

# Orange County SELECT/OPEN Division – Spring 2024 Rules REVISED 1/2024

It is the belief of Orange County Select League (OC Select) to offer all youth who desire to play competitive organized baseball the opportunity to fulfill this aspiration. The OC Select association believes that participating in an organized youth baseball program will implant positive attributes of sportsmanship, teamwork, self-reliance, discipline and, most of all, self-esteem. Most importantly, it is believed that this participation should be a family affair.

PONY (“Protect Our Nation’s Youth”) baseball is regulated by the official baseball rules as stated in the current edition of The Sporting News. These rules are amended firstly by PONY Baseball rules as listed in their current official handbook. Due to local circumstances, the OC Select Management may amend these rules at the local level as approved.

## COACH BINDER REQUIREMENTS

The Games and Coaches Meeting requirements - **(This notebook must be at all Games for review if necessary.) All coaches will need to bring a notebook with the following items. Plastic sleeves are recommended for easy viewing:**

- Proof of League Insurance - (this must be current and cover the team/league registering. Also, an Additional Insured must be added to the policy – Irvine PONY Baseball  
4790 Irvine Blvd. Suite 105-339, Irvine CA 92620)
- Team Roster printed from Sports Engine and signed off at Coaches Meeting
- Copy of a birth certificate for each player - (this may be from any country, if not available-some sort of government paperwork is required)
- Pitching Log (Optional)
- Rules (Optional, but strongly recommended)

## 0.1 PLAYING FIELD – All Divisions Division Diamond Pitching

**Pinto 7u 60 foot 40 feet**

**Pinto 8u 60 foot 40 feet**

**Mustang 60 foot 46 feet**

**Bronco 70 foot 50 feet**

**PONY 13 80 foot 54 feet**

**PONY 14 90 foot 60 feet**

## 0.2 BAT STANDARDS AND REQUIREMENTS

You can use USSSA and/or USA certified bats. 2 ¾ or 2 5/8 barrels are allowed in league play.

- 14U Division **A** – players must use a BBCOR with a max drop weight of -3.
- 14U Division **B** – players must swing a **bat** no lighter than a drop-5, but are encouraged to use a BBCOR with a max drop weight of -3
- 13U Division – players must swing a **bat** with no lighter than a drop-8
- 12U Division and below – required USSSA or USA certified bats

[Click here for an updated list of non-compliant bats.](#) These bats are ILLEGAL.

## 1.0 ROLE OF MANAGERS, COACHES AND PARENTS

1.1 Managers and Coaches should realize that they are role models for the players.

1.2 The team manager is responsible for communicating the standards of sportsmanlike conduct to the coaches and parents of his/her team and must attempt to curtail inappropriate behavior by the players, coaches and parents of his/her team. Foul language, hazing of opponents or umpires, fighting, reckless use of equipment and other unsportsmanlike actions shall not be tolerated. Problems should be reported to the division commissioner so the League can take appropriate action, per Section 20 of the PONY Regulations.

1.3 The umpire is the final decision-maker in all cases regarding baseball rules and on-field conduct by players and coaches. Any discussion with the umpire will be with the umpire's permission.

1.4 Be aware of weather conditions. Call the Irvine Mudd Line (949-724-MUDD) to check if fields are open for play. All other field condition contacts will be provided via email. Do not play or practice on closed fields. The infraction for playing or practicing on a closed field is the loss of your next game.

1.5 Metal cleats are NOT allowed in the Pinto and Mustang division. Metal cleats are allowed in the Bronco and Pony divisions. Note some fields with portable mounds will prohibit metal cleats.

## 2.0 OFFICIAL START TIME

2.1 A game shall start no later than 15 minutes from the scheduled time due to not having enough players to take the field defensively. A team must have a minimum of 8 players to constitute a complete team. If 8 players are not present when it is time to take the field defensively, the team with the shortage of players will forfeit the game. If 8 players are available the game may be played; however, one out will be recorded every time the missing 9th player was to bat.

2.2 A game shall start no later than 20 minutes due to not having an umpire. If an umpire does not take his position within 20 minutes of the official start time, both managers must agree to play the game without an umpire. An unbiased person may be utilized as an umpire if both managers agree. If a volunteer is selected and the managers agree, this person will take their position behind the pitchers. The calls and decisions made by this person are to be accepted as valid. No disagreements or changes will be allowed once the decision has been made to use this person as an umpire, and all decisions made by the stand-in umpire are final. However, if one manager does not want to utilize a person from the stands then the game needs to be rescheduled by notifying a commissioner.

