

West Jordan Pony Baseball League

Baseball Rules 2014

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Baseball Rules

Major League Baseball rules apply except when specifically modified by PONY Baseball Rules and Regulations published by PONY Baseball with local changes made by the West Jordan Pony Baseball League.

The baseball rules portion of this book is applicable to all WJP age groups. Rules pertaining to the individual divisions are presented after the general baseball rules.

WEST JORDAN PONY BASEBALL CODE OF CONDUCT

The following code of conduct rules apply to all divisions:

1. No alcohol, smoking, or chewing tobacco is permitted at the West Jordan Baseball Park at any time.
2. Coaches, players, or umpires involved in a fight or altercation will be ejected and suspended.
3. Abusive language and/or behavior will not be permitted on or off the fields.
4. Only coaches and scorekeeper may stop a game to talk to the umpire.
5. Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being ejected from the game without warning.
6. WJP commissioner board may suspend any player from the league if the player or their parent(s)/family members exhibit unsportsmanlike behavior.
7. Any coach who does not conform to the rules of WJPB or does not return equipment to the league may be suspended from the league

BASEBALL RULES

Adapted from "Official Pony Baseball Rules" with local changes adapted by WJP

General Rules and Definitions

Appeal:

When the defensive team believes the offensive team has violated a rule, (such as when a runner has left a base too soon after a caught fly ball or a runner has missed a base while running the bases), the defensive team can immediately touch the base while holding the ball to get the runner out, if the ball is still in play and time out has not been called. If time has been called, or the ball has become dead, the defensive team must wait until the umpire calls "play" or otherwise declares that time is in, and then make the appeal. The appeal must be made prior to the next pitch.

Base Runner:

Hit by a batted ball: any runner, including the batter, is out if he is hit by a batted ball before the ball reaches a fielder. After the ball passes a fielder other than the pitcher or is deflected by any fielder including the pitcher, a runner is not out if touched by a ball. In this case that ball remains a live ball.

Over-throw rules: a thrown ball that goes out of play and the throw is the first play by an infielder after a batted ball, is considered an over-thrown ball. If it is not the throw of an outfielder, or the second throw of a double play, or the throw of an infielder after a relay from the outfield, then each runner gets two bases from where they were at the time the ball was pitched. Ball is dead. Pitcher is like any other fielder when fielding a ground ball.

Example:

If a batter hits a ground ball to the shortstop who throws the ball out of play over the first baseman's head, the batter gets two bases from where he was when the ball was pitched, he gets first and second. If a runner was on first base in the previous situation, he gets second and third.

Runners on first and second: A ground ball is hit to the second baseman who attempts to throw to third to get the force out but throws out of play over the third baseman's head. Runner at first gets second and third, runner on second gets third and home, and the batter gets first and second.

In all other cases, when a thrown ball goes out of play, each runner gets the next two bases from where they were when the wild throw left the thrower's hand.

Example:

The batter hits a single to center field and rounds first. The shortstop takes the throw from the center fielder and attempt to pick off the runner going back to first and throw the ball over the first baseman's head and out of play. Since the runner had already made first base and was between first and second when the wild throw was made, and since the throw was not the first play of an infielder after a batted ball, the runner gets two bases from where he was when the throw was made, he gets second and third.

Runner on first: A ground ball is hit to the shortstop who attempts to get the force out at second. He gets the out at second but the second baseman throws the ball out of play at first base. The base which the batter gets depends on where the runner was when the second baseman made his throw, since this was not the first throw of an infielder after the pitch. If the runner had not made first base yet when the throw was made, he gets first and second. If the runner had already made first base when the throw was made, he gets second and third (since he was at first when the throw was made). If the runner going to second had been safe on the shortstop's throw, then he would be awarded third and home since he was at second when the second baseman made the wild throw.

If the pitcher is on the rubber and attempts a pick-off move and throws the ball out of play, each runner gets one base.

Example: Runners on first and second. Pitcher is on the rubber in a stretch. He attempts a pick-off play at first and throws the ball out of play. Runner on second gets third and runner on first gets second.

