

DIVISION RULES: PINTO

OUTLINE OF PLAY

The Official Pony League Rules apply with the exception of the Local League Rules listed below.

I. PLAYING FIELDS:

A. **PITCHING DISTANCE:** 40 lineal feet

B. **DISTANCE BETWEEN BASES:** 60' lineal feet

C. **HOME RUN FENCE DISTANCES, recommended:**

1. **Foul Line:** 150 lineal feet
2. **Centerfield:** 200 lineal feet

D. **CHALKING:** All chalk lines shall be 2" in width.

1. **Foul Lines:** From the batter's box passing through the outside edge of 1st and 3rd base to the grass. (The outside edge of the foul line and the outside edge of Home plate and the bases are the same.)
2. **Batter's Boxes:** Starting 6" away from home plate extending 2.5' toward the pitching mound from the back corner of the plate (where it turns to make the point) is the front inside corner of a rectangular box with dimensions 5' x 3'.
3. **On Deck Circle:** A circle with 5' diameter on each side of the field in foul territory. Depending on the field configuration choose a location that best protects the "on deck" player giving them enough time to protect themselves from a foul ball and allows them a clear view of the pitcher and batter.
4. **Pitchers Circle:** A 5' radius starting from the center of the mound (not necessarily the pitching rubber).
5. **Commit lines:** The base path between 1st & 2nd, and 2nd & 3rd a 3' line perpendicular to the base path at a distance of 30' (half way) from 1st to 2nd and 2nd to 3rd.

II. EQUIPMENT:

A. BALL:

1. 5 - 5.25 oz. ball measuring 9" - 9.25" in circumference. Leather or vinyl cover bearing the PONY emblem.
2. All baseballs used on regular season and postseason games will be provided by the league.
3. The Home Team shall provide (2), league provided, game balls for each regular season game.
4. Postseason game balls will be provided by the league at game time.

B. BAT: Wooden, Metal, Graphite or ceramic bats manufactured for baseball play that are round and no more than 2-⁵/₈" in diameter and no more than 42" in length. Bats must bear the USABat licensing stamp.

C. CATCHERS: Catchers must be fully equipped with the following:

1. Shin guards
2. Chest protector
3. Face Mask & Helmet w/ throat protector. Hockey style masks are permitted. 2 Piece mask and helmet are PROHIBITED.
4. Catcher's Mitt: Only a Catcher's mitt shall be used in the catching position.
5. Catchers MUST wear a protective cup.

D. PROTECTIVE EQUIPMENT: All players are required to wear a protective cup. All offensive players outside the dugout shall be required to wear a batter's helmet. Pitchers are encouraged to wear a heart protector.

E. UNIFORMS:

1. All players available for play must be dressed in official, matching uniforms, as provided by Orangevale Pony ball.
2. All uniforms shall be numbered and such numbers shall be recorded and maintained on file.
3. No uniforms purchased outside the league are allowed

III. SCHEDULE:

A. Regular Season: A regular season consists of, but is not limited to 12 league games.

B. Post Season - Tournament of Champions (TOCs): A double elimination bracket will be created using the standings from the regular season.

1. Ties: If there are multiple teams with the same record. The following hierarchy will determine tie-breakers for the purpose of seeding.

a) Runs allowed

b) Runs scored

2. Participation medals will be awarded as a memento for the season with 1st, 2nd and 3rd place receiving “placement” medals.

IV. GENERAL RULES:

A. Only board approved individuals are permitted on the playing field and the dugout during games and practices.

B. Any violation of these league rules or the rules contained herein may result in appearance and review for disciplinary action before the Board in accordance with OVPB Code of Conduct.

C. Only official record keepers are permitted within the designated scorekeepers' area.

D. Opposing team members shall not make derogatory or demeaning references to each other. This includes opposing team members, coaches, and spectators. Teach the ball players to chatter to each other but not to the opposing team members.

E. All members of the General Body and their guests must abide by all school district rules. This includes (but not limited to) a ban on pets on school property, and observation of school parking rules. Any violation of such rules will result in ejection from the school premises. Failure to leave the school premises upon being ejected shall result in forfeiture and/or stoppage of said

member's team's game. All offenses will be subject to penalties specified under Orangevale Pony ball Code of Conduct.

- F.** Smoking, the use of other tobacco products, vape products, and alcoholic beverages are forbidden at any and all league facilities and events, including events hosted by other leagues at which Orangevale Pony ball teams are participating.
- G.** All teams playing regular season games at the Pasteur Middle School fields shall be responsible for operating the snack bar on regular season games days. The number of dates each team will be required to work the snack bar will be dependent upon the number of teams in each division and the number of games scheduled. The scheduled home team will be responsible for providing a snack bar helper. The respective game will not start until he or she is in place at the snack bar. Failure to provide a helper will result in disciplinary action detailed in Orangevale Pony ball's Code of Conduct.

