 2005 season.) Bats are limited to 2 ¼” barrels, i.e., no big barrel bats.
16. All games shall start at 6:00 p.m. unless otherwise noted.
17. Any game that experiences bad weather during the contest and has not progressed through official game status (four complete innings), the responsibility for continuing the game rests with the team that is behind in runs scored.
18. Any player throwing the bat will receive an instructional warning and his/her team will receive a team warning. The batted ball will be considered a dead ball. All runners will be returned to the base they started at and the batter will return to the plate. The swing (unless a swinging third strike) will not count. The next bat thrown by a team that has been warned will result in the batter being called out, the batted ball will be considered a dead ball and all runners will return to the base they started from (no advancement of the runners is allowed).
19. For safety reasons, any time a player loses his/her helmet while on the base paths, play will be stopped immediately and a dead ball will be called. Placement of the runners will be based on the last base safely touched prior to losing his/her helmet. If the player loses his/her helmet between home plate and first base, play will stop, a dead ball will be called and the pitch will not count. The penalty for a player intentionally losing his/her helmet is an automatic out.
20. Player/pitcher must wear protective headgear with facemask. Player/Pitcher must wear chest protectors.
21. The coach/pitcher shall be permitted to coach base runners after the ball is in play from within the circle.
22. Games shall be played using a safety or double-wide base for first base.

23. "Play at the Plate." The purpose of this Rule is for the protection and safety of the runner and defensive player. A runner proceeding from third base to home must slide at home if the defensive player is over home plate or in close proximity to the plate (i.e., able to contact the plate with foot, hand or glove from his current location) and either possesses the ball or has a legitimate opportunity to catch the ball as the runner approaches home plate. If under these circumstances the runner fails to slide, he/she shall be "out."

The above rule contemplates that the umpire will use proper discretion in interpreting the Rule. However, if in fact a collision occurs between a non-sliding runner and a defensive player in close proximity to home plate as described in the circumstances above, the runner is "out."

C. MUSTANG

1. Each player of the roster will be required to play two consecutive innings in each game; six offensive and six defensive outs (Penalty will be forfeiture of game). EXCEPTION: If a player does not get the expected three offensive outs in the bottom of the sixth inning.
2. Coaches cannot deliberately tell players to stay home.
3. When a team arrives at a game with more than eight players in the higher age bracket, no more than eight players in the higher age bracket may be in the line-up at one time.
4. No infield fly rule is used.
5. No ten or twelve run rule is used.
6. In the first five innings, after a team has scored its fifth run, this shall complete that half-inning regardless of the number of outs to be made. EXCEPTION: If the last batter up hits a homerun over the fence and the homerun results in more than five runs scoring for the inning, then all runners scoring that

inning will count. Otherwise, once the fifth run touches home plate the inning is over.

7. Pitchers may pitch a MAXIMUM of three innings per game and nine innings per week. (Refer to pony rulebook for definition.)
8. Runner may steal bases. (Refer to pony rulebook.)
 - a. NO runner from third may steal home, or advance from third unless forced to advance because of a walk, the batter hits a fair ball or an initial play is made on the actual runner on third base.
 - b. A player becomes “a runner at third base” when the defense prevents his advance.
9. The re-entry rule can be used. (Refer to pony rulebook.)
10. No dropped third strike.
11. If there is “A Play at Home Plate” the runner MUST slide or he/she is out.
12. Additional Hitter. The AH can be used with the following guidelines:
 - a. A player may be used in your line-up as an AH. The AH may be placed at any of the 10 positions, but once established shall remain in the same position for the entire game.
 - b. The AH may enter the game in a defensive position but shall keep his original batting position in the line-up. The player coming out of the game defensively then becomes the AH, but must bat in his original batting position.
 - c. An AH may be substituted for in the line-up.
 - d. The use of an AH is optional.

- e. The AH has to play 2 innings in the field.
- 13. Bat entire lineup (optional). Must inform opposing coach prior to the game.
- 14. Optional: Can play four outfielders with the approval of the opposing coach. The other team could still use three.
- 15. Bats are limited to 2 ¼" barrels, i.e., no big barrel bats.
- 16. If the home team is losing by 10 or more runs at the end of the bottom of the 5th inning, they will bat again in the top of the 6th inning.

