

WHITTIER PONY BASEBALL

8.0 Mustang Division Rules

Rev. 2/23

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 Major League 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.
- 8.2.4 Cell phones, pagers, or other communication devices are not allowed on the field of play.
- 8.2.5 “Boom boxes” or music devices are not allowed at the fields.

8.3 Selection of Players

- 8.3.1 (3) Team player freezes are allowed in Pinto - plus brother options.
- 8.3.2 Depending on registration, our goal is for no less than (11) eleven players and no more than (12) twelve players per team. If a team drops below (11) players, we will add available players from our waiting list.
- 8.3.3 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 Uniforms

- 8.4.1 Whittier Pony Baseball supplies full uniforms to all players in our league; the uniform consist of jersey, cap, belt, socks and solid grey pants with no piping or stripes. Teams may pick the color of their sleeves that are worn underneath the jersey. Any change in caps must match colors that were given to players, by the league, so all players match. Stirrup socks are allowed.

Whittier Pony Managers and Coaches are required to wear a representative team color jersey and/or cap, in order to identify them as a coach in the dugout, as well as on the field.

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8.5 Equipment

- 8.5.1 Mustang players will use a regulation hardball baseball at all practices and official games.
- 8.5.2 Pitching distance: **46'**
- 8.5.3 Bases distance will be: **60'**
- 8.5.4 All players are recommended to wear a protective cup. Catcher's are required to wear a protective cup. Catcher's ears & throat must be protected.
- 8.5.5 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.
- 8.5.6 Managers are responsible for all issued equipment and will maintain control during the regular season.
- 8.5.7 Equipment must be returned at the conclusion of the season.
- 8.5.8 **METAL CLEATS ARE NOT ALLOWED IN THE MUSTANG DIVISION.**
- 8.5.9 Six practice balls will be included in the equipment bag.
- 8.5.10 **Non-wood bats must have the USABat mark.** This is in accordance with USA bat standards. **Bat barrel is 2-5/8" maximum.** Regulation wood bats are legal.
- 8.5.11 PONY Rule 8.J - **No jewelry** shall be worn by any player, except for medical identification. Penalty: PONY Rule: 18. E (5) Any player refusing to remove jewelry will be ejected from the game.

8.6 Game Balls

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

8.7 Infield Practice

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

8.8 Home Team

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

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8.9 Playing Time

8.9.1 Defensively

8.9.2 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.

8.9.2.1 The ninth position in the line up will be considered an out for the first time through the line up only, when playing with (8) eight.

8.9.2.2 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)

8.9.2.3 Catching

8.9.2.3.1 Catchers will play the traditional position.

8.9.2.3.2 Umpires will exercise caution and advise if a catcher is too close to the batter.

8.9.2.3.3 Catcher interference may still apply subject to the umpire's judgment.

8.9.2.3.4 The third strike drop pitch will be in effect and called by the umpire.

8.9.2.4 The infield fly rule will be in effect and will be called by the umpire.

8.9.2.5 Huddling

8.9.2.5.1 No more than (3) three players will huddle on the infield at any time during the game. Umpires should discourage such huddling to avoid game delays.

8.9.2.5.2 Intentional walks are allowed.

8.9.3 Offensively

8.9.3.1 Only registered players can be a bat person and must wear a helmet at all times.

8.9.3.2 All players will bat. Teams will bat through their line up continuously.

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

8.9.3.4 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.

8.9.3.5 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.

8.9.3.6 In order to speed play, batter must keep one foot inside the batters box, between pitches.

8.9.3.7 Bunting is permitted.

8.9.3.8 Base Running

8.9.3.8.1 Runners are permitted to steal and/or leadoff bases.

8.9.3.8.2 Runners may lead off from third base to the (15') safety hash mark until the ball crosses home plate.

8.9.3.8.3 If the umpire sees a runner on third base crossing the safety hash mark prior to the ball crossing home plate, the umpire will call this runner out.

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8.9.3.9 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.**

8.9.3.10 **Pinch Runner:** Pinch runner will only be allowed for an injured player, during the game. A pinch runner is the last recorded out. If runner is removed, they are removed from the line up. **See rule: 8.8.3.4**

8.9.3.11 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.**

8.10 Pitching

8.10.1 Mustang player individual pitch count is a maximum of (**75**) pitches per calendar day.

8.10.2 Pitchers' minimum days of rest are determined by the previous game pitch count. See chart below:

<u>Daily Max Pitches</u>	<u>0 Days Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>	<u>5 Days</u>
75	1-20	21-35	36-50	51-65	66+	N/A

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.

