

El Cerrito Youth Baseball Game Rules and Procedures



Effective for 2020 season

Board-approved revisions, September 2019

These rules have been adopted by the El Cerrito Youth Baseball (“ECYB”) Board of Directors to supplement the official rules of PONY Baseball. If there is a conflict between these rules and official PONY Baseball rules, ECYB will follow ECYB rules unless compliance with PONY rules is required to maintain our franchise or to permit participation by ECYB teams in PONY sanctioned tournaments. These rules are in effect for the 2020 and subsequent seasons until modified or changed by the Board.

SECTION ONE

PLAYER SAFETY AND MEDICAL PROCEDURES

1. Safety equipment

The ECYB equipment manager, with the team manager should ensure that all equipment provided by ECYB is in safe and serviceable condition.

1.1. Protective cups must be worn by all players in all divisions except Shetland and Pinto. The use of protective cups in Pinto is strongly recommended.

1.2. The use of metal cleats by players in the Shetland, Pinto, Mustang, and Bronco divisions is prohibited.

2. Medical Procedures

ECYB has established a comprehensive emergency program to provide medical care for players, managers, coaches, and umpires who need emergency treatment. Some injuries on the field may require ambulance transport or hospital care. The following procedures shall be followed.

2.1. In every emergency parents or guardians shall be notified as soon as possible. ECYB must have accurate information on parents/guardians to contact them.

2.2. In the case of a severe injury or emergency, a team official will escort the player to the nearest emergency room or arrange for emergency transport to a hospital.

2.3. Any player hit in the face or head (excluding a brush to the batting helmet), REGARDLESS OF EVIDENCE OF PAIN, shall be kept in the company of a team official until the player can be turned over to the player's parent or guardian. If the player complains of a headache, dizziness, or begins to vomit, the player will be immediately taken to the nearest emergency room or emergency transport shall be summoned.

2.4. If any player receives an injury to the body during practice or a game and there is some evidence of persistent pain, the player should be turned over to the care of the player's parent or guardian.

2.5. If a player reports significant pain during practice or a game, that information should be communicated to the player's parent or guardian.

2.6. Care of injured umpires and team officials shall be the responsibility of the home team.

2.7. A completed accident report shall be submitted to the division president within five (5) days of the injury. A form is available from the division president or a board member.

- 2.8. In the event of an injury during practice or a game, the family's insurance carrier provides the primary insurance and will be billed first. ECYB's insurance carrier will provide excess insurance to pay any remaining covered expenses up to its maximum coverage.
- 2.9. Umpires are required to register and purchase insurance through PONY Baseball.
- 2.10. Any parent wanting to review the ECYB medical coverage may obtain a copy by request from the division president or the board.

SECTION TWO SPORTSMANSHIP AND CONDUCT

1. General Conduct Relating to ECYB Activities

- 1.1. Misconduct on the part of adult leaders or players in relating to ECYB activities, on or off the field such as, but not limited to fighting, threats of violence, and publicly audible use of foul or abusive language may result in disciplinary action, which may include the suspension or removal of the individual from further participation in ECYB activities.
- 1.2. ECYB, through its board of directors and its designated division presidents, shall reserve the right to withdraw membership from any team member or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interest of ECYB.
- 1.3. In all cases, the game umpires, or head umpire (if present) shall be the sole judges of inappropriate behavior involving participants during a game.
- 1.4. The division president, in consultation with the ECYB president and the head umpire, is responsible for applying these rules and taking appropriate disciplinary and other actions involving their division's games.

2. Game Conduct

The division presidents, head umpire and game umpires shall have the authority to control the conduct of participants, players, parents, managers, coaches, and spectators during a game including the authority to eject participants or to forfeit the game. The division president shall have the authority to suspend, discharge or otherwise disciplining any player, manager, coach, umpire, or other person whose conduct violates the ECYB rules.

3. Manager and Coach Conduct

- 3.1. Managers and coaches shall provide a model of good behavior for their players and parents during the games and during practices. They are required to relate to the umpires, parents, and players of both teams and to each other with dignity and respect. Public ridicule or verbal or physical abuse of any manager, coach, player, umpire, or spectator will not be tolerated.
- 3.2. The division president must investigate all complaints made against managers and coaches according to the investigative protocol established by the board and shall determine the appropriate discipline if the complaint is substantiated.
 - 3.2.1. The investigation and enforcement process are to be completed within seventy-two (72) hours after receipt of the complaint.

- 3.2.2. Managers and coaches involved in the incident shall fully cooperate with the investigative process and make themselves available for interviews and to answer all questions.
- 3.2.3. Failure to cooperate with an investigation will result in suspension from ECYB until cooperation is achieved.
- 3.2.4. The division president will present his/her findings to the board along with any disciplinary action that has been taken.
- 3.2.5. The division president will also notify all involved parties of the outcome in writing.
- 3.2.6. Any party to a given investigation may request a Grievance Hearing described in Part One Section Eight if they so desire.
- 3.3. Public ridicule of a player by any manager or coach will result in a warning for the first offense. A second offense may result in removal of the individual from ECYB for one calendar year commencing from the date of suspension.
- 3.4. Physical abuse threatened physical abuse, offensive language or verbal threats, audible use of offensive language around children, e.g., common swear words, and charging the opposing team's dugout (bench) by any manager, coach, or player at any time when participating in ECYB activities, practices, and games, is strictly prohibited.
- 3.5. Such conduct can result in ejection and removal from the dugout or spectator areas of the game and can result in discipline up to and including (if substantiated after investigation) in the immediate and permanent removal from ECYB.
- 3.6. Intentional throwing of equipment: No warning will be issued. Intentional throwing or kicking of bats, helmets, or other equipment on the field, in the dugout, or in the spectator or backstop areas during a game will result in the ejection of the offending manager or coach from the game.
- 3.7. The ejected person must leave the field, or the umpire shall end the game which will be recorded as a forfeit by that person's team. The division president may suspend the manager or coach from additional games or take further disciplinary measures if warranted.

4. Player Conduct

- 4.1. Players are expected to conduct themselves during games and practice sessions with appropriate language and behavior.
- 4.2. Cheering for one's own team is encouraged. Under no circumstances should cheers disintegrate to taunts aimed at the opponent. When the pitcher begins their delivery, opposing players and all coaches should be quiet until the pitch is delivered. Violations of this rule will result in a warning to the manager. Any continuance of such behavior may result in forfeiture of the game.

