

DIVISION	2019 INTERLEAGUE FALL BALL RULES (APB, NPPB and WBA) as of 10/8/2019
<b>SHETLAND</b>	<ul style="list-style-type: none"> <li>• 1:15 drop dead @ APB, 1:30 drop dead @ NPPB and WBA</li> <li>• National rules</li> <li>• Everyone hits, play with no outs</li> <li>• Use pitching machine for all games</li> <li>• Rules for 5 pitches from machine go to tee.</li> </ul> <p>NOTE: To ensure equal number of at bats and game speed, the coach may need to reduce pitches to 3 or 4 and then move to the tee.</p>
<b>PINTO</b>	<ul style="list-style-type: none"> <li>• 1:45 drop dead @ all fields</li> <li>• Games 1 thru 4-kid pitch innings 2 and 3</li> <li>• Games 5 thru 10-kid pitch innings 2, 3, and 4</li> <li>• 40 pitches/game max or 2 innings/game max (per pitcher), whichever comes first</li> <li>• Each batter gets 5 pitches during coach pitch regardless of swings. If a foul ball on the 5th or subsequent pitches, then batter gets another pitch @APB</li> <li>• Each batter gets 5 pitches or 3 swings per at bat. If a foul ball on the last swing or 5th or subsequent pitches, then batter gets another pitch @NPPB</li> <li>• 4-run max <b>ALL</b> innings @ APB, 5-run max <b>ALL</b> innings for games @ NPPB and WBA</li> <li>• 6-inning game</li> <li>• No stealing (including passed balls)</li> <li>• Runners cannot leave base until ball crosses the plate</li> <li>• Home plate frozen for all games (ball must be put in-play to score)</li> <li>• As soon as an infielder has possession of the ball in the infield, and elects not to make any further play, the umpire shall call “Time;” the ball is then “dead,” and no further “action” is to be permitted @APB</li> <li>• Players may request time to an umpire to kill a play, however, if runners are still running the umpire does not have to grant time @NPPB</li> <li>• No infield fly, no balks, no dropped 3<sup>rd</sup> strike “in-play”</li> </ul>
<b>MUSTANG</b>	<ul style="list-style-type: none"> <li>• 2:00 drop dead @ APB and WBA, 2:15 drop dead @ NPPB</li> <li>• 50 pitches/game max or 2 innings/game max (per pitcher), whichever comes first</li> <li>• 4-run max <b>ALL</b> innings @ APB, 5-run max <b>ALL</b> innings for games @ NPPB and WBA</li> <li>• 6-inning game</li> <li>• Lead-offs and steals</li> <li>• Home plate frozen (ball must be put in-play to score)</li> <li>• Balk warnings <b>ONLY</b> for <b>ALL</b> games</li> <li>• No infield fly, no dropped 3<sup>rd</sup> strike “in-play”</li> </ul>
<b>BRONCO</b>	<ul style="list-style-type: none"> <li>• 2:00 drop dead @ APB, 2:15 drop dead @ NPPB and WBA</li> <li>• 60 pitches/game max (per pitcher)</li> <li>• 4-run max <b>ALL</b> innings @ APB, 5-run max <b>ALL</b> innings for games @ NPPB and WBA</li> <li>• 7-inning game</li> <li>• Each pitcher receives one balk warning per game</li> <li>• NO METAL CLEATS</li> <li>• “Real” baseball (drop 3<sup>rd</sup> strike, open home, etc.)</li> </ul>

<b>PONY</b>	<ul style="list-style-type: none"><li>• 2:15 drop dead @ all fields</li><li>• 70 pitches/game max (per pitcher)</li><li>• 4-run max <b>ALL</b> innings @ APB, 5-run max <b>ALL</b> innings for games @ NPPB and WBA</li><li>• 7-inning game</li><li>• METAL CLEATS OK</li><li>• Balk warnings (at discretion of umpire to enforce balk rule after 1 warning)</li><li>• “Real” baseball (drop 3<sup>rd</sup> strike, open home, etc.)</li></ul>
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\*Game times will be adjusted as Daylight Savings Time approaches and afterwards. Game times on game schedule override times listed above.