



WHEATON YOUTH BASEBALL PINTO LEAGUE SUPPLEMENTARY RULES

Revised & Approved: January 2023

The Pinto League was established as an intermediary step between Stallion and the Mustang League Baseball for the purpose of introducing the skill of pitching to the game. The League is limited to those players currently in the second grade at the start of the season.

This league, like Stallion, is considered to be an introduction to organized baseball. League standings will not be kept and All Star Day and Championship Day are not applicable at this level.

League play will be governed by PONY League Baseball Rules unless otherwise stated in these supplementary rules. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER REFERENCED DOCUMENTS OR RULES.

I. GENERAL INFORMATION

Coaching Youth Sports (CYS) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will provide CYC class prior to the start of the spring season. New managers are encouraged to complete this class within one year of entering the program. CYC managers will be given first priority in team assignments throughout all levels of this program.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

II. THE GAME

- A. The home team bats last, uses the third base side bench and is responsible for chalking the field prior to the start of the game. Bases are located sixty (60) feet apart. Pitching rubber is forty-two (42) feet from home plate (rear point of the plate).
- B. This league, like Stallion, the Pinto League is considered to be an introduction to organized baseball. League standings will not be kept and All Star Day and Championship Day are not applicable at this level.

- C. TIME LIMIT: The game duration in all Pinto League games will be five (5) innings, except that a new inning shall not start after 8 PM on school nights. For all non-school nights and all weekend games for the entire season, the time limit for starting a new inning is 2:15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 5 complete innings, extra innings may be played until a winner is determined or the time limit is reached. No new inning can start after the 2:15 time limit is reached. Games may end in a tie.
- D. A game is official after four (4) or more innings have been played or the home team shall have scored more runs in three (3) innings or before it completes the 4th inning, than the visiting team shall have scored in four (4) complete innings.
- E. Umpires may be provided for Pinto games. In the event that an umpire is not provided, by mutual agreement, the managers shall select a substitute (i.e., Parent) to assist during the game as an umpire is required. There shall not be any postponement of the game for failure of an umpire to appear.
- F. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and last name, and a uniform number if available. Call up players **MUST** be clearly identified on the lineup card.
- G. Bad weather or field conditions may result in the postponement of a game. Having no league official in attendance, the home team manager will make the final decision. In the event of lightning or thunder, all games and practices must be held up until safe conditions are apparent (refer to storm policy). The Park District asks coaches to reschedule games if the field is too wet, rather than cause serious damage to the infield and turf areas (refer to the ball field use guidelines). Canceled games are to be rescheduled through the league vice-president as soon as possible.
- H. It is the Managers responsibility to call up players for his/her team in the event the team cannot field a team of eight (8) players. In this regard the anticipated team roster for the upcoming game(s) must not be more than nine (9) players. All Stallion players are eligible call ups. Players brought up must play in that game and cannot play any more innings than any member of the regular roster.
- I. Only the Manager may ask for a time-out to have a conference with the umpire(s). A conference shall be for the purpose of discussing some pertinent aspect or the game. Possible examples are: field conditions or to seek clarification or review of a ruling made by an umpire. A conference shall not be held to review a judgment call made by an umpire.
- J. Any player who has a bleeding injury must leave the field immediately. A player may return once the bleeding has been contained. This rule must be followed to ensure the safety of all players and officials.

- K. Slaughter rule does not apply at the Pinto League level.

III. EQUIPMENT

- A. Batting helmets must be worn by the batter at the plate, and all base runners.
- B. Baseball bats in excess of $2^{5/8}$ inches in diameter are prohibited.
- C. The catcher must wear the protective gear provided. (Helmet and face mask, chest protector, and shin guards). Athletic supporters and cups are recommended for all players.

