



2019 CONEJO VALLEY INTERLEAGUE RULES

Updated 2/25/19

Article I - General Rules

The "Official Rules of Major League Baseball" and the "Rules and Regulations of PONY Baseball," completely revised, will govern all play unless modified by these INTERLEAGUE Rules.

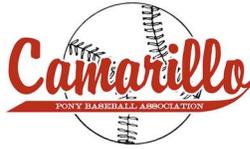
1. **Ground Rules.** All Ground Rules will be reviewed prior to the start of each game. "Ground Rules" are defined as and limited to "Rules specially adopted for dealing with situations or circumstances arising from the particular physical nature or boundaries of the playing field or the interference of spectators."
2. **Official Game Scorebook.** The home team Game Scorebook ("Book") shall be the official Book for the game, unless agreed to otherwise and approved by the plate umpire before the start of the game.
3. **Legal Team.** A minimum of 8 uniformed players and one adult coach constitutes a legal team. A team failing to field 8 uniformed players within 15 minutes after the scheduled start time or revised start time as result of the prior game not ending on time will forfeit the game.
4. **Team Rosters.** Prior to the first game of the season, all leagues are required to register their teams with the Interleague. Presidents, which shall include the following; players full name and jersey number. Thereafter, the rosters are frozen and no additional players may be added unless the team meets the requirement to add a player as defined in paragraph 5 herein below. Additionally all teams must have at least 11 players on their rosters to start the season (and prior to their national league draft). If a player quits after the national league draft and before the start of the season, the league has the right to add a replacement player before the season begins or choose to play with less than 11 players.
5. **Replacements Players.** In the event a team's roster falls below nine (9) players, said team shall have the right to add a player. The team manager shall submit a request to the league Presidents for approval, which shall not be unreasonably withheld.
6. **American/National Splits.** Acceptable splits between American and National shall be as agreed to among the league Presidents. Newbury Park refers to these divisions as "Gold" (American) and "Black" (National).
7. **Sit Out Rules:**
 - a. No player shall sit out two (2) innings of a regulation game before all players on the team have sat out one (1) complete inning.
 - b. No player shall sit out three (3) innings of a regulation game before all players on the team have sat out two (2) complete innings.
 - c. The **starting pitcher** is exempt from the rules in A and B above until they are removed from the pitching position. If the pitcher is removed from the pitching position mid-inning and comes out of the game, that will not count as having sat one full inning and they would be required to sit the next full inning (if everyone has already sat one inning). If it's the last inning (and a regular season game) and the pitcher is removed mid-inning, the pitcher must sit the remainder of the inning.
 - d. A perceived violation of this rule must be brought to the attention of the Umpire-in-Chief by way of a protest. The Manager against whom the protest is lodged will be given the opportunity to either correct the infraction without penalty or continue play under protest. If the protest is upheld, the game will be declared a forfeit.
8. **Continuous Batting Order.** ALL players will bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness or is



pre-arranged prior to the start of the game with the opposing manager, plate umpire and is documented in the home scorekeeper's book. Further, when documenting a pre-arranged departure, the manager shall submit a time at which the player will be removed from the game, and from that time forward, the player may not reenter nor continue to play in the game. In the event the player is at bat, he shall be allowed to finish his at bat; if he is pitching, he shall be allowed to finish the batter; and if he is playing defensively, he shall leave at the end of the at bat. Time will be determined by the plate umpire's watch or other watch as determined before the start of the game. If a player is removed for any other reason, an out shall be recorded for his scheduled time at bat. This out shall be recorded only once per player, per game.

Please note there is no deadline as to when the late player may arrive.

