

**PALOS BASEBALL ORGANIZATION, INC.
HANDBOOK
2019**



2019 PBO Rules

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2019 PBO Trustee List

Officers

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Division Reps

Pony:	Dennis Dwyer
Bronco:	Jim Saracini
Mustang:	Jim Adducci
Pinto:	Tom Haseman

Uniform Reps

Billy Storrs
Jon Freeman
Tom Adams

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CONCESSION STAND POLICIES – 2019

Our concession stand is a major factor in generating revenue for PBO used to improve the league and defray expenses. Every family is REQUIRED to work one shift in the concession stand per player. This can be a positive and fun experience if you approach your shift with the proper attitude.

Managers and “Team Moms/Dads” will receive a schedule listing each team’s assigned dates to staff the concession stand. The schedule will also be posted in the PBO Office. **MANAGERS** – please designate a Team Mom/Dad as soon as possible and provide them with a copy of the Concession Stand Policies – 2019.

THE STAFFING OF THE CONCESSION STAND IS ULTIMATELY A MANAGER’S RESPONSIBILITY.

GENERAL POLICIES

EITHER THE MANAGER OR TEAM MOM/DAD MUST BE PRESENT AT THE BEGINNING OF A TEAM’S DESIGNATED SHIFT TO ASSURE THAT ALL WORKERS SHOW UP.

- Each team will receive two assigned dates to provide five (5) or six (6) workers for a 4 hour shift who will work under the direction of the Concession Stand Supervisor. All five (5) or six (6) may work in the stand or on the grill. Or, Four (4) of the workers will work in the concession stand or grill under the supervision of a concession stand supervisor and two (2) of the workers will be assigned “Waste Management” duty and shall be responsible for emptying garbage cans and picking up trash and litter around the park during their shift.
- The manager or Team Mom/Dad is required to provide a completed Concession Stand Staffing Sheet listing the names and phone numbers of their team’s workers a minimum of one (1) week in advance of their scheduled date. A form for that purpose will be provided. The completed form may be turned in to a concession stand supervisor or dropped off in the PBO Office inside the concession stand.
- **WORKERS MUST BE ON TIME!** Weekday shifts are from 4:45-8 pm as needed. Saturdays have three separate shifts: 8:30 am – 12:00 pm, 12 – 3:30 pm and 3:30 pm – 7:00 pm. During the beginning of each shift the Concession Stand Supervisor will train the workers and explain their duties for the shift.
- **RAIN OUTS:** In the event there is a rainout on your scheduled shift, you will be assigned to a makeup shift. This applies to ANY rain out situation regardless of what inning the games are in.
- **ABSOLUTELY NO CHILDREN ARE ALLOWED IN THE STAND.** This is for their safety and yours. **NO EXCEPTIONS.**
- Parents are the preferred workers. However, a 14-year old or older FAMILY MEMBER may work to fulfil a family’s obligation. No team may have more than two (2) teen-aged workers (14-19 years old) on any given shift.
- If a team has only 11 players, the team will send 6 members to one of its duty days and 5 members to the other duty day. If the team with only 11 players is scheduled for a Saturday and a weekday, the team must send the 6 members to the Saturday duty. If a team has 10 players, will they send 5 and 5 regardless of the day.

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CAN'T MAKE YOUR ASSIGNED SHIFT?

If you cannot make your assigned shift, you must make alternate arrangements by switching shifts with another parent.

THE PBO CONCESSION STAND PHONE NUMBER IS 708-361-4320

No replacement workers will be available to take your Assigned Shift.

NO SHOWS – The policies for NO SHOWS may seem harsh, but they have become necessary in order to assure that the concession stand is properly staffed.

MANAGERS – it is ultimately your responsibility to be sure that your team fulfills their concession stand duty. Failure to do so ultimately hurts the league as a whole. Stress to your Team Mom/Dad and the parents the importance of showing up for their assigned concession stand duty.

1. If a worker does not show for their assigned shift, they are obligated to pay the concession stand \$50.00.
2. If more than two (2) workers from any one (1) team fail to show for their shift (without replacement workers), that team will FORFEIT their next regular season game or playoff game (not practice game). Again, payments of **\$50.00** each are required.

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PBO GAME CONTROL & FIELD DECORUM

CAVEAT

WHILE THE FOLLOWING RULES ARE THE OFFICIAL RULES OF PBO AND QUITE COMPLETE, IT IS OUR HOPE THAT ALL MANAGERS WILL COOPERATE TO INVOKE COMMON SENSE, GOOD SPORTSMANSHIP, A SENSE OF FAIRNESS AND THE BEST INTERESTS OF THE CHILDREN WHEN ANY SITUATION ARISES THAT IS NOT COVERED BY THE RULES.