- 4.3. Offensive language, fighting, continued baiting of opposing players, or any behavior deemed inappropriate or unsportsmanlike toward any of the game's participants including the umpires shall result in removal from the game, or if occurring at practice, from the next scheduled game. A second offense may result in removal from ECYB.
- 4.4. Intentional throwing or kicking of bats, helmets, or other equipment on the field, in the dugout, or in the spectator or backstop areas during a game will not be tolerated. This includes intentionally throwing the bat at a pitched ball (other than a botched bunt attempt). Such behavior will result in a warning and may result in the ejection of the offending player from the game by the umpires, if circumstances warrant.
- 4.5. Repeated incidents of a player intentionally throwing equipment may result in that player being removed from the team for the remainder of the season.
- 4.6. All game ejections must be reported to the division president at the end of that day.
- 4.7. After consulting with the team managers, umpires, and the head umpire, if the division president believes the incident warrants further disciplinary action, the division president may suspend the player for an additional game, in which case the player will typically be required to attend the next game and sit on the bench in uniform to support his/her team.

5. Parent/Spectator Conduct

- 5.1. Team management is responsible for fan control. When fan control problems arise, the umpires or proper authority will call time out and ask the managers to control the problem. If team management is unable to do so, the umpire will stop the game.
- 5.2. Parents and spectators should refrain from second guessing the umpires, managers, and coaches.
- 5.3. Second guessing of umpires and/or use of offensive language will result, on the first offense, in a warning by either umpire. After a second offense, the umpires or the management staff will request that the person leave the park. The El Cerrito Police will be notified if the spectator does not leave the park.
- 5.4. A written report by both teams shall be given to the division president.
- 5.5. Physical abuse threatened physical abuse, offensive language, or verbal threats by any spectator toward any manager, coach, player, umpire, or another spectator may result in the spectator's permanent removal from all ECYB games and activities for the remainder of the year.
- 5.6. Cheering for one's own team is encouraged. Under no circumstances should cheers disintegrate to taunts aimed at the opponent. When the pitcher begins their delivery, all parents and spectators should be quiet until the pitch is delivered. Such behavior will result

in a warning to the manager. Any continuance of such behavior may result in forfeiture of the game.

5.7. Spectators may not stand behind or beside the backstop.

6. Criticism of Umpires

6.1. Managers, coaches and spectators are prohibited from criticism of umpires.

6.2. Team management and players shall not dispute judgment calls by the umpires, question the umpire's calls of balls or strikes, nor in any way attempt to intimidate the umpires. Such conduct is grounds for ejection from the game.

6.3. Only the team manager or acting manager can enter the field of play to discuss a rule clarification and must request permission from the umpire(s) to do so. The umpire(s), at their discretion, may or may not grant such a request. If granted, the umpire(s) shall explain the ruling to the manager or acting manager. Only the manager or acting manager from each team shall participate in these discussions. Violation of this rule is grounds for ejection from the game.

6.4. Fans are also expected to observe this policy.

6.5. Coaches are only permitted to question umpires during a game in the following limited situations: (1) to call time-out or (2) to ask for the number of balls, strikes, or outs.

7. Game Ejections in Summary

7.1. Any person who is ejected from a game is subject to the following minimum penalties. The game day penalties listed below are automatic; the subsequent penalties may be assessed but are subject to review and commutation by the appropriate division president.

7.2. Any person who is ejected from a game shall serve the following minimum penalties:

7.2.1. An ejected player must remain on the bench for the remainder of the game and shall be automatically suspended from the next scheduled game. Absent permission from the division president, suspended players must be on the bench and in uniform for the duration of the next scheduled game.

7.2.2. An ejected manager or coach must leave the park and shall be automatically suspended and not be allowed at the park for the next scheduled game.

7.2.3. An ejected spectator must leave the park and shall not be allowed at the park for the next scheduled game.

7.3. For this rule, "next scheduled game" shall be defined as the next game in any regular or playoff division game from start to completion.

- 7.4. Should a player, manager, coach, or spectator be ejected twice during the season or playoffs, the division president may impose a suspension of longer duration for the second offense.
- 7.5. Failure of any player, manager, coach, or spectator to abide by the foregoing rules will result in the forfeiture of the game by that person's team.
- 7.6. Further failure to abide by these rules will lead to a minimum automatic two game suspension not including the game where the person was first ejected.

8. No Alcoholic Beverages

- 8.1. Alcoholic beverages are unlawful and prohibited in El Cerrito Parks.
- 8.2. If such beverages are present, umpires will stop the game until the alcoholic beverages are removed.
- 8.3. If these beverages are not removed, the El Cerrito Police will be summoned pursuant to the policy of the El Cerrito Parks and Recreation Department.

9. No Use of Tobacco

Use of tobacco in any form is not permitted on the field of play or in the dugout areas. Vaporizers and electronic cigarettes are similarly prohibited. Managers, coaches, and players may not use tobacco in any form at any time during games.

10. Park Cleanup

Both teams, under the supervision of managers and coaches, will be responsible for general park clean up immediately after the completion of their games and practices.

SECTION THREE RULES GOVERNING PLAY IN ALL DIVISIONS

These rules supplement and modify the official rules by PONY baseball. In case of any conflict the ECYB rules control. The rules and procedures in this section apply to all divisions in regular season and playoff games.

1. Players are expected to attend most practices and games and communicate with the team's business manager when they are unable to attend any practice or games.
 - 1.1. This is a shared responsibility between a player and his/her parents. To facilitate this, the division president will attempt to provide managers with parent registration conflicts related to scheduling conflicts. Players above the Shetland level who do not provide regularly scheduled conflict information as soon as reasonably possible and who miss many practices and/or games may have their minimum defensive inning and/or minimum full game requirement waived or reduced by the division president. This rule is designed to ease the burden on managers.
 - 1.2. For the requirement to be waived, the manager must inform the division president and the player's parents. If the manager and parents disagree on the matter, the division president shall decide whether a waiver should be granted in each situation and shall inform the necessary persons including the parents.
2. Only approved managers and coaches are allowed on the playing field before, during and after games. The maximum number of managers and coaches on the field or in the dugout during a game shall be:
 - 2.1. Shetland and Pinto: one (1) manager and three (3) coaches;
 - 2.2. All other divisions: one (1) manager and two (2) coaches.
3. Scheduling
 - 3.1. The division president will coordinate the division game schedule with the ECYB fields coordinator and should distribute the schedule at least three (3) weeks prior to the start of division play. The division president shall reschedule make-up games as soon as possible.
 - 3.2. The format and scheduling for playoffs shall be determined by the division president no later than the third week of the regular season after consultation with the division managers.
 - 3.3. Unless otherwise determined by the board, all teams in each ECYB division shall participate in playoffs regardless of the regular season record. Home team for playoff games may be determined by best record or coin toss, depending on the type of playoff format.