8.1.1 Pitching of an illegal player will result in the removal of both pitcher and Manager from the game. The manager will also be suspended for the next scheduled game. The illegal pitcher will be ineligible to pitch in the next scheduled game. If protested by the opposing manager the game will continue and be played under protest.

8.1.1.1 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.)

8.1.2 If protested by the opposing manager the game will continue and be played under protest.

8.1.3 A pitcher that is withdrawn from the mound will not be eligible to return to the mound as a pitcher in the same game.

8.1.4 A pitcher who hits (**3**) batters in one inning will be withdrawn from the mound.

8.1.5 Intentional walks are according to MLB rules. PONY Baseball does not count pitches for intentional walks. Only thrown pitches are counted.

8.1.6 **Balks will be called, with one warning per pitcher per game.**

A warning will be issued to the pitcher and noted in official scorebook. Umpire must notify manager of warning

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8.2 Length of Games

- 8.2.1 Game time starts at the scheduled game time.
- 8.2.2 **No new inning after (1) hour and (45) minutes. Complete last inning. Game length will be time limit or 6 innings which ever comes first. In the event of a tie, if time remains, extra innings are permitted.**
 - 8.2.2.1 Mustang mercy rule is when a team is ahead by 15 runs at the end of 3 innings, or 10 runs after 4 innings.
- 8.2.3 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.
 - 8.2.3.1 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.
 - 8.2.3.2 A team will have 15 minutes to field a team after the start time. After 15 minutes the team will forfeit the game.
 - 8.2.3.3 The 15 min. waiting time will be subtracted from the total official playing time.
- 8.2.4 Players arriving after the team has batted through their rotation will not be eligible to play in the game.
- 8.2.5 During Standard Time weekday games will begin at 4:30 pm.
At Granada, games called for any reason during **standard time** will be considered complete. If game is called, due to rain before 3 innings are complete, this game will continue from stoppage point. Elapsed game time and the pitch counts still apply and should be noted in scorebook.
- 8.2.6 During Daylight Savings weekday games will begin at 5:00pm, at Granada.
- 8.2.7 Games called for any reason during daylight savings time will be considered complete if (4) four innings have been completed.
- 8.2.8 **Granada only**-games played during standard time will end at the sound of a horn due to darkness.
 - 8.2.8.1 If the home team ties the game or takes the lead and the horn blows, the game ends and is considered a complete game.
 - 8.2.8.2 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)
 - 8.2.8.3 If the game has 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.

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8.3 Time outs

- 8.3.1 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).
 - 8.3.1.1 Umpire will have the official scorekeeper note such timeouts in the scorebook.
 - 8.3.1.2 Batter time outs will only be permitted one per half inning.

8.4 GameChanger & Book Scoring

- 8.4.1 Ten minutes before the start of the game, all players on the team roster must be submitted to official scorekeeper.
- 8.4.2 List reasons why any player is absent.
- 8.4.3 The home team will be official scorekeeper.
- 8.4.4 All pitching and defensive substitutions must be given to the scorekeeper.
- 8.4.5 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 lineup. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.
- 8.4.6 Players arriving after the team has batted through their rotation will be considered ineligible to participate in that game.
- 8.4.7 The Scorekeeper must return the iPad & batteries to the Snack Shack or Field Director after the last game of the day.

8.5 Game Reports

- 8.5.1 Game reports must be turned in at the end of each game, in the file tray located at Granada snack shack. For York Field, there is a file box, please file in by division.
- 8.5.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. Manager will be given one written warning.**

8.6 Rainouts

- 8.6.1 Check the website for Stormwatch updates.
- 8.6.2 Rainouts will be made up on the next available day, as scheduled by the Player Agent.
- 8.6.3 For York Field Rain Hotline call (562) 567-9436

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8.7 Protests

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

8.8 Ejections

- 8.8.1 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/parent/spectator must leave the field immediately. The ejected person must leave the facility and wait in the parking lot until the game is finished. The person ejected from the game will be suspended for their next scheduled game.

If anyone is ejected from the team, the manager will also be ejected.

No one may take the place of any ejected Manager or Coach for that game. The Disciplinary Committee may suspend the manager for next scheduled game, if the manager has failed to leave once an ejection has been made. The Disciplinary Committee will review reports from the Field Director, as well as the umpire, on any field incident.

8.9 PLAYER, PARENT AND FAMILY MEMBER CONDUCT: We have zero tolerance for any parent or family member who verbally or physically abuses any coach, parent, player, umpire or board member. This parent, along with their player, will be suspended or removed from the team. Suspension length will be determined by the disciplinary committee.

8.10 Suspensions

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