

# Murrieta Valley Pony Baseball

An affiliated league of PONY Baseball



Revised July 2023

LOCAL RULES – PONY, BRONCO, MUSTANG, PINTO, SHETLAND, FOAL

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## LOCAL RULES – PONY, BRONCO, MUSTANG, PINTO, SHETLAND, FOAL

### Policies & Procedures

Murrieta Valley Pony Baseball shall establish local rules appropriate to the age group, consistent with the player's advancement through the various division of play and as allowed by the official rules of PONY Baseball, Inc.

- a. No part of this policy shall be interpreted as superseding the Constitution or Bylaws of Murrieta Valley Pony Baseball.
- b. Murrieta Valley Pony Baseball may establish rules specifically for use during League play ("local rules"), which supersedes the official PONY and Major League rulebooks. The official PONY and Major League rulebooks shall take precedence unless otherwise stated in the following document. These rules shall be approved by the Board and stated in this document.

### Injured Players / Dropped Players / No-Show Players

- a) Throughout the season injuries, no-shows, and confirmed dropped players do occur. Replacement players will be assigned to teams requiring additional players up until a predefined point made by the Board of Directors.
- b) A player that misses two games due to any reason must be reported to the Player Agent and Division Director within 24 hours of the second game missed.
- c) Throughout the season Division Directors will be making routine dugout checks to validate team rosters.
- d) A manager that fails to disclose an injured, no-show, or dropped player will be subject to disciplinary action by the league in the form of possible multiple game suspensions or permanent removal from managing in our league.
- e) The Player Agent will confirm all legitimate drops and act accordingly to place a new player if time allows.

### Information and Communication Over the Internet

- a. Murrieta Valley Pony Baseball utilizes the Internet as our primary source of information and communication. It is highly recommended that all managers and coaches check your emails daily for any correspondence that may have been sent by the Division Directors or MVPB officials.
- b. Our website [www.mvpb.org](http://www.mvpb.org) or StackTeam App contains up to date information such as upcoming events, schedules, standings, scores, makeup information, rainouts, general notices, etc. Please make it a point to check the website on a regular basis for updated information. It is also suggested that all managers inform your parents to check the website regularly and especially on days where weather may be a factor.



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### Safety / Malicious Play

- a) A player may be warned or ejected from the game for play deemed by the umpire(s) to be unsportsmanlike, unsafe, or intended to harm an opposing player. Such instances of malicious play may be unnecessary contact by a runner on an attempted putout, intentionally throwing at a batter, swearing, throwing of equipment, etc. It is the responsibility of the manager to ensure that their players maintain good sportsmanship throughout the entire game.
- b) MVPB “DOES NOT” have a slide or avoid rule and any player that demonstrates intent to harm or injure another player, while in the process of running the bases, will be ejected from the game if the umpire deems necessary. At the time of the violation the runner will be considered an automatic out, the ball will become dead, and no other runners can advance.

### General Regular Season Rules for All Divisions

- a) All teams shall bat the entire roster every game and employ free substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed from the pitching mound.
- b) The Pledge of Allegiance will be allowed 5 minutes prior to every game. Participation is optional.
- c) All Plate meetings will happen 5-10 minutes prior to first pitch.
- d) Each Team will be required to have an Official Score Keeper.
- e) Coaching Staff will consist of 4 coaches including the manager and one official scorekeeper. (These positions come with snack bar exemption)
  - Teams will be capped at 5 coaches on the field during games, no caps for practice coaches. (All Coaches must follow compliance guide lines)
  - League will provide jersey and hat for 4 coaches; any additional coaches will have to purchase their own jersey and hat and will be eligible for Snack Bar Exemption at conclusion of the season.
- f) No Defensive Shifts are allowed.
- g) Seeding and Tie Breakers will go as follows:
  - Win Percentage (Tie counts as half win and half loss)
  - Head-to-Head (Only with equal number of games played)
  - Runs Allowed
  - Run Differential (7 Runs Max Per Game)
  - Coin Toss
- h) Only Manager who was at the plate meeting is allowed to speak to the umpire.



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- i) The official starting line-up shall include, at a minimum, the players number, first name, and last name. This line-up card (batting order) shall be given to the opposing team's scorekeeper 10 minutes prior to the start of the game. Changes to the line-up can be made prior to the official start time as determined by the umpire. Once the game has started the line-up cannot be modified, except to add players that show up late.
- j) A player placed in the official line-up and who misses their first at bat, will be considered an automatic out for their first plate appearance. The missing player will then be scratched from the line-up and may be placed at the end of the line-up card if they show up later in the game. Any player that shows up late will be placed at the end of the line-up card. It is recommended that any player, not present for the start of the game, be left off the official line-up to avoid the possible one out penalty.
- k) A player who misses an at bat due to a game related injury (i.e. sprained ankle, pulled muscle) will be removed from the line-up and the team will not be penalized for this game related injury. The injured player, who is now officially removed from the game, will not be allowed to re-enter the game and he or she will be skipped in the batting order.
- l) A player that becomes sick during a game does not constitute a game related injury and they will be considered an out the next time up to bat; one out penalty. Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game.
- m) A player missing an at bat due to an ejection will be considered an automatic out every time up to bat.
- n) A player missing an at bat, other than a game related injury or ejection (i.e., restroom break), will be considered an automatic out and the next batter in the line-up shall proceed to bat. If that same player misses their second official at bat, they shall be removed from the line-up entirely, no out will be recorded, and the next batter in the lineup shall proceed to bat. Once removed that player will not be allowed to re-enter into the game.
- o) Any player, unable to play defensively for three consecutive innings, shall be ineligible to play and will be removed from the batting lineup. The player will be considered an out the next time up to bat. One out penalty. Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game, and they will not be allowed to re-enter the game.
- p) Courtesy runners, for a player injured while in the process of running the bases, shall be allowed and can occur only once during the game for such player. The courtesy runner shall be the last official recorded out in the scorebook. Injuries to a player, unrelated to the game being played are not eligible for a courtesy runner and must run the bases (i.e., prior skateboard or bicycle accident).
- q) Any player with a hard cast or splint is ineligible to play and must submit an official medical release form to the league in order to be eligible to play.
- r) All managers, coaches, players, parents, and spectators are asked to support their team, as

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well as the opposing team. Negative comments including jeering, chanting, or making noise in an effort to distract the pitcher, batter, or other players from the other team are subject to disciplinary action by the umpire if deemed to be excessive. Violators will be warned, and the manager may be subject to an ejection for failure to maintain his/her players or spectators.