V. PLAYING RULES:

A. The official playing rules, with exceptions and variations contained in this document, shall be the PONY Rules and Regulations and then the Official Rules of Major League Baseball.

B. Game Length:

1. The official start of a game shall be when the first pitch is thrown.
2. No new inning shall be started after 1-½ hours have elapsed from the declared start of the game.
 - a) If a tie exists at the 1-½ hour time limit, 1 extra inning shall be played. At the end of that inning, if a tie still exists, the game shall be recorded as a "Tie Game"
3. Once an inning begins it is to be completed.
4. The sixth or designated final inning shall end when the final out is recorded.
 - a) Designated Final Inning:

- (1) Final Inning may not be declared prior to 70 minutes of time elapsed from the declared start of the game.
 - (2) Should the declared final inning be completed with time left to play, a new inning shall be permitted following the same declared final rules.
 - (3) Both Managers must declare and agree on the final inning prior to the first pitch thrown in that inning.
 - (4) It is the responsibility of the home team manager to inform the umpire and scorekeeper of the declaration.
- b) If every player has not had at least one at bat when the final out is recorded, the score shall be recorded as the official score and play shall continue until all players have batted once.

C. Scores and Standings:

1. Official Records:

- a) Must be kept entirely separate from each team's own records.
- b) **Storage:** The records shall be kept in the league's storage lock-up at the field. It is the responsibility of each record keeper to ensure the records are stored properly.
- c) The scorebook and pitching record shall be signed at the termination of the game by each team's Manager.
- d) It is the responsibility of the Home Team to report all official records to the league or update records.
- e) The Home Team Manager shall be responsible for ensuring the return of the Official Scorebook to the proper place in the League storage lock-up following each game. Failure to do so will result in suspension of that Manager's next game.
- f) **Scorebook:** The intent of the official scorebooks is to keep an official log of each game.
 - (1) An official scorebook will be provided by the league for each Pinto

division field.

(2) Responsibility: The home team is responsible for keeping the official score during games. They also must email a picture of the scorebook and pitching record to scores@ovpb.net within 24 hrs.

g) Pitching Record: An official pitching record will be kept and added to the official scorebook

(3) Innings pitched will be defined by the number of outs recorded while the player is in the pitching position.

(4) Every pitch shall be counted when determining pitch count. This is to include all balls, strikes, and fouled pitches.

(5) Responsibility: The visiting team is responsible for keeping the official pitch count.

h) Defensive Records: A complete defensive record for all 6 innings of the game shall be produced and exchanged by Managers immediately prior to the start of the game.

(1) Deviations to this record shall be permitted providing the proposed change does not deviate from the player equal play rules detailed in Section H and has been communicated to the opposing Manager and official scorekeeper.

(2) Failure to provide a complete defensive record will result in the following:

- a) First offense- Verbal warning
- b) Second offense- manager shall be suspended for the next team game.

2. Run Rules:

a) Max Runs Per Inning:

(1) Runs Allowed: No team shall score more than (5) five runs maximum per inning during the first 4 innings. The 5th inning teams shall be allowed to score 10 runs, and in the 6th or declared

final inning there will be no run rule in place.

(2) Continuation: No continuation of play shall allow more than the max number of runs to be counted, the only exception to this will be a “home run” batted over the outfield fence.

(3) There will be NO limit on runs in the declared final inning or any innings that continue thereafter.

b) Run rule: If a team is leading its opponent by at least 10 runs after 4 or more complete innings, 3.5 or more innings if the home team, the game shall be terminated and the leading team declared the winner.

c) Tie Games: All “tied-games” that are called for time shall be declared a “tie-game” in the standings.

D. Umpires:

1. There shall be two umpires provided for each game, one umpire supplied by each team during regular season games.

a) Plate Umpire: Shall be provided by the Home Team. Plate umpires will call balls and strikes from behind the catcher and is provided by the home team.

b) Field Umpire: Shall be provided by the Visiting team. The field umpire will call outs at the bases and determine foul balls and catches made in the field.

c) Post Season: The league will provide one Certified Umpire to call all Postseason games from behind the plate.

d) Jr. Umpires:

(1) Must be registered with the league.

(2) Must be 14 years of age or older.

(3) Must be certified through the league.

E. Team Structure:

1. **Minimum number of players:** A team must have at least 7 players present to play an official game.

