

# WHITTIER PONY BASEBALL

## 9.0 Bronco Division Rules

Rev. 3/22

### 9.1 Description

- 9.1.1 The WPB Board has adopted the following rules for the Bronco Baseball Season. These rules will follow the general format listed in the Pony Baseball, Inc. Rules and Regulations, Official Baseball Rules as released through the office of the Commissioner of Major League Baseball and The Sporting News Edition. The WPB Board has chosen to adopt or modify the following local rules for Whittier Pony Baseball.

### 9.2 Managers/ Coaches

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

### 9.3 Selection of Players

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

### 9.4 Uniforms

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

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

### 9.5 Equipment

- 9.5.1 Bronco players will use a regulation baseball at all practices and official games
- 9.5.2 Pitching distance: **50'**
- 9.5.3 Base distance will be: **70'**

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- 9.5.4 Metal cleats are allowed in the Bronco division. **\*PITCHERS: Pitchers must wear rubber cleats on portable mounds.**
- 9.5.5 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, catching gear, and batting helmets.
- 9.5.6 Managers are responsible for all issued equipment and will maintain control during the regular season.
- 9.5.7 All players are recommended to wear a protective cup. Catcher's are required to wear protective cup. Catcher's ears & throat must be protected.
- 9.5.8 Equipment must be returned at the conclusion of the season.
- 9.5.9 Six practice balls will be included in the equipment bag.
- 9.5.10 **Non-wood bats must have the USABat mark.** This is in accordance with USA bat standards. **Bat barrel is 2-5/8" maximum.** Regulation wood bats are legal.
- 9.5.11 PONY Rule 8.J - **No jewelry** shall be worn by any player, except for medical identification. Penalty: PONY Rule: 18. E (5) Any player refusing to remove jewelry will be ejected from the game.

## 9.6 Game Balls

- 9.6.1 Each team will supply (1) one game ball per game.
- 9.6.2 Game balls are not to be used for practice.
- 9.6.3 If a manager does not have a game ball, he/she must purchase one at the snack shack for \$5.00.

## 9.7 Infield Practice

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

## 9.8 Home Team

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

## 9.9 Playing Time

### 9.9.1 Defensively

A team will field (9) nine players.

- 9.9.2 In a season with a 12-player roster per team, (9) nine players are needed by both teams to start a game. In a season with an 11-player roster per team, (8) eight players are needed by both teams to start a game, with approval by the Player Agent.

- 9.9.2.1 The ninth position in line-up will be considered an out the first time through the line up only, when playing with (8) eight.
- 9.9.2.2 Players shall not sit out 2 consecutive innings. (Exception: If player is injured or becomes sick during the game or with consent of parent and Division Commissioner/Field Director).
- 9.9.2.3 The infield fly rule will be in effect and will be called by the Umpire.

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## 9.9.2.4 Huddling

- 9.9.2.4.1 No more than (3) three players will huddle on the infield at any time during the game. Umpires should discourage such huddling to avoid game delays.

## Offensively

- 9.9.2.5 All players will bat. Teams will bat through their lineup continuously.

- 9.9.2.6 A half inning will conclude when the defensive team has made (3) three outs.

- 9.9.2.7 If for any reason, a player is removed from the batting line-up, it will result in an out the first time around. No penalty for subsequent at bats.

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

- 9.9.2.9 Between pitches, batter must keep one foot inside the batters box, in order to speed play.

## 9.9.2.10 Base Running

- 9.9.2.10.1 Runners are permitted to steal and/or lead off all bases.

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

- 9.9.2.11 Scoring: the team that records the most runs will win the game.

- 9.9.2.12 **Pinch Runner:** Pinch runners are only allowed for injured players during the game. A pinch runner is the last recorded out. If runner is removed, they are removed from the game line up.

## 9.8.3 Penalty:

- 9.8.3.1 **Failure to follow the Playing Time Rules will result in a forfeit and a one game manager suspension.**

## 9.10 Pitching

- 9.10.1 Bronco player individual pitch count is a maximum of (85) pitches per calendar day.

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

<u>Daily Max Pitches</u>	<u>0 Days Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>	<u>5 Days</u>
85	1-20	21-35	36-50	51-65	66+	N/A

**The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.**

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

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- 9.10.3.1 Any pitcher that delivers a warm up pitch from the mound must face at least one batter, until the batter reaches base or an out is recorded. (Exception: pitcher may be removed at anytime, if injured, and must sit out the remainder of the inning.)
- 9.10.4 If protested by the opposing manager the game will continue and be played under protest.
- 9.10.5 A pitcher that is withdrawn from the mound will not be eligible to return to the mound as a pitcher in the same game.
- 9.10.5.1 A pitcher who hits (3) batters in one inning will be withdrawn from the mound.
- 9.10.6 Intentional walks are according to MLB rules. PONY Baseball does not count intentional pitches. Only thrown pitches are counted.  
**Balks will be called, with one warning per pitcher per game.**  
A warning will be issued to the pitcher and noted in official scorebook. Umpire must notify manager of warning.
- 9.10.7 Pitching of an illegal player will be a forfeit. If protested by the opposing manager the game will continue and be played under protest.