- s) It is the obligation of the manager and coaches for each team to address any unacceptable behavior by their players or parents. This is necessary at the younger levels because it is often an unfair expectation of the umpires because of their age.
- t) Only managers, coaches, scorekeepers, and players are permitted in the dugout (or designated dugout area). Home team uses the third base dugout.
- u) Should an umpire fail to appear; the home team manager shall notify their Division Director Immediately. The Division Director will make every attempt to get an umpire to the game. Do not wait for an umpire to start the game. The game must proceed utilizing the best available people as umpires. Agreed upon by both Managers.
- v) In instances where a game has interfered with the start time of the next game both teams will leave the dugout immediately after the game has ended. A 20 Minute Warm Up Period will be in place for next scheduled game.
- w) Games will be subject to a “No New Inning” policy, designated by the player’s age division. Although games are scheduled at specific start time, the umpire will announce the official start time of the game. The “No New Inning” time will be in affect from the official time” (IE. Game posted for 6:00pm but official call time is 6:05pm, the “No New Inning” will take affect from 6:05pm). If there is a failure to announce the start time, the “No New Inning” will take affect from the time posted on the Murrieta Valley Pony website.
- x) Unnecessary stalling of any team (IE. Running the clock) and that is in the judgment of the umpire, will be subject to adding additional minutes to the game time. The umpire will use his discretion to determine how many minutes will be added to the clock.
- y) Horns and Mega Phones are not permitted at any time during a game.
- z) The pitcher shall wear rubber cleats when a portable mound is being used.
- aa) Hit-A-Way swing trainers (including SKLZ Hurricane Category 4 Batting Tee) are not to be used on the playing field, while the game is in progress.
- bb) Game times, as specified for each division, may be subject to modifications. Division Directors will notify managers if game times change.
- cc) Managers and coaches are instructed to hustle their teams on and off the field. Coaches are encouraged to warm up the pitcher while the catcher puts their gear on. The umpires will be instructed to allow 1 minute between innings or eight warm-up pitches between innings, whichever comes first.
- dd) A team failing to field 8 or more players within 15 minutes of the scheduled start time shall be



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forced to forfeit the game. No team shall play with 7 players except for the Foal. If any team, at any time during the game, cannot field eight uniformed players the game shall be a forfeit. The score for the record books shall be:

- 6 – 0 in Mustang and Below
- 7 – 0 in Bronco and Above

ee) A team that plays with only 8 players is subject to the following guidelines (Pinto, Mustang, Bronco, and Pony only):

- The team shall bat the 8-man roster, leaving the 9th batter position open and unfilled.
- Each time the 9th batter position is due up, an automatic out shall be charged to that team.

***EXCEPTION: The third out of any inning must be an earned out and is not subject to the automatic out rule. The team with eight players will start the next inning with one out.***

a) Players who arrive late will fill the 9th batter position and play will resume normally.

b) A team that falls back down to eight or less players will be subject to the rules stated above.

c) Substitute players, from other teams, are not allowed.

d) This 8-player rule shall apply to regular season games only.

e) Managers are instructed to report 8-player games to their Division Directors.

ff) For games with no new inning time limits the umpires shall publicly announce the official game

gg) Start time, relative to his/her watch, prior to the first pitch of the game or when the catcher has thrown the ball down to second base. The managers and scorekeepers should make a note of the official start time. In situations where the official start time was not announced, and no one interjected to find out the official start time, the start time will revert automatically to the scheduled start time.

hh) The ensuing catcher or ensuing pitcher may be substituted with a courtesy runner with two outs in the inning. The courtesy runner shall be the player who made the last out. In situations where there will be no other inning, the courtesy runner cannot be used. The ensuing pitcher and ensuing catcher are defined as those players fielding that position in the "NEXT" half inning. Managers, in violation of manipulating this rule, will be ejected from the game and may be subject to further suspension from the league.

ii) Any player, ejected from a game by the umpire, shall be suspended from play for the rest of the game. The ejected player may be automatically suspended from the next scheduled game or games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The Board of Directors may impose further penalties based upon the severity of the offense.

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- jj) Any manager, coach, or spectator ejected from a game by the umpire shall be suspended from play for the rest of the game from which they were ejected. The ejected individual may be automatically suspended from the next two scheduled games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all- star play. The Board of Directors may impose further penalties based upon the severity of the offense.
- kk) Any board member, who observes inappropriate behavior or unsportsmanlike conduct on the part of any player or adult, can remove person from the game.
- ll) Both teams are responsible for preparing the fields before the start of the game. Field preparation may include dragging the field, watering the field, chalking the field, setting the bases, and setting the portable pitching mound.
  - a) After the last game both teams are responsible for removing and storing the portable pitching mound, pitching machine and all field preparation equipment.
  - b) All teams are responsible for guaranteeing that the storage bins are locked and secured before they leave the field at the end of the day.
- mm) It is the responsibility of each team to clean out their dugouts, stands, and surrounding areas after each game. Please dispose of all trash in the designated trashcans or dumpsters.
- nn) The Home team is required to enter their score directly into our website and Team Stack App. Any discrepancies in the score shall be submitted to the Division Director for final review.
- ii) A batter will be notified by the umpire to remove only one foot from the batter's box between pitches if it is felt that their time outside of the batter's box is slowing down the progress of the game. Umpires shall, at their own discretion, enforce a strike or ball to the count.
  - a) Either team, prior to the start of the game, shall not be permitted to take infield practice. Grounders shall be in front of each dugout in Foal territory.
  - b) No Team will have more than 5 Coaches on field on Game Day.