- a) **Positions:** The determination of the positions to be left vacant is left to the discretion of the manager.
 - b) **Less than 7 players:** If a team can only assemble 6 or fewer players, it shall forfeit the game. However, in case of forfeits a practice game should be played to provide maximum game experience for the players present. If agreeable, the forfeiting team may borrow players from the other team for the game.
2. When a team consists of 10 or more players a 10th player shall be added to the defense as an outfielder.

F. Lineups:

1. Managers must exchange batting line-ups at the beginning of the game.
2. The batting line-up shall consist of all players on the team that are present at the game.
 - a) **Absent Players:** A player not present shall be listed in the scorebook and their status noted.
 - b) **Late Players:** A player that arrives late for a game, after the official line-up has been turned into the Scorekeeper, the player shall be added at the bottom of the batting order.

G. Defensive Playing Time: With respect to safety, it is the intent that all players on a team have the opportunity to play an equal number of innings at each position over the course of the season. To this end, the following guidelines shall apply:

1. No player shall sit out two consecutive innings.
2. All players shall sit out one inning before any player sits out a second inning.
3. All players shall rotate to different fielding positions with no more than two consecutive innings at an infield position (in the context of this rule, catcher shall be considered an “outfield” position).
4. Free substitution of players is allowed once an inning has begun, but not

with the intent to circumvent rules (1) through (3) above.

5. The exception to the above rules:
 - a) In the opinion of the Manager and approved by the Division Vice President, placing a player in a certain position would create an unsafe situation for that player. In this situation, the Manager shall advise the opposing team's Manager prior to beginning the game.
 - b) Specific disciplinary action authorized by the Code of Conduct.

H. Coaches:

6. Each team is allowed (1) Manager, (1) Head Coach and (2) Assistant Coaches.
7. A maximum of three (3) coaches may take the field with their players and may provide verbal instructions during play.
8. Managers and coaches may call timeout in order to provide additional instructions to their players at bat or in the field.
9. **Defense:** Defensive coaches may not be in the field of play.
10. **Offense:** Interference with a ball in play by either manager or coaches shall allow an additional base to each base runner and the ball shall be declared dead.
11. Any attempt by a coach to intentionally interfere with a play will result in the player being called out. If a coach intentionally interferes with a second play they will be asked to not participate in the rest of the game and will be subject to the League's Code of Conduct.

H. Game Play

1. Balls in Play:

- a) There will be a 3-base maximum on a batted ball that reaches the outfield. All other hits will be considered singles, with the exception of a home run hit over the outfield fence.
- b) **Overthrows:** A player may advance 1 base on a play made at a base that results in an overthrow. Upon completion of that play, play will be

considered dead.

c) **Dead Ball:** When the ball is in the possession of the pitcher and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". Upon calling time, the umpire shall place the base runners at the bases based on their advancement (See Section L. Runners: for more information).

d) **Coach Pitcher:**

(1) A batted ball that hits a coach in fair territory shall be declared a dead ball. The batter shall be awarded a ground-rule single. All runners shall advance one base only.

(2) A thrown ball that hits a coach in fair or foul territory shall be considered a live ball. The coach shall be considered as part of the field.

2. The catcher must squat down properly (not kneeling) to avoid injury. For the purpose of rotating players the Catcher's position will be considered an outfield position.
3. Outfield players may not enter the infield to make plays with the exception of the catcher's position.
4. **Infield Fly:** There will be no infield fly rule in effect.

I. **PITCHING:**

1. **Pitching eligibility:**

a) Players actual age and birth date shall be used when determining players rest and pitch count maximums

(1) Players League Age 7 are permitted to pitch. Players 6 years of age shall be permitted to pitch.

b) Players 6-8 years of age maximum pitch limit shall be 50 pitches.

c) No pitcher shall appear in a game for three consecutive calendar days regardless of pitch count.

d) Players reaching their maximum number of pitches for a day while

facing a batter will be allowed to finish pitching to that batter before being removed. Even if this exceeds the max number of pitches allowed. (This is the ONLY time max pitch limits may be exceeded)

e) **Rest:**

(1) MLB Pitch Smart shall govern pitchers rest.

(a) The following are the rest requirements for kids 6-8 years old.

(i) 1-20 Pitches: 0 days rest

(ii) 21-35 Pitches: 1 day rest

(iii) 36-50 Pitches: 2 days rest

(2) Rest days will be considered full calendar days. (ex. A pitcher who pitches on Tuesday that requires 2 days rest will NOT be eligible to pitch until Friday)

(3) Failure to abide by MLB Pitch Smart rules will result in the pitcher being removed from the mound and the manager being suspended for the remainder of the current game and next game.