IV. PITCHING

- A. Pitchers may be any player on the team roster. A player removed from pitching is not allowed to return to pitching even if he/she has remained in the game at some other position.
- B. A pitcher is limited to one (1) inning per game and a maximum of three (3) innings per week. A Pitching Week begins on Monday morning and ends on Sunday Night. A player has pitched a complete inning as soon as he throws one (1) pitch during an inning. If three (3) pitchers are used in one (1) inning, each is considered to have pitched the complete inning. A time out, called for by a Manager or coach, for a second conference with a pitcher during an inning, automatically requires a change of pitchers.
- A pitcher who hits three (3) batters with pitched balls in the same inning must be removed from pitching.
 - Pitchers may not wear wrist bands or jewelry when pitching
- C. There are no walks: If a batter takes four (4) balls from a player pitcher, the following rules apply:
1. The pitch count reverts back to 0-0.
 2. The coach comes in to pitch, and the Umpire calls balls and strikes. The coach-pitcher must be the manager or a coach from the team at bat.
 3. The batter will have a maximum of four (4) pitches to put the ball into play.
 4. Prior to the fourth pitch, the coach-pitcher will call out to the playing field, "last pitch".
 5. On the fourth pitch, the batter will be called out if the ball is not put into play. If the last pitch is fouled off, the batter will continue to bat until the batter misses the ball, does not swing or hits the ball into play.

6. No underhand pitching will be allowed. Pitcher (adult coaches) must stand ON the rubber when delivering the pitch.
 7. The player pitcher must stay within two feet (2') of the pitching rubber, and positioned so as not to interfere with the coach pitcher. The player but may not be in front of the pitching rubber.
 8. When the ball is hit, the coach pitcher will not interfere with the defensive players. He should crouch down at the mound or leave the playing field.
 9. The coach pitcher forfeits his right to coach his base runners while his team is at bat.
- D. A hit batsman by a player pitcher and catcher interference (hitting the batters bat with the catcher's glove) will be treated the same as a walk; the batter will not go to first and the Coach will come in to pitch.

V. OFFENSE

- A. The batting rotation shall consist of all team players in attendance at the game. This means that if thirteen (13) players are in attendance all thirteen (13) must bat, in order, before the first player comes to bat again. All players arriving late to a game must be inserted at the bottom of the batting order as it was at the beginning of the game and shall bat the first time that position comes up.
- B. If teams have an unequal number of players in attendance at the game, the total number of batters possible in a complete inning shall be equal to that of the team having the lesser team members in attendance at the game. If a player leaves during the course of the game, for any reason, the number of batters the opposing team can bat will not be reduced.
- C. A half inning shall consist of three outs or a complete rotation of the batting order, whichever occurs first. If three outs occur first, the following inning shall begin with the next regularly scheduled batter. An example of a complete rotation of the batting order would be to have the seventh batter through the sixth batter come to the plate before three outs have occurred. If the last batter in a rotation comes to the plate, it will be considered to be two (2) outs.
- D. There is **no** bunting in the Pinto League.
- E. A batter who throws the bat, even accidentally, shall be given a warning. Subsequent offenses by the same batter shall result in anis automatically out and all runners return to their original bases.
- F. Adult coaches are allowed at first (1st) and third (3rd) base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during play shall result in the automatic out of that runner(s).

VI. DEFENSE AND BASE RUNNING

- A. A team may play a maximum of ten (10) players and a minimum of eight (8) players in the field. All defensive players shall generally play regular baseball positions, and the tenth player must play in the outfield at regular outfield depth, not at or around second base. No player, except the pitcher and the catcher, shall be closer than fifty-five (55) feet to the batter when the ball is hit.
- All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1).
 - (Example: If 13 players are in attendance for a 6 inning game, 5 players would sit 2 innings and 8 players would sit 1 defensive inning).
 - No player shall sit out two consecutive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- B. Free substitution is permitted on defense, except that such substitutions can take place only between innings. During an inning a player cannot be brought off the bench to play except in the event of injury, or to replace the pitcher. Players cannot change positions during an inning with the exception of the tenth player as described in rule "A" above or in the event of a change in pitchers.
- C. **Definitions:**
- "Possession"** is defined as having the ball in one's hand or glove.
- "Infield area"** is defined as the imaginary rectangle formed by the extension of the backstop to a point five (5) feet beyond first and third base and turning at 90 degree angles to intersect approximately seven (7) feet behind second base. The "outfield area" is the area beyond the "infield area" and within the imaginary extension of the backstop.
- "Going to"** is defined as being definitely on the way to the next base. Simply being past the previous base does not automatically qualify the runner as being on the way to the next base. It is important to note that a runner is eligible to be thrown out even if they are not entitled to the base they are attempting to advance to. If a player has advanced safely to a base beyond which they are entitled, the runner is awarded a safe return to the prior base once the ball is dead and the play over.
- D. Teaching the fielders to make basic baseball plays without fear of the impact of potential failure is important to the development of the defensive player. Therefore the following rules apply to what base(s) a runner(s) is entitled to as a result of a hit ball.