4. The Game

4.1. Regulation Game

- 4.1.1. Except for Pinto division games, a regulation game will be seven (7) innings; (six and one-half (6-1/2) innings if the home team is leading). At no time will a game extend past nine (9) innings during the regular season for either the Pinto or Mustang Divisions. If a Pinto or Mustang game is tied at the end of nine innings, the tie stands.
- 4.1.2. Regulation games in the Pinto division will be six (6) innings.
- 4.1.3. In the Pinto division, no new inning of a game shall begin after two hours have elapsed from the official start of the game.
- 4.1.4. During the regular season, for Mustang and above, no new inning of a game shall begin after 2 hours and 30 minutes have elapsed from the official start time.
- 4.1.5. During the regular season when the home plate umpire is ready to start the game, the scorekeepers shall confer and agree on the official start time so that the 2-hour, 30-minute time limit is declared to both managers and the umpires.
- 4.1.6. If a prior game extends past the scheduled starting time of the following game, each team shall be given a five (5) minute infield warm-up period if desired.
- 4.1.7. Playoff games are not subject to time limits.

If a playoff game has not ended with a winner after 9 innings, then for each subsequent inning, each team will start its at-bats with a runner on 2nd base (last out of previous inning is the runner) and continue until a winner is determined after a complete inning.

4.2. A complete game is called when:

- 4.2.1. The prescribed time expires (even if the game is tied), or
- 4.2.2. Play is interrupted by rain, darkness, other weather conditions, or field conditions, and if four (4) inning have been completed or if 3-1/2 innings have been completed and the home team leads.

4.3. A suspended game is declared when a game is interrupted for any cause including rain, other weather conditions, field conditions, darkness, or other causes. **and** the game is tied or less than the number of innings necessary for a complete game have been played.

- 4.3.1. A suspended game during the regular season shall be scheduled by the division president to be continued at a later date only if will affect the division standings for playoffs.
- 4.3.2. If an official or tied playoff game must be suspended as described above, the division president has discretion to schedule the completion of the game, reschedule the game entirely, or declare a tie.
- 4.4. Forfeited games shall count as a loss for the forfeiting team and a win for the opponent. Games forfeited by both teams will count as a loss for each team and will not be rescheduled.
- 4.5. Canceled games may not be replayed later if the outcome of the game does not affect the division standings for playoffs.

5. Team Composition

5.1. The dugout for the home team is on the third base line.

5.2. Number of players

- 5.2.1. Each team must have a minimum of nine (9) players on the field within fifteen (15) minutes after official game time. Failure to field nine (9) players will result in forfeiture of the game.
- 5.2.2. All players must be in full matching uniforms to play.
- 5.2.3. Batting order shall be composed of all team members present rather than the usual nine (9) player batting order.
- 5.2.4. If a team has ten or more players in their batting order and a player is injured during a game, becomes ill, or leaves early and cannot take the player's turn at bat, the batting order will constrict to exclude the injured player without any penalty to the batting team.
- 5.2.5. This rule does not apply to players who are ejected from a game. Their spot in the batting order will be an automatic out each time it comes up after the ejection.
- 5.2.6. In any instance in which a team has only nine (9) players and does not have an eligible substitute (as described by PONY baseball) for a player who is injured, becomes ill, must leave the game early or is ejected, the team shall be permitted to continue the game with eight (8) players. However, each time the removed player's spot comes up in the batting order it shall be considered an automatic out.
- 5.2.7. In no case shall a team be permitted to play with fewer than eight (8) players.

5.3. Late Arrival to Game

- 5.3.1. If a player is late but arrives before three (3) full innings have been completed, the player must fulfill the minimum defensive inning requirement
 - 5.3.2. If a player arrives after three (3) innings of play, there will not be a minimum defensive inning requirement for that player. However, managers are encouraged to play the player on defense as much as possible.
 - 5.3.3. If a player arrives after the game begins but before the player's turn at bat, then the player will bat at their regular place in the batting order.
 - 5.3.4. Any player arriving late to a game may bat at the end of the batting order the next time it comes around.
6. The infield fly rule is applicable in all divisions with the exception of the Pinto division.
 7. The balk rule is applicable in the Bronco division and above.
 8. Interference and Obstruction
 - 8.1. Sliding at Home
 - 8.1.1. A catcher may not block home plate unless the catcher is in the process of making a play at the plate. The catcher must have the ball in his or her possession or be in the immediate act of catching the ball.
 - 8.1.2. In this case, the runner must slide. A base runner that runs into the catcher without sliding when there is a play at the plate will be called out.
 - 8.1.3. Failure to slide does not automatically result in an out. If there is no possibility of a collision with the catcher, then no slide is required. The intent of this rule is to avoid unsafe conditions at the plate.
 - 8.1.4. If the catcher intentionally blocks the plate without the ball, the runner is safe, and the catcher may be ejected for runner obstruction at the discretion of the umpire.
 - 8.1.5. Sliding is not an intentional collision unless, in the opinion of the umpire, an attempt was made to "take out" the defensive player or otherwise disrupt the defensive player's ability to make the play. In such a case the runner is out and is subject to ejection from the game.
 - 8.2. If in the judgment of the umpire, a base runner intentionally collides with any defensive player, including the catcher who is attempting to make a play, the base runner will be declared out and the runner is automatically ejected from the game.

8.3. Per the Rules of Baseball, if a runner unintentionally collides or interferes with a fielder attempting to make an out, the base runner is out for interference, but is not ejected from the game.