## 9.11 Length of Games

- 9.11.1 Game time starts at the scheduled game time.
- 9.11.2 **No new inning after (2) hours. Game length will be time limit or 7 innings which ever comes first. In the event of a tie, if time permits, extra innings are permitted.**
- 9.11.3 Bronco mercy rule is when a team is ahead by 15 runs at the end of 4 innings, or 10 runs after 5 innings.
  - 9.11.3.1 A team will have 15 minutes to field a team after the start time.
  - 9.11.3.2 After 15 minutes the team will forfeit the game.
  - 9.11.3.3 The 15-min. waiting time will be subtracted from the total official playing time.
- 9.11.4 Players arriving after the team has batted through their rotation will not be eligible to play in the game.
- 9.11.5
  - During Standard Time weekday games at Granada will begin at 4:30 pm. At Granada, games called for any reason during **standard time** will be considered complete. If game is called, due to rain before 4 innings are complete, this game will continue from stoppage point. Elapsed game time and the pitch counts still apply and should be noted in scorebook.
  - 9.11.5.1 Games called for any reason during daylight savings time will be considered complete if the home team is ahead after 3 ½ innings or the visitors are ahead after the 4<sup>th</sup> inning.
- 9.11.6 During Daylight Savings weekday games at Granada will begin at 4:45 p.m., for the 1<sup>st</sup> week of the season in March. Remainder of season will start at 5pm as scheduled.
  - 9.10.6.1 Games called for any reason during daylight savings time will be considered complete if (4) four innings have been completed.
- 9.11.7 **Granada only**-games played during standard time will end at the sound of a horn due to darkness.

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If the home team ties the game or takes the lead in the 4<sup>th</sup> thru 7<sup>th</sup> inning and the horn blows, the game ends and is considered a complete game.

- 9.11.7.1 If the visitors are at bat in the 4<sup>th</sup> inning and the horn blows, the game is NOT considered a complete game and must continue at a later time from where it left off. (I.e.: Same line up, same positions, same batter up to bat, same pitch count, same outs)
- 9.11.7.2 If the game is passed the 4<sup>th</sup> inning (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>) and the home team does not complete their at bat and does not tie or take the lead and the horn blows, the game will revert back to the previous inning and will be considered a complete game.

## 9.12 Time outs

- 9.12.1 One visit per pitcher, per inning. A pitching change must be made on the second trip/time out on the field by a coach/manager. (Exception: injury or umpire time outs).
  - 9.12.1.1 Umpire will have the official scorekeeper note such timeouts in the scorebook.
  - 9.12.2 Batter time outs will only be permitted one per half inning.

## 9.13 GameChanger & Book Scoring

- 9.13.1 Ten minutes before the start of the game, all players last names & jersey number must be submitted to official scorekeeper
- 9.13.2 List reasons why any player is absent.
- 9.13.3 The home team will be the official scorekeeper.
- 9.13.4 All pitching and defensive substitutions must be given to scorekeeper.
- 9.13.5 If a player arrives after the line up card has been submitted to the scorekeeper, ten minutes prior to the game, the player shall be placed at the end of the line up. If the player does not arrive by his/her time at bat, they will be scratched. No penalty.
- 9.13.6 Players arriving after the team has batted through their rotation will be considered ineligible to participate in that game.
- 9.13.7 Last game of the day, the home team is to turn in the iPad to the Snack Shack or Field Director.

## 9.14 Game Reports

- 9.14.1 Game Reports must be turned in at the end of each game, in the file tray, at the Granada snack shack. For York Field, there is a file box, please file by division.
- 9.14.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning.)**

## 9.15 Rainouts

- 9.15.1 Check the website for Stormwatch updates.

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9.15.2 For York Field call (562) 567-9436.

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

## 9.16 Protests

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

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

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

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

## 9.17 Ejections

- 1.1.1 Failure to leave the field will result in forfeiture of the game. The Manager/Coach will be suspended for the next scheduled game and have to meet with the Disciplinary Committee. Ejections will result in the following: once ejected from the game, the manager/coach/player/parent/spectator must leave the field immediately. The ejected person must leave the facility and wait in the parking lot until the game is finished. The person ejected from the game will be suspended for their next scheduled game. If a parent or spectator have been ejected, the Discipline Committee will rule on whether the manager will be suspended for an additional game.

**If anyone is ejected from the team, the manager will also be ejected.**

No one may take the place of any ejected Manager or Coach for that game. The Disciplinary Committee may suspend the manager for next scheduled game, if the manager has failed to leave once an ejection has been made. The Disciplinary Committee will review reports from the Field Director, as well as the umpire, on any field incident.

**9.18 PLAYER, PARENT AND FAMILY MEMBER CONDUCT:** We have zero tolerance for any parent or family member who verbally or physically abuses any coach, parent, player, umpire or board member. This parent, along with their player, will be suspended or removed from the team. Suspension length will be determined by the disciplinary committee.

## 9.19 Suspensions

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