- A hit fair ball is initially retrieved in the "**infield area**", the runner(s) is only entitled to the base they are going to at the time of retrieval by any player, regardless of whether the retrieved ball is "held" or "thrown". No extra bases will be allowed for overthrows.
 - A hit fair ball is initially retrieved in the "**outfield area**" the runner(s) are entitled to the base they are going to at the time the ball has been returned to the possession of any player, infielder or outfielder, who is in the "**infield area**", "Going to" is defined as being definitely on the way to the next base. Simply being past the previous base does not automatically qualify the runner as being on the way to the next base.
- E. In regard to rule "D", it is important to note that a runner(s) is eligible to be "thrown out" even if they are not entitled to the base they are attempting to advance to. If a player has advanced safely to a base beyond which they are entitled, the runner is awarded a safe return to the prior base once the ball is dead.
- F. Time out shall not be called until the ball is considered "dead". Time out must be recognized by the umpire before coaches are allowed in the playing area.
- G. A maximum of one (1) adult (at least 18 years old) defensive coach may be positioned in the "outfield area" for the purpose of giving placement and throwing advice to the defensive players on the field.
- H. Catcher may use a fielder's glove. Catcher's helmet and face mask with throat collar must be worn during the game, by the catcher and by players warming up the pitcher. A cup is recommended for all catchers.
- I. The dropped third strike rule will **not** apply.
- J. Base stealing is **not** allowed. Base runners must be in contact with the base at all times or until the ball is hit. Leaving a base too soon shall result in an automatic out for the runner and all action being replayed.
- K. All base runners must attempt to avoid a collision with a fielder in possession of the ball, about to field a batted ball or about to receive a thrown ball. Any runner who remains on his or her feet and crashes into a fielder making the play in these situations, whether intentional or not, will be called out for interference. If the act is determined to be flagrant or malicious, the player will be restricted to the bench for the duration of the game.
- L. Runners have three options to avoid a collision: slide into the base they are going to, step around a fielder, or pull up and allow themselves to be tagged.
- Note: A collision that occurs when an errant throw draws a defensive player into the path of a runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player.

- Conversely, a fielder while not in possession of the ball, not about to field a batted ball or about to receive a thrown ball, may not impede the progress of a runner who is legally running bases. Obstruction will be called in these situations, and the appropriate ruling will be made by the umpire.

VII. POST SEASON TOURNAMENT TEAM

The Pinto League Vice President and Baseball Board of Control will work to form a Post Season Tournament Team through a tryout held toward the end of the season (May) consisting of eligible players who played in the Pinto League during the regular season. The formation of a team will be dependent on securing coaches for the team and enough proficient players to be determined and selected through a tryout.

VIII. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XIV. FIELD DIMENSIONS

Pinto League:

Bases.....60'
Pitching..... 42'



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I. LEAGUE ORGANIZATION

Coaching Youth Sports (CYS) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will provide CYC class prior to the start of the spring season. New managers are encouraged to complete this class within one year of entering the program. CYC managers will be given first priority in team assignments throughout all levels of this program.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Players in the Mustang League are individuals who are in 3rd and 4th grade at the time of registration.

II. TEAM ORGANIZATION

The number of players on each team will be determined by League Vice Presidents based upon the number of players registered at the Mustang League.