If the pitcher is not on the rubber in pitching position or steps back off the rubber prior to throwing, and throws the ball out of play, each runner gets two bases from where they were when the ball was thrown, when it left the hand of the pitcher. In this case the pitcher is like any other fielder.

Safety Base: If a safety base is being used: the first baseman or defensive player must make "the out" on the white portion of the base. The runner must touch the orange portion of the base to be safe. This only applies on the first play at the first base. Once the play at first is done, the orange part is not considered part of the base and the runner must occupy the white part of the base or the runner may be called out. If the runner is advancing to second base and does not stop at first, the runner must touch the white part of the first base.

Batters:

Batting out of turn: a batter is out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place. The proper batter may take his turn batting at any time before the improper batter is out or becomes a runner. Any balls and strikes on the improper batter will carry over to the proper batter. The defensive team coach has to appeal to the umpire before the first pitch to the next batter. The umpire declares the player who should have batted out, and any advance or run caused by a hit of the improper batter is nullified. If a player bats out of turn and an appeal is not made prior to the next pitch, there is no penalty, and then next batter is the one following the improper batter in the order.

Batter's Box: both batter's feet must be within the batter's box. The lines are considered with in the box. A batter is out if he is stepping out of the box when making contact with the ball.

Batted Ball Hits Runner or Umpire: If a batted fair ball touches an umpire or a runner in fair territory before touching a fielder, the ball is dead and the batter gets first base. The runner touched by the ball is out. If a batted ball touches an umpire or runner after being touched by a fielder or after having passed a fielder other than the pitcher the ball live and the runner is not out.

Dropped Third Strike: a batter may attempt to reach first base safely when a third strike is not caught by the catcher when first base is not occupied, and when first is occupied if there are two outs. If the batter abandons the batter's box and begins to return to the dugout, the umpire shall call the batter out. A pitched ball that hits the dirt first and is swung at for strike three is considered a dropped third strike.

Bunting Foul: a batter is out if he bunts foul on the third strike.

Hit by Pitch: A batter who is hit by a pitch advances to first base, unless the pitch is in the strike zone when it hits the batter and unless the batter makes no attempt to avoid being hit. If the ball is in the strike zone when it touches the batter, it is a strike. If the pitch is outside the strike zone when it hits the batter, and the batter makes no attempt to avoid the pitch, the pitch is a ball on the batter. If a pitch hits the dirt and then the batter, the batter is considered hit by pitch. The ball is dead whenever it hits a batter.

Interfering with Catcher: a batter is out if he interferes with the catcher making a throw or attempting to make a play on the ball. Ball is dead. All runners return to the last base touched. However, if the catcher makes the throw or play successfully, then there is no interference and the play stands and the ball remains live.

Interfering with Fielder at first: a batter is out if while running the last half of the distance to first base he interferes with fielder fielding the ball at first. The runner will be called out if he is running either three feet outside or at all inside the foul line.

Cancelled Game:

In case of rainouts, the game will be rescheduled by WJP and coaches will be notified as soon as possible. This includes the possibility of make-up games on Fridays or Saturdays.

Dead Ball:

A ball is dead when (1) time out is called, (2) when a ball has gone out of play, (3) when a batted ball is declared foul, or (4) when the umpire has called dead ball due to interference or a similar situation. A ball is put back into play when the pitcher takes his position on the pitching rubber with the ball and the umpire calls “play”.

Draft:

- The coach may pick up to 2 assistant coaches. However, he/she can only have 2 non-drafted players.
- If a player takes the field for try-outs, he/she is considered draft-able and may not be able to return to their old team, unless drafted.
- Each division is comprised of different age groups. There will be no more than 7 of the same age players on each team, with an exception being made if there are siblings playing on the same team.
- Whenever there are siblings who want to play on the same team, they will be considered one draft pick.

Fair Ball and Foul Ball:

A fair ball is a batted ball which settles on fair territory between home and first or home and third, or that is on or over fair territory when it goes past first or third base after touching the ground, or that touches first or third base, or that leaves the field over the home run fence in fair territory, or that hits the foul line pole at the home run fence, or that touches a player or umpire in fair territory, or that falls in fair territory beyond first or third base.

