

CORONA PONY YOUTH BASEBALL LOCAL RULES & REGULATIONS

(Revised: March 2019 r1.1)

1. REGULATIONS:

- 1.1. Corona PONY Youth Baseball (CPYB) has approved the following rules for use during league play. These rules will supersede the PONY and Major League rulebooks. The PONY and Major League rules will apply to all situations not addressed by the CPYB local rules.
- 1.2. Team rosters will consist of maximum 13 players at time of registration. Teams may not carry less than 12 players without knowledge of player agent. New players must be approved by the Player agent and Division Director before participation is allowed.
- 1.3. The refusal of any participant, supervisor or any person acting for or on behalf of the League to cooperate with rules will go before the Rules committee for actions to be taken for said violation. Suspension from League activities for the balance of the season is recommended.
- 1.4. All players in the League shall have numbers clearly displayed on their uniform jersey. Players shall not wear cut off or short pants.
- 1.5. Metal cleats are allowed in the Bronco and Pony divisions only. However, pitchers cannot wear metal cleats on the mound.
- 1.6. Baseball drills against chain link fencing are prohibited.
- 1.7. Teams are required to pick up all trash after games. This includes the dugouts, playing field, and spectator area.
- 1.8. No alcohol, drug or tobacco (including chewing tobacco) use is allowed by players, managers, coaches, or any person representing the League while in contact with League players during League game times and on field activities.
- 1.9. Music or noise making devices are prohibited during the course of a game.
- 1.10. Badges – They must be visible and worn at all times for all on-field and dugout personnel.

2. PLAYING RULES:

2.1. Playing Field:

Pitching Distance

Pinto	40 feet
Mustang	46 feet
Bronco	50 feet
Pony	54 feet
Colt	60 feet 6 inches

Distance between bases:

Shetland	50 feet
Pinto	60 feet
Mustang	60 feet
Bronco	70 feet
Pony	80 feet
Colt	90 feet

Home plate to center of second base:

Pinto	84 feet 10 inches
Mustang	84 feet 10 inches
Bronco	99 feet
Pony	113 feet
Colt	90 feet

2.2. No pre-game infield or pitching practice is allowed.

2.3. Manager and Coaches:

Shetland	Maximum of 5 badged individuals in the dugout
Pinto	Maximum of 3 badged individuals in the dugout
Mustang	Maximum of 3 badged individuals in the dugout
Bronco	Maximum of 3 badged individuals in the dugout
Pony	Maximum of 3 badged individuals in the dugout

2.4. All Divisions - Access to the dugout is the responsibility of the manager, only badged coaches and team coordinators will have dugout access and will be restricted by CPYB and the umpire.

3. **GAME RULES**

3.1. Game length

Foal	1-hour time limit
Shetland	Six (6) innings
Pinto	Six (6) innings
Mustang	Six (6) innings
Bronco	Seven (7) innings
Pony	Seven (7) innings
Colt	Seven (7) innings

3.2. Game time limits.

3.2.1. The official starting time of the game will be announced by the plate umpire to the managers of both teams. If the umpire fails to announce the start time the scheduled game start time will be used as the official start time.

3.2.2. No New Inning, finish the inning limit

Shetland	1 hour 15 minutes
Pinto	1 hour 30 minutes
Mustang	1 hour 35 minutes
Bronco	1 hour 45 minutes
Pony	2 hours
Colt	2 Hours 15 minutes

3.3. If the home team is ahead at the no new inning time limit, the umpire can call ball game at that time.

3.4. A new inning starts when the third out is made in the bottom of the previous inning.

3.5. Maximum runs per inning/ unlimited run inning

Max. Runs per Inning Exceptions

Pinto	5 runs per inning	6 th inning, bat the length of the roster or 3 outs.
Mustang	6 runs per inning	6 th inning, bat the length of the roster or 3 outs.
Bronco	6 runs per inning	6 th inning, bat the length of the roster or 3 outs.
Pony	6 runs per inning	7 th inning, bat the length of the roster or 3 outs.
Colt	6 runs per inning	7 th inning, bat the length of the roster or 3 outs.

3.6. If one team has more than the other team, then the team with the least, will bat the same number of players. Example. Team A has 11 players and Team B has 12 players. Team A will bat 11 + 1 to have the same opportunity in the last inning.

3.7. Mercy rule.

- 10 Run Lead
- Shetland after 3 ½ or 4 innings
- Pinto after 3 ½ or 4 innings
- Mustang after 3 ½ or 4 innings
- Bronco after 4 ½ or 5 innings
- Pony after 4 ½ or 5 innings

3.8. A team must field at least eight (8) players for a regulation game. If only eight players are being used the ninth (9th) batting position will be bypassed and no out will be record. A player arriving late must be inserted into the last batting position. If a team is unable to place eight (8) players on the field, that team shall be allowed fifteen (15) minutes from scheduled game time to field eight (8) players. If at the end of fifteen (15) minutes the team still cannot field at least eight (8) players, the game will be cancelled. This situation will normally result in forfeiture. Substitute players from other teams are may be allowed at the discretion of the division director.

4. **PITCHING**

4.1. Pitching restrictions (pitches)

Required Rest (pitches)

League Age	Daily Max. Pitches	0 Day	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

- 4.2. Rest is calculated as per calendar day.
- 4.3. Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched.
- 4.4. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched one inning.
- 4.5. Once a pitcher is removed from the mound they will not be permitted to pitch again in the same game.
- 4.6. A pitcher hitting any batter for the third time in a game must be removed from the mound.
- 4.7. If a relief pitcher comes in “cold”, the umpire shall allow the pitcher to warm up properly with at least ten (10) warm-up pitches.
- 4.8. If a manager or coach asks for time-out and goes onto the playing field to talk to any player more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exception to this rule shall be in case of injury.
- 4.9. The balk rule is in effect for the Mustang, Bronco, Pony and Colt divisions and shall be called at the discretion of the umpire.
- 4.10. Pinto exceptions.
 - 4.10.1. No balks or dropped third strike rule.