III. ASSIGNMENT OF PLAYERS

- A. All players will be selected in a draft conducted by the League Vice-President.
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and all new players are subject to a re-evaluation. Please see Paragraph IV below.

- C. Players may be assigned to a lower/higher League on an individual basis to be approved by the President of Baseball, League Vice President and League Administrator. Please refer to the Player Movement paragraph in the WPDYBS Policies and Procedures for additional information on this topic.

IV. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations.

V. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the League Vice President is required to make a decision on the case, including whether a registration refund should be granted.

VI. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the League Vice President and President of Baseball to decide whether such loss should be filled from the player waiting list, if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary, the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs –Wheaton Park District Youth Baseball, Winfield in Action or Warrenville Athletic Association.
- A call up player **MUST** be clearly identified in the line-up card(s) exchanged **PRIOR** to the start of the game.

- A call up player may be used by the same team only three (3) times per season. Season shall be defined as all scheduled Park District games including playoffs & tournaments.
- A call up player MUST sit an inning prior to any rostered player should there be 10 or more total players present for a game. For example, if 10 total players are present, the call up player MUST sit the first inning of the game. This does not apply to where there is only a total of 9 or less players present.
- A call up player may NOT play more innings than a rostered player.
- A call up player shall NOT pitch in the game.
- The call up player MUST bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the batting order. In the event of a late arriving rostered player, the late arriving rostered player shall be inserted last in the line-up.
- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of Full-time baseball “Travel Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player MUST play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than two (2) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team MUST have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit. **Any questions please contact the League Vice-President.**

VII. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers will select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game.

- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.
- D. **HOME TEAM RESPONSIBILITIES:** The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play. The home team shall also complete the Game Summary Sheet with official score, pitchers' innings, non-rostered players, umpire information, managers' signatures and deposit it in the space provided in the equipment/lock box, and/or email the same information to the League VP.
- E. **TIME LIMIT:** The game duration in all Mustang League games will be six (6) innings, except that a new inning shall not start after 8 PM on school nights. For all non-school nights and all weekend games for the entire season, the time limit for starting a new inning is 2:15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 6 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played due to the time limit.
- F. **COMPLETE GAME:** If a game ends for any reason prior to completion of the 6th inning, it is official if four (4) or more innings have been played, or the home team has scored more runs in three (3), and before it completes the fourth inning, than the visiting team has scored in four (4) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 5th or 6th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 5th or 6th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings. A game may end in a tie.
- G. **SUSPENDED GAME:** A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from

- the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VI. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.
- H. TWELVE RUN RULE: The game will end by the twelve-run rule if one team leads by twelve (12) or more runs after four (4) or more complete innings.
- I. PLAYING TIME: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). (Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.
- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- J. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to ensure the safety of all players and officials.
- K. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- L. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- M. PROTESTS: Please refer to the WPDYBS Policies and Procedures.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.

- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are **not** allowed in league, championship or tournament games.
- D. Baseball bats in excess of 2^{5/8} inches in diameter are prohibited.

XIV. PITCHING RULES

- A. Pitchers may be any player on the team roster. A player removed from pitching is not allowed to return to pitching even if they have remained in the game at some other position.
- B. A pitcher who hits three batters in the same game must be removed from pitching.
- C. Balks shall be not called.
- D. “Mustang” Division pitchers are limited to two (2) innings per game. A pitcher has pitched a complete inning as soon as he throws one (1) pitch during an inning. Thus, if three (3) pitchers are used in one (1) inning, each is considered to have pitched that complete inning. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers.
- E. League rules allow a maximum of six (6) pitched innings per week. A pitching week begins on Monday morning and ends Sunday night. If pitching rules are violated, a forfeit of the game will occur. **The innings per week rule is waived for Championship Day and All-Star Day.**
- F. Four (4) additional travel innings are allowed for pitchers who pitch innings for their respective league’s travel teams. These additional innings may not be used for in-house games. See the WPDYBS Travel Team Guidelines for additional explanation.
- G. If the league uses an on-line database such as (Quickscores) the manager or designee must enter names of pitchers and number of innings pitched along with final score of game.

X. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and

last name, and a uniform number if available. Call up players MUST be clearly identified on the lineup card.

- C. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game, then the injured batter will be removed from the line up and all batters will remain in their respective places in the batting order.
- D. The batting order in all leagues shall consist of all players present at the beginning of the game. Call up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- E.

During the first 5 innings of a game, teams will be limited to 6 runs per inning, unless the offensive team is behind more than 6 runs. In this case, the offensive team can score enough runs to tie the score. During the 6th inning, a half-inning will consist of 3 outs with no limitation on the number of runs scored.

F. .BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be NO warning for such an offense.

XI. DEFENSE AND BASE RUNNING

- A. The infield fly rule and dropped third strike rule shall **not** be called.
- B. Leading off is **not** permitted in league play.

Base stealing **is allowed** in the Mustang. Stealing of second (2nd) and third (3rd) base shall be allowed; however, in no instance may a runner score as a result of their or some other runner's base stealing activity. An example is: runners on first (1st) and third (3rd), runner from first (1st) attempts to steal second (2nd) and throw goes into center field. The runner on third (3rd) may not score. A runner may score only on a batted ball, walk or hit batsman. Any runner who attempts to score as a result of base stealing activity is subject to be tagged out if he does not return to third (3rd) base prior to a play being made on them.

- C. Base runners may not steal until the pitched ball has passed the plate. A player who leaves a base early, and successfully steals a base will, upon completion of the play, be told by the umpire to return to the base from which steal attempt originated. Base runners leaving early on a base hit can only advance the equivalent of the hit. Repeated offenses will result in a warning and continued occurrence will result in the

- player being called out at the sole discretion of the umpire.
- D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XII)
- E. Safety on the base paths:
- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
 - In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalties may also be assessed by the Board of Control.
 - In the above situation the ball is dead, and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.
- F. Overthrows out of the playing field shall be handled as follows:
- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
 - All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
 - Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base. In the "Mustang" League the runner shall NOT be allowed to score on a wild pitch or passed ball.

XII SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIII. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all Mustang Leagues **shall** be at least six (6) complete innings unless ended by the twelve-run rule. If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games.

1. Head to head competition (best record in games between the tied teams).
2. Best net runs in all games. **
3. Runs Allowed
4. Coin toss.

** Net runs are limited to a maximum five (5) per game.

XIV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XV. FIELD DIMENSIONS

Mustang Division:

Bases.....65'
Pitching..... 46'



Wheaton Youth Baseball Bronco League Supplementary Rules

Revised & Approved: January 2023

League play will be governed by Pony League Baseball playing rules unless otherwise stated in these supplementary rules. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

**MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY
RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER
REFERENCED DOCUMENTS OR RULES.**

I. LEAGUE ORGANIZATION

Coaching Youth Sports (CYS) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will provide CYS class prior to the start of the spring season. New managers are encouraged to complete this class within one year of entering the program. CYS managers will be given first priority in team assignments throughout all levels of this program.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Players in the Bronco League - Majors Division are individuals who are in 5th and 6th grade at the time of registration. The League shall consist of teams from the Wheaton Park District Youth Baseball Program, Winfield In Action and Warrenville Athletic Association.

II. TEAM ORGANIZATION

The number of players on each team will be determined by the League Vice President based upon the number of players registered at the Bronco League – Majors Division.

III. ASSIGNMENT OF PLAYERS

- A. All players will be selected in a draft conducted by the League Vice-President.
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and all new players are subject to a re-evaluation. Please see Paragraph IV below.

- C. Players may be assigned to a lower/higher League on an individual basis to be approved by the President of Baseball, League Vice-President and Administrator. Please refer to the WPDYBS Policies and Procedures for additional information regarding this topic.

IV. EVALUATIONS

Evaluations for all players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations.

V. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the League Vice President is required to make a decision on the case, including whether a registration refund should be granted.

