

WHITTIER PONY BASEBALL

7.0 Pinto Division Rules

Rev. 2/19

7.1 Description

- 7.1.1 Pinto division is an instructional division designed to train players in the basics. Manager's goal is to help and encourage players. Competition is important, however, it should never stand in front of the safety or welfare of the player. The WPB Board has adopted the following rules for the Pinto Baseball Season. These rules will follow the general format listed in the Pony Baseball, Inc. Rules and Regulations, Official Baseball Rules as released through the office of the Commissioner of Professional Baseball and The Sporting News Edition. The WPB Board has chosen to adopt or modify the following local rules for Whittier Pony Baseball.

7.2 Managers/Coaches

- 7.2.1 A Manager may manage only one team, however, it is permissible to manage one team and coach another, as long as they are in separate divisions.
- 7.2.2 Managers/Coaches are encouraged to praise their players along with the opposing team players and help when necessary.
- 7.2.3 Cell phones, pagers, or other communication devices are not allowed on the field of play.
- 7.2.4 "Boom boxes" or music devices are not allowed at the fields.

7.3 Selection of Players

- 7.3.1 Freezes: (3) Team player freezes are allowed in Pinto - plus brother options.
- 7.3.2 Depending on registration, our goal is for no less than (11) eleven players and no more than (12) twelve players per team. If a team drops below (11) players, we will add available players from our waiting list.
- 7.3.3 The selection of players will be conducted on a draft basis after all players have participated in a try-out. The Player Agent and Division Commissioner will conduct the draft in accordance with league guidelines.

7.4 Uniforms

- 7.4.1 Whittier Pony Baseball supplies full uniforms to all players in our league; the uniform consist of jersey, cap, belt, socks and solid grey pants with no piping or stripes. Teams may pick the color of their sleeves that are worn underneath the jersey. Any change in caps must match colors that were given to players, by the league, so all players match.

Whittier Pony Managers and Coaches are required to wear a representative team color jersey and/or cap, in order to identify them as a coach in the dugout, as well as on the field.

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7.5 Equipment

- 7.5.1 Hardballs will be used in this division.
- 7.5.2 Pitching distance: **40'**
- 7.5.3 Base distance will be: **60'**
- 7.5.4 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.
- 7.5.5 Managers are responsible for all issued equipment and will maintain control during the regular season.
- 7.5.6 Equipment must be returned at the conclusion of the season.
- 7.5.7 6 practice balls will be included in the equipment bag.
- 7.5.8 All players are recommended to wear a protective cup. **Catcher's** are required to wear protective cup.
- 7.5.9 **Non-wood bats must have the USABat mark.** This is in accordance with USA bat standards. **Bat barrel is 2-5/8" maximum.** Regulation wood bats are legal.
- 7.5.10 PONY Rule 8.J - **No jewelry** shall be worn by any player, except for medical identification. Penalty: PONY Rule: 18. E (5) Any player refusing to remove jewelry will be ejected from the game.

7.6 Game Balls

- 7.6.1 Each team will supply (1) one game ball per game.
- 7.6.2 Game balls are not to be used for practice.
- 7.5.3 If a team neglects to supply a game ball, they must purchase one at the snack shack for \$5.00 ea.

7.7 Infield Practice

- 7.7.1 No infield practice will be allowed before the game on any field.

7.8 Home Team

- 7.8.1 The home team will be the team whose name or number appears last on the game schedule.
- 7.8.2 The home team will occupy the dugout on the third base side.

7.9 Playing Time

7.9.1 Defensively

- 7.9.1.1 A team will field (10) ten players, but can play with (9) nine players. With (10) ten players the 10th player is considered the roving outfielder. With (9) nine players there is no rover. In the event that only (9) nine players are available the game will proceed. Eight (8) players or less will be considered a forfeit.
- 7.9.2 In a season with a 12-player roster per team, (9) nine players are needed by both teams to start a game. In a season with an 11-player roster per team, (8) eight players are needed by both teams to start a game, with approval by the Player Agent.
- 7.9.3 The ninth position in the order will be considered an out for first time through line up when playing with (8) players.
- 7.9.3.1 Outfielders must play 20' beyond the infield before the pitch.

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7.9.3.2 All Pinto players must play 2 innings in the infield by the 6th inning.