## Minimum Play Rule

### *Pinto and Below*

- a) Player rotation is highly important in our league. Managers are instructed and encouraged to rotate players between infield and outfield to the furthest extent possible. This aspect of player development is especially important in the lower divisions where we are trying to build up players. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only.

- b) No player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect.

***NOTE: Any bench player, that enters the game in the middle of an inning, will not be considered as***

having sat one inning and must sit out another inning before any other player sits a second inning.

- c) Both teams are responsible for annotating the bench players in their scorebooks to ensure that this rule is followed

- d) All players are required to play at least one position in the infield for one complete inning and within the first four innings of a game.

***NOTE: Any player, positioned in the infield, that is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield.***

***Conversely, a player positioned in the outfield, that is moved to the infield in the middle of an inning, will not be considered as having played in the infield. Therefore, such player must play an "entire" inning in the infield.***

- e) A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:

- The manager is suspended from the next scheduled game and/or games. The Board of Directors may further sanction repeat offenders.

- f) The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact their Division Director prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the Division Director shall be notified in writing with 24 hours to explain the circumstances.

- g) A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.

- h) Minimum play rules will change for the end of season tournament. Refer to end of season



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tournament section in the sections below.

## Minimum Play Rule

### *Mustang and Above*

- a) Player rotation is highly important in our league. Managers are instructed and encouraged to rotate players between infield and outfield to the furthest extent possible.
- b) All Players must sit once prior to another player sitting a second inning.
- c) A team with 11 or more available players will be required to sit no player more than two innings in an official 7- inning game and they cannot be consecutive **(6 innings for Mustang)**. If the game is forced into an 8th inning or more then no player can sit two consecutive innings will be in effect. **(7 innings for Mustang)**
- d) A team with 10 or less available players will be required to sit no player more than one innings in an official 7-inning game. If the game is forced into an 8th inning or more then no player can sit two consecutive innings will be in effect. **(6 inning For Mustang)**
- e) Teams are responsible for annotating the bench players in their scorebooks to ensure that this rule is followed.
- f) A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
  - The manager is suspended from the next scheduled game and/or games.
  - The Board of Directors may further sanction repeat offenders.
- g) The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact their Division Director prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately. With DD Notified Via Phone



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## Team Holds:

- a) Teams will be allowed to hold up 6 players. This sheet must be submitted 48 hours prior to Evaluations: Player holds can consist of the following and only the following:
- b) Manager (Head Coach) must have coached the player in the last year (2 Pony Req Seasons). If the player is from another Pony team, they are not allowed to be held unless they are accompanied by a parent who will be an assistant coach. (SEE RULE d.)
- c) All Star Coaching does not count toward time coached with the player.
- d) Manager (Head Coach) will be allowed to secure two and only two assistant coaches or team representatives (Team Parent or Scorekeeper) that they have not coached with and apply to the Team Hold Rule. In this case the player will be allowed to be held by the manager. These coaches will not have right to previous players they have coached just their personal child. These parents will receive 2 of the teams exemptions.
- e) Hold players must attend their evaluation time or they will no longer be held and will be placed in the draft as hat picks.
- f) Held players who are the child of the coach who does not come to evaluations will stay on the coach's team however they will be charged points that match the highest evaluated player.
- g) Coaches coming from another league can bring up to 6 players from the league they are coming from.
- h) Players who have never played in MVPB can be held,
- i) All Holds must be approved by parent through player agent.
- j) MVPB Executive Board will withhold right to make any changes to team holds.
- k) Assistant Coaches who have elevated themselves to head coach will carry the 6 hold power, must follow same procedures as above.

## Player Evaluations

- a) If a player does not come to Evals they will be a hat pick at the draft.
- b) If a held player does not come to Evals they will be a hat pick unless they are a child of the manager. (See Rule Above)
- c) Coaches or volunteers from other divisions will complete evaluations.

## Draft Process:

- a) Draft is run on a points system. Each player will have a point value assigned to them at player
- b) Teams held players will be accumulated and given a point value to start the draft.
- c) Each pick will be given to the team with the lowest point value. This process will continue with the lowest point value team picking until all players are selected.
- d) Example: Team A 150pts Team B 175Pts Team C 100pts, Team C would pick first. If Team C selects a 30pt player, they would be at 130pts and would be able to pick again. Team C would continue to pick until they pass 150pts at that time Team A would pick



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## Game Time Limits

### Spring Season

The times below will reflect each division's individual game time during the Spring Season. These times do not reflect the end-of-season tournament time limitations.

#### Regular Program

DIVISION	NO NEW INNING	DROP-DEAD TIME
FOAL		2 FULL INNINGS EVERYONE BATS OR 1:00 (1 hour)
SHETLAND	1:15 (1 Hour, 15 Minutes)	** SEE RULE BELOW
PINTO - MACHINE	1:40 (1 Hour, 40 Minutes)	** SEE RULE BELOW
MUSTANG	1:40 (1 hour, 40 minutes)	** SEE RULE BELOW
BRONCO, PONY, HSP	1:45 (1 hour, 45 Minutes)	** SEE RULE BELOW
COLT	1:45 (1 hours, 45 minutes)	** SEE RULE BELOW

**\*\* IF DAY LIGHT IS AN ISSUE THE UMPIRE AND BOTH MANAGERS WILL AGREE ON A LAST INNING. GOOGLE WEATHER WILL BE USED TO ESTABLISH TIME OF LAST SUN LIGHT**

### Fall Season

The times below will reflect each division's individual game time during the Fall Season.