9. Scorekeeping in General

9.1. Both teams shall keep a written game report (score book) that includes game information for both teams.

9.2. Team batting orders and defensive rotation line-ups shall be exchanged by both managers and shared with the scorekeepers prior to the game.

9.3. During the regular season, when the home plate umpire is ready to start the game, the scorekeepers shall confer and agree on the official start time so that the 2-hour, 30-minute time limit is declared to both managers and the umpires.

9.4. The scorekeeper for each team shall confer with each other after each half inning to agree on (1) the number of runs scored, (2) if a kid pitch division, the number of pitches thrown by each pitcher; and (3) any changes (if applicable) in the batting order.

9.5. Scorekeepers will record in the score book, the names of players sitting on the bench during each defensive inning for their own team, which should correspond with their team's defensive rotation lineup.

9.6. Each team in all ECYB games is responsible for keeping records of innings played by each of their own team's players for every game for the duration of the season.

9.7. In the event of an unresolved disagreement between the scorekeepers as to the number of pitches thrown by a pitcher, the home team scorekeeper's pitch count will prevail during the game if supported by their score book.

9.8. However, any such unresolved disagreement must be reported to the division president at the end of the game if one scorekeeper contends that the pitch count limit has been exceeded by the pitcher who is the subject of the pitch count disagreement.

9.9. Each team is responsible for keeping records of the innings played by each of their own teams' players for every game for the duration of the season.

9.10. Managers should report any major disputes to the division president within twenty-four (24) hours of the finish of the game.

10. Allowable Bats

10.1. Wood bats are not allowed through league age 12.

- 10.2. Shetland Bats stamped "T-Ball" may only be used when a soft "safety" type ball is used. The rules described below for Mustang and Bronco apply to non-T-Ball bats used in Shetland.
- 10.3. Pinto through Bronco Divisions must use bats with a USABat certification mark.
- 10.4. Pony: Players may choose to use either a USABat certification or a NFHS bat as described below in bats allowed for Colt division.
- 10.5. Colt: Players may only use a bat approved for high school (NFHS Section 3, Article 2). NFHS bats include bats made from a single piece of wood (not composites) and -3 bats with the BBCOR .50 certification mark.

10.6. Clarifications

- 10.6.1. For all ages, bats must be 2-5/8 or less diameter at the thickest part and 36 inches or less in length.
- 10.6.2. For interleague play, ECYB team managers must ensure that the bats being used by his/her team comply with both sets of league rules including Little League when playing those teams.
- 10.6.3. It is the responsibility of the team manager to ensure that all bats used during games comply with these ECYB rules.

11. Guest Player Protocol

- 11.1. If there only 8 players available to play a game, a manager may follow this protocol to invite one guest player from another team in the same division so long as that player is not one of the other team's first five (5) draft picks (including pre-empts) from the pre-season draft. The guest player must play an outfield position and bat last in the batting order.
- 11.2. When a team has seven (7) or less players available to play, the game must be rescheduled providing notice is given at least 24 hours in advance.
- 11.3. If a 9th batter on the deficient team shows up to the game, they can be added to the end of the batting order (the 10th position) and the guest player will continue in the 9th slot.

SECTION FOUR

PINTO DIVISION RULES

These rules supplement and modify the official Pinto Division rules by PONY Baseball. In case of any conflict the ECYB rules control.

1. The Playing Field

1.1. Bases shall be sixty (60') apart. Base paths shall have halfway marks, located thirty (30') feet between bases, except on the first base line. Batter's boxes shall be drawn on each side of home plate.

1.2. Distance of the pitching rubber to home plate is 40 feet.

1.3. The home team is responsible for setting out bases and lining the field. Correct measurements shall be the responsibility of the home team manager.

1.4. Field Markings.

1.4.1. Field markings include lining the first and third base paths, halfway marks between bases, the batter's boxes, the pitching circle, and the coaches' boxes.

1.4.2. Chalk lines measuring approximately two feet in length (ready lines) will be drawn outside to the left and to the right of the pitching circle.

1.4.3. Half-way markings are drawn between each of the bases except for home plate and first base. To advance to the next base a runner must reach the half-way mark before the player pitcher has control of the ball and is touching one of the pitching circle markers or is within the pitching circle.

1.4.4. There will be no on-deck circle. During a game, only the batter shall swing a bat, and is allowed practice swings only at the plate in or adjacent to the batter's box.

1.4.3.1. The next batter should remain on the bench until his turn at bat.

1.4.3.2. When the umpire observes someone swinging a bat in violation of the rule, the umpire shall call time and warn the player and the manager of the player's team.

1.4.3.3. On the second violation by any member of the player's team during the same game, the umpire shall assess an immediate out to the offending team.

2. Equipment

2.1. The game ball used in Pinto games is the "IncrediBall" or other ball approved by the board. Managers do not have the option of using a mutually agreed upon ball that is other than the board prescribed type of ball.

2.2. At bat and on deck players and base runners shall wear batting helmets. The use of protective cups by players, coaches, and managers is strongly encouraged, but not required, in the Pinto Division.

2.3. Allowable Bats

Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 10.

3. The Game

3.1. Games shall be six (6) innings in length.

3.2. For time limits, extra innings, tie breaking, and suspended game procedures:

Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 4.

3.3. The umpires shall not allow a new inning to start after more than two (2) hours have passed from the start of the game time which has been announced by the umpire.

3.4. A maximum of nine (9) batters is allowed each team in one inning except for the sixth inning. In the sixth (6th) inning there shall be an unlimited number of batters until three (3) outs are made.

3.5. Each respective scorekeeper shall announce the ninth (9th) batter in innings one (1) through five.

3.6. If the offensive team has a lead of 10 or more runs by or after the start of the fourth inning, each successive hit will be treated as a single and the runners already on base will only be allowed to advance one base per batter except in the sixth (6th) inning. See 3.4 above).

4. Team Composition

Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 5.

5. Fielding Positions

5.1. Each team must exchange their batting order and defensive rotation, including "resting" players prior to the start of each game.

5.2. The defensive team must field nine (9) players or forfeit the game.

5.3. When possible, teams shall use a tenth (10th) defensive player who shall be considered a fourth (4th) outfielder and cannot play the infield. All four outfielders must be positioned at least 20 feet behind the infield, in normal LF, LCF, RCF, RF positions.