9. **Umpire Absence.** Should an umpire fail to appear, the home team manager shall notify the league director. The game must proceed utilizing the best available people as umpires.
10. **Tie Games.** Tie games will be awarded a half win and a half loss for each team. Extra innings are allowed in each division during regular season, provided the "no new inning" time limit has not come into play.
11. **Time Outs.** A team at bat is limited to two offensive time-outs (conferences) per inning. Injuries, defensive time-outs or time called by the umpire are not included as an official offensive time-out. Only the infielders and one manager/coach may huddle on the playing field at one time.
12. **Hard Casts and Injuries.** Any player with a hard cast or splint is ineligible to play. Any player unable to bat due to injury becomes ineligible to play.
13. **Slide or Avoid Contact.** In order to protect all defensive players on all plays at any base, or at home plate, **runners must slide or avoid contact.** If the runner does not slide, but there is no contact, there is no penalty. If the runner does not slide and contact is made that in the umpire's judgment is not incidental, the runner is out. If, in the umpire's judgment, there was intent to injure (throwing of elbows, stiff arming, etc.) then the runner may also be ejected from the game.
14. **Pinch Runners.**
 - a. Pinch runners or so-called "courtesy runners" shall be allowed to take the place of a runner injured during the course of the game.
 - b. With two-outs, a courtesy runner for the catcher may be used. The courtesy runner shall be the player that made the previous out. The player that was run for **must** assume the catching position the next inning (and must complete the inning as the catcher – barring injury that would remove them from the game).
 - c. If a player has an injury that existed prior to the start of the game, no courtesy runner may be substituted for that player. If a pinch runner is substituted for a player with such a pre-existing injury, then that player may not return to the game after the substitution has been made.
 - d. In every instance, the courtesy runner shall be the player having made the last out prior to the most recent play.
 - e. A runner replaced by a courtesy runner may reenter the game only one time. Once a player has been replaced by a courtesy runner for the second time, he may not return to the game.
15. **Metal Cleats.** No metal cleats shall be allowed except in Bronco American, Pony and Colt divisions.
16. **Substitution Players.** When a team (due to sickness, injury, or absence due to conflicts) is forced to start an Interleague game with eight (8) or less players, the team may add a substitution player (prior to the start of the game) pursuant to the following guidelines:



A. American Divisions

For all American Divisions, the substitute player must be selected from the list of registered National Division players for that division (Colt, Pony, Bronco, Mustang, etc.) for that team's home league. For example, an eligible substitute for a Westlake Bronco American team would be any registered player in the Westlake Bronco National Division.

B. Pony National Division

The spirit in replacing a player is to not upgrade your team. Therefore, players ranked in the top 2 rounds for the National draft are categorized as ineligible players. The list of ineligible players for each league are compiled and shared between leagues prior to the start of the season. Additionally, if a player is added to a team after the draft but that player would have been ranked in the top 2 rounds for the National draft, that player shall also be considered ineligible. For example, a high school player is cut from the high school team (prior to the season starting) but added as a player to a National team and that player would have been a top 2 round pick, he is ineligible. Again, please maintain the spirit of the rule.

- c. Subject to subsection f. below, the penalties for utilizing an ineligible substitute player shall be (1) forfeiture of the affected game; and (2) suspension of the offending manager for one game. All suspensions shall be implemented by the offending manager's home league.
- d. The replacement player is to wear his regular team's jersey. The replacement player is not allowed to pitch, play catcher or shortstop and must bat last in the lineup.
- e. A substitution player will play as a regular member of the team and is bound by the same minimum play requirements. He may not play if his regular season game conflicts with the substitution game.
- f. The manager must inform the opposing manager prior to the start of the game that he is utilizing a substitution player. If these guidelines are not followed or if a team utilizes an ineligible substitute, the team may play or finish the game but the game will be considered a forfeit in the standings.
- g. All substitute players must be registered and in good standing with the league that they are subbing for.

17. Penalty for Use of an Illegal Bat:

- a. If detected before the first pitch of an at bat, the bat shall be removed from the game. The batter is **not** out and is required to use a bat that conforms to bat regulations. The manager is **not** removed from the game or the next scheduled game.
- b. If detected after the first pitch (whether the pitch is swung at or not) the batter is declared out and base runners shall not advance. The manager is **not** removed from the game or the next scheduled game.
- c. If detected after a ball is hit, the batter is out and base runners shall return to their original base prior to the hit. The manager is **not** removed from the game or the next scheduled game.

Any time a, b, or c happens **twice** in one game, the manager of the team shall be removed from the game as well as the next scheduled game. The above rules for the batter and runners still apply.

18. Overall Pitching Limits

- a. Pitchers must rest the required amount of days based on the chart below. Maximum pitch counts per division are in place and pitcher may finish the batter once that number is reached, however the required rest is tied to exactly how many pitches are thrown.