### 3.0 LENGTH AND COMPLETION OF GAMES

3.1 **Pinto (7u & 8u)** and **Mustang (9u & 10U)** games shall be **six (6) innings**. No new inning shall begin more than one hour and forty-five minutes (1:45) after the start of the game. A **Bronco (11u & 12U)** game is **7 innings** but may be subject to a time limit. No new inning may start after one hour and forty-five minutes. Once an inning begins, that inning will be completed, but no new inning may begin after an hour and forty-five minutes (1:45). A **Pony (13u & 14u)** game is **7 innings** but may be subject to a time limit. No new inning may start after (2) two hours. Once an inning begins, that inning will be completed, but no new inning may begin after two hours (2:00).

Injuries causing a substantial delay in the game may cause the umpire to add this time back to the end of the game as long as it does not affect other scheduled games, (e.g., Adult Softball or another scheduled game that could ultimately delay a non-PONY sanctioned game) this is at the complete discretion of the umpire. It is important that the official scorekeeper note the time the game begins. Extra innings are allowed, subject to time limitations.

3.2 There are tie games during the regular season. However, all playoff games will still have the hour and forty-five minute no new inning rule, except championship games which will be extended to no new innings after 2 hours. If the playoff game ends in a tie, California Tie Breaker will be in effect. **California tie breaker** - Starting the new inning, after the no-new time limit has expired, a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.

3.3 If logistical limitations prevent scheduling of resumption of play the outcome of the game will be determined by agreement of the two managers and the division commissioner. The only two options to be considered would be reversion to the score at the end of the last completed inning or a declaration of a tie game.

3.4 "Mercy" rule: All games, including the championship game, will observe the following run rule: **Pinto and Mustang** - Play will end if the home team has a 10-run lead after three and one-half innings or if the visiting team has a 10-run lead after four innings. **Bronco and Pony** - Play will end if the home team has a 10-run lead after four and one-half innings or if the visiting team has a 10-run lead after five innings. Managers

and players shall not declare that a game is over due to the "Mercy" rule. It is up to the discretion of the umpire to invoke the mercy rule.

3.5 PINTO 7U & 8U ONLY – An inning is complete when (a) three outs are recorded or (b) the offensive team has scored five (5) runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6<sup>th</sup> inning. Managers and the umpire shall agree on the final inning. If managers cannot agree, then the umpire shall decide. **THIS RULE IS FOR PINTO ONLY.**

3.6 PLAYOFF SEEDING will be determined by the following:

- 1) Win-Loss Percentage
- 2) Head-to-Head
- 3) Runs Allowed
- 4) Runs Scored
- 5) Run Difference

## **4.0 GAME ROSTER**

4.1 All players must be listed on the game roster. If a player is absent or injured and not available to play, the roster must reflect this status.

4.2 All rosters must be given to the opposing manager and the home team scorekeeper prior to game time with the correct game line-up. Once the game has started no changes may be made to the line-up, except for late arrivals. Late arrivals must be placed at the bottom of the active batting order.

4.3 The official scorekeeper shall be the home team scorekeeper unless agreed upon differently by both managers. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team. Home scorekeeper is also to maintain the pitching log for both teams. Home teams report the scores online at [www.irvinecoltbaseball.com](http://www.irvinecoltbaseball.com).

4.4 A player who leaves before the end of a game (non-injury situation): An out will be recorded at that position in the batting order for the balance of the game, unless the manager has done the following: Notified the opposing manager, umpire and the official scorekeeper at the beginning of the game.

### **AND**

The player has been put at the bottom of the batting order.

4.5 A player who leaves before the end of a game due to injury: His position in the batting order shall be counted as an out the first time he is unable to bat. Subsequent absences during scheduled batting appearances shall not be counted as outs.

4.6 Teams can bat 10 with free substitutions or the entire line. This must be reflected on the line up prior to the start of the game.

4.7 The roster limit is 15 players. Final rosters must be given to the league President or OC Select management for approval.

## **5.0 BATTING**

5.1 Free Defensive substitutions are allowed when batting 10 with EH or the entire line up. This must be reflected on the line up prior to the start of the game.

