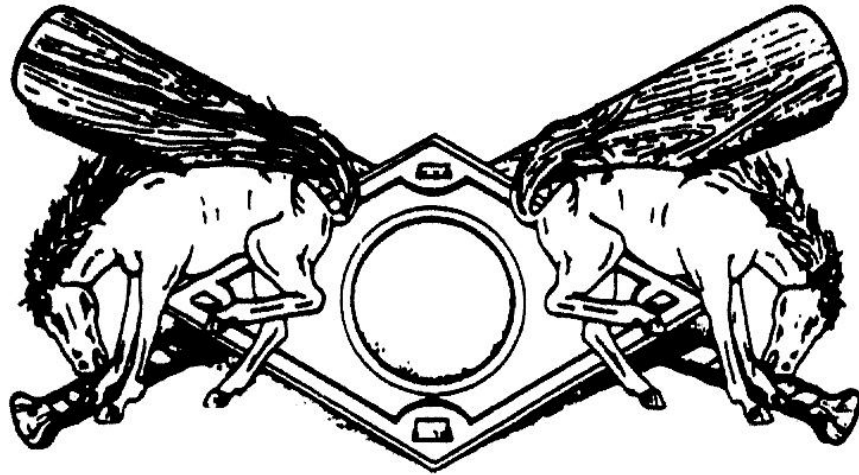


Whittier Pony Baseball, Inc.



Established 1987

Bronco Division Rules 2009

Whittier Pony Baseball, Inc. 2009

Bronco Division

Commissioner: Glenn Costello

National League

<u>Team Name</u>	<u>Manager</u>
Brewers	Anthony Zazueta
Braves	Paul Hurtado
Cubs	Angelo Rodriguez
Dodgers	Vince Ortega
Phillies	Robert Leffler
Reds	Armando Nunez

American League

<u>Team Name</u>	<u>Manager</u>
Angels	Mike Moore
Rays	Judd Ball
Tigers	Jesse Alvarez
White Sox	James Hamilton
Yankees	Victor Davalos

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7.0 Bronco Division Rules

7.1 Description

9.1.1 The WPB Board has adopted the following rules for the Bronco Baseball Season. These rules will follow the general format listed in the Pony Baseball, Inc. Rules and Regulations, Official Baseball Rules as released through the office of the Commissioner of Professional Baseball and The Sporting News Edition. The WPB Board has chosen to adopt or modify the following local rules for Whittier Pony Baseball.

7.2 Managers

7.2.1 A Manager may manage only one team, however, it is permissible to manage one team and coach another, as long as they are in separate divisions.

7.3 Selection of Players

7.3.1 There will be no less than (11) eleven players and no more than (12) twelve players per team.

7.3.2 The selection of players will be conducted on a draft basis after all players have participated in a try-out. The Player Agent and Division Commissioner will conduct the draft in accordance with league guidelines.

7.4 Equipment

7.4.1 Metal cleats are allowed in this division

7.4.2 Bronco players will use a regulation hardball baseball at all practices and official games.

7.4.3 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.

7.4.4 Managers are responsible for all issued equipment and will maintain control during the regular season.

7.4.5 All players must wear a protective cup

7.4.6 Equipment must be returned at the conclusion of the season.

7.4.7 Six practice balls will be included in the equipment bag.

7.5 Game Balls

7.5.1 Each team will supply (1) one game ball per game.

7.5.2 Game balls are not to be used for practice.

7.5.3 If a manager does not have a game ball, he/she must purchase one at the snack shack for \$5.00.

7.6 Infield Practice

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7.6.1 No infield practice will be allowed before the game on any field.

7.7 Home Team

7.7.1 The home team will be the team whose name or number appears last on the game schedule.

7.7.2 The home team will occupy the dugout on the third base side.

7.8 Playing Time

7.8.1 Defensively

7.8.1.1 A team will field (9) nine players.

7.8.1.2 No player shall sit two consecutive innings.

7.8.1.3 The infield fly rule will be in effect and will be called by the Umpire.

7.8.1.4 Huddling

7.8.1.4.1 No more than (3) three players will huddle on the infield at any time during the game.

7.8.1.4.2 Umpires should discourage such huddling when it is tending to delay the game.

7.8.1.5 Intentional Walks

7.8.1.5.1 Intentional walks to be performed according to Major League Baseball Rules.

7.8.2 Offensively

7.8.2.1 Team will bat through its lineup continuously, all players will bat.

7.8.2.2 A half inning will conclude when the defensive team has made (3) three outs.

7.8.2.3 If for any reason, a player is removed from the batting line-up, it will result in an out the first time around. No penalty for subsequent at bats.

7.8.2.4 A thrown bat is an out after the player has received (1) one warning. The umpire will issue a warning to the player's manager and/or coach.

7.8.2.5 Base Running

7.8.2.5.1 Runners are permitted to steal and/or lead off all bases.

7.8.2.5.2 **Please note that deliberately running into a fielder making a play at a base or home plate may result in the ejection of the runner. The Umpire's judgment will prevail as to the deliberate action of the runner.**

7.8.2.6 Scoring: the team that records the most runs will win the game.

7.8.2.7 Pinch Runner: A pinch runner will only be allowed for an injured player. A pinch runner is the last recorded out.