A foul ball is a batted ball that settles on foul territory between home base and first or home base and third or that bounds past first or third while on or over foul territory, or that first touches the ground on foul territory beyond first or third base, or that touches an umpire, player, or equipment in foul territory. A foul or fair ball is always judged by the position of the ball and not the player.

Foul Tip:

A foul tip is a batted ball that goes directly straight back from the bat to the catcher's glove and is caught. If it is not caught, it is a regular foul ball. If the ball rebounds off the catcher's glove and touches any other person or equipment, such as the umpire, it is not a foul tip but a regular foul ball. A foul tip is a normal strike, and the ball remains in play. Runners can steal on a foul tip just like a normal strike. A foul tip that is a third strike is considered an out.

Free Substitution Rule:

Defensively, we have a free substitution rule. This means, a player may be removed from the game and put back into any position at any time, with the exception of the pitcher. If a pitcher is removed from the mound, he/she is not allowed to pitch again during the same game. The batting order will remain the same. Injured base runners are placed by the most recent player called out. Injured players can return to the game at the discretion of both coaches.

Infield Fly Rule:

An infield fly is a fair fly ball, not including an attempted bunt or line drive, which can be caught by an infielder with ordinary effort, with runners on first and second, or with the bases loaded, and less than two outs. The batter is automatically out, whether the ball is caught or not. The ball is live. The runners may advance at their own risk. If the ball is caught, the runners must tag up before advancing.

The pitcher, catcher and any other player who positions himself in the infield during the play is considered an infielder for this rule.

When it seems apparent that a batted ball will be an infield fly, the umpire will immediately declare "Infield Fly—Batter is out" for the benefit of the runners. If the ball is near the foul line, the umpire will declare "Infield fly is fair".

Intentionally Dropped Fly Ball:

When an infielder intentionally drops a fly ball with runners on first, first and second, first and third or bases loaded with less than two outs, the umpire will call "intentionally dropped fly ball". The batter is out and the ball is dead. All runners return to their original base. It is not an intentionally dropped fly ball if a fielder lets the ball drop untouched to the ground. In this case the batter is not out unless the infield fly rule is in effect.

Interference:

Offensive Interference: is when the runner interferes with, obstructs, hinders or confuses a fielder and/or pitcher attempting to make a play or pitch the ball. The umpire will call the interfering runner out, and all other runners will return to the last base they touched before the called interference.

Example: Runner on second base, pitcher begins to stretch or wind-up, runner makes loud noises to intentionally distract pitcher, the umpire will call the runner out.

Catcher Interference: is when the catcher interferes with the batter trying to hit the ball. The batter gets first base. If a play follows interference (for example, if the batter hits the ball anyway) the coach of the offensive team can elect to take the play rather than the interference. Coach must notify the umpire immediately of the choice.

Defensive Interference: or obstruction is when a fielder who is not fielding the ball and who does not have the ball interferes with the progress of the runner. The ball is dead and the runners are awarded the base they would have gained if not interfered with, in the judgment of the umpire. The umpire waits until the play has finished and then makes the call and awards the bases.

Coach's interference: is when a base coach interferes with a thrown ball. The runner is out. If a thrown ball accidentally touches a base coach, the ball is live and in play. If a coach touches a base runner, the runner is out.

Pitching:

Balks: the following are balks on the pitcher. Each runner is awarded one base.

- The pitcher makes his normal pitching motion but does not complete the delivery of the pitch.
- The pitcher, while on the rubber, makes the first pick-off move to first base but does not make the throw.
- The pitcher while on the rubber and after coming to a stop in his stretch, turns his shoulders toward first base without making the throw to attempt the pick-off.
- The pitcher does not make a complete stop during his stretch wind-up.
- The pitcher fakes his pitching motion while not on the rubber, or makes his pitching motion while on the rubber but without a ball.
- The pitcher, after coming set, foot on the rubber, removes ball from mitt but does not deliver pitch or pick-off throw.

Strike Zone:

The area over home plate which is between the top of the knees and the arm pits of the batter.