5.2 Batting out of order: An out may be recorded against the batter that missed his turn after an appeal is made to the umpire before the next pitch or play.

5.3 Players who intentionally, in the judgment of the Umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, may be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners as required.

5.4 Bunting is allowed in Pinto (7u & 8u) – Pony divisions (14u).

## **6.0 Pitching**

### **6.1 Innings Pitched Allowance**

PINTO 8u (7u & 8u) - pitchers shall not pitch more than 3 innings in game. Pitchers are allowed to pitch a maximum of 6 innings in a calendar week. Pitchers shall have 40 hours rest after pitching in 3 innings on the same calendar day.

MUSTANG (9u & 10u) – pitchers shall not pitch more than 3 innings in game.

Pitchers are allowed to pitch a maximum of 6 innings in a week.

BRONCO (11u & 12u) Pitchers shall not pitch more than 4 innings in a game day.

Pitchers are allowed to pitch a maximum of 7 innings per week.

PONY (13u & 14u) Pitchers shall not pitch more than 5 innings in a game day.

Pitchers are allowed to pitch a maximum of 9 innings per week (Monday-Sunday).

6.2 Coaches shall use their best judgment in managing their pitchers. Please use their best interest in governing their workload. Just because a pitcher may throw 4 innings, it is unwise to overwork a player for the sake of youth baseball. Please use good judgment. Note. If there are any unresolved challenges relating to pitched innings, the count according to the home team scorebook will be considered the correct count.

6.3 Once a pitcher has been removed from the mound, he may not pitch again for the remainder of the game.

6.4 As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

6.5 When a relief pitcher comes into the game, he will be allowed eight warm-up pitches. Existing pitchers are allowed five warm-up pitches between innings. A relief pitcher that enters the game because of an existing pitcher's injury will be allowed as many warm up pitches as needed.

6.6 The pitcher named in the batting order, turned in prior to the start of the game, shall pitch to the first batter until such batter is put out or reaches a base safely. The pitcher can be removed while the first batter is up only if he sustains an injury or illness, which in the judgment of the umpire, incapacitates him from pitching.

6.7 Balks are to be called by the Umpire as in "Official Baseball Rules."  
PINTO - 7u & 8u there are no balks, but instruction will be provided by the umpire when a balk has occurred. Mustang 9U – the first balk will be a warning and followed by instruction from the umpire. Any further balks by the same pitcher will result in a balk being called.

6.8 Intentional Walks- If a manager elects to walk a batter intentionally no pitches need to be thrown. Manager shall inform the umpire of his intention and the batter shall take first base

6.9 PINTO 7u & 8u Dropped third strike is NOT in effect.

## 7.0 FIELDING

7.1 There are free substitutions at any time if the manager elects to bat 10, offensively or defensively. PONY National and/ or MLB substitution rules apply.

7.2 PINTO Infield Fly rule in effect

## 8.0 BASERUNNING

8.1 MUSTANG - PONY Rule 9.K. (1) shall apply: Full stealing under normal baseball rules.

8.2 **Players MUST slide or AVOID contact to injure or disrupt a defensive player.** If the umpire determines that a player intended to harm the defensive player, that player will be recorded as an out and ejected from the game.

8.3 The catcher or other defensive player may not block any base or home plate without possession of the ball or be in the act of fielding the ball. The fielder will be guilty of obstruction as in "Official Baseball Rules."

8.4 With 2 outs and if the runner on base is the catcher for the following inning, the runner may be replaced with the player that made the previous out. This is intended to allow the game to be speed up.

8.5 If a runner is injured and is unable to run or a batter is hit by a pitch and is unable to run, the runner may be replaced by a replacement runner without recording an out. The replacement runner may be chosen by the defensive team.

8.6 PINTO 7u & 8u - No straight stealing or delayed stealing of home. Runner may advance to home only on a wild pitch, hit ball, overthrow (stealing, back to the pitcher, or back picks) or when forced in by a walk.

8.7 PINTO 7U & 8U - Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitcher has released the ball. PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitcher has released the ball and the pitch is hit fair the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead. However, if the runner is put out trying to steal, the out will supersede the dead ball rule.

## **9.0 OFFENSIVE AND DEFENSIVE TIME-OUTS**

9.1 Umpires shall not permit more than one offensive time out in each half inning to allow a Manager or Coach to talk with a player.