AUTOMATIC EJECTION

An umpire may eject, without warning, a player, coach or manager for use of profanity, destruction of PBO property or equipment or any act of physical violence. Such acts may carry additional game or season suspensions. Umpires shall notify a PBO trustee immediately after the game and submit a written report to the PBO Trustees within 24 hours of the incident.

WARNING PRIOR TO EJECTION

An umpire may eject a player, coach or manager for intentional throwing equipment such as helmets or bats, or for unsportsmanlike conduct or harassment of the umpire if the umpire, in his discretion, deems that ejection is warranted. When the umpire deems that ejection is not warranted, the player, coach or manager shall be given a warning. If after issuance of the warning, a second incident occurs during that same game involving the same player, coach or manager, the umpire may eject that player, coach or manager from the game.

FORFEIT

An umpire may declare a forfeiture of a game for the following reasons:

1. Failure of a team to field nine (9) players after 10 minutes of the scheduled starting time.
2. Failure to complete a game that has not been officially called by an umpire.
3. Failure to comply with an umpire's directive to remove a fan, coach, player or manager previously ejected from within the umpire's field of vision.

NOTE: While a team must field nine (9) players within 10 minutes after the scheduled starting time to avoid a forfeit, a team must also finish the game with 9 players, unless an injury happens to a player. The injury must be approved by the umpire and trustee on duty. If you use a farm player for the game, that child must finish the game also. If a player leaves the game for ANY reason other than an injury that players spot in the order is an automatic out.

Each manager is responsible for the actions of his team's fans, coaches and players. If a fan, coach or player makes a negative comment to anyone other than his or her own team, the umpire will identify the disruptive person and a warning will be given to the manager. The manager will then have five (5) minutes to correct the problem. If unable to do so, the manager may ask for a PBO Trustee to assist. If the manager does not attempt to do so, the game will be forfeited. The umpires shall then notify a PBO Trustee and file a written report with the PBO Trustees within 24 hours of the incident.

GAME CANCELLATION

In the event of inclement weather prior to the start of a game, the decision to play will be made by a PBO Trustee. Please check the PBO website and/or sign-up to receive PBO blast text message for updates.

Once the game has started, the decision to suspend and/or resume play will be made by the PBO Trustees.

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The PBO Trustees will reschedule a game suspended by inclement weather if the required number of innings has not been played to qualify as an official game. The game will resume at the point it was suspended and with the exact situation present. Managers need to record the exact point of suspension and report to a PBO Trustee.

A pitcher who has pitched in the suspended game and had been removed may not pitch the continuation of that game. The pitcher who was currently pitching when the game was suspended may continue to pitch as long as doing so does not violate the established Pitching Rules for that age division.

Players that were not present at the suspended game may play in the continuation of that game provided they bat at the end of the batting order and can play three (3) defensive innings without breaking the MINIMUM INNING RULE.

GENERAL FIELD RULES FOR PBO PLAY

- The home team is listed second on the league schedule.
- The home team has the third base dugout.
- Each team will have five (5) minutes on the field prior to the game. The home team has the field first.
- A discussion of the ground and playing rules should take place before the start of the game between the managers and umpires.
- During the game, only managers may question the umpire. All Managers and Coaches must remain within the boundaries of their dugout or in the coach's box, if coaching first or third. The outside boundary is defined as edge of the dugout structure.
- No smoking (including vapor) is allowed on the field, in the dugout, behind the dugout, in the stands, or near the backstop
- No soft toss with league balls is allowed against any fencing at the PBO complex.
- No hidden ball trick.
- A batted ball that hits the overhang of the backstop on the Pony Field is considered a foul ball.
- Bats and helmets must be kept in the dugout. When a team is at bat, all players must remain in the dugout (except "on deck" players), except for retrieving bats.
- **Dugouts and the stands must be cleaned up after each game by both teams.** Managers must be responsible for cleaning up the dugouts and stands after each game. If this is not done, the team playing after your game may lodge a complaint with a PBO Trustee. The PBO Trustees will then decide on what type of corrective action will be taken.
- During any game, other than players on the team, only the manager and three (3) coaches shall be allowed in the dugout.
- Each manager must make every effort to control the actions of their players, fans and coaches.
- Players, managers and coaches are not allowed to yell or make negative comments about any opposing player.
- **NO BATTING PRACTICE** will be allowed on the field prior to a game.
- NO alcoholic beverages are allowed at the PBO complex.
- The home team must **RAKE** the field immediately after the conclusion of their game.