VI. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the League Vice President and President of Baseball to decide whether such loss should be filled from the player waiting list, if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary, the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs – Wheaton Park District Youth Baseball, Briarcliffe Youth Baseball, Winfield in Action or Warrenville Athletic Association.
- A call up player **MUST** be clearly identified in the line-up card(s) exchanged **PRIOR** to the start of the game.
- A call up player may be used by the same team only three (3) times per season. Season shall be defined as all scheduled Park District games including playoffs & tournaments.

- A call up player MUST sit an inning prior to any rostered player should there be 10 or more total players present for a game. For example, if 10 total players are present, the call up player MUST sit the first inning of the game. This does not apply to where there are only a total of 9 or less players present.
- A call up player may NOT play more innings than a rostered player.
- A call up player shall NOT pitch in the game.
- The call up player MUST bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the batting order. In the event of a late arriving rostered player, the late arriving rostered player shall be inserted last in the line-up.
- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of Full-time baseball “Travel Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player MUST play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than two (2) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team MUST have at least 7 rostered players to begin a game.

Misapplication of these procedures will result in a game forfeit. Any questions please contact the League Vice-President.

VII. PLAYING RULES

- A. One umpire will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers shall select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game.
- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or

league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.

- D. HOME TEAM RESPONSIBILITIES: The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play. The home team shall also complete the Game Summary Sheet with official score, pitchers' innings, non-rostered players, umpire information, managers' signatures and deposit it in the space provided in the equipment/lock box, and/or email the same information to the League VP.
- E. TIME LIMIT: The game duration for all Majors games will be six (6) innings. For all games for the entire season, the time limit for starting a new inning is 2 hours and 15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 6 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played due to the time limit.
- Atten #19 Light Curfew: No inning may start after 9:30 p.m. Play will be stopped at 9:50 p.m. if the game is not complete and the Complete Game Rules listed below will govern in this instance.
 - **City Ordinance requires that the lights be off by 10:00 p.m.**
- F. COMPLETE GAME: If a game ends for any reason prior to completion of the 6th inning, it is official if four (4) or more innings have been played, or the home team has scored more runs in three (3), and before it completes the fourth inning, than the visiting team has scored in four (4) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 5th or 6th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 5th or 6th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings. A game may end in a tie.
- G. SUSPENDED GAME: A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were

used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VI. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.

- H. TWELVE RUN RULE: The game will end by the twelve-run rule if one team leads by twelve (12) or more runs after four (4) or more complete innings.
- I. PLAYING TIME: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). (Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.
- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- J. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to ensure the safety of all players and officials.
- K. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- L. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- M. PROTESTS: Please refer to the WPDYBS Policies and Procedures.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.
- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.

- C. Metal cleats are **not** allowed in league, championship or tournament games.
- D. Baseball Bats in excess of 2 1/4 inches are permitted.

IX. PITCHING RULES

- A. Pitchers may be any player on the team roster. A player removed from pitching is not allowed to return to pitching even if they have remained in the game at some other position.
- B. A pitcher who hits three batters in the same game must be removed from pitching.
- C. Balks shall be called in Bronco Division games. A balk shall be called after one (1) prior warning per pitcher.
- D. Majors Division pitchers are limited to three (3) innings per game. A pitcher has pitched a complete inning as soon as he throws one (1) pitch during an inning. Thus, if three (3) pitchers are used in one (1) inning, each is considered to have pitched that complete inning. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers.
- E. A pitcher may **not** pitch more than five (5) innings on anyone (1) day. A pitcher who pitches three (3) or more innings in one calendar day **must** have one calendar day's rest before pitching again.
- F. League rules allow a maximum of ten (10) pitched innings per week. A pitching week begins on Monday morning and ends Sunday night. The Home Team manager is required to fill out the game summary sheet with all pitcher's names and innings pitched. If pitching rules are violated, a forfeit of the game will occur. **The innings per week rule is waived for Championship Day and All-Star Day.**
- G. If the league uses an on-line database such as (Quickscores) the manager or designee must enter names of pitchers and number of innings pitched along with final score of game.

X. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and last name, and a

uniform number if available. Call up players MUST be clearly identified on the lineup card.