DIVISION	NO NEW INNING	DROP-DEAD TIME
FOAL		2 FULL INNINGS EVERYONE BATS OR 1:00 (1 hour)
SHETLAND	1:15 (1 Hour 15 Minutes)	** SEE RULE BELOW
PINTO-MACHINE	1:40 (1 Hour 40 Minutes)	** SEE RULE BELOW
MUSTANG	1:40 (1 hour 40 minutes)	** SEE RULE BELOW
BRONCO	1:40 (1 hour 40 minutes) + Mercy Rule	**SEE RULE BELOW
PONY	1:45(1 hour 45 Minutes)	**SEE RULE BELOW
		**SEE RULE BELOW
COLT	1:45 (1 hour 45 minutes) + Mercy Rule	**SEE RULE BELOW

**\*\* IF DAY LIGHT IS AN ISSUE THE UMPIRE AND BOTH MANAGERS WILL AGREE ON A LAST INNING. GOOGLE WEATHER WILL BE USED TO ESTABLISH TIME OF LAST SUN LIGHT**



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## Bat Standards

Murrieta Valley Pony Baseball has adopted the new USA Baseball Licensing Stamp. With the exception of -3 (BBCOR certified) and wood bats (bamboo wood bats are not approved, multi-piece wood bats must have the USA Baseball mark), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must have the USA Baseball licensing stamp on the bat in order to be used for league and tournament play.

### Shetland Bat Policy:

The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official PONY Baseball Pitching Machine for Shetland division and is the only pitching machine approved for Shetland play.

All bats must have the USABat licensing stamp on it to be used in PONY baseball. Tee Ball bats are permitted. USSSA bats are ILLEGAL AND NOT ALLOWED. Each team will be allowed to verify the other team's bats prior to first pitch, if an illegal bat is found during the game that batter will be ruled out, the manager will be ejected from game and subject to further discipline – up to and including suspension. There will be no forfeit of any games as a result of this rule.

### Procedure

During the pre-game Managers Meeting, the officiating umpire will be asking if all of your players are properly equipped. This question also applies to the bat. This also serves as your one and only warning regarding the bat rule. No further warnings will be given.

### Bat Violation Consequence

In the event a player brings a bat that is not approved for play in PONY Baseball onto the field of play, both the player AND the manager shall be ejected from the game. No warning will be given. Continued violation will result in further game suspensions by the League.

## Pitch Smart Pitch Count Rules

Murrieta Valley Pony Baseball has incorporated a pitching guide in accordance with Pitch Smart Pitch Count Rules. This shall be in effect for the following age groups.

AGE / DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	35-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+



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- jj) Days' Rest are FULL day's rest (i.e., if a 10-year-old pitches 66+ pitches on Monday, they are not eligible to pitch again until Saturday.
- kk) Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- ll) Number of pitches shall be recorded on the League's website.
- mm) Recommend the use of electronic scoring devices to help ensure an accurate pitch count.

### *Managing Pitch Count & Pitch Count Violation*

#### *Logging Pitches on MVPB Website*

Logging your team's pitch count is MANDATORY within 24 hours of the completed game. Managers failing to log their pitch count will be subject to suspension for the next scheduled game. You are responsible for your team's pitch count. In order to accurate pitch counts, each team's scorekeepers should meet between half innings to discuss the pitch count. Any discrepancy will be SPLIT DOWN THE MIDDLE – No Exceptions!

#### *Pitch Count Violation*

Any player found in violation of the pitch count will be INELIGIBLE to pitch for 1 full week starting from the day of the violation.

Example: Dodgers pitcher Johnny throws 55 pitches on Wednesday, making him eligible to pitch Sunday. The Angels manager notices that Johnny is pitching against him at their game Saturday. The Angels manager approaches the umpire regarding the ineligibility. Due to ineligibility, the following actions will take place:

- Player in Violation:
  - Johnny is removed from the mound but not the game.
  - Johnny is ineligible to pitch for 1 week from the violation date.
- Manager in Violation:
  - The manager will be ejected from the game.
  - The manager will be suspended from the next scheduled game.

#### *Pitch Count Manipulation*

Any Manager found in violation of purposefully manipulating their pitch count on the Murrieta Valley Pony Baseball website will be subject to immediate disciplinary action.

- nn) First Offense – 1 game suspension
- oo) Second Offense – 3 game suspension
- pp) Third Offense – Possible expulsion from the league.



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## Division Rules

### *Foal Division Rules (League Age 4)*

- a) Murrieta Valley Pony Baseball shall use the “baseball tee” style of play in its Foal division.
- b) All players in attendance shall bat (“batting the roster”) and play defensively. Defensive alignment shall consist of all regular infield positions pitcher, 1st, 2nd, 3rd, Catcher, and short stop. All remaining players shall be designated as outfielders.
- c) All players shall, at a minimum, play one time in the infield and one time in the outfield. No player shall play infield every inning.
- d) The offensive team shall bat through the entire lineup. The last player to bat in the inning will be permitted to run the bases in their entirety for a homerun. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a homerun.
- e) The batting order may be altered each inning to prevent the same player from batting last the entire game, thus allowing multiple players to hit the end of inning “homerun”
- f) Each batter shall bat off the tee until the ball is put into play.
- g) During the second half of the season the league may introduce live pitching or a mechanical pitching machine to the batters.
- h) The manager or coach shall pitch to his or her own team..
- i) The coach shall deliver no more than five (5) pitches to each batter, after which the player shall bat off the tee until the ball is put into play.
- j) No lead-offs or base stealing shall be allowed.
- k) Play shall stop when a defensive player has possession of the ball in the infield. Once play is stopped, the base runner shall return to the nearest base without penalty.
- l) Base runners shall be allowed to advance only one base on any overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the base runners own risk and the runner may be thrown out. The runner must return to the base where the second overthrow was made.
- m) The pitcher shall keep at least one foot on or near the pitcher’s mound, if available, prior to the batter swinging at the ball. In situations where a mound is not available an imaginary one shall be marked in the dirt.
- n) The four infielders may not play closer than four feet in front of the base paths until the ball is put in play.
- o) The remaining players shall play in the outfield and be positioned twenty feet beyond the base-paths.
- p) A maximum of three (3) offensive coaches and three (3) defensive coaches are allowed on