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GAME RULES

All divisions shall play by the Official Rules of Major League Baseball as released through the Office of the Commissioner of Major League Baseball, with the following exceptions explained below. The changes identified herein supersede the Official Baseball Rules and are to be followed for all regular season and play-off games.

1. TIME RULE

Weekdays – No new inning shall start **AT 2 HOURS AND 15 MINUTES** after the start of the game upon the umpire's direction only.

Weekends (Saturday)

Pony Division – No new inning shall start **AT 2 HOURS AND 15 MINUTES** after the start of the game upon the umpire's direction only.

Pinto, Mustang, Bronco Divisions – No new inning shall start **AT 2 HOURS AND 15 MINUTES** after the start of the game upon the umpire's direction only.

Weekends (Sunday – Makeup Games)

Only 1 game to makeup – No new inning shall start **AT 2 HOURS AND 15 MINUTES** after the start of the game upon the umpire's direction only..

Multiple games to makeup – No new inning shall start **AT 2 HOURS** after the start of the game upon the umpire's direction only.

Time limit rules will be strictly enforced. Please note the exact time of the start of the game with the opposing manager and the umpire as the game commences. If a game has ended because of time limit restrictions and the score is tied,

THE GAME OFFICIALLY ENDS IN A TIE IF THE MINIMUM NUMBER OF REQUIRED INNINGS HAVE BEEN PLAYED (AS SET FORTH BELOW). NO CONTINUATION OF GAMES ENDED BY THE TIME LIMIT RESTRICTONS ARE ALLOWED IF THE MINIMUM NUMBER OF INNINGS FOR AN OFFICIAL GAME HAVE BEEN PLAYED.

An official Pinto or Mustang game is six (6) innings in length. If the time limit has expired, or because of inclement weather, an official game will be three and one-half (3½) innings when the visiting team is behind after four (4) times at bat, and four (4) innings when the home team is behind after three and one-half (3½) innings.

An official Bronco or Pony game is seven (7) innings in length. If the time limit has expired, or because of inclement weather, an official game will be four and one-half (4½) innings when the visiting team is behind after five (5) times at bat, and five (5) innings when the home team is behind after four and one-half (4½) innings.

If a batter is inside the batter's box before time is called, the umpire shall call last batter, and the batter will complete his at bat. If the game is tied by the home team at any time before time is called in the last inning, and no subsequent batter can take the batter's box, the game is considered complete, and will end in a tie. If the home team takes the lead on its last at bat, the game ends with a win for the home team. In the event of lightening or hard rain, the game may be immediately called for safety reasons and the batter may not complete his turn at bat as written above. Please note that the umpire is instructed of a shortened game by the trustee(s) on duty.

Any throw by a pitcher shall count as an inning pitched, regardless if the inning is completed.

IF THE TIME ELAPSES ON THE GAME AND IT HAS REACHED THE NUMBER OF INNINGS REQUIRED FOR AN OFFICIAL GAME, THE GAME IS CONSIDERED COMPLETE.

NIGHT GAMES: At 10:00 the lights on Family Field and Pony Field automatically shut off. So for 5:30 games WHEN THERE IS A 7:45 GAME FOLLOWING, no new inning may start AT 7:30 pm and at 7:40, the game is OVER and the score reverts back to the previous completed inning. If a batter is inside the batter's box before time is called, the umpire shall call last batter, and the batter will complete his at bat. If the game is tied by the home

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team at any time before time is called in the last inning, and no subsequent batter can take the batter's box, the game is considered complete, and will end in a tie. If the home team takes the lead on its last at bat, the game ends with a win for the home team.

Any throw by a pitcher shall count as an inning pitched, regardless if the inning is completed.

In order to keep the 5:30 pm game moving along and have the 7:45 pm game begin on time, there will be no infield ball for either team after the first inning.

For 7:45 pm games, no new inning may start AT 9:45 pm and at 10:00 pm the game is OVER and the score reverts back to the previous completed inning. If a batter is inside the batter's box before time is called, the umpire shall call last batter, and the batter will complete his at bat. If the game is tied by the home team at any time before time is called in the last inning, and no subsequent batter can take the batter's box, the game is considered complete, and will end in a tie. If the home team takes the lead on its last at bat, the game ends with a win for the home team. In order to keep the 7:45 pm game moving along and have the 7:45 pm game end on time, there will be no infield ball for either team after the first inning.