7.9.3.3 Players shall not sit out 2 consecutive innings. Exception: If player is injured or becomes sick during a game or with consent of parent and Division Commissioner/Field Director. All players must sit one (1) inning before anyone sits twice.

7.9.3.4 **Stoppage of play: During play, when an infielder shows control of the ball, time is called at the discretion of the umpire.**

7.9.3.5 Infield fly rule will be enforced by the umpire.

7.9.3.6 **Catching**

7.9.3.6.1 Catchers will play the traditional position and attempt to throw runners out.

7.9.3.6.2 Umpires will exercise caution and advise if a catcher is too close to the batter.

7.9.3.6.3 Catcher interference may still apply subject to the Umpire's judgment.

7.9.3.7 **Huddling**

7.9.3.7.1 No more than (3) three players will huddle on the infield at any time during the game.

7.9.3.7.2 Umpires should discourage such huddling when it is tending to delay the game.

7.9.4 Offensively

7.9.4.1 Only registered players can be a bat person and must wear a helmet at all times.

7.9.4.2 All players will bat, teams will bat through their lineup continuously.

7.9.4.3 A half inning will conclude when the defensive team has made (3) three outs, or offensive team has scored (5) five runs. The (5) five runs rule does not apply in the 5th and 6th inning or extra innings.

7.9.4.4 If for any reason, a player is removed from the batting line-up, they will become ineligible to play and it will result in an out the first time around. No penalty for next at bat.

7.9.4.5 A thrown bat is an out after the player has received (1) one warning. The umpire will issue a warning to the player's manager and/or coach.

7.9.4.6 A hit batter will be awarded first base.

7.9.4.7 Bunting is allowed.

7.9.4.8 Between pitches, batters must keep one foot in the batters box, in order to speed play,

7.9.4.9 Base runners are permitted to steal, one base per pitch, runners may leave when the pitcher releases the ball to the plate. **Home plate is closed to stealing for first half of season. A runner can score from 3rd base on a batted ball, bases loaded walk or HBP.**

7.9.4.10 Pinch Runner: Pinch runners are only allowed for injured players. A pinch runner is the last recorded out. If runner is removed, they are removed from the line up. See rule: 7.8.3.4

7.9.4.11

Sliding is permitted in the Pinto Division. **Please note that deliberately running into a fielder making a play at a base or home plate may result in the ejection of the runner. The Umpire's judgment will prevail as to the deliberate action of the runner.**

7.9.4.12 Tie games will count as ½ win and ½ loss. Tie games will not be rescheduled. There is no mercy rule in the Pinto Division.

7.9.4.13 Positive cheering towards your own team.

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Scoring

7.8.2.12 The team that records the most runs will be declared the winner of the game.

7.10 Penalty

7.10.1 **Failure to follow the Playing Time Rules will result in a manager suspension. Additional violations may result in a forfeit.**

7.11 Pitching:

Pinto player individual pitch count is a maximum of **(50)** pitches per calendar day.

7.11.1 Pitchers' minimum days of rest are determined by the previous game pitch count. See chart below.

<u>Daily Max Pitches</u>	<u>0 Days Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>	<u>5 Days</u>
50	1-20	21-35	36-50	N/A	N/A	N/A

7.11.2 Any pitcher that delivers a warm up pitch from the mound must face at least one batter, until the batter reaches base or an out is recorded. (Exception: pitcher may be removed at anytime if injured, and must sit out the remainder of the inning.)

7.11.3 Violation of any pitching rules will result in forfeiture of that game, suspension of the manager for the next scheduled game, and the pitcher will be ineligible to pitch in the next scheduled game.

7.11.4 If protested by the opposing manager the game will continue and be played under protest.

7.11.5 A pitcher that is withdrawn from the mound will not be eligible to return to the mound as a pitcher in the same game.