9.2 One defensive time-out per inning is permitted. On the second trip the pitcher must be removed from the mound. A defensive time-out is considered to be taken when a coach/manager steps past the 1st and 3rd baseline and onto the field for any reason whatsoever except injury or to fix a uniform. If there is any delay to the game because of a manager communicating to his pitcher directly, that too will be considered a time-out.

## **10.0 FARM TEAM (Applies to Select teams associated with Pony organizations)**

To avoid going to 8 players a farm system has been established. In order for this rule to take effect and be utilized without abuse the following rules will apply:

10.1 Only sanctioned and appointed teams by the VP/commissioner may be utilized for farm team activity. Hierarchy for farm team status is shown below.

### **TEAM**

Ex. BRONCO SELECT BRONCO

### **FARMS FROM**

Ex. BRONCO MUSTANG

10.1.1 It is irrelevant if an 11U Select team Farms a 12-year-old from Bronco League or if a 12U Select team farms an 11-year-old. It is Rec to Select.

10.2.2 A Commissioner has been notified prior to game time for approval. If the commissioner is unavailable, the V.P. of the league must be notified. The commissioner has the final approval on the use of a farm team.

10.2.3 The opposing manager is notified prior to game start time that you are using a farm team player and the names of your absent players. If rules for farm team usage are not adhered to, the manager must be notified by the opposing manager and corrective actions taken. If the situation is not corrected, the game will be forfeited by the team utilizing the farm advantage.

10.2 A manager may not go to a farm team unless the following criteria are in place:

10.2.1 The manager has reason to believe his team will fall to 9 players or less at or during a scheduled game.

10.3 As many farm players as necessary to complete a 9-person roster may be acquired through the approved channels.

10.4 The Commissioner is the only person other than the rules committee that may assign farm team status. This must be completed prior to the first scheduled league game.

10.5 It is to the advantage of all concerned to attempt to supply the most talented child available when you are asked to supply a farm team player. You must discuss this with your team parents and let them know this policy is being adopted. Most kids and parents really like the opportunity to play with another team as a farm player.

10.6 The farm player may be brought up only after confirmation that there will be no more than 9 players at the game. If a 10th player shows up prior to game time unexpectedly, the manager will discuss the situation with the child's parents and be sure that there is an understanding of commitment to game schedules. This child may play in the game; however, he/she will not be allowed to play more than every other inning for the duration of the game. If a child shows up after the first pitch has been thrown and a farm player is in place, this child is not allowed to play for the duration of the game. Again, the child's parents need to be spoken with.

10.7 A farm player **must** play at the least every other inning. However, when the number of players on the team is 10, the team manager cannot play a farm team player more than anyone else on his roster. This is accomplished by rotating the farm player in and out every other inning.

10.8 The farm player **may not pitch** under **any** circumstances. In addition, he may not play the infield more than two consecutive innings.

10.9 The sole purpose of the farm team is to avoid recording an out when batting short and to compete evenly on defense; it is not to bring in ringers and high-grade talent.



The positions that are to be filled should be positions that will not upset your current roster.

10.10 The farm player(s) must be put at the bottom of the batting order ... no exceptions. Any unresolved infractions of the above stated rules will result in a game forfeiture.

## **11.0 ADDITIONAL RULES**

11.1 HOME team will provide two game balls and the VISITING team will provide one game ball to every select game.

11.2 The OC Select management must approve any changes to these rules. To apply any rule changes for the game(s), the OC Select management or representative(s) must advise the managers, umpire and official scorekeeper before the start of the game.

11.3 Offensive coaches must remain in the coaching box areas next to first and third base. Defensive coaches will not be permitted on the field and must remain in the dugout or per the Umpire's discretion.

11.4 Once the schedule has been published and the season has begun, any request for alterations cannot be accommodated and will result in a forfeit and reported with a 7-0 score. The exception to this rule is if the city closes the field due to inclement weather.

## **12.0 PROTEST RULE**

There are no protests. Umpire is the final decision maker in all cases and those decisions are final. If a manager during a game feels the umpire is wrong under our rules, the manager has 90 seconds to produce the rule and show it to the umpire.

**\*\*DISCLAIMER REGARDING ALL RULES:** There will be issues and situations that test the integrity of the above-listed rules. The League President and/or the OC Select Management reserve the right to change or modify any of the above items at any time to better serve the divisions as a whole.