2. SLAUGHTER RULE

PINTO AND MUSTANG – If one team has a lead of ten (10) or more runs after the opposing team has come to bat four (4) complete times, the game will be declared a slaughter, and will end. However, if the visiting team goes ahead by ten (10) or more runs at any time after the home team has batted four (4) complete times, the home team shall still have their “last bats” at the bottom of that inning to attempt to avoid slaughter. If the home team goes ahead by ten (10) or more runs at any time after the visiting team has batted four (4) times, the game will be declared a “slaughter” and will be over at the time the 10 run lead is reached. The TEN BATTER RULE will not apply to the last bat of the home team if behind by ten (10) or more runs. OPTIONAL CONTINUATION – If the allotted time allowed for the game has not expired and both managers agree, the teams may continue playing after a slaughter has occurred. In that instance, the official outcome of the game will be deemed a “slaughter” and any additional innings will not count in the official score. However, all innings pitched by any pitcher in a continuation of a slaughter game will be counted.

BRONCO AND PONY – If one team has a lead of ten (10) or more runs after the opposing team has come to bat five (5) complete times, the game will be declared a slaughter, and will end. However, if the visiting team goes ahead by ten (10) or more runs at any time after the home team has batted four (4) complete times, the home team shall still have their “last bats” at the bottom of that inning to attempt to avoid slaughter. If the home team goes ahead by ten (10) or more runs at any time after the visiting team has batted five (5) times, the game will be declared a “slaughter” and will be over at the time the 10 run lead is reached. Bronco and Pony do not have a ten batter rule.

3. TEN BATTER RULE

PINTO and MUSTANG teams are limited to ten (10) batters per team in any one (1) inning. **EXCEPTION:** In the last inning of any game or the last inning of a shortened game due to the time limit rule or slaughter rule, the TEN BATTER RULE does not apply. In shortened games, the umpire must notify both managers prior to the start of the last inning that the TEN BATTER RULE will not apply. The (10) batter rule is not in effect if the score is that of the slaughter rule, it would be considered last inning.

THE TEN BATTER RULE APPLIES TO ALL REGULAR SEASON AND PLAYOFF GAMES.

THE TENTH BATTER IN AN INNING MAY SCORE. If the 10th batter in an inning puts the ball in play by hit, he/she and any runner on the bases may score and a hit ball will remain in play until the third out in the inning is recorded or the ball is in the possession of the pitcher or fielder and that player is standing on the pitching rubber. The final advancement of the runners will be determined as set forth in Rule 11, “STOPPING PLAY: PINTO AND MUSTANG ONLY” on Page 15. If the 10th batter is walked the inning is over. The only way a runner on base can score on a walk of the 10th batter is if the bases are loaded and the runner on third base is forced home by the walk. If the 10th batter is a strikeout the inning is over regardless of the number of outs.

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4. MINIMUM INNNG RULE

Each player MUST play defensively in the field a minimum of **FOUR (4) FULL INNINGS** in **ALL** Divisions. These required minimum innings do not need to be consecutive. **EXCEPTION:** The MINIMUM INNING RULE shall not apply when a game is shortened by slaughter rule, inclement weather or when your team is the visiting team and home team does not bat in the bottom of the last inning.

All player changes must be done before the first pitch of the inning unless there is an injury or a pitching change.

PINTO AND MUSTANG DIVISIONS – EVERY PLAYER MUST PLAY AT LEAST ONE (1) INNING IN THE INFIELD. A PLAYER CANNOT SIT OUT MORE THAN ONE (1) INNING CONSECUTIVELY. EVERY PLAYER MUST BAT IN THE LEAD-OFF POSITION AT LEAST ONE TIME DURING THE SEASON.

BRONCO DIVISION – EVERY PLAYER MUST PLAY AT LEAST ONE (1) INNING IN THE INFIELD DURING THE REGULAR SEASON. A PLAYER CANNOT SIT OUT MORE THAN ONE (1) INNING CONSECUTIVELY.

PONY DIVISION – A PLAYER CANNOT SIT OUT MORE THAN ONE (1) INNING CONSECUTIVELY.

ALL DIVISIONS – EVERY PLAYER MUST PLAY IN THE FIELD IN AT LEAST ONE (1) OF THE FIRST TWO INNINGS. NO PLAYER CAN SIT OUT FOR BOTH THE FIRST AND SECOND INNING OF ANY GAME.

The minimum inning requirement for the part time travel teams is a player cannot sit out more than one (1) inning consecutively.