7.11.6 A pitcher who hits (3) batters in one inning will be withdrawn from the mound.

7.11.7 Intentional walks are not allowed in Pinto.

7.12 Length of Games

7.12.1 **Game time starts at the scheduled game time.**

7.12.2 **No new inning after (1) one hour and (30) thirty minutes. Complete last inning.**

7.12.3 **Game length will be to time limit or six innings whichever comes first. In the event of a tie, if time permits, extra innings are allowed. Innings pitched rules still apply.**

7.12.4 Nine players are needed by both teams to start a game.

7.12.4.1 A team will have 15 minutes to field a team after the start time.

7.12.4.2 After 15 minutes the team will forfeit the game.

7.12.4.3 The 15-min. waiting time will be subtracted from the total official playing time.

7.12.5 **During Standard Time weekday games will begin at 4:30 pm.**

Games called at Granada, during standard time, will be considered complete. If game is called, due to rain before 3 innings are complete, this game will continue from stoppage point. Elapsed game time and the pitch counts still apply and should be noted in scoreboard.

7.12.6 **During Daylight Savings weekday games will begin at 5:00pm.**

7.12.6.1 Games called for any reason during daylight savings time will be considered complete if 3-1/2 or (4) four innings have been completed.

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7.12.7 **Granada only**-games played during standard time will end at the sound of a horn due to darkness.

7.12.7.1 If the home team ties the game or takes the lead in the 3rd thru 6th inning and the horn blows, the game ends and is considered a complete game.

7.12.7.2 If the visitors are at bat in the 3rd inning and the horn blows, the game is NOT considered a complete game and must continue at a later time from where it left off. (I.e.: Same line up, same positions, same batter up to bat, same pitch count, same outs)

7.12.8 If the game is passed the 3rd innng (4th, 5th, 6th) and the home team does not complete their at bat and does not tie or take the lead and the horn blows, the game will revert back to the previous inning and will be considered a complete game.

7.13 Time outs

7.13.1 One visit per pitcher, per inning, a pitcher change must be made on the second trip/timeout on field by a coach/manager. (Exception: Injury or umpire time outs)

7.13.1.1 **Exceptions:** In case of injury or if time out is called by the Umpire.

7.13.1.2 Umpire will have the official scorekeeper note such timeouts in the scorebook.

7.13.1.3 Batter time outs will only be permitted one per half inning.

7.14 GameChanger Scoring

7.14.1 Ten minutes before the start of the game, all players on the team roster must be handed to the scorekeeper. The jersey number and players last name are required on the team roster.

7.14.2 List any reason why any player is absent.

7.14.3 The home team will have the official scorekeeper.

7.14.4 All pitching and defensive changes must be given to the scorekeeper.

7.14.5 Players arriving after the team has batted through their rotation **will not** be eligible to play in the game.

7.14.6 If a player arrives after the line up card has been submitted to the scorekeeper, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.

7.14.7 The Scorekeeper must return iPad to the snack shack, immediately after each game. Only team admins will be allowed to score.

7.15 Game Reports

7.15.1 Game reports must be turned in at the end of each game, in the file tray located in the file tray located in the golf cart garage behind the snack shack at Granada. Any players not present, or ineligible to play, must be listed with an explanation.

7.15.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning.)**

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7.16 Rainouts

7.16.1 Check our website for Stormwatch updates.

7.16.2 Rainouts will be made up on the next available day, as scheduled by the Player Agent.

7.16.3 York Field Rain Hotline call (562) 567-9436

7.17 Protests

7.17.1 All written protests must be accompanied by a \$100.00 cash deposit.

7.17.2 All written protests must be submitted to the Division Commissioner.

7.17.3 All written protests must be submitted within 24 hours of game in question.

7.17.4 The \$100 deposit is refundable only if the protest is upheld.

7.18 Ejections

7.18.1 Failure to leave the field will result in forfeiture of the game. The Manager/Coach will be suspended for the next scheduled game and have to meet with the Disciplinary Committee. Ejections will result in the following: once ejected from the game, the manager/coach/player/parent/spectator must leave the field immediately. The ejected person must leave the facility and wait in the parking lot until the game is finished. The person ejected from the game will be suspended for their next scheduled game.

7.18.2 **If anyone is ejected from the team, as listed above, the manager will also be ejected.** No one may take the place of any manager or coach for that game. The disciplinary committee may suspend manager for next scheduled game, as well.

7.18.3 Any reports of managers/coaches misconduct will be reviewed.

Suspensions

7.18.4 To be reinstated from a suspension/ejection you must meet with the Disciplinary Committee before you can return to the field.