- b. Pitch counts will be entered into a shared Excel file for reference by managers. Any infraction will result in an one-game suspension of the manager.
- c. Any pitcher that throws 40 or more pitches in a game is not allowed to catch in that game. If a player first appears as a catcher and later enters the game to pitch, he may only pitch up to 39 pitches before he must be removed. The 39 pitch count is a hard cutoff and they may not finish the batter. Any infraction will result in a one-game suspension of the manager.
- d. Home team is responsible for keeping pitch counts during the game and it is recommended that scorekeepers confer between innings (to avoid any problems), however in there is any discrepancy between the numbers, the home team numbers are official.
- e. If a pitcher has reached his daily max, they are allowed to finish the batter, however the final pitch count is what will be used to determine their required days of rest. So, for example, if a Pinto pitcher goes to 52 pitches under this scenario, they would be required to reset for three full days before pitching again.
- f. It is recommended that each manager notate their ineligible pitchers prior to start of the game at the plate meeting. If, however, a manager brings out a player to pitch that is ineligible, the opposing manager must bring it to the attention of the other manager to give them a chance to correct the situation. There is no penalty and the pitcher is not required to face a batter (even if they took the mound and threw a few warm-ups). If the opposing manager refuses to take out the pitcher and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension.

If a pitching violation occurs and no one says anything and the game is completed, no forfeit will be granted, but the manager will receive a one-game suspension (if violation is confirmed). The same idea is in play for in-game pitch count violations or catcher infractions. You need to give the manager the opportunity to correct and only if they don't correct, then the game would be deemed a forfeit if upheld.

Required Rest

Division	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
Pinto**	35 / 50*	1 to 20	21 - 35	36-50	51+	N/A
Mustang**	60 / 75*	1 to 20	21 - 35	36-50	51-65	66+
Bronco	70 / 85*	1 to 20	21 - 35	36-50	51-65	66+
Pony	80 / 95*	1 to 20	21 - 35	36-50	51-65	66+
Colt	80 / 95*	1 to 30	31 - 45	46-60	61-75	76+

* Pitch counts can increase on April 1 of each season.

** See specific division rules for game limits for Pinto and Mustang.

For example, if a pitcher throws 37 pitches on a Saturday, that pitcher must rest 2 days and therefore cannot pitch until Tuesday. If a pitcher throws 67 pitches on a Saturday that pitcher must rest 4 days and therefore cannot pitch until Thursday.

19. Sunset – Drop Dead Time Rule / Start Time

- a. For all games where field lights are not available, **ten minutes past the posted sunset time shall be the drop dead time and once this time has been reached, the umpire will call the game for darkness and no further game play shall occur (no exceptions)**. The sunset time should be agreed to during the plate meeting with the umpires prior to the start of the game. The website www.timeanddate.com can be used as a



quick reference at that time. The game score will revert back to the last completed inning (unless the home team is ahead at the time of the drop dead).

In situations where the visiting team goes ahead in the top half of the inning and there is minimal time left to complete the inning, the visiting team may elect to forfeit the balance of their plate appearance without additional outs being recorded (simply by notifying the umpire of their wishes).

- b. The official game time will begin just as the first batter is about to enter the batter's box. The umpire will call out a time and the home team scorekeeper will take note of that. Managers should be prepared at least 10 minutes prior to the scheduled start time for a managers meeting with the umpires. If managers are late for this meeting, the umpire may start the clock right at the scheduled game time (again telling the official start time to the home book).

20. Batting / Catcher Helmets

- a. Helmets must have a non-glare surface and cannot be mirror-like in nature.

21. Intentional Walks

- a. Managers may elect to intentionally walk a batter without throwing any pitches (or any additional pitches) by simply telling the umpire. The pitcher of record will not receive any pitches as the result of an intentional walk that was issued by the manager.

22. Reporting Scores

- a. The home manager must report scores with 48 hours (or prior to the start of their next game – whichever is first) of the completed game time (**preferably 24 hours**). The report should include runs scored for both teams, number of innings that each pitcher appeared in and total pitch count for each pitcher. Failure to report scores within 48 hours may result in a warning for the manager in question. Subsequent violations may result in disciplinary action towards the manager – starting with one game suspension and upwards.