5. SUBSTITUTE RUNNERS

- If a base runner is removed due to injury, the last batter to have made an out must replace him. The opposing manager must be notified anytime that an injured player needs to be removed from the game.
- The catcher will be allowed a pinch runner to speed up the game. The pinch runner can only be utilized with two (2) outs. The pinch runner must be the player from that team who made the last out. The runner being replaced MUST be the catcher for the teams' next inning in the field. If the next half inning is not going to start due to time, then a substitute runner for the catcher will not be allowed.

6. ROSTER BATTING

All rostered players must take a regular turn at bat for the entire game. If a player must leave the game for an injury or for any other reason, there are two options.

- The manager may keep the player's batting spot open by taking an automatic out every time that player is due to bat. When the player returns, he/she would again be allowed to bat in that vacated spot.
- The manager may remove the player from the entire game and delete that player completely from the batting order.

In either case, the opposing manager and the umpire must be notified.

If a player arrives late, he/she must be assigned the last position in the batting order and he/she must be able to play the minimum required innings defensively as set forth in the MINIMUM INNING RULE (subject to the exceptions explained in the MINIMUM INNING RULE) or he/she cannot enter the game.

Roster batting is in effect for all part time travel teams.

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7. FIELD DIMENSIONS (updated for 2019 per Pony Rules)

PINTO	Pitcher's Mound	40 feet
	Bases	60 feet
MUSTANG	Pitcher's Mound	46 feet
	Bases	60 feet
BRONCO	Pitcher's Mound	50 feet
	Bases	70 feet
PONY	Pitcher's Mound	54 feet
	Bases	80 feet

8. EQUIPMENT

All players must be in uniform, including hat and socks. All players must wear a batting helmet when on deck, at the plate or on the bases. **Metal spikes are not allowed.** It is strongly suggested that all players should wear a protective cup, especially those who are in the field as a catcher.

PINTO and MUSTANG – All batting helmets must have a face guard attached. No player shall be allowed to bat or run the bases without having a proper batting helmet with the face guard attached.

Bats: The largest bat barrel allowed in any game in any division is 2 5/8 inches and the bat must have a BPF of 1.15 or less marked on the bat or the bat must be marked BBCOR.

Any batter in Mustang, Bronco, or Pony who steps into the batter's box caught with an illegal bat will be called out. One warning will be given to the batter in Pinto and the second incident in the same game to the same batter will result in the Pinto player being called out. Once a subsequent batter steps into the batter's box, the previous batter's bat cannot be questioned.

9. BASE STEALING

PINTO – NO STEALING. All runners must remain on their base until the ball is hit in play or are forced to advance by walk or interference.

MUSTANG – Runners may steal bases, but may not leave the base they occupy until the pitched ball is either batted into play or crosses home plate. A player cannot steal home when the catcher catches the pitched ball cleanly. A player cannot steal home when the pitcher catches the return throw from the catcher cleanly. The player can steal home when the pitched ball gets away from the catcher. The player can steal home when the pitcher does not catch the return throw from the catcher cleanly. The player can also steal home when any player makes an attempt on the runner on third base and when the catcher or any player makes an attempt to make an out on any other player on the bases.

If a base runner attempting to steal leaves the base before the pitched ball passes home plate, the pitch shall be declared a "dead ball" (no pitch) and the runner shall be called "out".

If a base runner abandons his attempt to steal and begins to retreat to the base he came from, the pitcher (or any defensive player) may step on the pitching rubber with the ball in his/her possession, stopping play and requiring the runner to return to the base he came from.

If a runner stops half way between bases and attempts to draw a throw from the catcher or pitcher, and the ball is returned to the pitcher, the runner may advance provided the pitcher is not yet on the pitching rubber. Once the pitcher (or any defensive player) steps on the rubber with the ball in his/her possession, if the runner is not more than half way to the next base, the runner must return to base from which he came.

At anytime, prior to the umpire declaring a dead ball, if defensive action is taken against the runner and an attempt is made to throw or tag the runner out, play is open and the runners may advance.

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BRONCO AND PONY – Runners may lead off and steal bases. When a defensive player is holding a runner on, he may not block the base to obstruct the runner from returning to the base. If an obstruction occurs, the runner will be awarded the next base and any other runners shall be advanced if forced by the advancement.

10. PITCHING

RESTRICTIONS

PINTO – Pitchers shall not pitch more than two (2) innings in any one calendar day or more than six (6) innings in any one calendar week.

MUSTANG – Pitchers shall not pitch more than two (2) innings in any one calendar day or more than six (6) innings in any one calendar week.