Protested Game:

The team coach can protest a call by an umpire and appeal the results of the game if the umpire's call violates the rules. Judgment calls by the umpire cannot be protested. To become official and valid, note of a protest must be logged in the official score keeper's book, and the home plate umpire must be notified prior to the next pitch. The protesting coach must submit in writing or email, along with a \$20 filing fee, the reason for protest to the WJP Commissioners for review within twenty-four hours. The commissioner board will review and

decide the protest. Their decision will be final. A protested game will be replayed if the board determines that the protested decision did violate the rules and it did affect the outcome of the game.

Regulation Game:

A game with the number of innings shown below shall be called a regulation game. If a game is called due to weather after at least the required number of completed innings have been played, the game is a regulation game even if the time limit has not expired or the regular number of innings have not been played. Any game that has not progressed to that point or time limit will be considered suspended and rescheduled by the league for completion. If the game has reached or exceeded the time limit, the game shall be declared over and the score will stand regardless of which team is batting or ahead in the score.

Age Group	Regulation Game
Shetland	2
Pinto	3
Mustang	3
Bronco	3
Pony	3
Colt	3

Suspended Game:

A game which cannot be concluded because of darkness or because of weather will be considered a suspended game. If a game is stopped for weather after the top half of an inning is completed or during the bottom half of an inning and the home team is ahead, the game stands as a regulation game as long as the regulation number of innings have been played; otherwise it is a suspended game. A regulation game that is stopped before an inning is finished and the visiting team is ahead is a suspended game. A suspended game will be completed by continuing the game at a later date from the exact point at which it was suspended, with the same score, runners, batter, etc. as when the game was suspended. A WJP commissioner will determine whether a game will be suspended due to various factors.

Safety Rules:

The following rules have been implemented to ensure the safety of all players:

- No metal cleats allowed, with the exception of the Pony and Colt divisions.
- All equipment and players must remain in the dugout at all times, except the batter, the on-deck batter, and the coaches. Defensive coaches must be in against their own dugout.
- No swinging bats in-between fields or in the dugouts. This includes the use of hitting sticks.
- Offensive players will keep helmets on while on the field. This includes batting and base running.
- Any player serving as a catcher to warm-up a pitcher must wear a mask and a cup, regardless of whether the pitcher is warming up from the mound, bullpen, or elsewhere.

Scorekeeping:

The home team will occupy the third base dugout and furnish a scorekeeper. The score keeper will remain behind the home plate at all times. The scorekeeper must put last names on the scorecards and player numbers.

Updated 4/24/2014

Both coaches are required to verify the pitchers and sign the scorecard at the completion of the game. The scorekeeper will return the scorecard to the snack bar after it has been signed. Penalty for not signing: Head coach suspended next game, no player may pitch more than one inning.

Sitting Rule:

Team managers shall play each player as follows:

- No player shall sit out a second inning until all other players have sat out.
- All substitutions are reported to the scorekeeper at the time of the substitution. An exception may be made for a player who misses two consecutive practices without a reasonable excuse; or because of discipline or for failure to show up for a scheduled game. A WJP commissioner must approve this action before the game begins.
- Penalty for noncompliance: The affected player will play the entire next game.

Speed-up Rule:

If a game is tied, play the next inning with a second base speed-up. If the games is still tied, play the last inning with a second and third base speed-up. There will be no more than two extra innings.

Team Huddle:

The defensive team should immediately take the field as soon as an inning ends. No team huddles.

Tied Standings:

In the event of a tie in the final standings, advantage will be given to the team that had the most wins against the team with the similar record. If that is a tie, the team that had the least runs scored against them during league play will be given the advantage. If that is a tie, the team that then scored the most runs during league play will be given the advantage.

In the event of a tie between 3 or more teams, the team that had the least runs scored against them during league play will be given the advantage. If that is a tie, the team that then scored the most runs during league play will be given the advantage.

Warm-up

If time allows, visitors get to warm up on the field for the first 10 minutes. The home team will have the second 10 minutes and remain on the field to start the game.

