

Whittier Pony Baseball Inc.

2011 Managers Book

7.0 Pinto Division Rules

7.1 Description

- 7.1.1 Pinto division is an instructional division designed to train players in the basics. Manager's goal is to help and encourage players. Competition is important, however, it should never stand in front of the safety or welfare of the player. The WPB Board has adopted the following rules for the Pinto 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/Coaches

- 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.
- 7.2.2 Managers/Coaches are encouraged to praise their players along with the opposing team players and held when necessary.
- 7.2.3 Positive cheering towards your own team.

7.3 Selection of Players

- 7.3.1 There will be no less than (11) eleven 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 Hardballs will be used in this division.
- 7.4.2 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.
- 7.4.3 Managers are responsible for all issued equipment and will maintain control during the regular season.
- 7.4.4 Equipment must be returned at the conclusion of the season.
- 7.4.5 6 practice balls will be included in the equipment bag.
- 7.4.6 All players must wear a protective cup.
- 7.4.7 Big barrel and wooden bats are allowed in Whittier Pony Baseball.

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.

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- 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

- 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 (10) ten players, but can play with (9) nine players. With (10) ten players the 10th player is considered the rover. With (9) nine players there is no rover. In the event that only (9) nine players are available the game will proceed.
- 7.8.1.2 All players must play 2 innings in the infield by the bottom of the 5th inning.
- 7.8.1.3 Players shall not sit out 2 consecutive innings. Exception: If player is injured or becomes sick during game or with consent of parent and Division Commissioner/Field Director. All players must sit one (1) inning before anyone sits twice.
- 7.8.1.4 **Stoppage of play: During play, when an infielder shows control of the ball, time is called at the discretion of the umpire.**
- 7.8.1.5 There is no infield fly rule in Pinto Division
- 7.8.1.6 **Catching**
- 7.8.1.6.1 Catchers will play the traditional position and attempt to throw runners out.
- 7.8.1.6.2 Umpires will exercise caution and advise if a catcher is too close to the batter.
- 7.8.1.6.3 Catcher interference may still apply subject to the Umpire's judgment.
- 7.8.1.7 **Huddling**
- 7.8.1.7.1 No more than (3) three players will huddle on the infield at any time during the game.
- 7.8.1.7.2 Umpires should discourage such huddling when it is tending to delay the game.

7.8.2 Offensively

- 7.8.2.1 Only registered players can be a bat person and must wear a helmet at all times.
- 7.8.2.2 Team will bat through its lineup continuously. All players will bat.
- 7.8.2.3 A half inning will conclude when the defensive team has made (3) three outs, or offensive team has scored (5) five runs. The (5) five runs rule does not apply in 6th inning or extra innings.

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- 7.8.2.4 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 next at bat.
- 7.8.2.5 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.
- 7.8.2.6 A hit batter will be awarded first base.
- 7.8.2.7 Bunting at the ball is permitted.
- 7.8.2.8 Base runners are permitted to steal, one base per pitch, once the ball has crossed the plate or on a passed ball. **There is no stealing home plate. A runner can score from 3rd base on batted ball or walk.**
- 7.8.2.9 Pinch Runner: Pinch runners are only allowed for injured players. A pinch runner is the last recorded out.

7.9 Playing Time

- 7.9.1.1 Sliding is permitted in the Pinto 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.**
- 7.9.1.2 Scoring: the team that records the most runs will win the game.
- 7.9.1.3 Tie games will count as ½ win and ½ loss. Tie games will not be rescheduled. There is no mercy rule in the Pinto Division.
- 7.9.1.4 Positive cheering towards your own team.

