

# EAST VALLEY BASEBALL

## LOCAL RULES

(Revised for Spring 2018)

### 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, current league-issued uniforms for games. For players, this includes hats, belts, socks/stirrups 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 without proper attire. If a player is removed for this violation, the team will take an out in that player's spot the first time through the batting order. The player may return and resume their spot once uniform requirements are met. Repeated violations will result in suspensions for Managers, coaches and players.
3. No player may sit for more than one defensive inning in a game until every other player has also sat for one defensive inning.
4. No defensive pre-inning instructional meeting is permitted on the mound. This will be charged as a trip to the mound.
5. 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. *See also Rule 18*
6. 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.
7. There is no mercy rule in effect. However, a five (5) run per inning rule is in effect as per division rules, and is lifted during the last 2 innings of a scheduled game.
8. Spirit must use "T-Ball" only bats. Shetland through Pony may use 2 ¼" 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 be used. Colt must use -3, BBCOR bats. It is also recommended that all 8<sup>th</sup> grade Pony Division players use a -3 BBCOR to ready themselves for High School. Wood bats are allowed in all divisions.
9. When playing an inter-locking schedule with another league at their facility, the local rules of the "host" league shall apply.
10. In all divisions where scores and standings are kept, points are assigned as follows: A win equals two (2) points; A tie equals one (1) point. (Ties will not be replayed.); A loss equals zero (0) points.
11. 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 and daylight permitting.
12. 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.) **This rule now also applies in Shetland.**
13. 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.) 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.
14. 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. With weekend games, the scheduled game time will be considered as 30 minutes after the last out of the previous game, should games run late. There is **NO** "grace period" for game times. However, the game will still be played as a practice game. (This rule does not apply to Spirit and Shetland.)
15. 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. (see weekend rule in rule #16) 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.
16. Any player who, in the judgment of the umpire, throws their bat as part of their swing shall receive a warning. Second infraction is an automatic ejection.
17. 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 will be immediately expelled from the league, in accordance with the by-laws and the League Code of Conduct, and must appeal to the BOD for reinstatement.
18. 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. As voted on by the managers, any manager or coach who is ejected **MUST** sit out their next weekend game and will be on facility clean up duty for the entire day.
19. Additionally, any manager, coach or parent ejected from a game by the umpire (for any reason) will be suspended their team's next scheduled game and will be assigned trash and bathroom duty for the duration of one game time of the division they were removed from. Any manager, coach or parent not fulfilling their obligation, will be removed from the team and/or face possible expulsion from the League. **There will be no appeals; umpire judgment is final.**
20. 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.
21. Any player removed from a game due to injury, may not re-enter the game and must have a licensed doctor's note to return to play or practices. All injuries **MUST** be reported to the President immediately.
22. Only managers and coaches (in proper league issued uniforms), dugout supervisors (in uniform) and players (rostered to that team and in proper full

league issued uniform) shall occupy the dugouts. All spectators must remain out of the dugout and off the field of play before, during and after games.

23. All equipment shall be kept inside the dugouts when not in use. This includes a prohibition against the use of ball buckets as seats on the field of play.

24. The "Home" team shall keep the official scorer's book and be responsible for the set up, break down and operation of the scoreboard.

25. 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 be declared a 'home run'.

26. Any ball hit over the fence for a home run will be declared a dead ball, with all runners on base and the hitter scoring automatically. There is no penalty for a runner missing a base, passing another runner or being 'aided' by a coach.

27. All protests that are 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 and team personnel under the age of 18 MUST wear protective helmets when in the batting cages (pitching or hitting). No metal cleats will be allowed in the batting cages.

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 (Pinto & Mustang only) 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. Helmets are mandatory for coaches 18 years or younger.

37. A 90 second inning-changeover time limit will be enforced by the umpire. If the 90 seconds pass, the umpire may call "balls" or "strikes" on the delaying team.

38. There will be one (1) offensive timeout allowed per inning. Additionally, any defensive timeout will be considered a 'trip to the mound' even if the coach does not interact with the pitcher—which means a second timeout/mound visit must result in the removal of the pitcher.

39. All spectators must view the game from the bleachers, the side of the bleachers or behind the bleachers. Spectators may not view the game up against the fences in front of the bleachers.