6. Defensive Rotation and Substitution Rules

6.1. Managers must prepare a defensive rotation line-up that is exchanged with the opposing team manager.

6.2. All players must play a minimum of four (4) complete innings of defense in each game.

6.3. All players must play at least one inning in an infield position, not including catcher.

6.4. Free substitution is allowed. A player who leaves the game may return.

6.5. No player on a team shall sit on the bench for a second (2nd) inning until each player from that team has sat on the bench for at least one (1) inning.

6.6. No player on a team shall sit on the bench for a third (3rd) inning until each player from that team has sat on the bench for at least two (2) innings.

6.7. No player shall play more than four innings at the same position in the same game.

6.8. Players arriving late

Refer to Rules Governing Play in all Divisions, Section 3, Paragraph 5.

6.9. A suspected violation of the defensive rotation rules must be declared to the opposing manager as soon as it is suspected and during the half inning in which the suspected violation occurs.

6.9.1. Failure to do so waives the right to seek game forfeiture for that violation.

6.9.2. Any suspected violation must be reported to the division president.

6.9.3. If defensive rotation rules are found to have been violated, the violation may result in game forfeiture and/or disciplinary action.

7. Intentional Throwing or Kicking Equipment

7.1. At the discretion of the umpire, if the unintentional throwing or kicking of equipment has the potential to endanger the safety of others, the umpire shall warn all players on that team after the first offense (one warning per incident per team).

7.2. The second or subsequent offense(s) by any member of that team will result in the batter being called out.

8. Interference and Obstruction including sliding at home

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 8.

8.1. Any intentional interference by a coach pitcher will be deemed an out and a base runner cannot advance.

8.2. The coach pitcher should make reasonable efforts to avoid being hit by batted balls and to avoid interfering with defensive players. If the umpire determines that a pitching coach failed to make such efforts, the umpire shall declare the batter out and all runners shall return to the base they occupied at the beginning of the at-bat.

9. Halting Play

9.1. Play is halted when the umpire grants time or when a fair ball, legally in play, is controlled by the player pitcher with both feet touching one of the ready lines marked on the field or is within the pitching circle.

9.2. If during a play the player pitcher is injured or unable to control the ball in the infield, play may be halted at the umpire's discretion, or by any defensive player controlling the ball while touching one of the ready lines.

9.3. At the moment the game is halted, the following occurs:

9.3.1. A batter /runner who has not yet reached first base shall be declared safe at first base with preceding runners advancing one base if forced.

9.3.2. Runners not forced shall advance to the next base if they have passed the halfway mark between bases at the time play is halted. Otherwise they will return to the last legally occupied base.

9.3.3. Positioning runners at the time play is halted shall be a judgment call by the umpires.

9.4 On a batted ball (ground or fly) fielded by the player pitcher, there shall be not be an automatic halt of play unless the player pitcher holds the ball overhead to clearly signify the intention to end the play.

9.5 A batted ball accidentally hitting the coach pitcher will be an automatic single with base runners advancing one base, and the play is dead.

9.6 A thrown ball that accidentally touches the offensive team's coach pitcher is dead with runners returning to the last base touched.

10. Coach Pitcher

10.1. Managers or coaches will pitch to their own teams. The coach pitcher shall pitch from the pitching rubber approximately thirty-eight (38') feet from home plate.

10.2. The player in the defensive pitcher's position shall start each play standing to the left or right with at least one foot in or on the pitching circle defined by the field markings.

11. The Batter

- 11.1. Regular batting order, players who leave early, become ill, are injured, or ejected
Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 5.
- 11.2. To avoid collisions involving the ninth (9th) batter, a force out will apply at any base preceding a base runner, or a base preceding the ninth (9th) batter, or by the player pitcher halting play as provided below.
- 11.3. A batter is out after three (3) swinging strikes or six (6) pitches, whichever occurs first. If a batter fouls off the sixth (6th) pitch, the batter will receive one (1) more pitch for a total of seven (7).
- 11.4. Bunting is prohibited. An intentional bunt, as determined by the umpire, shall be a strike.

12. The Runner

- 12.1. Stealing bases is prohibited in Pinto. Base runners may leave the base they occupy only when the ball is hit or passes the plate.
- 12.2. The first time in a game that a base runner leaves before the pitched ball is hit or passes the plate that team will be warned by the umpire and any pitch will be considered a “no pitch” if it is hit. The pitch counts if it is not hit.
- 12.3. Any subsequent violation of this rule after a team has been given a warning will result in the runner being called out and the pitch considered a “no pitch” if it is hit. The pitch counts if it is not hit.
- 12.4. To advance to the next base, a runner must reach the half-way mark between bases before the player pitcher has control of the ball at the half-way mark and holds it up.
- 12.5. Interference and Obstruction Including Failure to slide at home
Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 8.

13. The Scorekeeper

- 13.1. Each respective scorekeeper shall announce the ninth 9th batter in innings one through five (1-5).
- 13.2. Scorekeepers from each team shall confer with each other at the half inning to confirm that the start time for the game is correctly recorded.
- 13.3. The scorekeeper from each team shall confirm the number of runs scored after each half inning.
- 13.4. Scorekeepers will record in the score book the names of the players sitting on the bench during each defensive inning for their own team, which should correspond to their team’s defensive rotation line-up.

13.5. Full scorekeeper responsibility

Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 9.

14. No Protests

14.1. There are no official protests in the Pinto Division,

14.2. The umpires' judgment and the rule interpretations are final.

14.3. The division president, or the division president's designate, has authority during a game to inform the umpires and managers of the meaning or content or the rules of baseball and of ECYB.

14.4. The division president does not have authority to change any call by an umpire.

15. **2020 Kid Pitch Rule**

This rule is in effect for the ECYB Pinto Division spring 2020 season only.

For games that follow the mid-point of the 2020 season, as determined by the Pinto division president, all pinto teams will use player pitchers to pitch to his/her team as follows.

15.1. Except as limited below, a player on each team is designated as "player pitcher" whose function is to throw a maximum of three pitches at the beginning of each at-bat to the players on the opposing team.

15.2. If the at-bat continues following the third (3rd) pitch, the player pitcher shall move to one of the ready marks for the remainder of that at-bat and the offensive (batting) team coach pitcher will complete the at-bat by throwing up to three (3) additional pitches to that batter.

