

EAST VALLEY BASEBALL

LOCAL RULES

(Proposed and adopted rules for Spring 2015)

Rules Common to All Divisions

Any situation not covered specifically in these local rules is governed by PONY Baseball rules.

Any situation not dealt with in either place is governed by the rules of Major League Baseball.

1. Each team shall have a maximum of thirteen (13) players, when applicable. Spirit Division shall have a maximum of ten (10) players.
2. All Managers, coaches and players MUST be in proper league issued uniforms for games. For players, this includes hats, belts, socks and jerseys. Players must wear plain white pants. Players' socks must be visible at the ankle and above the shoe. Managers and coaches MUST wear league issued hats and shirts (tucked in) and wear khaki shorts (not passed the knees), khaki pants or baseball pants. NO JEANS!! You will not be allowed on the field of play. If a player is removed for this violation, the team will take an out the first time in the batting order. The player may return and resume their spot if uniform requirements are met. Repeated violations will result in suspensions for Managers, coaches and players.
3. No player may sit for more than one (1) consecutive defensive inning. If a player fails to play the required defensive innings in a game, then that player must start in the following game, make up the innings missed, as well as play the required innings in that game. The first violation of this rule will result in a warning to the manager of the team in question. A second violation will result in the team's automatic forfeiture of the game and the manager/coach will be suspended for your team's next scheduled game. However, if a team has 13 players or more, then the "must play rule" is a minimum of 3 defensive innings.
4. Bat-a-round is in effect in all divisions. Bat-a-round is defined as putting the entire roster into the batting order and batting accordingly, from the first at bat to the last.
5. Any rostered player arriving late to a game (after the scheduled start time) and who is not in the original line-up, shall be inserted at the end/bottom of the batting order.
6. No defensive pre-inning instructional meeting permitted on the mound. This will be charged as a trip to the mound.
7. Any player, who in the judgment of the umpire, is observed abusing equipment may be ejected from the game and may be subject to suspension by the league.
8. A team may have only two (2) offensive coaches (see exceptions for Spirit, Shetland & Pinto), one each in the first and third base coaching boxes on the field of play. All other coaches and team personnel are to remain in the dugout.
9. There is no mercy rule in effect. However, a five (5) run per inning rule is in effect as per division rules.
10. Spirit must use "T-Ball" only bats. Shetland through Pony may use 2 1/4" aluminum bats w/ a BPF of 1.15. 2 5/8" bats are allowed in all divisions, except Spirit. In Pony, it is recommended to use bats w/ a -3 ratio with a maximum 2 5/8" diameter. However, up to -8 may. Colt must use -3, BBCOR bats. Wood bats are allowed in all divisions.
11. When playing an inter-locking schedule with another league at their facility, the local rules of the "host" league shall apply.
12. In all divisions where scores and standings are kept, points are assigned as follows: (Standings are not kept in Fall) A win equals two (2) points; A tie equals one (1) point. (Ties will not be replayed.); A loss equals zero (0) points.
13. If a game ends in a tie (the amount of innings that constitutes a game has been played) and there is still time remaining; the game shall go into extra innings, provided no new inning starts after time for a new inning expires. A maximum of 9 innings shall be played, time permitting.
14. A minimum of eight (8) players present at the scheduled game time is necessary for a team to play. If only eight (8) players are playing, the ninth spot in the batting order shall constitute an automatic out only on the first occurrence. (This rule does not apply to Spirit or Shetland.)
15. The loss of a player during a game due to injury, illness or any other reason shall result in automatic out only on the first occurrence. If the player leaves prior to having an at bat, there will be no violation. (This rule does not apply to Spirit and Shetland) Any player removed due to injury may not play another league game until the League receives medical clearance (for insurance reasons) from a licensed physician.
16. Seven (7) players or less in attendance at the scheduled game time shall constitute a forfeit. Game time is defined as the scheduled start time of a game as defined by the League schedule. There is NO "grace period for game times. However, the game will be played as a practice game. (This rule does not apply to Spirit and Shetland.)
17. Games on all divisions are subject to time limits and drop dead times. Drop dead times are 10 minutes after time limit to start a new inning has expired. No new inning may start after time has expired. A new inning start time is defined as time of the third out of the bottom of the previous inning. Start time is defined as the printed time on the game schedule, or when the umpire calls the official time. Infield may only be taken prior to the start time of game. Ask the umpire for the official start time, confirm with the opposing coach and write it down.
18. Any player who, in the judgment of the umpire, throws their bat as part of their swing may be called "out."
19. No official, player, manager, coach, spectator, or fan shall lay a hand upon, push, shove, strike, threaten, verbally abuse, or otherwise endanger the safety of any other official, player, manager, coach, spectator or fan. Any such conduct MUST be reported to a member of the Board of Directors (BOD) of the League within 48 hours of the alleged offense. The offending party or parties may be subject to disciplinary action to be taken by the BOD, in accordance with the by-laws and the League Code of Conduct.
20. If any player, manager, coach, spectator, or fan is ejected from a game, an automatic and mandatory one game suspension shall be imposed against that individual following that individual's ejection from any league, travel or tournament game. The mandatory one game suspension is the minimum discipline to be imposed and is not subject for review or appeal. Imposition of the mandatory suspension does not substitute for, limit, or restrict the BOD authority to review and investigate all allegations of misconduct and, when appropriate, recommend additional disciplinary action to be taken by the BOD, in accordance with the By-laws. Managers are required to report an ejection of any party from their game to the President of the League within 48 hours of the conclusion of the game. Failure of a manager to report an ejection will result in a one game suspension and/or additional disciplinary action against the manager.
21. Any manager who benches a player for disciplinary reasons MUST notify the umpire and the opposing manager at the time he imposes the discipline. If a manager benches a player and that player's turn at bat comes up, the manager can elect to have the player re-enter the game to bat or take an out for each at bat the benched player misses. All disciplinary actions by the manager MUST be brought to the President, in writing, within 24 hours.
22. Any player removed from a game due to injury, may not re-enter the game and must have a doctor's note to return to play or practices. All injuries MUST be reported to the President immediately.