BRONCO – Pitchers shall not pitch more than three (3) innings in any one calendar day. Pitchers shall not pitch more than eight (8) innings in any one calendar week. A calendar week is 12:01 AM Monday to 11:59 PM the following Sunday

PONY – Pitchers shall not pitch more than five (5) innings in any one calendar day. A pitcher cannot pitch more than five (5) innings in any 48 hour period (calculated from the starting time of the completed game). If three (3) or less innings are pitched in a game, the pitcher may pitch up to two (2) innings in a second game that day not to exceed the maximum of five (5) innings in any one calendar day. Pitchers shall not pitch more than ten (10) innings in a calendar week. A calendar week is 12:01 AM Monday to 11:59 PM the following Sunday.

PLAYOFF PITCHING RULES

The championship series in each division will be the **best of (3) games**.

- **PINTO** – Pitchers shall not pitch more than two (2) innings in any one calendar day or more than Twelve (12) innings in the playoffs.
- **MUSTANG** – Pitchers shall not pitch more than two (2) innings in any one calendar day or more than Twelve (12) innings in the playoffs.
- **BRONCO** – Pitchers shall not pitch more than three (3) innings in any one calendar day. A Bronco Pitcher shall not pitch more than eight (8) innings in the playoffs until the team reaches the second game of the Championship series. However, beginning in the 2nd round, all players can pitch a maximum of six (6) innings not to exceed eight (8) innings total until the team reaches the second game of the Championship series.

Once the teams reach the second game of the Championship series, all pitchers will be allowed to pitch a maximum of Four (4) innings and not more than Three (3) innings in any one calendar day.

- **PONY** – Pitchers shall not pitch more than five (5) innings in any one calendar day. A pitcher cannot pitch more than five (5) innings in any 48 hour period (calculated from the starting time of the first game). If three (3) or fewer innings are pitched in a game, the pitcher may pitch up to two (2) innings in a second game that day not to exceed the maximum of five (5) innings in any one calendar day. A Pony Pitcher shall not pitch more than Ten (10) innings in the playoffs until the team reaches the second game of the Championship series, except that any Pony Pitcher on a team receiving a BYE for the 1st round of the playoffs shall not pitch more than Seven (7) innings in the playoffs. Beginning in the 2nd round, all players can pitch a maximum of seven (7) innings not to exceed ten (10) innings total in the playoffs until the team reaches the second game of the Championship series.

Once the teams reach the second game of the Championship series, all pitchers will be allowed to pitch a maximum of Five (5) innings.

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STRIKE ZONE

PINTO – The bottom of the batter's knees to the top of the batter's shoulders at the point where the ball crosses the plate. The umpire shall assume a batter takes a normal batting stance for purposes of determining the height of the shoulders. A pitch 'one width' of a baseball inside the plate and outside the plate will be considered a strike to encourage batters to swing at more pitches and to allow for a more generous strike zone for our young pitchers.

If a player is stepping out of the batter's box with both feet and it appears he is making no attempt to stay in the batter's box to hit the ball as the ball is pitched and the ball is over the plate or outside and in the umpire's opinion the batter is at no risk of getting hit, the umpire will call a strike on the batter. This rule is used to encourage the batters to hit and not walk.

MUSTANG, BRONCO AND PONY – The letters across the uniform shirt to the bottom of the kneecaps.

ALL DIVISIONS – If a pitcher hits three (3) batters in one (1) game, a pitching change must be made.

Once removed from pitching (for any reason), a player may not return to pitch in the same game except in a practice game. However, the re-entered pitcher may not exceed the total maximum number of innings allowed.

The manager is allowed only one trip to the mound per pitcher per inning. Upon a second trip to the mound that inning, a pitching change must be made.

No more than six (6) players shall conference on the mound at one time.

One (1) pitch is considered an inning with respect to all pitching rules and limitations.

Players warming up pitchers between innings shall wear catcher's helmets/masks.

A pitcher is allowed a minimum of five (5) warm-up pitches before the start of each inning, but no more than five (5) warm-up pitches once all of the defensive players have taken the field. New pitchers who are brought in during the progression of the game are allowed ten (10) warm up pitches.

INTENTIONAL WALKS

No intentional walks are allowed. Violations constitute a balk in Bronco and Pony.

BALKS

The Balk Rule is in effect for Bronco and Pony divisions only. A warning will be given on each pitcher's first balk in each game for Bronco and Pony divisions. The first to third pickoff attempt without first stepping off the rubber is a balk.

11. OTHER GAME RULES

BUNTING

Bunting is not allowed in Pinto.