15.3. If the coach pitcher throws a sixth (6th) pitch to the batter, the batter must make contact with the pitch or the at bat will automatically end as an out.

15.4. If the sixth (6th)pitch results in a foul ball or tip, the coach pitcher will throw another pitch to the batter and will continue to throw additional pitches as long as the result is a foul ball or foul tip.

15.5. The umpire shall call balls and strikes while the player pitcher is on the mound. The coach pitcher will inherit the balls and strikes count from the player pitcher.

15.6. The umpire shall call only swinging strikes while the coach pitcher is on the mound

15.7. A batter may strike out

15.8. A batter may not walk.

16. Pitching Limits and Rest Requirements

- 16.1. The use of curve balls, sliders, or other pitches that involve the unnatural twisting of the wrist is not permitted in preseason, season, or post season games in the Pinto Division
- 16.2. Managers and scorekeepers must keep track of the number of pitches each pitcher delivers during a game.
- 16.3. A calendar week is from 12:01 a.m. on Monday to 12:00 midnight the following Sunday.
- 16.4. Pitchers may pitch a maximum of six (6) innings per calendar week.
- 16.5. Pitchers may not pitch more than two (2) innings or fifty-four (54) pitches per game.
- 16.6. Under no circumstances shall a Pinto player throw more than fifty-four (54) pitches in one game regardless of the actual number of innings in which s/he has pitched.
- 16.7. One (1) pitch in an inning constitutes a full inning pitched.
- 16.8. A player may not return to pitch in the same game or any other game on the same day after they have been removed from that position in a game.
- 16.9. Pitchers must observe the following rest schedule.

1-20 pitches	Zero (0) calendar days
21 - 35 pitches	One (1) calendar day
36 - 50 pitches	Two (2) calendar days
51+ pitches	Three (3) calendar days

Example: A pitcher throwing 21- 35 pitches in a game on Saturday would not be allowed to pitch again until Monday.

- 16.10. If at any time pitching rules are found to have been violated, a protest must be filed according to the procedure described in Part One, Section Eight.

The following penalties will be applied.

16.10.1. Forfeiture of the game

16.10.2. Second time: expulsion of the offending manager for the duration of the season
and post-season play.

SECTION FIVE

MUSTANG DIVISION RULES

These rules supplement and modify the official Mustang Division rules by PONY baseball. In case of any conflict, the ECYB rules control.

1. The Playing Field

1.1. Bases shall be sixty (60) feet apart. The pitching mound shall be forty-six (46) feet from the plate.

1.2. The home team is responsible for setting out bases, lining the first and third base lines, drawing batter's boxes on each side of home plate, and any other field markings. Correct measurements shall be the responsibility of the home team manager.

2. The Game

2.1. Regulation games shall be seven (7) innings.

2.2. Batters, base coaches, base runners, on deck batters, and players acting as base coaches must wear batting helmets.

2.3. Extra innings, time limits and tie-breaking procedures

Refer to Game Rules Governing Play in all Divisions, Section Three, Paragraph 4.

2.4. When the offensive team is ten (10) runs ahead,

2.4.1. No more base stealing will be allowed, and runners will be held on passed balls or overthrows that go out of play.

2.4.2. When nine (9) hitters on the offensive team have completed their turn at bat the half inning will be deemed complete.

2.4.3. If the tenth (10th) hitter has not completed their appearance at the plate when the ten (10) run lead is achieved, the hitter shall become the team's first batter of that team's next offensive half-inning

2.5. The dropped-third-strike rule shall not apply in Mustang. If the ball is dropped by the catcher on the third strike the batter is still automatically out.

3. Team Composition

Refer to Rules Governing Play in all Divisions, Section Three, paragraph 5.

4. Player Participation and Defensive Substitutions

4.1. Regular batting order and provisions relating to players who arrive late, leave early, become ill, are injured or ejected

Refer to Section Three, Paragraph 5.

- 4.2. Players with an excused tardy, arriving before three (3) full innings have been completed must be included on the line-up card and fulfill the minimum defensive inning requirements. Such players shall bat at the end of the batting order the next time it comes around.
- 4.3. Free substitution is allowed. A player who leaves the game may return.
- 4.4. Each player must play a minimum of four (4) full defensive innings per game, including at least one at an infield position, and three (3) full games during the season.
 - 4.4.1. The minimum inning requirements shall be in effect during post season play.
 - 4.4.2. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.
 - 4.4.3. The full game requirement credit applies to any player who plays a full six (6) defensive innings for home teams that only play six (6) innings due to the score or to players who play a full seven (7) innings during games that go more than seven (7) innings due to the score.
 - 4.4.4. Inter-league scrimmage games may be counted for up to 2 of the 4 full games.
- 4.5. Reports of full games played will be given to division presidents in writing or by email by the score keeper immediately after the game.
- 4.6. Failure to comply may result in that game not counted in the three (3) game rule.
- 4.7. Managers must retain records of their players' full games played for the duration of the season.
- 4.8. If a violation of the substitution rules is discovered, the Protest Procedure in Part One, Section Eight must be followed.
- 4.9. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed:
 - 4.9.1. First Offense: Forfeiture of game,
 - 4.9.2. Second Offense: Expulsion of the offending manager for the duration of the season and post season.

5. The Pitcher

- 5.1. The use of curve balls, sliders or other pitches which involve the unnatural twisting of the wrist is not permitted in preseason, season, or post season games for the Mustang division.