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the field during play.

- q) Coaches shall umpire the game and no scores and standings shall be kept.
- r) Game duration / time limit: Six (6) innings. Games shall end after 1 hour 15 minutes from the scheduled start time.
- s) An arc line, 15 feet from home plate, will be chalked or approximated on the field between the first and third base lines. A batted ball, that does not pass the arc line, will be called Foal.

## *Shetland Division Rules (League Age 5/6)*

### **PLAYING FIELDS:**

- a) Pitching Distance: 38 feet (Machine Pitch).
- b) Distance between bases: 50 Feet.
- c) A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.

### **OFFICIAL SCORED GAMES:**

- a) The visiting team will be responsible for maintaining the scoreboard on Shetland field during game play.
- b) Before a new inning begins, it is strongly advised that both Managers check the score and confirm accuracy. There is not an official scorekeeper or game changer manager utilized in Shetland at this time, so it is imperative that coaches stay close to the score and ensure its accuracy for duration of the game.
- c) The HOME team will be responsible for reporting the final score once game has concluded. They must be reported to Game Changer. Please try to get the score submitted within 1 hour after the game has been completed.
- d) Both Manages must submit a line-up card with batting order to exchange with each other before the beginning of game.

### **GAME DURATION/TIME LIMIT/OTHER:**

- a) Games will be played 5 innings. No new inning after 1hr 15mins. Time limits are based off official start time of game, which is determined by umpire, make sure you ask umpire before the game begins what the official start time is.
- b) In the interest of sportsmanship and in cognizance of the objective of this rule - which is to provide a program whose time demands are not unreasonable for players, coaches, and parents - all managers are expected and required to refrain from the use of stalling or speed-up tactics to alter the result. Flagrant abuse of this edict shall be reviewed by the league board or designated committee responsible for sportsmanship. **Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.**
- c) No team shall score more than (5) runs per inning, for the first 4 innings. If there are less than three outs when 5 runs are scored, the teams shall change sides. **Exception:** A home run over the fence shall score all runners ahead of the batter.
- d) The 5<sup>th</sup> inning is OPEN – meaning that 3 outs must be recorded to change sides, there is no



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max run limit.

- e) **MERCY RULE:** If the visiting team is leading by 10 runs at the end of 4 complete innings, the game shall be declared complete, and the visiting team shall be declared the winner.  
If the home team is leading by 10 runs after the visiting team has completed batting in the 4<sup>th</sup> inning, the game shall be declared complete, and the home team shall be declared the winner.

*If at any point the home team goes up by 10 runs in the bottom of 4<sup>th</sup> inning, the game shall be declared complete, and the home team shall be declared the winner.*

## EQUIPMENT:

- a) The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official PONY Baseball Pitching Machine for Shetland division and is the only pitching machine approved for Shetland play.
- b) Safety baseballs, both leather and vinyl are the baseballs required. Division Directors shall have the final approval on all game balls. MANDATORY: Flexi Ball-Level 5 for Shetland and Level 10 for Shetland are approved.
- c) All bats must have the USA Bat licensing stamp on it to be used in PONY baseball. Tee Ball bats are permitted. USSSA bats are ILLEGAL AND NOT ALLOWED. Each team will be allowed to verify the other team's bats prior to first pitch, if an illegal bat is found during the game that batter will be ruled out, the manager will be ejected from game and subject to further discipline – up to and including suspension. There will be no forfeit of any games as a result of this rule.

## SHETLAND PITCHING:

- d) Pitching Machine ONLY. Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4. Settings may be adjusted by the Division Director to achieve a good strike pitch at a reasonable speed for Fall (development focus) and Spring seasons. The offensive team may adjust the Micro Adjust screw to adjust the height of the ball and may adjust the base arm of the machine to adjust inside/outside unless the base is permanently mounted to the ground.
- e) The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right.
- f) If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a Foal strike and no runners shall advance.
- g) If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If the deflected ball hits a runner in fair territory, he/she is not out, and the ball is live and in play.
- h) If a batted ball strikes the pitching machine and goes into Foal territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- i) The coach who is feeding the pitching machine may give coaching instructions to batters and base runners however may not in any way interfere with the defensive players. The coach pitcher must operate the machine in accordance with the operation manual.
- j) If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielders attempt to make a play, the ball is dead, and the lead runner is



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out. If in the umpire's judgment the ball is intentionally thrown at the coach, the ball is dead, and all runners advance one base.

