

Whittier Pony Baseball Inc.

10.0 Pony Division Rules

10.1 Description

10.1.1 The WPB Board has adopted the following rules for the Pony 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.

10.2 Managers

- 10.2.1 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.
- 10.2.2 Managers/Coaches are encouraged to praise their players along with the opposing team players.

10.3 Selection of Players

- 10.3.1 There will no less than (11) eleven players and no more than (12) twelve players per team.
- 10.3.2 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.

10.4 Equipment

- 10.4.1 Pony players will use a regulation hardball baseball at all practices and official games.
- 10.4.2 All players must wear a protective cup.
- 10.4.3 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.
- 10.4.4 Managers are responsible for all issued equipment and will maintain control during the regular season.
- 10.4.5 Equipment must be returned at the conclusion of the season.
- 10.4.6 Six practice balls will be included in the equipment bag.

10.5 Game Balls

- 10.5.1 Each team will supply (1) one game ball per game.
- 10.5.2 Game balls are not to be used for practice.
- 10.5.3 If a manager or coach does not have a game ball, they must purchase one at the snack shack for \$5.00.

10.6 Infield Practice

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

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10.7 Home Team

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

10.8 Playing Time

10.8.1 Defensively

- 10.8.1.1 A team will field (9) nine players.
- 10.8.1.2 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).
- 10.8.1.3 The infield fly rule will be in effect and will be called by the Umpire.

10.8.1.4 Huddling

- 10.8.1.4.1 No more than (3) three players will huddle on the infield at any time during the game.
- 10.8.1.4.2 Umpires should discourage such huddling when it is tending to delay the game.

10.8.1.5 Intentional Walks

- 10.8.1.5.1 Intentional walks to be performed according to Major League Baseball Rules.
- 10.8.1.5.2 There are no courtesy runners for pitchers and catchers.

10.8.2 Offensively

- 10.8.2.1 Team will bat through its lineup continuously, all players will bat.
- 10.8.2.2 An inning will conclude when the defensive team has made (3) three outs.
- 10.8.2.3 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.
- 10.8.2.4 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.
- 10.8.2.5 Scoring: the team that records the most runs will win the game.
- 10.8.2.6 **Base Running: 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.**
- 10.8.2.7 Pinch Runner: Pinch runners are only allowed for injured players. A pinch runner is the last recorded out.
- 10.8.2.8 Positive cheering towards your own team.

10.8.3 Penalty:

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

10.9 Pitching

- 10.9.1 A pitcher may pitch no more than 7 innings per calendar day, with a maximum of 10 innings per week.
- 10.9.2 The 40 hours rest rule begins from the scheduled start time of the game.
- 10.9.3 A pitcher who delivers one pitch to a batter, that pitcher is considered to have pitched 1 inning.
- 10.9.4 A pitcher, who is withdrawn from the mound, will not be eligible to return to the mound as a pitcher in the same game.

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- 10.9.4.1 A pitcher who hits 3 batters in one inning will be withdrawn from the mound.
- 10.9.5 Balks will be called. No warnings will be issued.**
- 10.9.6 Pitching of an illegal pitcher will be a forfeit. If protested by the opposing manager the game will continue and be played under protest.
- 10.9.7 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.
- 10.9.8 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.)

10.10 Length of Games

- 10.10.1 Game time starts at the scheduled game time.
- 10.10.2 Games will be a maximum of (2) two hours and (15) thirty minutes.**
- 10.10.3 No new innings after 2 hours. Game length will be time limit or 7 innings which ever comes first. In the event of a tie, if time permits, extra innings are permitted.**
- 10.10.4 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 THE APPROVAL OF THE PLAYER AGENT PRIOR TO THE START OF THE GAME.**
 - 10.10.4.1 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.
 - 10.10.4.2 A team will have 15 minutes to field a team after the start time.
 - 10.10.4.3 After 15 minutes the team will forfeit the game.
 - 10.10.4.4 The 15-min. waiting time will be subtracted from the total official playing time.
- 10.10.5 Players arriving after the team has batted through their rotation will not be eligible to play in the game.
- 10.10.6 Weekday games at York Field will begin at 5:00 pm, or 7:30 pm, all other games will begin at the scheduled time.
- 10.10.7 Games called for any reason will be considered complete if (5) five innings have been completed.
- 10.10.8 Mercy Rule is when the home team is ahead by 10 runs by 4 ¼ innings or when the visitors are ahead by 10 runs by the 5th inning.

10.11 Time outs

- 10.11.1 One visit per pitcher, per inning. A pitching change must be made on the second trip/time out on the field by a coach/manager. (Exception: Injury or umpire time out).
 - 10.11.1.1 Umpire will have the official scorekeeper note such timeouts in the scorebook.
- 10.11.2 Batter time outs will only be permitted one per half inning.

10.12 Official Scorebook

- 10.12.1 Ten minutes prior to the start of the game, all players on the team roster must be listed in the official scorebook.
- 10.12.2 List reasons why any player is absent.
- 10.12.3 All pitching changes must be given to the scorekeeper.
- 10.12.4 The home team will have the official scorebook.
- 10.12.5 Any team not completing the required information in the scorebook may lose standings.

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- 10.12.6 All changes to the line up will be given to the scorekeeper from the playing side of the field.
- 10.12.7 The official scorekeeper must be notified of all substitutions.
- 10.12.8 The last game of the day, home team will turn in the scorebook to the field director or to the snack shack.

10.13 Game Reports

- 10.13.1 Game reports must be turned in at the end of each game in the mail box at York Field. The mail box is located in the equipment room (milk crate) to be filed per division.
- 10.13.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning.)**

10.14 Rainouts

- 10.14.1 Call the Snack Shack @ (562) 943-5331, for recorded message.
- 10.14.2 For rainouts at York call (562) 464-3443.
- 10.14.3 Rainouts will be made up on the next available day, as scheduled by the Player Agent.

10.15 Protests

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

10.16 Ejections

- 10.16.1 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 dug out, or at the adjacent field. The ejected person must leave the facility and wait in the parking lot until the game is finished.

10.17 Suspension

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



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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**