23. Only managers and coaches (in proper league issued uniforms), dugout supervisors (in uniform) and players (rostered to that team and in proper full uniform) shall occupy the dugouts. All spectators must remain out of the dugout and off the field of play before, during and after games.
24. All equipment shall be kept inside the dugouts when not in use. This includes the use of ball buckets as seats on the field of play.
25. The "Home" team shall keep the official scorer's book and be responsible for the set up, break down and operation of the scoreboard.
26. Any ball hitting the telephone wires (fields 1 & 3) shall be deemed a live ball and subject to play. Balls hitting the wire on field 3 are subject to the umpire's judgment and may declared a 'home run'.
27. All protests, not settled at the time of the infraction, must be submitted, in writing, to the league President within 24 hours of the end of the game.
28. There will be no soft toss into any chain link fencing at East Valley or any other facility where games are scheduled.
29. There will be no pepper or warm up throwing on the infield (defined as the area within the dirt arc or side areas of any field) at East Valley or any other facility where games are scheduled.
30. Players must wear protective helmets when in the batting cages (pitching or hitting) or when taking live batting practice on the fields.
31. Both teams, "Home" and "Visitor", shall be responsible for field maintenance before and after games and practices at East Valley or any other facility where games are scheduled. Home team is responsible for the pitcher's mound and home plate area. Visitors are responsible for the bases, infield dragging and watering.
32. On a walk, the batter (Mustang) may advance no further than first base. If the batter attempts to go to second base, they do so at their own risk. If the attempt is successful, the runner must go back to first. No other base runner may advance on an attempted play of the walked batter.
33. All scores (in divisions where score is kept) must be called in or emailed by BOTH teams within 24 hours of the game's end or both teams will be credited with a LOSS.
34. Any manager, coach or parent who removes his or her team/child from the field of play during a game will be expelled from the League.
35. To speed the game up, there will be a mandatory runner for the catcher with 2 outs. The last batted out shall be designated as the "pinch runner." This is to allow the catcher time to get the gear on and be ready for the next inning.
36. PONY Baseball has recommended that all base coaches wear protective helmets for safety reasons. This is mandatory for base coaches under 18 years of age.
37. A 2 minute ½ inning time limit will be enforced by the umpire. If the 2 minutes pass, the umpire may call "balls" or "strikes" on the delaying team.