7.10 Penalty

- 7.10.1 **Failure to follow the Playing Time Rules will result in a manager suspension. Additional violations may result in a forfeiture.**

7.11 Pitching

- 7.11.1 **Pitcher may pitch no more than (2) two innings, with a maximum of (6) innings per week. A calendar week is from 12:01 a.m. Monday to 12:00 a.m. Sunday.**
- 7.11.2 As soon as a pitcher delivers one pitch to a batter, the pitcher is considered to have pitched (1) one inning.
- 7.11.3 Violation of any pitching rules will result in forfeiture of that game, suspension of the manager for the next scheduled game, and the pitcher will be ineligible to pitch in the next scheduled game.
- 7.11.4 If protested by the opposing manager the game will continue and be played under protest.
- 7.11.5 A pitcher that is withdrawn from the mound will not be eligible to return to the mound as a pitcher in the same game.

7.12 Length of Games

- 7.12.1 **Games will be a maximum of (2) two hours. Game time starts at the scheduled game time.**
- 7.12.2 **No new innings after (1) one hour and (45) forty-five minutes.**
- 7.12.3 **Game length will be to time limit or six innings whichever comes first. In the event of a tie, if time permits, extra innings are permitted.**

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- 7.12.4 Nine players are needed by both teams to start a game.
 - 7.12.4.1 A team will have 15 minutes to field a team after the start time.
 - 7.12.4.2 After 15 minutes the team will forfeit the game.
 - 7.12.4.3 The 15-min. waiting time will be subtracted from the total official playing time.
- 7.12.5 **During Standard Time weekday games will begin at 4:30 pm.**
 - 7.12.5.1 Games called for any reason during standard time will be considered complete if (3) three innings have been completed.
- 7.12.6 **During Daylight Savings weekday games will begin at 5:00pm.**
 - 7.12.6.1 Games called for any reason during daylight savings time will be considered complete if (4) four innings have been completed.
- 7.12.7 **Granada only**-games played during standard time will end at the sound of a horn due to darkness.
 - 7.12.7.1 If the home team ties the game or takes the lead in the 3rd thru 6th inning and the horn blows, the game ends and is considered a complete game.
 - 7.12.7.2 If the visitors are at bat in the 3rd 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)
- 7.12.8 If the game is passed the 3rd inning (4th, 5th, 6th) 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.

7.13 Time outs

- 7.13.1 One visit per pitcher, per inning, a pitcher change must be made on the second trip/timeout on field by a coach/manager. (Exception: Injury or umpire time outs)
 - 7.13.1.1 **Exceptions:** In case of injury or if time out is called by the Umpire.
 - 7.13.1.2 Umpire will have the official scorekeeper note such timeouts in the scorebook.
 - 7.13.1.3 Batter time outs will only be permitted one per half inning.

7.14 Official Scorebook

- 7.14.1 Ten minutes before the start of the game, all players on the team roster must be listed in the official scorebook. The jersey number and players last name are required on the team roster.
- 7.14.2 List any reason why any player is absent.
- 7.14.3 All pitching changes must be given to the scorekeeper.
- 7.14.4 The home team will have the official scorebook.
- 7.14.5 Any team not completing the required information in the scorebook may lose standings.

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- 7.14.6 Last game of the day, home team will turn in the score book to the field director or to the snack shack.
- 7.14.7 Players arriving after the team has batted through their rotation will not be eligible to play in the game.
- 7.14.8 Teams that record the most outs wins the game. In case of a tie the team who gives up the fewest runs wins the game.

7.15 Game Reports

- 7.15.1 Game reports must be turned in at the end of each game, in the file tray located in the file tray located in the golf cart garage behind the snack shack at Granada. Any players not present or ineligible to play must be listed with an explanation.
- 7.15.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning.)**

7.16 Rainouts

- 7.16.1 Call the Snack Shack @ (562) 943-5331, for recorded message.
- 7.16.2 Rainouts will be made up on the next available day, as scheduled by the Player Agent.

7.17 Protests

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

7.18 Ejections

- 7.18.1 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.

7.19 Suspension

- 7.19.1 To be reinstated from a suspension/ejection you must meet with the Disciplinary Committee before you can 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**