Bunting is allowed in Mustang, Bronco, and Pony. If a player shows bunt, the player must bunt the ball or pull the bat back. If the player shows bunt and then swings or slaps at the pitched ball, the batter player will be called out and dead ball declared with no advancement of any players that may be on base.

DROPPED THIRD STRIKE

The Dropped Third Strike Rule is in effect for Bronco and Pony divisions only. A batter may attempt to advance to first base when the third strike called by the umpire is not caught by the catcher, providing 1) first base is unoccupied, or 2) first base is occupied with two (2) outs.

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INFIELD FLY RULE

The Infield Fly Rule is in effect for Bronco and Pony divisions only. When runners are on 1st and 2nd or the bases are loaded with less than two outs and batted ball is popped up to the infield, an automatic out is called. The runners may advance at their own risk.

STOPPING PLAY: PINTO AND MUSTANG ONLY

Anytime the ball is in play and the base runners are advancing, once **any defensive player** with the ball in his/her possession is (a) in the dirt area of the pitching mound (Pinto); or (b) standing on the pitching rubber (Mustang), the play is dead and all runners who are not at least half way to the next base must stop and return to the base they came from. Any play shall remain "live" until (a) the batter/runner is out and then the ball is returned to a player in the dirt area of the mound (Pinto) or standing on the pitching rubber (Mustang), or (b) the batter/runner touches first base and then the ball is returned to a player in the dirt area of the mound (Pinto) or standing on the pitching rubber (Mustang).

For clarification, in Pinto if the defensive player with possession of the ball steps on the dirt area of the pitching mound, the ball is DEAD, even if the player continues the play and throws the ball. It is a dead ball.

In Mustang, if the defensive player with possession of the ball steps on the pitching rubber and continues the play, the ball is still live unless the umpire has declared dead ball.

DEAD BALL RULE

If a batted ball hits a high tension wire in the field of play, the play is dead and all runners must return to their original positions and the umpire will call "no pitch". If a batted ball hits a high tension wire on the Bronco field or the back electrical wires on Mustang, it is at the umpire's discretion to call it a dead ball or a home run (if the trajectory of the batted ball is such that the umpire believes the ball would have otherwise been a home run).

RUNNER INTERFERENCE

A base runner is out if he runs into or interferes with a fielder who is attempting to catch a thrown or batted ball, or throw a batted ball.

FIELDER INTERFERENCE

A fielder may not block the base path of a runner attempting to advance a base or score unless he is attempting to catch/field a thrown or batted ball.

SLIDING RULE

The Slide Rule is in effect. When there is a play made at any base, a runner who fails to slide, or fails to go around a fielder who has the ball and is waiting to make a tag, is out.

A fielder must leave the runner a visible path to the base unless he already has the ball in his possession. If the fielder intentionally attempts to block the base without the ball in his possession, the runner is safe.

Blatant contact by a runner or fielder with any other player, at any base, will result in automatic ejection from the game.

FAN, COACH OR MANAGER INTERFERENCE

If a fan, coach or manager interferes with the progression of the game, they shall be given one warning, unless the conduct is so egregious, as determined by the umpire in his sole discretion, that it would merit immediate ejection from the park. Upon the second infraction, they will be asked to leave the playing field.

FARM PLAYERS

In the event that a team falls below ten (10) players, that team may use a player on the farm team roster which is defined as any **NON-TRAVEL** player in a lower age division or any **NON-TRAVEL** player in that team's division **not selected in the top four (4) rounds** of that division's draft. Players not included in the draft process (i.e. late sign-ups assigned to a team) are not eligible to be used as a farm player. Use of a farm team player must not conflict with the farm team player's regularly scheduled games and the farm team player must not play more innings than a rostered player. The farm team player **must bat last** in the batting order and **must play the outfield only** when in the game defensively. The opposing manager must be notified before the game that farm

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team player is being used. The farm team player's manager must be asked and grant permission for the farm team player to be used. Such permission must be received prior to the game in which the farm team player will participate.

A player can play a maximum of 3 games as a farm player and can only play for a team one time. Once a farm player is used for your team, he cannot be used a second time during the 2019 season.

FOR PURPOSES OF THE FARM PLAYER RULE A TRAVEL PLAYER SHALL BE DEFINED AS ANY PLAYER WHO IS CURRENTLY PLAYING ON A PART-TIME TRAVEL TEAM (Spring).

INJURED PLAYERS

No player will be allowed play in a game if that player is wearing any type of hard or soft cast or splint to protect a broken bone or injured part of the body. Nor will that player be allowed to remove the cast or splint to enable him/her to play unless that player has written approval to do so from a licensed physician.