23. Suspended Games / Rain-Outs

- a. A game is considered official if four innings have been completed prior to the umpire calling the game because of inclement weather (or 3 ½ if home team is ahead). Any game that does not meet that threshold will be resumed at a future date from the exact point it was stopped.
- b. Any player that was not present at the suspended game may be added to the end of the lineup and any player not present at the resumed game would not be treated as an out.
- c. Pitches incurred during the game will carry over to the resumed game, however pitch counts will be isolated to the day the pitcher pitched. The appropriate rest time must be taken into consideration. A pitcher cannot re-enter as a pitcher if he was already pitched in that game.
- d. Time will not be carried over unless otherwise specified in advance (because of field usage limitations). Sunset rule will still be in play.
- e. Max pitch count rules are still in play for suspended games. So a pitcher in the Bronco Division, who goes 43 pitches in a suspended game, can only pitch an additional 17 or 32 pitches (depending the time of year). This assumes he is still the pitcher of record when game is suspended.



24. Playoff Formats

- a. Unless otherwise specified to start the season, playoff formats will always be double elimination. All championship games will be scheduled (space and time permitting) so that an "if needed" game will be played immediately after the championship game (if team with one loss wins initial game to avoid elimination). If time does not allow for a second game to be played or completed, then the game will be scheduled at the next possible date agreed to by the league administration.

24. Schedule Conflicts

- a. If a team has a schedule conflict in which a significant number of their players are going to miss a game, they must request at least 7 days in advance for the game in question to be rescheduled. All requests made within 7 days will be denied and substitute players must be requested. All requests may not be granted, but the league will make every effort to reschedule depending on circumstances.
- b. Once playoff schedules have been released there will be no adjustments made to those schedule unless all leagues are in 100% agreement (even if leagues are not involved in that game, as shifts will impact future games). There are procedures in place for replacement players and those must be followed.

25. Tie-Breakers

- a. When two teams within a division have identical win-loss records, the following will apply:
 - (1.) the winner of the head-to-head competition between those two teams shall be placed ahead of the other team in the standings.
 - (2.) if the two teams remain tied after consideration of "1" above, the least number of runs allowed by a team in their head-to-head games shall be placed ahead of the other team in the standings.
 - (3.) if the two teams remain tied after consideration of "1" and "2" above, the team that has the best run differential in their head-to-head competition shall be placed ahead of the other team in the standings.
- b. When three or more teams within a division have identical win-loss records, the following will apply:
 - (1.) if the three teams played each other the same amount of games, then the team with the best record of the head-to-head-to-head competition between the three teams shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.
 - (2.) if the three teams remain tied after consideration of "1" above and they played each other the same amount of games, then the team with the least number of runs allowed in their head-to-head-to-head games shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.
 - (3.) if the three teams remain tied after consideration of "1" and "2" above and they played each other the same amount of games, then the team that has the best run differential in their head-to-head-to-head competition shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.



Article II – Division Specific Rules:

I. Shetland:

1. All rules for this division will follow the current Pony National Shetland tournament rules unless where specified in this document.
2. Time limits for regular season, seeding playoff games and non-elimination playoff games:
 - a. No new inning will start after 1 hour and 15 minutes from the **start** of the game. If the inning cannot be completed due to sunset rules, the game score will revert to that of the last completed inning.
3. Time Limits for playoff elimination games only.
 - a. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the sunset rules, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted.
4. Game length shall be five (5) innings.
5. Five (5) run limit per inning is enforced, except during the fifth (5th), which shall be 10 runs. There are no mercy rules.
6. Positions & Defensive Rotations
 - a. Catchers:
 1. Catchers must wear catcher's gear (mask, chest protector, shin guards). While recommended, catchers do not need to wear catcher's mitts.
 2. A catcher is not required when a team is forced to field less than ten (10) players.
 - b. Positioning:
 1. Infielders (with the exception of the pitcher) cannot start a play on the infield grass. They must be on the dirt (on a regulation Shetland-size field).
 2. Outfielders cannot start a play on any part of the infield dirt. They must start a play on the outfield grass (on a regulation Shetland-size field).
 3. The kid pitcher shall keep at least one foot on the pitcher's mound (dirt) prior to each machine pitch (or designated line).
 4. Every player must play at least one infield position within the first three innings (and catcher does not count).
7. Other information and misc. rules:
 - a. Machine Pitching Distance: 38 feet
 - b. Flexi Ball-Level 10 is preferred, but Level 5 (Diamond LC5) is acceptable.
 - c. Pitching Machine ONLY. (Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4).