Inning Limits and Rest Requirements

- 5.2. Managers and scorekeepers must keep track of the number of pitches each pitcher makes during a game.
- 5.3. A calendar week is from 12:01 a.m. on Monday to 12:00 (midnight) the following Sunday.
- 5.4. Pitchers may pitch a maximum of six (6) innings per calendar week.
- 5.5. Pitchers may not pitch more than three (3) innings or sixty (60) pitches per game.
- 5.6. Under no circumstances shall a Mustang player throw more than sixty (60) pitches in one game regardless of the actual number of innings in which s/he has pitched.
- 5.7. One (1) pitch in an inning constitutes one (1) full inning pitched.
- 5.8. A player may not return to pitch in the same game or in another game on the same day after they have been removed from that position in a game.
- 5.9. Limits on catching and pitching on the same day
 - 5.9.1. Any player who delivers from 1 – 40 pitches in a game cannot catch for more than three (3) innings on that calendar day.
 - 5.9.2. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher that day.
 - 5.9.3. Any player who has played the position of catcher for more than three (3) innings in a game is not eligible to pitch at all on that calendar day.
 - 5.9.4. It does not matter whether a player pitches or catches first.
- 5.10. Pitchers must observe the following rest schedule:

1 - 20 Pitches	zero (0) calendar days
21 – 35 pitches*	one (1) calendar day
36 – 50 pitches	Two (2) calendar days
51+ pitches	Three (3) calendar days

- 5.11. Example: A pitcher throwing 21 - 35 pitches in a game on Saturday would not be allowed to pitch again until Monday.
- 5.12. If at any time itching rules are found to have been violated, a protest must be followed according to the procedure described in Part One, Section Eight.
- 5.13. The following penalties will be applied:
 - 5.13.1. First time: forfeiture of the game,
 - 5.13.2. Second time: expulsion of the offending manager for the duration of the season and post season play.

6. The Runner

6.1. A base runner may not leave the base until after the ball is hit or crosses the plate. Subject to the following restriction, runners may steal bases in Mustang,

6.1.1. The first time in a game that a base runner leaves before the pitched ball is hit or crosses the plate, both teams will be warned by the umpire and the pitch will be considered a "no pitch".

6.1.2. Any subsequent violation of this rule by any runner on either team will result in the runner being called out and the pitch considered to be a "no pitch".

6.1.3. Whether or not a runner has left early is a judgment call by the umpire.

6.2. After a pitched ball is hit or crosses the plate, runners may attempt to advance. A runner may continue to attempt to advance until the pitcher has possession of the ball on the rubber.

6.3. Players who are already attempting to advance to another base when the pitcher secures the ball on the rubber may continue to advance to the next base at their own peril."

7. Interference/Obstruction including sliding at home

Refer to Rules Governing Play in All Divisions, Section Three, Paragraph 8

8. The Scorekeeper

8.1. Scorekeepers will record in the score book, the names of the players sitting on the bench during each defensive inning for their own team, the number of pitches and innings pitched by each pitcher on both teams.

8.2. Full scorekeeping responsibility

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 9.

SECTION SIX

BRONCO DIVISION RULES

These rules supplement and modify the official Bronco Division rules by PONY Baseball. In case of any conflict, the ECYB rules control.

1. The Playing Field

1.1. Bases shall be seventy (70') feet apart. The pitching mound shall be fifty (50') feet from home plate.

1.2. The home team is responsible for setting out bases, lining the first and third base lines, drawing batter's boxes on each side of home plate, and any other field markings. Correct measurements shall be the responsibility of the home team manager.

2. The Game

2.1. Regulation games shall be seven (7) innings,

2.2. Batters, base runners, on deck batters, and players acting as base coaches must wear batting helmets.

2.3. Time limits, extra innings, tie breaking and suspended game procedures
Refer to Game Rules Governing Play in all Divisions, Section Three, Paragraph 4.

2.4. The 10-Run Rule (as such rule is defined in the PONY Baseball Rules and Regulations shall not be in effect. The players are required to finish all games.

2.5. When the offensive team is ten (10) runs ahead, no more base stealing will be allowed, and runners will be held on passed balls or overthrows that go out of play.

3. Team Composition

Refer to Rules Governing Play in all Divisions, Section Three, paragraph 5.

4. Player Participation and Defensive Substitutions

4.1. Regular batting order, players who arrive late, leave early, become ill, are injured or ejected
Refer to Section Three, Paragraph 5.

4.2. Players with an excused tardy, arriving before three (3) full innings have been completed must be included on the line-up card and fulfill the minimum defensive inning requirements. Such players shall bat at the end of the batting order the next time it comes around.

4.3. Free substitution will be allowed. A player who leaves the game can return,

4.4. Each player must play a minimum of four (4) full defensive innings per game and four (4) full games during the regular season,

4.4.1. The minimum inning requirements shall be in effect during post season play.

4.4.2. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.

4.4.3. The full game requirement credit applies to any player who plays a full six (6) defensive innings for home teams that only play six (6) innings due to the score or to players who play a full seven (7) innings during games that go more than seven (7) innings due to the score.

4.4.4. Inter-league scrimmage games may be counted for up to 2 of the 4 full games.

4.5. Reports of full games played will be given to division presidents in writing or by email by the scorekeeper immediately after the game.

4.6. Failure to comply may result in that game not counted in the four (4) game rule.

4.7. Managers must retain records of their players' full games played for the duration of the season.

4.8. If a violation of the substitution rules is discovered, the Protest Procedure in Part One, Section Eight must be followed.

4.9. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed:

4.9.1. First Offense: Forfeiture of the game,

4.9.2. Second Offense: Expulsion of the offending manager for the duration of the season and post-season.

5. The Pitcher

5.1. The use of curve balls, sliders or other pitches which involve the unnatural twisting of the wrist is not permitted in preseason, division, or post season games in the Bronco division.

Inning Limits and Rest Requirements

5.2. Managers and scorekeepers must keep track of the number of pitches each pitcher makes during a game.

- 5.3. A calendar week is from 12:01 a.m. Monday to 12:00 (midnight) the following Sunday.
- 5.4. Players may pitch a maximum of eight (8) innings per calendar week.
- 5.5. Under no circumstance shall a pitcher throw more than eighty (80) pitches per game.
- 5.6. If a player delivers from 1 - 40 pitches in a game, that player shall not play catcher for more than three (3) innings in or any other game on that calendar day.
- 5.7. A pitcher who delivers 41 or more pitches is not eligible to catch at all on that calendar day.
- 5.8. A player who plays the position of catcher in four (4) or more innings in a game is not eligible to pitch at all on that calendar day.
- 5.9. Any player who has already been catcher in a game cannot pitch in that same game for more than a maximum of 40 pitches.
- 5.10. Pitchers may not return to pitch in the same game or in another game on the same day after they have been removed from that position in a game.
- 5.11. One (1) pitch equals a full inning.
- 5.12. Pitchers must observe the following rest schedule:

1 - 20 Pitches	zero (0) calendar days
21 - 35 pitches *	one (1) calendar day
36 - 50 pitches	Two (2) calendar days
51 - 65 pitches	Three (3) calendar days
66+ pitches	Four (4) calendar days

- 5.13. For example, a pitcher throwing 21 - 35 pitches in a game on Saturday would not be allowed to pitch again until Monday.