- C. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game, then the injured batter will be removed from the line up and all batters will remain in their respective places in the batting order.
- D. The batting order in all leagues shall consist of all players present at the beginning of the game. Call up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- E. For innings 1 – 5, a half-inning will be complete when three outs are made or when the team “has batted around”, i.e., if the sixth (6th) position leads off, the number of outs is automatically set to two (2) when the fifth (5th) position batter comes to bat, and the half-inning is complete when that position batter has completed his/her at bat, regardless of the number of outs. Except that the half-inning may not end with a “walk” or a hit batsman unless the batting team is ahead by ten (10) runs or more. For the 6th inning or any extra inning of play, a half-inning shall consist of 3 outs with no limitation on the number of batters.
- F. The total number of batters possible in a complete inning shall be equal to that of the team having the lesser team members in attendance at the game. If a player leaves during the course of the game, for any reason, the number of batters the opposing team can bat will not be reduced.
- G. BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be NO warning for such an offense.

XI. DEFENSE AND BASE RUNNING

- A. The infield fly rule shall be called.
- B. Leading off **is permitted** in league play.
- C. Base stealing of **all bases** is allowed in the Bronco Division.

- D. The dropped third strike rule is in effect.
- E. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XII)
- F. Safety on the base paths:
- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
 - In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalties may also be assessed by the Board of Control.
 - In the above situation the ball is dead, and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.
- G. Overthrows out of the playing field shall be handled as follows:
- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
 - All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
 - Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base.

XII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIII. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all Bronco Leagues **shall** be at least six (6) complete innings unless ended by the twelve-run rule. If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games.

1. Head to head competition (best record in games between the tied teams).
 2. Best net runs in all games. **
 3. Runs Allowed
 4. Coin toss.
- ** Net runs are limited to a maximum five (5) per game.

XIV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XV. FIELD DIMENSIONS

Bronco Division :

Bases.....70'
Pitching.....50'



Community Youth Baseball Pony League - Supplementary Rules

Revised & Approved: January 2023

Pony league play shall be governed by PONY League Baseball playing rules unless otherwise stated in these supplementary rules. The intent of Community Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER REFERENCED DOCUMENTS OR RULES.

I. LEAGUE ORGANIZATION

The American Sport Effectiveness Program (ASEP) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will fund ASEP and will advise all managers of their certification upon the successful completion of the course. New managers are required to complete the certification within one year of entering the baseball program. ASEP managers will be given first priority in team assignments.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

The Pony League consists of players who are in 7th grade and 8th grades at the time of registration. Any exception to this rule will be dealt with on a case-by-case basis by the League President and Vice-President.

II. TEAM ORGANIZATION

The number of players on each team will be determined by the League President and League Vice President based upon the number of players registered in the Pony League.

III. LEAGUE ORGANIZATION

The League may consist of teams from the Wheaton Park District Youth Baseball program, Winfield In Action, Warrenville Athletic Association, Lombard Baseball and other communities that may participate from time to time.

IV. ASSIGNMENT OF PLAYERS

- A. All players will be selected by their own community through a draft process. All teams will have their draft order determined by random drawing. A rostered player may not be on any type of Full-time or Part-time "Travel Baseball Team."
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and are subject to a re-evaluation, if any, and as determined by each community's own evaluation process. Please refer to Evaluations Section V below.
- C. Players may be assigned to a lower/higher League on an individual basis to be approved by each community's President of Pony Baseball, League President and Administrator. Please refer to each communities Policies and Procedures for additional information regarding this topic. Official rosters including uniform numbers must be turned into the League Officers one (1) week before the start of the season.

V. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players "playing-up" from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations. All other communities may use their own evaluation process for players participating in their program.

VI. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow Pony League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the Pony League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the Pony League President and League Vice President are required to decide on the case. Each community independently shall determine whether a registration refund should be granted.