### BATTERS:

- a) Are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a Foal-strike, the ball is dead, and no runners may advance).
- b) Players waiting to bat shall remain in the dugout until their turn to bat. No player shall be allowed in the "on-deck" circle.
- c) The coach shall deliver no more than 5 pitches to each batter from machine. If the last pitch from pitching machine is a Foal ball or a Foal tip, the batter will receive additional pitches until a total of 5 pitches have been missed/observed or a ball is put in play. However, if the 5<sup>th</sup> pitch is Foal tipped and caught by the catcher – the batter is out.
- d) If the batter does not put the ball in play after 5 pitches missed/observed – they will be recorded as an out and will return to dugout.
- e) If the batter unintentionally throws their bat and interferes with the fielders, interference is called, and the batter is out. If the batter throws their bat unintentionally in fair or Foal territory, the player and coach can be issued a formal warning. If the player unintentionally throws the bat again after they've been warned, the player will be ruled out and removed from the game. This is absolutely the last scenario we'd want to see play out, but we must prioritize the safety of other players on the field.
- f) If the batter throws his bat intentionally, the batter will be removed from game for unsportsmanlike conduct. Please remember to **Trust the Process**. Strike outs are not a bad thing. Everyone strikes out. The kids will learn to hit the ball more quickly than you realize. Reward and celebrate their effort, and the results will come.

### RUNNERS:

- a) Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is put in play.
- b) **On a batted ball runners may advance until an infielder has control of the ball in the infield or at a base and holds the ball up within fair territory. Once the ball becomes dead and in the judgment of the umpire the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from. If the runner has both feet beyond the halfway point between bases before the ball is called dead, the runner is awarded base they were advancing to.**
- c) Base runners WILL NOT be allowed to advance on an overthrow on any play within the infield. If there is an overthrow from an infield player that enters the outfield or Foal territory – the umpire will declare dead ball, and runners cannot advance any further than base they were actively in progress of advancing to in judgment of the umpire.

Example: Ball hit to SS – hitter is running to first – SS overthrows first baseman and reaches Foal territory – ball is declared dead by umpire and runner cannot advance to second but is safe at first.

Example: Ball hit to 3B – runner is advancing from first to second – 3B overthrows 2B and ball enters the outfield – ball is declared dead by umpire – runner stays at second.



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Example: Runner on second base – NO runner on first – ball hit to SS – runner on second attempts to advance to third base but then attempts to go back to second to avoid tag – the SS overthrows 2B and ball reaches outfield – ball is declared dead by umpire and runner stays at second because that is the base, they were actively in progress of advancing to at time of throw attempt. The hitter advancing to first base will also stay or return to first base.

Runners **Rule 30** was implemented to **encourage development** of players making plays. Often players are coached to NOT throw the ball in fear of an overthrow and base runners advancing. We feel this is not what's best for player development hence the rule change from more traditional Shetland rules.

## PLAYING RULES:

- a) 10 Minutes prior to game start, the managers and umpires will conduct a home plate meeting to confirm both teams have enough players to play, establish official start time, confirm both coaches have checked for illegal bats, exchange line-up cards, and to address any other questions or inquiries that managers or umpires have at that time.
- b) Only person allowed to speak to the umpire is the coach that was at the plate meeting.
- c) 8 players can start an official game; however, the 9<sup>th</sup> spot is an automatic out in the line-up. If more players arrive after the game begins, they will be added to the end of the batting order. Teams without 8 players by 10 minutes past the scheduled start time shall forfeit the game with a score of 5-0.
- d) If a team is playing with 8 players and one of those players must leave the game due to an injury or illness, that team will forfeit the game with score of 5 – 0. However, if this scenario occurs, we strongly encourage teams to continue playing within your allotted time for the field to get player reps in – with understanding that game will be recorded as official forfeit.
- e) When a player is **PERMANENTLY** removed from the lineup due to injury, sickness, or other, the player will be ruled out when their turn comes up in the batting order only **once** – then the batting order may collapse for remainder of game, and no further penalty will be observed. The player that was removed from the lineup shall not return to that game in any capacity. **\*\*EXCEPTION\*\*** In event of ejection, it is an automatic out every time that player's turn in the batting order comes up.
- f) When a player is **TEMPORARILY** removed from lineup due to injury, sickness, or other, the player's turn in the order will be recorded as an out EACH time their spot in the order comes up to bat – until they return to the game. If at any point it is determined they're unable to return to game, then rule 33 goes into effect and batting order may collapse without further penalty.
  - a. **Note – If player was at a time only temporarily removed and already ruled out one time prior to being designated as permanently removed, then the line up may collapse and no further penalty will be observed once permanent designation has been made.**
- g) Minimum Play: Every player will play the entire game unless absent or injured.
- h) Batting Order: Batting shall be continuous and made from the roster of all players present at the game. Coaches are encouraged to change the batting order for each game, so each child can experience batting in different parts of the lineup.



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- i) Playing Positions: No player shall play the same defensive position for more than 3 total innings in a game.
- j) **A batted ball becomes dead when an infielder has possession and control of the ball in the infield or at a base and holds the ball over their head within fair territory and the umpire calls time. Runners from home to first are awarded first if play is stopped in this manner.**

Offensive coaches will be stationed in the coach's boxes and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. You may have an offensive coach assist batters with their stance or positioning while they're in the batter's box before a pitch is delivered.

One defensive coach will be behind the catcher or designated area as directed by the umpire in consultation with the Division Director. The other defensive coaches may take position within the outfield at least 20ft from infield. You may not have any more than 3 defensive coaches in outfield.

Defensive alignment shall consist of Pitcher, Catcher, 1B, 2B, SS, and 3B. Teams must have a player at the pitcher and catcher position. Catchers are allowed to defensively field the position. All other players on roster will play in the outfield at least 10ft from the infield. There is no ROVER position in Shetland.

A catcher **DOES NOT** have to be positioned within the catcher's box – they may stand at the backstop to field the position. We encourage development with our catchers, and if they need a little time getting used to the pitching machine, then our approach is to make them feel comfortable and slowly transition them into the catcher's position within the box over the course of the season.

Coach interference is prohibited (for example, stopping the ball with your foot, rolling, or throwing the ball to the player, swinging the bat for the player, etc.).