- d. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a strike and no runners shall advance. If the batted ball is also the sixth pitch, the batter is out.
- e. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If the deflected ball hits a runner in fair territory he/she is not out, and the ball is live and in play. E. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- f. The batter is out if failing to reach base after a maximum of six (6) pitches or after **(3 strikes/5 strikes)**** from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the 6th pitch or any subsequent pitch that is also a foul ball.

**** The 5 strike rule will be in play through April 12 and will revert to 3 strikes for games played after April 21.**

- g. The batter is out on a foul tip if it is also the 3rd strike regardless of the pitch number.
8. Only **four** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play (with one defensive coach at least 5 ft. into foul territory coaching the outfielders). The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.

II. Pinto:

1. Time limits for regular season, seeding playoff games and non-elimination playoff games:

- a. No new inning will start after 1 hour and 45 minutes from the **start** of the game. If the inning cannot be completed due the drop dead time rule, the game score will revert to that of the last completed inning; provided however, said completed inning meets the requirement of a legal game, and if so said game will be deemed final. Otherwise, the game will continue at the earliest possible time.

2. Time Limits for playoff elimination games only.

- b. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the drop dead time rule, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted.

3. Pitching Rules:

- a. The official scorekeeper of each Pinto game will maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify their manager when their pitcher (or opposing team's pitcher) has reached the allowable number of pitches. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit has been reached (the pitcher will be allowed to finish pitching to the batter in which he started).
- c. It is prohibited for any player in the Pinto Division to appear in a game as a pitcher in **more than three** consecutive games (rainout or bye weeks do not count as a game). This rule is in addition other pitching rules in place that are specific to this division. The three game mark will reset after spring break and will not be enforced during the playoffs (only normal pitching rules and limitations will be in place for the playoffs). The penalty for any infraction will result in a one game suspension of the manager and possible forfeit (if issue raised during game and not corrected by offending team).



4. Game length shall be six (6) innings. Extra innings during the regular season are allowed, provided the time limits and/or drop dead time rule.
5. Five (5) run limit per inning is enforced, except during the fifth (5th) and sixth (6th) innings, which shall be unlimited.
6. **Base Stealing.** 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** 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.
7. **Dead Ball.** A play is dead when the pitcher is in contact with the pitching mound (subject to the interpretation of the umpire) and all runners are either stopped or heading back to their prior base. Advancing runners can continue to run to the **next base** as long as they don't stop. The pitcher, however, can still make a play on any runner off the base and by doing so, the play would become live again. Additionally, if the umpire calls the play dead at any time (at their discretion), then all runners must return to their prior base and the play may not resume until the next pitch.
8. Games will be played under all kid pitch rules, including walks, hit by pitch and strikeouts.
9. The 12-run mercy rule applies after four innings or 10 runs after 5 innings.
10. Bunting for hits is allowed.
11. All infield fly rules apply.
12. Only **four** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.

III. Mustang

1. Time limits for regular season, seeding playoff games and non-elimination playoff games:
 - a. No new inning will start after 2 hours from the **start** of the game. If the inning cannot be completed due to the drop dead time rule, the game score will revert to that of the last completed inning (unless home team is ahead); provided however, said completed inning meets the requirement of a legal game, and if so said game will be deemed final. Otherwise, the game will continue at the earliest possible time.
2. Time Limits for playoff elimination games only.
 - a. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the drop dead time rule, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted.
3. Pitching Rules:
 - a. The official Book of each game will maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify their manager when their pitcher (or opposing team's pitcher) has reached the allowable number of pitches. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit has been reached (the pitcher will be allowed to finish pitching to the batter in which he started).
 - d. It is prohibited for any player in the Mustang Division to appear in a game as a pitcher in **more than three** consecutive games (rainout or bye weeks do not count as a game). This rule is in addition other pitching



rules in place that are specific to each division. The three game mark will reset after spring break and will not be enforced during the playoffs (only normal pitching rules and limitations will be in place for the playoffs). The penalty for any infraction will result in a one game suspension of the manager and possible forfeit (if issue raised during game and not corrected by offending team).