Division Specific Rules

SPIRIT DIVISION

1. A forty five (45) time limit shall be in effect.
2. No scores or standings shall be kept.
3. An inning shall be defined as bat-a-round regardless of the number of outs recorded.
4. Bat-a-round is defined as the number of players on a team in attendance with a minimum of 6 batters per inning. The batting order shall be reversed for the following inning.
6. A team shall consist of a maximum of 10 players, when applicable. A minimum of 4 players per team are needed to play a game.
7. All hitting shall be done off the tee. There is no coach or player pitch allowed in games.
8. All base running shall be station to station per hit.
9. There is no stealing or advancing on an over or under thrown ball.
10. Teams may defensively field 4 infielders, 1 pitcher (within the pitching circle) and 1 catcher. All remaining players may play on the inner edge of the outfield remaining in contact w/ the outfield grass. Infielders can only play a maximum of four (4) onto the infield grass.
11. There shall be a maximum of 2 defensive coaches on the field and 3 offensive coaches. Two "team parents", in proper League issued uniforms, shall be allowed in the dugout per team.
12. No negative chatter directed to the opposing team from players, parents, fans, coaches and /or managers.
13. There will be no umpires in this division. A defensive coach shall be designated to make out/safe calls. The coach shall always give the fullest benefit of the doubt to the runner.

SHETLAND DIVISION

1. Five (5) innings constitutes a game. Championship game will be played to 5 innings, no time limit
2. A seventy-five (75) minute time limit is in effect. No new inning shall begin after the time limit has elapsed.
3. Scores and standings shall be kept during the regular season. However, a 5 run rule is in effect per PONY rules.
4. An inning is defined as 5 runs or three (3) outs, whichever comes first.
5. 10 defensive players will be on the field. 9 players shall be in traditional defensive positions with the 10th player occupying the outfield. A maximum of 4 (four) outfielders are allowed at any one time.
6. Rotation of defensive players as per rules in the PONY rule book.
7. Pitcher must wear protective helmets. Catchers will be in full catching gear.
8. Two (2) defensive coaches may be on the field stationed behind the outfielders and against the outfield fence.
9. One (1) offensive coach may assist in helping with the batting tee. One (1) offensive coach shall serve as a pitcher (and may not act as a coach). The two (2) base coaches shall act as umpires, if one is not present.
10. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a strike and no runners shall advance.
11. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
12. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and runners advance one base.

13. The Louisville Slugger UPM 45 Pitching Machine shall be used in lieu of coach pitch for the entire season. The pitching machine distance is 38 feet per PONY rules. Each batter shall get three (3) pitches from the machine. If the third strike pitch is fouled, the batter is awarded only one more pitch. If the batter has not put a ball in play, the batter will bat off a Tee for no more than 2 swings – if ball is still not put into play, the batter will be declared “out”.
14. When hitting from the Tee, the batter will be awarded no more than a single and all runners may advance no more than 1 base.
15. A runner may advance **only one (1) base**, at the runner’s own risk, on any overthrown ball to any base or the pitcher. Only 1 overthrow advancement is allowed per play, not the continuation of one. If the runner does advance one (1) base, the ball will be considered dead and play will be stopped. Needs enforcement by umpires and coaches
16. The ball is dead when in controlled possession of an infielder with 2 hands raised above head asking for and receiving “time”.
17. Runners at least 1/2 (25 feet) of the way in each base path toward the next base may advance to the next base subject to defensive play being called dead.
18. There are no tag plays within the home plate circle.
19. No player may play the same infield position more than two innings per game. And no player may play the infield more than four innings per game.
20. Per PONY rule 10.B.2.b. “The pitcher shall take position, ALWAYS TO THE REAR OF THE PITCHING MACHINE, and on the left or the right side with one foot on the dirt portion (within the pitching circle) of the mound.” *(Please note, this is different than the West Zone All Star rules interpretation.)*