9.8.3 Penalty:

9.8.3.1 **Failure to follow the Playing Time Rules will result in a forfeiture and a one game manager suspension.**

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7.9 Pitching

- 7.9.1 Players are allowed to pitch a maximum of 5 innings per calendar day with a maximum of 10 innings per calendar week. A calendar week is from 12:01 am Monday to 12:00 am Sunday.
- 7.9.2 Any Player who pitches (5) five consecutive innings must have forty hours of rest prior to pitching again.
- 7.9.3 The forty hours of rest begins from the scheduled start time of the game.
 - 7.9.3.1 If the game start time is delayed for more than two hours, the forty hours will begin at the actual starting time of the game.
- 7.9.4 A pitcher, who is withdrawn from the mound, will not be eligible to return to the mound as a pitcher in the same game.
 - 7.9.4.1 A pitcher who hits 3 batters in one inning will be withdrawn from the mound.
 - 7.9.4.2 A pitcher who delivers one pitch, that pitcher is considered to have pitched one inning.
- 7.9.5 **Balks will be called, with one warning per pitcher per game.**
 - 9.9.5.1 A warning will be issued to the pitcher and noted in official scorebook. Umpire must notify manager of warning.
- 7.9.6 Pitching of an illegal player will be a forfeit. If protested by the opposing manger the game will continue and be played under protest.
- 7.9.7 Violation of any pitching rule will result in forfeiture of the game, suspension of the Manager for one game, and pitcher will be ineligible to pitch in subsequent game.
- 7.9.8 Pitcher restrictions may be altered in the result of rainouts, with approval by the Division Commissioner.

7.10 Length of Games

- 7.10.1 Game time starts at the scheduled game time.
- 7.10.2 Games will be a maximum of (2) two hours and (30) thirty minutes.
- 7.10.3 Mercy rule is when the home team is ahead by 10 runs by 4 ½ innings, or when the visitors are ahead by 10 runs by the 5th inning.
- 7.10.4 No new inning after 2 hours. Game length will be in the time limit or 7 innings, which ever comes first. In the event of a tie, if time permits, extra innings are permitted.
- 7.10.5 In a season with a 12-player roster per team, (9) nine players are needed by both teams to start a game. In a season with an 11-player roster per team, (8) eight players are needed by both teams to start a game, with approval by the Player Agent.
 - 7.10.5.1 The ninth position in the line up will be considered an out the first time through the line up only, when playing with (8) eight.
 - 7.10.5.2 A team will have 15 minutes to field a team after the start time.

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7.10.5.3 After 15 minutes the team will forfeit the game.

7.10.5.4 The 15-min. waiting time will be subtracted from the total official playing time.

7.10.6 Players arriving after the team has batted through their rotation will not be eligible to play in the game.

7.10.7 During Standard Time weekday games at Granada will begin at 4:30 pm., games at York Field will begin at 6:00 p.m.

7.10.7.1 Games called for any reason during daylight savings time will be considered complete if the home team is ahead after 3 ½ innings or the visitors are ahead after the 4th inning.

7.10.8 During Daylight Savings weekday games at Granada will begin at 5:00 p.m., games at York Field will remain at 6:00 p.m.

9.10.6.1 Games called for any reason during daylight savings time will be considered complete if (4) four innings have been completed.

7.10.9 **Granada only**-games played during standard time will end at the sound of a horn due to darkness.

If the home team ties the game or takes the lead in the 4th thru 7th inning and the horn blows, the game ends and is considered a complete game.

7.10.9.1 If the visitors are at bat in the 4th inning and the horn blows, the game is NOT considered a complete game and must continue at a later time from where it left off. (I.e.: Same line up, same positions, same batter up to bat, same pitch count, same outs)

7.10.9.2 If the game is passed the 4th inning (5th, 6th, 7th) and the home team does not complete their at bat and does not tie or take the lead and the horn blows, the game will revert back to the previous inning and will be considered a complete game.

7.11 Time outs

7.11.1 If a Manager/Coach goes onto the playing field to talk to any player or players more than twice in a half inning while the same pitcher is pitching, a pitching change must be made.

7.11.1.1 **Exceptions:** In case of injury or if time out is called by the Umpire.

7.11.1.2 Umpire will have the official scorekeeper note such timeouts in the scorebook.

9.11.2 Batter time outs will only be permitted one per half inning.

7.12 Official Scorebook

7.12.1 Ten minutes before the start of the game, all players on the team roster must be listed in the official scorebook.

7.12.2 List reasons why any player is absent.

7.12.3 All pitching changes must be given to the scorekeeper.

7.12.4 The home team will have the official scorebook.

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- 7.12.5 Any team not completing the required information in the scorebook may lose standings.
- 7.12.6 All changes to the line up will be given to the scorekeeper from the playing side of the field.
- 7.12.7 The official scorekeeper must be notified of all substitutions.
- 7.12.8 Last game of the day, the home team is to turn in the scorebook to the field director or to the snack shack.

7.13 Game Reports

- 7.13.1 Games reports must be turned in at the end of each game, in the file tray, located in the golf cart garage at Granada behind the snack shack. For York Field, there is a mail box (milk crate) in the equipment room, to file by division.
- 7.13.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning.)**

7.14 Rainouts

- 7.14.1 Call the Snack Shack @ (562) 943-5331, for recorded message.
- 7.14.2 For York field call (562) 464-3443.
- 7.14.3 Rainouts will be made up on the next available day, as scheduled by the Player Agent.

7.15 Protests

- 7.15.1 All written protests must be accompanied by a \$100.00 cash deposit.
- 7.15.2 All written protests must be submitted to the Division Commissioner.
- 7.15.3 All written protests must be submitted within 24 hours of game in question.
- 7.15.4 The \$100 deposit is refundable only if the protest is upheld.

7.16 Ejections

- 7.16.1 Ejections will result in the following; once ejected from the game you must leave the field immediately. You are not allowed to loiter in the bleachers, behind the dug out, or at the adjacent field. You must leave the facility and wait in the parking lot until the game is finished. If you refuse to leave the field your team will forfeit the game. The Manager and/or Coach will be suspended for the next scheduled game.

7.17 Suspension

- 9.17.1 To be reinstated from a suspension/ejection you must meet with the Disciplinary Committee before you can return to the field.