T-BALL BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued hat and shirt when playing a game. Any alterations or additions to the uniforms require approval from a WJP commissioner. Jackets may be worn over the uniform during cold weather.
- All equipment and players must remain off the field at all times except for the batter and the coaches.
- **Each team must clean their area before leaving after the game.** It is strongly recommended that coaches make sure the area is cleaned up before handing out treat tickets.
- Any violation of T-Ball Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- No line-ups will be exchanged.
- No score will be kept.
- Bases will be set at 30 feet
- The home team will provide the tee.
- Games will be limited to three full innings or to 45 minutes, whichever is first.

OFFENSE

- All players will bat, from the tee, in every inning.
- All players **MUST** wear a helmet when up to bat and on the field
- Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Only one base advancement per batted ball until the last player has hit.
- When the last player bats, all remaining players on the bases will run the bases into home plate. **ALL** defensive players remain on the field until the final runner crosses home plate.

DEFENSE

- Each player will play defense in every inning, with players placed between first and second base, second and third base, and 4 players in the outfield. Two coaches are allowed on the field when their team is on defense.

SHETLAND BYLAWS

GENERAL RULES

- Shetland Division is designed to teach baseball to those players who have advanced beyond T-Ball.
- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued hat, shirt, pants, and socks when playing a game. Any alterations or additions to the uniforms require approval from WJP. Jackets may be worn over the uniform during cold weather.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treat tickets.
- Any violation of Shetland Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- Regulation games will consist of three innings or 1 hour. ALL innings will have a five run rule or three outs, whichever is first. No new inning may start after 45 minutes from scheduled start time.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. A team may finish the game with a minimum of seven players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup. They cannot be inserted into the batting order at any other position besides last.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Pitch will be delivered by the umpire using UPM45 mechanical pitching device. The machine settings will be determined by the WJP commissioner board. Coaches will not be permitted to adjust or move the pitching machine.
- Minimum of 9 players will play defense with a maximum of 12 players. Two extra infielders will be stationed between the first and second base positions and between the shortstop and second base. There shall be 4 outfielders stationed 15 feet behind the base paths when the umpire pitches the ball.
- The home team will provide the official scorekeeper

BATTERS

- There are six pitches to a batter, unless the batter swings and misses 3 balls.
- A batter is not out on a foul ball nor a foul tip if it is the 6th pitch. The batter will continue to bat until (a) he swings and misses, (b) fails to swing, or (c) a ball is hit into fair territory.
- If a batted ball first hits any part of the pitching machine prior to being touched by a fielder, it is then considered a live ball. If a batted ball hits the machine and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base. If a ball directly hits the umpire, the ball is dead, the pitch counts, and no runners shall advance, and the batter shall resume batting.
- Batters are not permitted to bunt or soft swing at the ball. Penalty: ball is dead and pitch counts.

Updated 4/24/2014

BASE RUNNERS

- Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit.
Penalty for leaving early: runner is out.
- Players are not limited to one base per hitter as in T-Ball.

DEFENSE

- Each player will play defense in every inning. Two coaches are allowed on the field when their team is on defense.
- Play is considered dead when a player has control of the ball inside the baseline boundaries. Player will indicate control of the ball by holding the ball in the air above his head while within the baseline boundaries. Advancing runners may continue if at least half-way to the base or the last base touched is occupied.
- There will be no infield fly rule.

PINTO BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued hat and shirt when playing a game. Any alteration or addition to the uniform requires permission from WJP. Jackets may be worn over the uniform during cold weather.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treat tickets.
- Any violation of Pinto Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- Regulation games will consist of five innings or a time limit of one hour and fifteen minutes. Innings will have a five run rule (5 runs maximum shall be recorded per inning) or three outs, whichever is first. The 10-run rule will apply after four complete innings or 3 1/2 if the home team is winning.
- The last inning (which will be declared, by the umpire, as the first new inning started after *50 minutes*) will have unlimited runs with three outs. The home team, if behind, will be allowed to bat regardless of time limit. Game may be suspended due to darkness and rescheduled for completion.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. Score will be recorded as 9-0. A team may finish the game with a minimum of seven players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup. They cannot be inserted into the batting order at any other position besides last.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Pitching machine will be placed 38 feet from front of home plate to center of pitching wheel. Machine speed will be set at 38mph.
- Games shortened by the elements will be considered complete if at least 2 1/2 innings have been completed if the home team is winning, 3 complete innings if the visitors are winning. If the last inning has been declared, the game will be suspended and the final inning will be played at some future date. Any game suspended will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.