2. Extraordinary pitches, such as curve balls that put undue stress on a player's arm are not allowed. If the umpire has determined that the pitcher has thrown such pitches, the pitch will be counted as a ball and the coach will be warned. If there is a second occurrence within the same game the pitcher will be removed from pitching for the remainder of the game and the Manager will be ejected from the remainder of the game and subject to the OVPB Code of Conduct.
3. After hitting 3 batters in a game, the player-pitcher must be removed from the pitching position for the remainder of that game. The count then gets reset for the coach pitch.
4. Intentional walks are not permitted.
5. The balk rule will not be in effect.
6. The dropped third strike rule shall NOT be in effect.
7. Player Pitchers: Player pitcher will be introduced to pitching during the first

half of the season. It is encouraged to give equal and fair opportunity to players that want to develop at this position.

- a) Players will be given 3 pitches.
- b) The umpire shall call “balls” and “strikes”, the result of those pitches will produce either a hit into fair territory (Ball in play) or the Coach Pitcher taking the mound.

8. Coach Pitch:

- a) Will be given 3 pitches.
- b) Shall receive 1 mulligan pitch per batter on a called “Ball”.
- c) Shall pitch with an overhand motion.
- d) They may take a knee.
- e) Must maintain contact with the pitching rubber.
- f) Player pitchers must keep at a minimum one foot within the circle around the pitching mound during coach pitching.
- g) Coach pitches shall not count toward the player pitchers official Pitch Count.
- h) The umpire shall call “balls” and “strikes”, the result of those pitches will produce either a hit into fair territory (Ball in play) or an out.
- i) If a batter has received 2 pitches from the coach pitcher and fouls off the subsequent pitch or pitches, the batter shall receive additional pitches until a ball is either put into play or a strike-out is recorded.

J. BATTERS:

1. Throwing the bat is extremely dangerous and therefore prohibited.

a) PENALTY:

(1) The umpire/managers shall notify both scorekeepers when players are warned for throwing the bat so the proper penalty shall be levied.

(2) 1st occurrence: The player shall be warned.

(3) 2nd occurrence: On the second occurrence in the same game, the player shall be called out and barred from batting for the balance of the game.

(a) Players barred from batting shall be allowed to take their regular time on defense.

(b) When the barred batters batting position is reached in subsequent innings the team shall NOT take an out in this batting position.

(4) Subsequent Games: If the same player throws the bat two times in the next game, he/she shall be barred from batting for the balance of that game, the Division VP shall again be notified and the corrective instruction procedure shall be repeated.

(5) Malicious Intent: If the bat is maliciously thrown, it will result in automatic ejection from the game and possible suspension.

(6) Players shall be allowed to bunt off of player pitchers only.

K. RUNNERS:

1. There shall be an avoid contact rule on all close plays at all bases. Base runners are to be called out when he/she does not attempt to avoid a fielder who has the ball and is waiting to make the tag or if he/she deliberately runs into a fielder, subject to the umpire's discretion.

2. Leading off shall not be allowed. However, secondary leads should be taught and encouraged.

3. Runners are not allowed to leave the base they occupy until a batted ball is put into play or the ball has crossed Home Plate.

4. Base Stealing:

(1) Shall be allowed off the catcher during Player Pitches

(2) Runners can only steal 2nd and 3rd base.

(3) Runners must stay in contact with the base until the pitch has crossed home plate.

(a) Penalty: If a runner leaves the base early and no ball is put into play by the batter, the runner must return to the base they started at with one warning, on the second instance the runner will be called out. If a runner leaves a base early and the batter puts the ball into play, the runner will be called out.

(4) The runner can only steal if the ball remains in front (180') of the catcher, unless it is a called strike.

(5) There will be no stealing of home allowed. This includes, passed balls, wild pitches and return throws from the catcher to the pitcher.

b) There will be no stealing allowed during coach pitch. There will be no exceptions to this rule.

c) Runners at any base may not advance on a catcher's throw back to the pitcher. No exceptions to this rule.

L. 2nd HALF RULES:

1. The following rule modifications shall be observed during the 2nd half of the season.

2. Pitching:

a) Player Pitchers:

(1) The umpire shall call "balls" and "strikes", the result of those pitches will produce the following results:

(a) Hit into fair territory: Ball in play

(b) Ball 4: Will not award the batter a Base on Balls, Rather, the coach will enter and pitch the remaining strikes.

(c) Strike 3: The batter is out.

(d) Foul Ball: Shall count as strikes until the Batter receives 2 strikes at which time each foul ball will only count against the

pitcher's pitch count.

(e) Shall not be allowed to walk a batter.