PINTO DIVISION

1. Six (6) innings shall constitute a game. Championship game played 6 innings, no time limit.
2. A ninety (90) minute time limit in effect. No new inning shall begin after the time limit has elapsed.
3. An inning is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted in the top of the 5th inning.
4. Pitchers may pitch only 2 innings as per PONY rules, with a pitch count not to exceed 50 pitches in any one calendar day. Pitchers/catchers may only play those positions no more than a combined 3 innings in any one day. IE. 2 innings pitched and 1 inning at catcher. Or, vice versa.
5. A pitcher is allowed either 1 walk or 1 hit batsman per inning. On the second walk or hit batsman, the coach will become the pitcher. The batter will inherit the strike count with a minimum of 2 pitches being thrown by the coach and a maximum of 4.
6. If a batted ball strikes the coach-pitcher (who is occupying the pitching circle), the ball is dead, there is no advancement of the runners and the batter is charged with one swing.
7. When a play is being made, and a thrown ball hits coach-pitcher, the ball is dead and the batter is awarded a single. All runners may advance only one (1) base.
8. When there is a coach-pitcher, one player shall serve as the defensive pitcher. The player positioned as the pitcher and shall stand no closer than the distance of the rubber with one foot in contact with the dirt in the pitcher’s circle.
9. There is no stealing, pass balls or wild pitches when there is a coach-pitcher.
10. Pitchers are allowed only 3 hit batsmen per game. After the 3rd hit batsmen, the pitcher must be replaced.
11. There is no infield fly rule in effect.
12. Except for the pitcher, free defensive substitutions shall be allowed.
13. Base runners may steal second or third base throughout the season but must remain in contact with the base until the ball crosses home plate. Players may not steal/advance on an errant or dropped throw from the catcher to the pitcher.
14. A runner, no matter what base they start from, may only score on a batted ball. There is no stealing of home. If a runner starts at first or second, he may steal as far as third base but go no further. When the ball is batted into play, all runners may go as far as they can at their own risk.
15. No player may play the same infield position more than two innings per game. And no player may play the infield more than four innings per game.
16. A runner may advance **only one (1) base**, at the runner’s own risk, on any overthrown ball to any base or the pitcher. Only 1 overthrow advancement is allowed per play, not the continuation of one. If the runner does advance one (1) base, the ball will be considered dead and play will be stopped. On an overthrow, once the runner/s advance 1 base, the play will be called “dead” and no further advancement of any runner may take place.
17. On a walk or hit batsman, the ball is dead and no runner advancement may occur. In the case of a runner attempting to steal on ball four, the runner will be sent back to the base in which he came, or may be allowed to advance due to being forced to the next base.
18. A maximum of 4 outfielders are allowed.

MUSTANG, BRONCO, PONY & COLT DIVISIONS

1. Each division shall have the following number of innings or stated time limit per game: Mustang – six (6) innings or a 105 minute time limit. Bronco – seven (7) innings or a 120 minute time limit. Pony & Colt –seven (7) innings or a 135 minute time limit. No new inning shall begin after the time limit has elapsed.
2. An inning is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted in the top of the 5th inning for Mustang and the 6th inning for Bronco and Pony.
3. Except for the pitcher, free defensive substitutions shall be allowed.
4. Stealing is permitted as per rule Section 9 – Playing Rules, Subsection N-1. No stealing restrictions for Bronco and Pony.
5. Balks will be called. In Mustang, each pitcher (when in possession of the ball) will be issued one (1) warning per game during the regular season. No warnings will be issued in Bronco or Pony. (For Fall, all pitchers will be issued one warning per game)
6. Pitching Rules:
 - Mustang:** A pitcher may pitch a maximum of two (2) innings or a maximum of 75 pitches in any one calendar day. Pitchers/catchers may only play those positions no more than a combined 3 innings in any one calendar day. IE. 2 innings pitched and 1 inning at catcher. Or, vice versa.
 - Bronco, Pony & Colt:** A pitcher may pitch a maximum of three (3) innings in any one (1) calendar day. In Bronco, there will be a maximum of 85 pitches and pitchers/catchers may only play those positions no more than a combined 4 innings in any one calendar day. In Pony, a maximum of 95 pitches. There is no catching/pitching combination restrictions in Pony. 15 year olds may NOT pitch in any game at any time.
7. Pitchers are allowed only 3 hit batsmen per game. After the 3rd hit batsmen, the pitcher must be replaced.
8. As per PONY Rules only Mustang, Bronco, Pony and Colt players may wear metal cleats.
9. In Mustang, only 1 run per inning allowed on a passed ball, wild pitch or straight steal of home.