All Coaches must be in uniform with hat and jersey to be allowed on the field.

*Balls used in games are only those issued by the league; there are no exceptions to this rule.*

## Machine-Pitch Pinto Division Rules (League Age 7/8)

- a) Defensive alignment shall consist of all regular infield positions and four (4) outfielders, positioned on the grass, for a total of 10 defensive players.
- b) Mercy Rule 10 Runs after 5 innings
- c) Each player must play at least one inning in the infield within the first 4 innings of the game. Managers, in violation of this rule, will be subject to possible suspension from the league.
- d) Players are capped at 3 innings at one infield position per game, All Outfield positions are equal there is no cap on respective positions (i.e. RF RC LC LF) All positions are considered OUTFIELD
- e) A maximum of two (2) offensive coaches (one in each coach's box) and (1) defensive coach (only on the grass) coaches are allowed on the field during play. During Playoffs no coach will be allowed on the defensive field.
- f) As soon as an infielder has possession of the baseball in the infield and control of the play the Umpire will call Time. This means the play as ceased.



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- g) Base runners shall be allowed to advance only one base on any overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the base runners own risk and the runner may be thrown out. The runner must return to the base where the second overthrow was made.
  - Examples
    - If runner is not moving when 1<sup>st</sup> overthrow occurs the runner may advance one base, (Runner standing on second when overthrown occurs, runner may advance to third)
    - If runner is in motion and stays in motion, the first base will not count as the one base. (Runner on their way to 3<sup>rd</sup>, throw is made to third, ball is overthrown, runner may advance home,)
- h) All runners, including the batter runner, shall return or advance to the base as directed by the umpire.
- i) If a ball hits the pitching machine and leaves the field of play, it is a dead ball, and the batter will be awarded first base. All other runners will be awarded the next base. If the ball stays in the field of play it will be deemed a live ball.
- j) Base runners may score from third base on a batted ball, continuation of a play or error due to a batted ball.
- k) There will be a maximum of 5 runs allowed per inning for the first 5 innings. The sixth inning & beyond will be subject to unlimited runs. The only exception to the 5 run limit is in the case of a homerun over the fence that puts the team over the 5 run limit.
- l) Game duration / time limit
  - Six (6) innings. No new inning / extra inning shall start after 1 hour 40 minutes.
  - Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed during the regular season).
  - For example: if the game is tied after 6 innings during regular season the result will be a tie
- m) The batter shall receive a maximum of six (6) pitches from a pitching machine operated by the offensive coach. No walks shall be allowed. The batter shall be out after three (3) swinging strikes or if they fail to put the ball into play after six (6) pitches. The batter may “stay alive” by Fouling off the last pitch until the ball is either put into play or a strike is recorded. Any pitch not swung at after the sixth pitch shall be recorded as a strike.
- n) The machine shall be located approximately 38’ from home plate, as referenced from the back point of home plate.
  - 8u Player Pitch distance will be increased to 40 feet.
- o) Passed balls. A “passed ball” shall be defined as any pitch that goes by the catcher and hits the big green backstop.



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- Runners may advance one (1) base at their own peril on any “passed ball”.
  - The umpire may return runners who, in his/her opinion, advanced incorrectly.
  - Runners cannot score on a passed ball. Essentially, runners can go from 1B to 2B, or 2B to 3B.

### 12. Catchers may attempt to throw out an advancing runner.

If the runner is tagged out, the runner is out.

Runners cannot advance more than the 1B on a passed ball, even if the catcher makes an “overthrow” error.

- p) Leadoffs are permitted as soon as the ball is placed into the pitching machine. Runners cannot steal unless above passed ball rule is met.
- q) The pitcher, during machine pitch, must stand approximately 10’ to the left or right of the pitching machine.
- r) Batters are not permitted to bunt or soft swing at the ball.
- s) NO In Field Fly Rule

## Mustang Division Rules (League Age 9/10)

- a) Mustang games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) Mercy Rule 10 Runs after 5 innings
- c) There will be a maximum of 5 runs allowed per inning for the first 5 innings. The sixth inning & beyond will be subject to unlimited runs. The only exception to the 5 run limit is in the case of a homerun over the fence that puts the team over the 5 run limit. The offense will be entitled to all runs scored.
- d) Game duration / time limit
  - Six (6) innings. No new inning or extra innings shall start after 1 hour and 40 minutes.
- e) Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed during the regular season).
- f) If the home team is winning and the no new inning time limit has been reached, then the game shall be stopped, and the final score shall be recorded from that specific point.
- g) Metal cleats are not allowed in the Mustang Division.
- h) Pitching Regulations – Please refer to the Pitch Smart Pitch Count Rules grid below.

AGE / DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	35-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A



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- Managers must enter their previous game's pitch count within 24 hours of their completed game.
  - If an ineligible pitcher is mentioned before throwing a pitch to a batter, the pitcher will be replaced with a new player. The manager will not be removed from the game.
  - If an ineligible pitcher throws a pitch to a batter and is discovered during the game, the following actions will occur:
    - The player will be removed from the mound and will be ineligible for the next scheduled game.
    - The manager shall be removed from the game as well as the next scheduled game.
  - If an ineligible pitcher throws to a batter and is discovered after the game, the player will not be eligible to pitch the next scheduled game.
  - Managers in repeat violation may be subject to sanctions by the league.
- i) Balks will be called first occurrence is a warning per pitcher, second will be enforced.
- j) Intentional Walk must throw all 4 pitches
- k) Drop 3<sup>rd</sup> Strike rule will not be in effect.
- l) Straight Steal of home is not permitted; Runner can only advance home on a passed ball, error thrown back to the pitcher or a pickoff attempt. To be clear a runner cannot steal home on the pitch. If an error is made on a pickoff attempt to 3<sup>rd</sup> the runner can advance home.