Enforcement

- 5.14. If a violation of the pitching rule is discovered the Protest Process in Part One, Section 8 must be followed.

5.15. If at any time pitching rules are found to have been violated, the following procedures and penalties will be followed:

5.15.1. First time: Forfeiture of the game,

5.15.2. Second time: Expulsion of the offending manager for the duration of the season.

6. Interference and Obstruction

Interference and Obstruction including sliding at home

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 8.

7. The Scorekeeper

7.1. Scorekeepers will record in the score book, the names of the players sitting on the bench during each defensive inning for their own team, the number of pitches and innings pitched by each pitcher on both teams.

7.2. Full scorekeeping responsibility

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 9.

SECTION SEVEN

PONY DIVISION RULES

These rules supplement and modify the official Bronco Division rules by PONY Baseball. In case of any conflict, the ECYB rules control. However, ECYB's rules may be supplanted by inter-league play rules.

1. The Playing Field

- 1.1. Bases shall be eighty to eighty-two (80' – 82') feet apart. The pitching mound shall be fifty-four or fifty-six (54' – 56') feet from home plate depending on the field.
- 1.2. The home team is responsible for setting out bases, lining the first and third base lines, drawing batter's boxes on each side of home plate, and any other field markings. Correct measurements shall be the responsibility of the home team manager.

2. The Game

- 2.1. Regulation games shall be seven (7) innings,
- 2.2. Batters, base runners, on deck batters, and players acting as base coaches must wear batting helmets
- 2.3. Time limits, extra innings, tie breaking, and suspended game procedures: refer to Section Three, paragraph 4.
- 2.4. For batting order relating to players who arrive late, are injured, ill, leave game early or ejected: refer to Section Three, Paragraph 5.
- 2.5. The 10-Run Rule (as such rule is defined in Rule 10(E) of the PONY Baseball Rules and Regulations) shall not be in effect for ECYB Pony Division. The players are required to finish all games.
- 2.6. When the offensive team is ten (10) runs ahead, no more base stealing will be allowed, and runners will be held on passed balls or overthrows that go out of play.

3. Team Composition

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 5

4. Player Participation and Defensive Substitutions

- 4.1. The batting order shall be composed of all team members present rather than the usual nine (9) player batting order.
- 4.2. Regular batting order, players who arrive late, leave early, become ill, are injured or ejected Refer to Section Three, Paragraph 5.
- 4.3. Players with an excused tardy, arriving before three (3) full innings have been completed must be included on the line-up card and fulfill the minimum defensive inning

requirements. Such players shall bat at the end of the batting order the next time it comes around. Managers are encouraged to play their player on defense as much as possible.

4.4. Free substitution will be allowed. A player who leaves the game can return.

4.5. Each player must play a minimum of three (3) full defensive innings per game and four (4) full games during the season.

4.6. The minimum inning requirements shall be in effect during post season play.

4.7. The full game requirement credit applies to any player who plays a full six (6) defensive innings for home teams that only play six (6) innings due to the score, or to players who play a full 7 innings during games that go more than 7 innings due to the score.

4.8. Inter-league scrimmage games may be counted for up to 2 of the 4 full games.

4.9. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.

4.10. Reports of full games played must be tracked by the managers and given to the division president in writing or by e-mail immediately after the game.

4.11. Failure to comply may result in that game not counted in the four (4) game rule.

4.12. Managers must retain records of their players' full games played for the duration of the season.

4.13. If a violation of the substitution rule is discovered, the Protest Procedure in Part One, Section Eight must be followed.

4.14. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed:

4.14.1. First Offense: Forfeiture of the game,

4.14.2. Second Offense: Expulsion of the offending manager for the duration of the season and post season.

5. The Pitcher

5.1. A calendar week is from 12:01 a.m. Monday to 12:00 (midnight) the following Sunday.

5.2. Managers and scorekeepers must keep track of the number of pitches each pitcher makes during a game.

Inning Limits and Rest Requirements

- 5.3. Players may pitch a maximum of ten (10) innings per calendar week.
- 5.4. Players may not pitch more than six (6) innings or ninety (90) pitches per game regardless of the actual number of innings the player pitched.
- 5.5. Under no circumstances shall any Pony pitcher throw more than 90 pitches in one game regardless of the actual number of innings the player pitched.
- 5.6. One pitch shall constitute a full inning.

Limits on catching and pitching on the same day

- 5.7. If a player pitches from 1 – 40 pitches in a game, that player shall not play catcher for more than three (3) innings that day.
- 5.8. If a player pitches from 1 – 40 pitches in a game, that player shall not play catcher for more than three (3) innings that day.
- 5.9. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 5.10. Any player who has already been catcher in a game cannot pitch in that same game for more than a maximum of 40 pitches.
- 5.11. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- 5.12. Pitchers must observe the following rest schedule:

1 - 20 Pitches	zero (0) calendar days
21 – 35 pitches*	one (1) calendar day
36 – 50 pitches	Two (2) calendar days
51 - 65 pitches	Three (3) calendar days
66+ pitches	Four (4) calendar days

- 5.13. For example, a pitcher throwing 21-35 pitches in a game on Saturday would not be allowed to pitch again until Monday.

Enforcement

5.14. If a violation of the pitching rule is discovered, the Protest Procedure in Part One, Section Eight must be followed.

5.15. If at any time pitching rules are found to have been violated, the following procedures and penalties will be followed:

5.15.1. First time: Forfeiture of the game,

5.15.2. Expulsion of the offending manager for the duration of the season.

6. The Runner

Interference and Obstruction including sliding at home

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 8.

7. The Scorekeeper

7.1. Scorekeepers will record in the score book, the names of players sitting on the bench during each defensive inning for their own team, the number of pitches and innings pitched by each pitcher on both teams.

7.2. Full score keeper responsibilities

Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 8.

SECTION EIGHT COLT AND PALOMINO DIVISION RULES

The Official Rules of Baseball as published by the Sporting News and the Colt and Palomino Division rules as stipulated and published by PONY Baseball shall govern Colt and Palomino team play respectively.