BATTING

- There are six pitches to a batter, unless the batter swings and misses 3 balls.
- A batter is not out on a foul ball nor a foul tip if it is the 6th pitch. The batter will continue to bat until (a) he swings and misses, (b) fails to swing, or (c) a ball is hit into fair territory.
- If a batted ball first hits any part of the pitching machine, or cord prior to being touched by a fielder, it is then considered a live ball. If a batted ball hits the machine or cord and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base. If a ball directly

hits the umpire, the ball is dead, the pitch counts, and no runners shall advance, and the batter shall resume batting.

DEFENSE

- There are 10 defensive players in the field with the 10th player in a roving outfielder position only.
- The player in the pitching position is to stand on either side of the machine as the ball is pitched.
- Any player serving as a catcher or to warm up the pitching machine must wear a mask and helmet.

BASE RUNNING

- Runners must keep their helmet on until back in the dugout.
- Runners are not permitted to steal nor lead off the base and shall remain in contact with the base until the ball is hit. If a runner leaves too soon, he can be called out.
- No infield fly rule.

MUSTANG BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued uniform when playing a game. Alterations or additions to the uniforms require WJP approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play but not for tryouts. Metal cleats are not allowed.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treat tickets.
- Any violation of Mustang Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- Regulation games will consist of 5 innings. No new inning may start after one hour 20 minutes after scheduled game time. The 10-run rule will apply after four complete innings or 3 1/2 if the home team is winning.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. Forfeit score will be 9-0. The 15 minutes will count toward the time limit for the game. Both teams will forfeit if neither team has at least 7 players. This game will not be rescheduled and the score will be a 0-0 tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Games shortened by the elements will be considered complete if at least 3 1/2 innings have been completed if the home team is winning, 4 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.

BATTING

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

PITCHING

- A pitcher is allowed to pitch three innings per day and six innings per week. The week begins on Monday and ends on Sunday. One pitch to a batter in an inning will constitute an inning pitched. Any pitcher pitching three innings in a day must rest 40 hours, from the beginning of the game, before pitching again. Penalty: Head coach is suspended from the next game.
- Once a pitcher is removed from the pitching position, he may not pitch again in that game.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 7 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Base runners are allowed to lead off.
- Stealing is allowed.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmet on until back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.

BRONCO BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued uniform when playing a game. Alterations or additions to the uniforms require WJP approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play but not for tryouts. Metal cleats are not allowed.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treat tickets.
- Any violation of Bronco Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- A ball which bounces over the home run fence will be a ground rule double.
- Regulation games will consist of 6 innings or a time limit of no new inning after one hour, 20 minutes. The 10-run rule will apply after four complete innings or 3 ½ if the home team is winning. The home team, if behind, will be allowed to bat regardless of time limit.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. The 15 minutes will count toward the time limit for the game. Both teams will forfeit if neither team has at least 7 players.
- A team may finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Games shortened by the elements will be considered complete if at least 3 1/2 innings have been completed if the home team is winning, 4 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.

BATTING

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

PITCHING

- A pitcher is allowed to pitch three innings per day and six innings per week. The week begins on Monday and ends on Sunday. One pitch to a batter in an inning will constitute an inning pitched. Any pitcher

pitching three innings in a day must rest 40 hours, from the beginning of the game, before pitching again. Penalty: Head coach is suspended from the next game.

- Once a pitcher is removed from the pitching position, he may not pitch again in that game.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 7 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive balks. Only if a balk is obvious and deceptive to the runner and only after the pitcher has been warned once will a balk be called.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Base runners are allowed to lead off.
- Stealing is allowed.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmet on until back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.

PONY BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued uniform when playing a game. Alterations or additions to the uniforms require WJP approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play. Metal cleats are allowed.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treat tickets.
- Any violation of Pony Bylaws could result in disciplinary action as determined by the WJP executive board.