## *Bronco Division Rules*

- a) Bronco games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) There will be a maximum of 6 runs allowed per inning for the first 5 innings. The sixth inning & beyond will be subject to unlimited runs. The only exception to the 6-run limit is in the case of a homerun over the fence that puts the team over the 6 run limit. The offense will be entitled to all runs scored.
- c) Game duration / time limit
- Bronco Game duration / time limit: 7 innings. No new inning or extra innings shall start after 2 hours.
  - Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed).
- d) If the home team is winning and the no new inning time limit has been reached, then the game shall be stopped, and the final score shall be recorded from that specific point.
- e) Metal cleats are allowed in the Bronco division.



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- f) The pitcher shall wear rubber cleats when a portable mound is being used.

AGE / DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	35-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A

- g) Pitching Regulations – Please refer to the Pitch Smart Pitch Count Rules grid below.

- Managers must enter their previous game's pitch count within 24 hours of their completed game.
- If an ineligible pitcher is mentioned before throwing a pitch to a batter, the pitcher will be replaced with a new player. The manager will not be removed from the game.
- If an ineligible pitcher throws a pitch to a batter and is discovered during the game, the following actions will occur:
  - The player will be removed from the mound and will be ineligible for the next scheduled game.
  - The manager shall be removed from the game as well as the next scheduled game.
- If an ineligible pitcher throws to a batter and is discovered after the game, the player will not be eligible to pitch the next scheduled game.
- Managers in repeat violation may be subject to sanctions by the league.

- h) Balks shall be enforced.

- i) Drop 3<sup>rd</sup> Strike is in play.

- j) Intentional Walk must throw all 4 pitches

## *Pony/Colt/ Palomino Division Rules*

- a) Colt / Palomino games shall be played under official PONY Baseball Rules and Regulations, subject to the general rules agreed upon between the participating Leagues prior to the start of the season.



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## End of Season League Tournament

- a) All teams are eligible for the end of season tournament.
- b) MVPB reserves the right to modify and publish local tournament rules that may not be covered in this section. Any amendments to the local rules will be addressed at our MVPB Tournament Kick- Off meeting. Rule changes will be created based upon what is in the best interest of the league and the safety of the players.
- c) MVPB will conduct a double elimination tournament. Seeding will be set from league standings. Example (1,3,5 etc. is one division 2,4,6 etc. is another division)
- d) MVPB may develop different style of tournament brackets that may include round robins, pool play, or single elimination tournaments. MVPB will assess the situation relative to field space and field availability



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## General Tournament Rules for All Divisions

- a) Each player shall be required to play at least every other inning defensively. No player shall sit out two consecutive defensive innings.

The regular season minimum play rules, as defined in the previous sections, do not apply for the tournament.

- b) Home team shall occupy the third base dugout.
- c) CA tiebreaker will be in effect when the game has completed their regulation inning. All single or double elimination tournaments will always have a winner and a loser (there is not a drop-dead time in the tournament).
- d) CA tiebreaker is in effect for the “first overtime inning”; place the last out on 2nd base with no outs and play out the inning.

Second and subsequent overtimes will require the offensive team to place the last two outs on 2nd and 3rd, and play out the inning until a winner is determined. Start the inning with no outs.

- e) Unlimited number of runs per inning and the mercy rule are in effect for all divisions except Machine Pinto..
- f) Games can be played with 8 players, but they will be subject to our 8-player local rule penalty.
- g) One offensive time out per inning and 60 seconds in between innings.
- h) Hustle players on and off the field.
- i) Batters will be expected to keep one foot in the batter’s box when taking signs.
- j) Home team is the official book.
- k) Championship game will be played to the full inning limit of their division.
- l) Unnecessary stalling of any team and that is in the judgment of the umpire, will be subject to adding additional minutes to the game time. The umpire will use their discretion to determine how many minutes will be added to the clock.
- m) Regular season pitching rules still apply.



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## Tournament Rules

### *Shetland Tournament Rules*

- 1:15 no new inning. No Drop Dead No Ties NO REVERT
- 15-run Mercy Rule after 4 innings; 10-run Mercy Rule after 5+ innings
- No player shall sit two consecutive innings defensively.

### *Machine Pinto Tournament Rules*

- No Time Limit 6 innings played. No Drop Dead No Ties NO REVERT
- 15-run Mercy Rule after 4 innings; 10-run Mercy Rule after 5+ innings
- No player shall sit two consecutive innings defensively.

### *Mustang Tournament Rules*

- Home team is the determined by the regular season results.
- 1:50 no new inning. No Drop Dead No Ties NO REVERT
- 5-run limit (unless continuation) for innings 1 thru 4 only. Thereafter it is unlimited.
- 15-run Mercy Rule after 3 innings; 10-run Mercy Rule after 4+ innings.
- Regular season pitching rules still apply.
- Regular season balk rules still apply.
- No player shall sit two consecutive innings defensively.

### *Bronco Tournament Rules*

- Home team is the determined by the regular season results.
- 2:00 no new inning. No Drop Dead No Ties NO REVERT
- 15-run Mercy Rule after 3 innings; 13-run Mercy Rule after 4+ innings; 10-run Mercy Rule after 5+ innings.
- Regular season pitching rules still apply.
- No player shall sit two consecutive innings defensively.

### *Pony Tournament Rules*

- Home team is the determined by the regular season results.
- 2:00 no new inning. No Drop Dead No Ties NO REVERT
- 6-run limit (unless continuation) for innings 1 thru 3 only. Thereafter it is unlimited.
- 15-run Mercy Rule after 3 innings; 13-run Mercy Rule after 4 innings; 10-run Mercy Rule after 5+ innings.
- Regular season pitching rules still apply.
- No player shall sit two consecutive innings defensives.