

# Whittier Pony Baseball Inc.

## 2011 Managers Book

### 8.0 Mustang Division Rules

#### 8.1 Description

8.1.1 The WPB Board has adopted the following rules for the Mustang 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.

#### 8.2 Managers/Coaches

8.2.1 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.

8.2.2 Managers/Coaches are encouraged to praise their players along with the opposing team players.

8.2.3 Positive cheering towards your own team.

#### 8.3 Selection of Players

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

8.3.2 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.

#### 8.4 Equipment

8.4.1 All players must wear a protective cup.

8.4.2 Mustang players will use a regulation hardball baseball at all practices and official games.

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

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

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

8.4.6 **NO METAL CLEATS ARE ALLOWED IN THE MUSTANG DIVISION.**

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

#### 8.5 Game Balls

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

8.5.2 Game balls are not to be used for practice.

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- 8.5.3 If a manager or coach does not have a game ball, they must purchase one at the snack shack for \$5.00

## 8.6 Infield Practice

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

## 8.7 Home Team

- 8.7.1 The home team will be the team whose name or number appears last on the game schedule.
- 8.7.2 The home team will occupy the dugout on the third base side.

## 8.8 Playing Time

### 8.8.1 Defensively

- 8.8.1.1 A team will field (9) nine players.
- 8.8.1.2 Players shall not sit out two consecutive innings. (Exception: If player is injured or becomes sick during the game or with consent of parent and Division Commissioner/Field Director)
- 8.8.1.3 **Catching**
- 8.8.1.3.1 Catchers will play the traditional position.
- 8.8.1.3.2 Umpires will exercise caution and advise if a catcher is too close to the batter.
- 8.8.1.3.3 Catcher interference may still apply subject to the Umpire's judgment.
- 8.8.1.3.4 The third strike drop pitch will be in effect and called by the Umpire.
- 8.8.1.4 The infield fly rule will be in effect and will be called by the Umpire.
- 8.8.1.5 **Huddling**
- 8.8.1.5.1 No more than (3) three players will huddle on the infield at any time during the game.
- 8.8.1.5.2 Umpires should discourage such huddling when it is tending to delay the game.

### 8.8.1.6 Intentional Walks

- 8.8.1.6.1 Intentional walks to be performed according to Major League Baseball Rules.

### 8.8.2 Offensively

- 8.8.2.1 Only registered players can be a bat person and must wear a helmet at all times.
- 8.8.2.2 Team will bat through its line up continuously, all players will bat.
- 8.8.2.3 A half inning will conclude when the defensive team has made (3) three outs.
- 8.8.2.4 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.
- 8.8.2.5 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.
- 8.8.2.6 A hit batter will be awarded first base.

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- 8.8.2.7 Bunting is permitted.
  - 8.8.2.8 **Base Running**
    - 8.8.2.8.1 Runners are permitted to steal and/or leadoff bases.
    - 8.8.2.8.2 Runners may lead off from third base to the 15-foot hash mark until the ball crosses home plate.
    - 8.8.2.8.3 If the runner on third base crosses the hash mark prior to the ball crossing home plate, he will be called out.
  - 8.8.2.9 Sliding is permitted in the Mustang Division. **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.**
  - 8.8.2.10 Scoring: the team that records the most runs will win the game.
  - 8.8.2.11 Mercy rule is when the home team is ahead by 10 runs in 3 ½ innings or when the visitors are ahead by 10 runs by the 4<sup>th</sup> inning.
  - 8.8.2.12 Pinch Runner: Pinch runner will only be allowed for an injured player. A pinch runner is the last recorded out.
  - 8.8.2.13 Positive cheering towards your own team.
- 8.8.3 Penalty:**
- 8.8.3.1 **Failure to follow the Playing Time Rules will result in forfeiture and a one game manager suspension.**

## 8.9 Pitching

- 8.9.1 Players are allowed to pitch a maximum of 3 consecutive innings per calendar day with a maximum of 6 innings per week.
  - 8.9.1.1 A calendar week is from 12:01am Monday to midnight the following Sunday.
- 8.9.2 Any Player who pitches (3) consecutive innings must have forty hours of rest prior to pitching again.
  - 8.9.2.1 The forty hours of rest begins from the scheduled start time of the game.
  - 8.9.2.2 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.
- 8.9.3 A pitcher who delivers one pitch to a batter, that pitcher is considered to have pitched one inning.
  - 8.9.3.1 A pitcher who hits 3 batters in one inning will be withdrawn from the mound.
  - 8.9.3.2 Any pitcher that delivers a warm up pitch from the mound must face at least one batter, until the batter reaches base or an out is recorded. (Exception: pitcher may be removed at anytime, if injured, and must sit out the remainder of the inning.)
- 8.9.4 **Balks will be called, with one warning per pitcher per game.**
  - 8.8.4.1 A warning will be issued to the pitcher and noted in official scorebook. Umpire must notify manager of warning.
- 8.9.5 Pitching of an illegal player will be a forfeit. If protested by opposing manger the game will continue under protest.