40. Sliding headfirst into a base is not allowed. If a player slides headfirst, they will be declared "out." The only exception to this rule is for players diving back into their base of origin on a pickoff attempt from a pitcher or catcher.

41. For all divisions Pinto and above, pitch limits will be regulated in accordance with MLB's Pitch SMART guidelines. Both teams are required to track and check in after each half inning. These pitch limits are hard limits and enforced in addition to the existing inning limitations (i.e. a pitcher reaching their pitch limit must be removed even if they have not reached their inning limitation and potentially mid-batter; similarly a pitcher reaching their inning limitation must be removed even if they have not reached their pitch limit). Any manager found violating these pitch limits will face a one (1) game suspension. Here is the Pitch SMART limit chart:

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+
19-22	120	1-30	31-45	46-60	61-75	76+

## 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 on the infield dirt, outfielders can only play on the outfield 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. The League will make every attempt to hire umpires for games. However, in the absence of an umpire, 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. The 5 run rule will be lifted in the top of the 4<sup>th</sup> inning, 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 10<sup>th</sup> 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 and Catchers must wear protective helmets. Catchers may 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 batter is awarded a single and all other runners may advance only 1 base.
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 only 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. The pitcher and catcher are defined as "infield positions". Clarification: Switching from IF to OF during an inning will still count as one (1) IF inning. Switching from one IF position to another IF position within the same inning will count as only one (1) IF inning.
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 is 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 5<sup>th</sup> 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 3<sup>rd</sup> hit batsmen, the pitcher must be replaced.
11. The "infield fly" rule will be in effect. However, for league play, bunting is not allowed.
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 pitcher releases the ball. 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. The positions of Pitcher and Catcher are defined as "infield positions". Clarification: Switching from IF to OF during an inning will still count as one (1) IF inning. Switching from one IF position to another IF position within the same inning will count as only one (1) IF inning, but also as one (1) inning at each position.
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. For League play, a maximum of 4 outfielders are allowed.
19. If in the opinion of the umpire a coach/pitcher intentionally interferes with a ball in play, the batter shall be called "out", no runners may advance and the coach will be ejected from the game and serve their suspension as stated in the rules.
20. Breaking balls (curveballs, sliders, etc.) are illegal pitches. If, in the umpire's discretion, a pitcher is deemed to have intentionally thrown a breaking pitch, the umpire will immediately award the batter first base (coach pitch does not apply in this circumstance).

## **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 – six (6) innings or a 105 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 5<sup>th</sup> inning for Mustang/Bronco and the 6<sup>th</sup> inning for Pony/Colt.
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 per calendar day. Pitchers/catchers may 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. Breaking balls (curveballs, sliders, etc.) are illegal pitches. If, in the umpire's discretion, a pitcher is deemed to have intentionally thrown a breaking pitch, the umpire will immediately award the batter first base.
  - Bronco:** A pitcher may pitch a maximum of two (2) innings or a maximum of 85 pitches per calendar day. Pitchers/catchers may play those positions no more than a combined 4 innings in any one calendar day, with a maximum of three (3) innings at Catcher. IE. 1 inning pitched and 3 innings at catcher, or 2 innings pitched and 2 innings at catcher, etc.
  - Pony & Colt:** A pitcher may pitch a maximum of three (3) innings in any one (1) calendar day. A maximum of 95 pitches is allowed per pitcher, and pitchers/catchers may only play those positions no more than a combined four (4) innings in any one calendar day. 15 year olds may NOT pitch in any game at any time.
7. Pitchers are allowed only 3 hit batsmen per game. After the 3<sup>rd</sup> 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.
10. In Pony & Colt, no player may play the infield more than 5 innings per game, with pitcher & catcher considered infield positions.

### **Summary of Amended Rules for Spring 2018**

1. *Forfeit & player minimum rules now also apply in Shetland.*
2. *Manager/coach/parent/player ejections are not subject to appeal. Umpire judgment is final.*
3. *There is a limit on timeouts in all divisions (we must speed up our games).*
4. *Spirit & Shetland must keep infielders positioned on the dirt and outfielders on the grass.*