

EAST VALLEY BASEBALL LOCAL RULES

(Revised for Spring 2024)

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.*

Parent/Player/Coach Conduct Rules Common to All Divisions

1. 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. 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.
2. 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.
3. 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.
4. 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.*
5. 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.
6. Only live-scanned managers/coaches (in proper league issued uniforms), dugout supervisors (in uniform) and players (rostered to that team and in proper 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.
7. All managers/coaches must complete National Association of Youth Sports (NAYS) coaching certification online; and all League Volunteers must be Livescanned, Background checked, and complete online certifications in Concussion Protocol, Sudden Cardiac Arrest & Child Abuse Awareness from NFHSLearn.com. They are free courses..
8. 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. All spectators/fans/players/coaches must cease chatter and cheering as the pitcher begins his motion.

Game Rules Common to All Divisions

9. 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 of the game just completed is responsible for the pitcher's mound and home plate area. Visitors of the game just completed are responsible for the bases, infield dragging and watering. The arriving teams are responsible for any temporary fencing.**
10. Each team shall have a maximum of thirteen (13) players, when applicable. Spirit Division shall have a maximum of ten (10) players.
11. A minimum of eight (8) rostered 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.)*
12. 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 15 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. *(Rule does not apply to Spirit.)*
13. **No player may sit for more than one defensive inning in a game until every other player has also sat for one defensive inning.** No player may sit for a third inning until every other player has also sat for two defensive innings.
14. No defensive pre-inning instructional meeting is permitted on the mound. This will be charged as a trip to the mound.
15. When playing an inter-locking schedule with another league at their facility, the local game rules of the "host" league shall apply, excepting Rule 13 (above) and EV pitching/catching limitations.
16. 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 Conduct Rule 3*
17. 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.
18. 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. For a 4 or 5 inning game, innings 4 & 5 are open. For a 6 inning game, innings 5 & 6. For a 7 inning game, innings 6 & 7.
19. Spirit must use "T-Ball" only bats. Shetland through Pony must use approved bats stamped with the USA bat standard logo, and a barrel size no larger than 2 5/8". In Pony, it is recommended to use -3 BBCOR bats, however, up to -8 may be used. Colt must use -3 BBCOR bats. Wood bats are allowed in all divisions. Any batter who enters the batter's box with an illegal bat will be declared out, and the manager will be issued a warning. A second infraction by a team in the same game will result in the Manager's ejection. *(Note: a USSSA stamp is not the same as a USA stamp)*
20. In all divisions above Spirit, points are assigned as follows: win equals two (2) points; tie equals one (1) point. (Ties will not be replayed.); loss equals

zero (0) points. (Scores & standings are not kept during the Fall season; playoff seeding will be by random draw.)

21. 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. Every extra inning will begin with the last batted out from the previous inning as a runner at second base (California Tie-Breaker). A maximum of 9 innings shall be played, time and daylight permitting.
22. 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 provided the team has at least 9 remaining players. (This rule does not apply to Spirit.) Any player removed from a game due to injury, may not re-enter the game and must have a licensed doctor's note delivered to the League President in order to return to play or practices. All injuries MUST be reported to the President immediately.
23. Rostered players must play in at least 50% of the team's season games in order to be eligible to play in the playoffs. The only exception to this rule is players who miss games due to injury (and they must have a note from the doctor listing their "cleared to play" date).
24. All non-Championship Games (league & playoffs) in all divisions are subject to time limits. 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. Ask the umpire for the official start time, confirm with the opposing coach and write it down.
25. 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 out.
26. 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.
27. The "Home" team shall keep the official scorer's book and be responsible for the set up, break down and operation of the scoreboard.
28. 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'.
29. 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.
30. **There are no protests.** Umpire decisions are final. It's youth baseball, we're all trying to do our best.
31. There will be no soft toss into any chain link fencing at East Valley or any other facility where games are scheduled.
32. 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.
33. Players and team personnel under the age of 18 MUST wear protective helmets when in the batting cages (pitching or hitting). Helmets with C-flaps must be affixed by the manufacturer, because drilling holes in the helmet invalidates the safety rating of the helmet.
34. **No cleats (metal or rubber) will be allowed in the batting cages.**
35. On a walk, the batter may advance no further than first base in all divisions, except Colt. 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 on the walked batter.
36. All scores must be entered on the LeagueApps website by BOTH teams within 24 hours of the game's end or both teams get a LOSS. (Spring only)
37. 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.
38. 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.
39. PONY Baseball has recommended that all base coaches wear protective helmets for safety reasons. Helmets are mandatory for coaches under 18 years.
40. A 90 second inning-changeover time limit will be enforced by the umpire. If the 90 seconds pass, the umpire may call balls/strikes on the delaying team.
41. There will be one (1) offensive timeout allowed per inning and one (1) non-mound visit defensive timeout allowed per inning. Any second defensive timeout will be considered a 'trip to the mound' even if the coach does not interact with the pitcher—which means the next timeout/mound visit must result in the removal of the pitcher.
42. 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. (Colt Division is exempted from the head-first sliding rule.)
43. The "slash bunt" or "fake-bunt-then-swing" is illegal in all divisions except Pony & Colt. Batter will be declared out.
44. For all divisions Pinto and above, pitch limits are regulated in accordance with MLB's Pitch SMART guidelines. For simplicity, we utilize innings limits. For every inning pitched, the player must rest 1 day (i.e. if he pitches 2 innings on a Saturday, he may not pitch on Sunday or Monday and may return to the mound on Tuesday). Just as with defensive rotation rules, a single pitch delivered equals having pitched 1 inning. Managers are responsible for contacting other managers within their division to determine who is ineligible to pitch. If a manager is found to have pitched an ineligible player, the team will receive a forfeit for the game in question. *Multiple violations will result in further sanctions from the league BOD.* Here is the Pitch SMART limit chart for reference:

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) minute time limit shall be in effect.
2. No scores or standings shall be kept.
3. An inning shall be defined as a full lineup 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 (w/ helmet/mask). 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. Four (4) innings constitutes a game. Championship game will have no time limit.
2. A **sixty-five (65) minute time limit is in effect. No new inning may start after time has elapsed, and the current inning must be completed.**
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 4th inning, per PONY rules, and no tee may be used in the 4th inning or beyond (should it go into extra innings).
4. An inning is defined as 5 runs or three (3) outs, whichever comes first.
5. Up to 11 defensive players will be on the field. 9 players shall be in traditional defensive positions with the 10th and 11th players occupying the outfield. A maximum of 5 (five) outfielders are allowed at any one time.
6. A player may occupy any position only 1 inning per game. No player may play the infield more than 3 total innings.
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 (**Settings = Power Level 2; Micro Adjust 3; Release Block 4**). 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 on the infield dirt 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. Teams may defensively field 4 infielders, 1 pitcher (within the pitching circle), 1 catcher (w/ helmet/mask) and up to 5 outfielders. Infielders can only start play with both feet on the infield dirt. Outfielders can only play on the outfield grass and may not enter the infield to make a play.
20. No player may play the same infield position more than one inning per game. And no player may play in the infield more than three innings per game. The pitcher is defined as an "infield position," catcher is not. 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.
21. 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 may start after time has elapsed, and the current inning must be completed.**
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, 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, 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. **On all hit batsmen, the batter will be awarded first base.**
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 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. 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. **Outfielders may not enter the infield to make a play.**
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 90 minute time limit. Bronco – six (6) innings or a 90 minute time limit. Pony & Colt –seven (7) innings or a 110 minute time limit. **No new inning may start after time has elapsed, and the current inning must be completed.** Time limits do not apply to the Championship Game only.
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/Bronco and the 6th inning for Pony. Colt will default to High School rules, excepting playing time and innings limit rules.
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. Exception: No continuation steals of second by a walked batter until the pitcher has engaged the rubber to throw the next pitch. (Colt excepted)
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, Pony or Colt. (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 a Pony 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 will be allowed on a passed ball, wild pitch or straight steal of home. All other runs must score on a batted ball.
10. In Mustang & Bronco, no player may play the infield more than 4 innings per game. In Pony & Colt, no player may play the infield more than 5 innings per game. Pitcher & catcher are considered infield positions.

Summary of Amended Rules for Spring 2024

1. *Colt Division is exempted from the headfirst slide ban.*
2. *Any player who pitches must rest for an equal number of days as innings pitched. For example, a player pitching 2 innings on a Saturday may not pitch on Sunday or Monday, and may pitch again on Tuesday*
3. *"No New Inning" time limits are in effect for all divisions Shetland and above. Once an inning has started, it must be completed.*
4. *In Pinto, all batters who are hit by a kid-pitch will be awarded first base.*