D. BRONCO

- 1. The ten run rule shall be used after 4 ½ or 5 innings.
- 2. The re-entry rule can be used. (Refer to pony rulebook.)
- 3. Pitchers may pitch a MAXIMUM of seven innings per game and ten innings per week. The forty-hour rest rule is in effect. Managers shall indicate innings pitched in scorebook and have umpire sign the book at the end of the game. Managers must inform the opposing managers of how many innings pitchers have pitched to date (for the calendar week refer to pony rule book for definition) prior to the game. Penalty for failure to abide: game in which infraction occurred is forfeited and any other penalties listed in the pony rulebook are assessed.
- 4. All scheduled players will be required to appear in each game.
- 5. No steel spikes or equivalent are permitted.
- 6. Additional Hitter: The AH can be used with the following guidelines:
 - a. A player may be used in your line-up as an AH. The AH may be placed at any of 10 batting positions, but once established shall remain in the same position for the entire game. If a team only has ten players and is using

an A.H. and any one player cannot continue, they may play with nine players without penalty.

- b. The AH may enter the game in a defensive position but shall keep his original batting position in the line-up. The player coming out of the game defensively then becomes the AH, but must bat in his original batting position.
 - c. An AH may be substituted for in the line-up.
7. Teams have the option of batting their entire line-up. The opposing coach must be notified prior to the game and the entire line-up must bat throughout the duration of the game. The opposing team does not need to bat its entire line-up if it elects not to do so. If a team elects this option, free substitution in the field is submitted with the exception of the fact that pitchers can never re-enter the game after being taken off the mound.

E. PONY

1. The ten run rule is in effect after 4 ½ or 5 innings.
2. The re-entry rule can be used. (Refer to pony rulebook or M.B.A. med sub.)
3. Pitchers may pitch a MAXIMUM of seven innings the same calendar day and a maximum of twelve innings per week (calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday). The forty hour rest rule is in effect. (Refer to pony rulebook.)
4. When a team arrives at a game with more than eight players in the higher age bracket, the coach must furnish a list of which players in the higher age bracket are going to play the game. Playing with additional players in the higher age bracket must be first agreed upon by both team managers. At least one 13 year old must be in the game at all times.

5. Designated Hitter: The DH can be used with the following guidelines:
 - a. The DH cannot play defense at any time.
 - b. Once removed, may not re-enter.
 - c. Any substitute for the DH may not re-enter.
 - d. If any player is not able to finish the game, and no substitute is available, then the defensive player not in the batting line-up will take the place in the line-up of the player not able to finish. The rest of the batting order will remain the same.

6. Additional Hitter: The AH can be used with the following guidelines.
 - a. A player may be used in your line-up as an AH. An unlimited number of players may be used as an AH. The AH may be placed at any of the 10 batting positions, but once established shall remain in the same batting position for the entire game. The AH may enter the game in a defensive position but shall keep his original batting position in the line-up. The player coming out of the game defensively then becomes the AH, but must bat in his original batting position. An AH must be substituted for in the line-up.
 - b. If any player is not able to finish the game, and no substitute is available due to all players being in the line-up as an AH, then that player not able to finish will simply be skipped in the batting order with no automatic out.
 - c. A coach does not have to use the DH or AH, but once the game starts the coach cannot then decide to use an AH or DH.

7. A courtesy runner can be utilized for pitchers and catchers to speed the game along, if the runner has not yet entered the game the last player from the line-up shall become the courtesy runner. A player can be used only once as a courtesy runner for any particular game.
8. Equipment: Refer to pony rulebook.

F. COLT

1. Designated hitter used by WV High Schools. DH can be used for any player, cannot be interrupted, such as substituting for a DH.
2. Courtesy runner can be utilized for pitchers and catchers to speed the game along, if the runner has not yet entered the game. If all players have been entered in the line-up the last player removed shall become the courtesy runner. A player can only be used once as a courtesy runner for any particular game.
3. Pitchers shall have 12 innings of pitching per week. They are allowed seven innings a day with the forty-hour rest rule after four innings of pitching.