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8.9.6 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.

8.9.7 Pitcher restrictions may be altered in the result of rainouts, with approval by the Division Commissioner.

## 8.10 Length of Games

8.10.1 Game time starts at the scheduled game time.

8.10.2 **Games will be a maximum of (2) two hours.**

8.10.3 **No new inning after 1 hour 45 minutes. Game length will be time limit or 6 innings which ever comes first. In the event of a tie, if time permits, extra innings are permitted.**

8.10.4 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 11-player roster per team, (8) eight players are needed by both teams to start a game, with approval by the Player Agent.

8.10.4.1 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.

8.10.4.2 A team will have 15 minutes to field a team after the start time.

8.10.4.3 After 15 minutes the team will forfeit the game.

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

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

8.10.6 During Standard Time weekday games will begin at 4:30 pm.

8.10.6.1 Games called for any reason during standard time will be considered complete if (3) three innings have been completed.

8.10.7 During Daylight Savings (Change dates according to the USA calendar) weekday games will begin at 5:00pm.

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

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

8.10.9.1 If the home team ties the game or takes the lead in the 3<sup>rd</sup> thru 6<sup>th</sup> inning and the horn blows, the game ends and is considered a complete game.

8.10.9.2 If the visitors are at bat in the 3<sup>rd</sup> 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)

8.10.9.3 If the game is passed the 3<sup>rd</sup> inning (4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>) 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.

## 8.11 Time outs

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8.11.1 One visit per pitcher, per inning. A pitching change must be made on the second trip/timeout on the field by a coach/manager. (Exception: Injury or umpire time out).

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

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

## 8.12 Official Scorebook

8.12.1 Ten minutes before the start of the game, all players on the team roster must be listed in the official score book.

8.12.2 List reasons why any player is absent.

8.12.3 All pitching changes must be given to the scorekeeper.

8.12.4 The home team will have the official scorebook.

8.12.5 Last game of the day, home team turns in the scorebook to the field director or to the snack shack.

## 8.13 Game Reports

8.13.1 Game reports must be turned in at the end of each game, in the file tray located in the golf cart garage behind the snack shack at Granada. For York Field, there is a small box (mailbox) in the equipment room, to file in by division.

8.13.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. Manager will be given one written warning.**

## 8.14 Rainouts

8.14.1 Call the Snack Shack @ (562) 943-5331, for recorded message.

8.14.2 Rainouts will be made up on the next available day, as scheduled by the Player Agent.

8.14.3 For York field call (562) 464-3443

## 8.15 Protests

8.15.1 All written protests must be accompanied by a \$100.00 cash deposit.

8.15.2 All written protests must be submitted to the Division Commissioner.

8.15.3 All written protests must be submitted within 24 hours of game in question.

8.15.4 The \$100 deposit is refundable only if the protest is upheld.

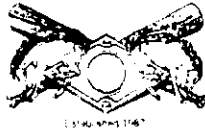
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## **8.16 Ejections**

- 8.16.1 Failure to leave the field will result in forfeiture of the game. The Manager/Coach will be suspended for the next scheduled game and have to meet with the Disciplinary Committee. Ejections will result in the following: once ejected from the game, the manager/coach/player must leave the field immediately. The ejected person will not be allowed to loiter in the bleachers, behind the dugout, or at the adjacent field. The ejected person must leave the facility and wait in the parking lot until the game is finished.

## **8.17 Suspension**

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



## WHITTIER PONY BASEBALL, INC.

February 4, 2011

### WPB Manager's Book Rule Addendum 2011

#### **Pinto Rule: 7.14 Official Scorebook**

**Rule: 7.14.9** If a player arrives after the line up card has been submitted to the scorekeeper, ten minutes prior to the game, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.

See **Pinto Rule: 7.14.7**

#### **Mustang Rule: 8.12 Official Scorebook**

**Rule: 8.12.6** If a player arrives after the line up card has been submitted to the scorekeeper, ten minutes prior to the game, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.

See **Mustang Rule: 8.10.5**

#### **Bronco Rule: 9.12 Official Scorebook**

**Rule: 8.12.6** If a player arrives after the line up card has been submitted to the scorekeeper, ten minutes prior to the game, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.

See **Bronco Rule: 9.10.6**

#### **Pony Rule: 10.12 Official Scorebook**

**Rule: 8.12.6** If a player arrives after the line up card has been submitted to the scorekeeper, ten minutes prior to the game, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.

See **Pony Rule: 10.10.5**