A splint on a player's finger is an exception and will not be grounds to prohibit that player from playing.

FULL-TIME TRAVEL PLAYERS

To be eligible to play in the PBO in house league, players must not participate on any outside baseball team, club, or league whether it is an in house program or travel.

FIRST BASE: PINTO AND MUSTANG ONLY (Possibly Bronco)

A double base is used at first base in Pinto and Mustang for safety purposes. A double base may also be used at times at first base for Bronco games played on the North Field. A runner running to first base shall step only on the orange part of first base. The defensive players shall use their best efforts to step only on the white part of first base. In order to record an out at first base, the defensive player must have the ball in his possession and be in contact with the WHITE part of first base prior to the runner touching the ORANGE part of first base. If a defensive player is not in contact with the WHITE part of first base, but is in contact with the ORANGE part of first base, the runner shall be called safe.

HOME-RUNS

A hit ball will be signalled by the umpire as a Home-Run only if the ball is hit over the top of the outfield fence on a fly or of it hits the top of the outfield fence and lands on the opposite side of the fence out of the field of play.

On the Bronco field, Home-Runs must clear BOTH sections of the left field fence. A ball that hits the upper section of the fence will be in play.

PROTESTS

NO GAME MAY BE PROTESTED. ONCE COMPLETE, ALL GAMES ARE FINAL.

STANDINGS

The standings will be determined by the following:

1. Winning Percentage (ties count as ½ win and ½ loss)
2. Head to Head Games (only when a clear winner can be determined)
3. Number of Wins (ties do not count)
4. Lowest runs allowed
5. Most runs scored
6. Coin flip

In the event that two or more teams are tied and they did not play an equal amount of games, #3 Number of Wins will not apply and #4 Lowest runs allowed and if needed #5 Most runs scored will be based on average per game played by the tied teams.

A forfeit in Pinto and Mustang is recorded as 6 to 0 and a forfeit in Bronco and Pony is recorded as 7 to 0.

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PRACTICING ON THE FIELDS

No practicing on the PBO fields will be allowed any time prior to the season or during the season. This includes the outfields. The batting cages can be used for practice. The batter in the cage must wear a batting helmet. **Any team found practicing on the fields will be asked to leave and assessed a \$100 fine.** The fine needs to be paid before the team's next game otherwise they will forfeit each game until the fine is paid.

SPECIAL PINTO SAFETY RULES OF PLAY

Safety is the primary goal at all times. The following rules are designed to minimize contact and avoid dangerous play. It is the manager's responsibility to understand and teach these rules to their players and coaches.

1. No player shall maliciously run into a fielder who has the ball or is attempting to field or catch a ball.
2. A runner who takes a direct path to the next base and merely comes close to a batted ball shall not be ruled out unless he changes his speed or path to the base to distract the fielder. However, the runner shall be called out if there is contact with a fielder who is in front of him. If a fielder, without the ball in his/her possession, intentionally obstructs or otherwise makes contact with a runner, the fielder shall be guilty of interference and the runner shall be granted the base he/she was running to. The purpose of this rule is to place the burden to avoid contact upon the player with the play "in front" of him/her. In the event of an interference call, the play shall be dead at the time the umpire calls interference and the runner involved as well as any other base runners shall be directed to their correct base per the umpire's instruction.
3. A runner is out if he intentionally runs into or interferes with a fielder who is attempting to catch a thrown ball. Therefore, a runner advancing toward first base must avoid intentional contact with the first baseman. If, however, the first baseman moves in such a way as to contact the runner in an attempt to catch an errant throw, then the first baseman shall be guilty of interference. The first base bag in Pinto is elongated and one half is painted orange. It is the manager's responsibility to teach his players to touch only the orange part of the base when running to first base. If contact occurs on the white part of the base and the umpire deems that this is the reason for the contact, then the runner shall be called out.
4. A runner, who fails to slide or fails to attempt to go around a fielder who has the ball and who is waiting to make a tag, is out. Combining rules 2 and 3 means that any runner approaching a base where the fielder has the ball or is about to receive the ball, must slide or be called out. However, if a fielder has the ball or is about to field a ball and is not near the base that the runner is attempting to reach, then the runner shall not be forced to slide, but must attempt to go around the fielder. The umpire shall decide the distance from the base at which a player must slide.
5. A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is attempting to field the ball. The umpire shall determine if the fielder is in the process of fielding the ball or should yield to the runner.