5. **OFFENSE / BATTING**

- 5.1. Rosters
- 5.2. Managers must bat their roster in a preset order. The following rules will apply:
- 5.3. The entire roster of players present for the game shall bat in rotation.
- 5.4. Managers must follow the preset order for their team throughout the entire game.
- 5.5. If a player arrives late, said player must be inserted in the last batting position.

- 5.6. If a player is removed from the offensive line-up due to injury, illness or absence on the player's accord, that batting position will be bypassed to the next position in the batting order with no out charged. Said player will not be allowed to return for participation in the same game.
- 5.7. If a player is removed from the line-up due to ejection an out will be recorded each time that player's position is reached in the batting rotation.
- 5.8. Pony has adopted the USA bat standard. All bats must have the "USABat" licensing stamp to be considered a legal bat, with the exception being a -3 BBCOR certified bat
- 5.9. $2\frac{3}{4}$ bats are prohibited in all divisions. Only USA certified bats $2\frac{1}{4}$ - $2\frac{5}{8}$ will be considered legal.
- 5.10. Tee Ball bats are not to be used with any player pitched ball.
- 5.11. Only one (1) offensive time-out per inning.
- 5.12. Additional Pinto rules.
 - 5.12.1. No minimum distance a batted ball must travel.
 - 5.12.2. Face cages are required for the batter and the player on-deck.

6. OFFENSE / BASE RUNNING

- 6.1. A runner can be called out when they do not slide or attempt to avoid the fielder who has the ball and is waiting to make the play. The umpire has full discretion on interpretation of this ruling.
- 6.2. Pinch runners are not allowed with the exception of two outs and the catcher is on base. In this situation the offensive manager may replace the catcher with the player who made the last out.
- 6.3. Infield fly rule is in effect.
- 6.4. Runners may lead-off and steal bases, including home.
- 6.5. Addition Pinto rules and exceptions.
 - 6.5.1. A runner may steal a base once the pitched ball has been released from the pitcher's hand.
 - 6.5.2. No leading off. The runner must remain in contact with the base until the pitched ball has been released from the pitcher's hand. Penalty: The runner will be called out.
 - 6.5.3. Home plate is open. A runner may advance to home on a passed ball or wild pitch. A runner may steal home at any time.
 - 6.5.4. Runner at third shall score only on a steal, the batter hits them in, bases loaded walk or bases are loaded and the opposing pitcher hits the batter.
- 6.6. On the instance of a walk the ball is NOT dead until time is called by the umpire and any runners attempting to steal do so at their own risk.

7. DEFENSE

- 7.1. "Must Play" rule
 - 7.1.1. Players who are sitting out that inning and don't play defensively, must stand outside the dugout between innings and show their numbers to the umpire to report they are sitting out that inning. It is the manager's responsibility to make sure they advise the umpire of those players. If a manager does not report the sitting players, he/she is then in violation of the managers contract and it will result in a disciplinary action decided by the Disciplinary Committee.
 - 7.1.2. The umpire will record the players sitting out on the game scorecard. The scorecard will be the document of record to resolve any "Must Play" questions.
 - 7.1.3. A player may not sit out two consecutive defensive innings.
 - 7.1.4. No player shall sit out a second time until all players have sat out at least one inning (three outs). Players shall not sit out a third time until all players have sat out at least twice.
 - 7.1.5. "Must Play" pitching exceptions and special situations.
 - 7.1.5.1. Starting pitcher pitches the entire game even if the game is shorted due to mercy rule.
 - 7.1.5.2. Relief pitcher enters the game prior to sitting out an inning and pitches the remainder of the game.

- 7.2. No more than three players shall huddle on the playing field at any time during the game.
- 7.3. Catchers must wear all approved equipment (catcher's helmet, chest protector, shin guards, catcher's glove and hard cup). No exceptions.
- 7.4. The Pinto division will play three (3) outfielders.

8. GENERAL

- 8.1. Any manager, coach or player ejected from a game by the umpire will not be allowed to participate or be on the field or in the dugout until a timely decision rendered by the Disciplinary Committee.
- 8.2. Base coaches must either be a badged individual or a player in uniform. If it's a player, they must wear a helmet.
- 8.3. In the event of a scoring or "must play" dispute the umpire's game card will be the document of record.
- 8.4. A protest based on the umpire's judgment shall not be permitted.
- 8.5. Protests will be upheld only when there is a serious misinterpretation of the applicable rules and where the Disciplinary Committee decides the violation likely altered the outcome of the game.
- 8.6. Only a manager or coach may be allowed outside of the dugout within 10 feet of the opening when on defense. Exception is Shetland where one coach is allowed behind the plate. All other remaining staff must remain in the dugout. On offense you are allowed one coach at first and third base respectively with Shetland having one coach pitcher. There shall be no buckets or equipment within entry of the dugout. All equipment stored in the dugout shall be inside and around the corner.
- 8.7. Criteria for determining division standings:
 - Overall Standings
 - Win Percentage.
 - Head-to-head Outcome.
 - Runs Against
 - Runs For
 - Coin Toss
- 8.8. Rain out policy. Teams must show up for games in which the field is in playable condition. Field conditions will be posted on the website (www.coronapony.com).