4. The 10-run mercy rule applies after four innings or 8 runs after 5 innings.
5. Balks:
 - a. During season play a player will only receive one (1) warning per game. During playoffs, no warnings will be given. Penalties will be invoked as defined in the Official Baseball Rules.
6. Only **four** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.

IV. Bronco:

1. Time limits for regular season, seeding playoff games and non-elimination playoff games:
 - a. No new inning will start after 2 hour and 15 minutes from the **start** of the game. If the inning cannot be completed due to the drop dead time ruled, the game score will revert to that of the last completed inning; provided however, said completed inning meets the requirement of a legal game, and if so said game will be deemed final. Otherwise, the game will continue at the earliest possible time.
2. Time Limits for playoff elimination games only.
 - a. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the drop dead time rule, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted.
3. Pitching Rules:
 - a. The official scorekeeper of each Bronco game will maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify their manager when their pitcher (or opposing team's pitcher) has reached the allowable number of pitches. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit has been reached (the pitcher will be allowed to finish pitching to the batter in which he started).
4. Mercy Rule:
 - a. A 10-run mercy rule will apply after five innings or 8 runs after 6 innings.
5. Only **three** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.
6. Bronco "B" division will have these additional rules:
 - a. 5 run max runs allowed in innings 1 to 5 and unlimited in 6th and 7th.
 - b. One balk warning per pitcher per game during regular season, but no balk warnings in the playoffs.



V. Pony:

1. Time limits for regular season, seeding playoff games and non-elimination playoff games:
 - a. No new inning will start after 2 hour and 15 minutes from the **start** of the game. If the inning cannot be completed due to the drop dead time rule, the game score will revert to that of the last completed inning; provided however, said completed inning meets the requirement of a legal game, and if so said game will be deemed final. Otherwise, the game will continue at the earliest possible time.
2. Time Limits for playoff elimination games only:
 - a. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the drop dead time rule, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted. The umpire shall have sole responsibility for making all decisions regarding halting a game due to darkness and/or safety concerns.
3. Pitching Rules:
 - a. The official scorekeeper of each Pony game will maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify their manager when their pitcher (or opposing team's pitcher) has reached the allowable number of pitches. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit has been reached (the pitcher will be allowed to finish pitching to the batter in which he started).
4. Mercy Rule:
 - a. A 10-run mercy rule will apply after five innings or 8 runs after 6 innings.
5. Only **three** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.

VI. Colt

1. Any player playing on a high school team is not eligible to play and will be deemed an illegal player.
2. All Colt players participating in the league must use a BBCOR (-3) or approved wood bat.
3. Time limits for regular season, seeding playoff games and non-elimination playoff games:
 - a. No new inning will start after 2 hour and 15 minutes from the **start** of the game. If the inning cannot be completed due to the drop dead time rule, the game score will revert to that of the last completed inning; provided however, said completed inning meets the requirement of a legal game, and if so said game will be deemed final. Otherwise, the game will continue at the earliest possible time.
4. Time Limits for playoff elimination games only:
 - a. All elimination games (i.e., a game which could result in the elimination of a team from the playoffs) shall be played to regulation length or as extended to extra innings until a winner is determined. If an inning cannot be completed due to the drop dead time rule, the game will be resumed at the next available opportunity and shall start at the point at which the game was halted. The umpire shall have sole responsibility for making all decisions regarding halting a game due to darkness and/or safety concerns.



5. Pitching Rules:

- a. The official scorekeeper of each Colt game will maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify their manager when their pitcher (or opposing team's pitcher) has reached the allowable number of pitches. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit has been reached (the pitcher will be allowed to finish pitching to the batter in which he started).

6. Mercy Rule:

- a. A 10-run mercy rule will apply after five innings.

7. Only **three** coaches are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.