GAME RULES

- A ball which bounces over the home run fence will be a ground rule double.
- Regulation games will consist of seven innings with no new inning starting after 2 hours 15 minutes. The 10-run rule will apply after five complete innings or 4 1/2 innings if the home team is winning. The home team, if behind, will be allowed to bat regardless of time limit.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. A team may finish the game with a minimum of seven players but there will be an automatic out whenever the eighth and ninth player is due to bat. The 15 minute grace period will count toward the time limit for the game. Both teams will forfeit if neither has at least 7 players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Games shortened by the elements will be considered complete if at least 4 1/2 innings have been completed if the home team is winning, 5 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.

BATTING

- All players will be included in the batting line-up and will bat in the same order throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

PITCHING

- Pitchers may pitch seven innings per day and a total of ten innings per week. The week starts on Monday and ends of Sunday. One pitch constitutes an inning. Any pitcher pitching four or more innings in a day must rest 40 hours before pitching again with time starting from the beginning of the first game.

- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive balks. Only if a balk is obvious and deceptive to the runner and only after the pitcher has been warned once will a balk be called.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 10 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- Nine players will play on defense in the normal baseball positions.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Base runners are allowed to lead off. Stealing is allowed.
- Runners must keep their helmet on until back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.

COLT BYLAWS

GENERAL RULES

- Official baseball rules apply except where superseded by PONY baseball rules or WJP bylaws.
- Players must wear the team issued uniform when playing a game. Alterations or additions to the uniforms require WJP approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play. Metal cleats are allowed.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- **Each team must clean out their dugout before leaving the area after the game.**
- Any violation of Colt Bylaws could result in disciplinary action as determined by the WJP commissioner board.

GAME RULES

- A ball which bounces over the home run fence will be a ground rule double. A fair ball which bounces past either end of the home run fence (not under the fence) will remain in play unless it crosses the out of play line.
- Regulation games will consist of seven innings with no new inning starting after 1 hour 55 minutes. The home team, if behind, will be allowed to bat regardless of time limit. If a game is tied after 7 innings or at the end of the time limit, one additional inning will be played to determine the winner. If the score remains tied after the additional inning, the game ends in a tie.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. A team may finish the game with a minimum of seven players but there will be an automatic out whenever the eighth and ninth player is due to bat. The 15 minute grace period will count toward the time limit for the game. Both teams will forfeit if neither has at least 7 players.
- Players from lower leagues may play up in order to avoid a forfeit. They must wear their lower league uniform and both coaches must be notified of these players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide their opponent with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- The home team will be considered the official scorekeeper. Both coaches are required to verify the pitching and final score. The home team coach is responsible for reporting the final score and pitching information to the league commissioner by 5:30 p.m. the following day. Unreported scores will be recorded as a visitor victory 9-0.
- A protest of any rule infraction must be declared to the other coach and scorekeeper at the time of the infraction. It must then be submitted in writing to the WJP executive board within 24 hours of the completion of the game by the protesting coach.
- In case of rainouts, the game will be rescheduled by WJP and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.
- Games shortened by the elements will be considered complete if at least 4 2 innings have been completed if the home team is winning, 5 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.

BATTING

- All players will be included in the batting line-up and will bat in the same order throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

PITCHING

- Pitchers may pitch seven innings per day and a total of ten innings per week. The week starts on Monday and ends on Sunday. One pitch constitutes an inning. Any pitcher pitching four or more innings in a day must rest forty hours before pitching again with time starting from the beginning of the first game.
- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive balks. Only if a balk is obvious and deceptive to the runner and only after the pitcher has been warned once will a balk be called.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 10 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- ***Each player must play a minimum of three innings defensively.*** All substitutes must enter the game by the beginning of the fourth inning.
- Nine players will play on defense in the normal baseball positions.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change. The exception to the rule is for pitchers. If a pitcher is removed from the mound, he cannot pitch any more in that game.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Base runners are allowed to lead off. Stealing is allowed. The speed-up rule will be in effect. A pinch runner may be used for a pitcher or catcher with 1 or more outs.
- Runners must keep their helmet on until back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.