VII. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the Pony League Vice President to decide whether such loss should be filled from the player waiting list if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary, the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs.
- A call up player **MUST** be clearly identified in the line-up card(s) exchanged **PRIOR** to the start of the game.
- A call up player may be used by the same team only three (3) times per season. Season shall be defined as all scheduled Pony League games including playoffs & tournaments.
- A call up player **MUST** sit an inning prior to any rostered player should there be 10 or more total players present for a game. For example, if 10 total players are present, the call up player **MUST** sit the first inning of the game. This does not apply to where there are only a total of 9 or less players present.
- A call up player may **NOT** play more innings than a rostered player.
- A call up player shall **NOT** pitch in the game.
- The call up player **MUST** bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the batting order. In the event of a late arriving rostered player, the late arriving rostered player shall be inserted last in the line-up.
- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of Full-time or Part-time “Travel Baseball Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player **MUST** play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than two (2) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team **MUST** have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.
- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are allowed in Pony league games.
- D. Baseball Bats Rules:
- 2 5/8" bats are not permitted.
 - 2 1/4 diameter bats of any 2 5/8 diameter bats "stamped" USA Baseball of any drop weight are permitted.
 - Any and all Non USA Baseball bats 2 5/8 diameter bats of a drop -5 weight or below are permitted.
 - All wooden bats are permitted.
 - All other bats not meeting the above descriptions are prohibited.

IX. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers shall select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game. If a substitute is chosen to start the game, and an official umpire arrives late, the official umpire shall take charge immediately.

MANAGERS ARE RESPONSIBLE FOR CHECKING GAME SCHEDULES FOR FIELD AND STARTING TIME.

Games are to start on time.

- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.

- D. HOME TEAM RESPONSIBILITIES: The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play.
- E. GAME DURATION: The game duration in all Pony League games will be seven (7) innings. The umpire shall be the sole judge of whether a game will be terminated before the end of the seventh inning. The umpire will determine when darkness, weather, field conditions, spectator action or any other factor may endanger players or otherwise prevent the continuation of play.
- F. TIME LIMIT: For all games for the entire season, the time limit for starting a new inning is 2 hours and 15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 7 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played, or due to the time limit.
- G. COMPLETE GAME: If a game ends for any reason prior to completion of the 7th inning, it is official if five (5) or more innings have been played, or the home team has scored more runs in four (4), and before it completes the fifth inning, than the visiting team has scored in five (5) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 6th or 7th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 6th or 7th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings.
- H. SUSPENDED GAME: A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VII. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.
- I. TWELVE RUN RULE: If the visiting team is ahead by twelve (12) or more runs after five or more complete innings have been played, or the home team is ahead by twelve (12) or more runs at any point after 4 ½ innings have been played, the game shall be terminated and the leading team declared the winner.

- J. PLAYING TIME: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.
- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
 - **Pitching Exception to Playing Time Rule: See Section X, Subparagraph B below.**
- K. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to ensure the safety of all players and officials.
- L. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- M. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- N. ALL PROTESTS shall be handled in accordance with ~~Please refer to the~~ WPDYBS Policies and Procedures.

X. PITCHING RULES

- A. Managers are responsible for monitoring their team's compliance with the pitching rules. The purpose of the rules to limit the amount of innings that any player may pitch in a game, day or week is twofold. First, and most important, is to prevent injury to the players from over-use. Second, these rules prevent the domination of the league by a single, advanced player and encourage participation and the team concept.

FAILURE TO ADHERE TO THE PITCHING RULES, HOWEVER UNINTENTIONAL, WILL RESULT IN FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURRED AND MAY, IF REPEATED, LEAD TO THE DISMISSAL OF THE MANAGER FROM THE PROGRAM.

B. Pony League pitchers may not pitch in more than ten (10) innings per calendar week. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers. **The innings per week rule is waived for Championship Day and All-Star Day.**

1. A calendar week begins at 12:01 a.m. Monday and ends at 11:59 p.m., Sunday.
2. Pony League pitchers may not pitch in more than five (5) innings in one calendar day. When pitching in two (2) games in one (1) day a pitcher may pitch any combination of up to five (5) innings in those games. A pitcher who pitches four (4) or more innings in one (1) calendar day must have one (1) calendar day's rest before pitching again.
 - In the event that a Pony League team fields 13 or more players for any game, the starting pitcher will be allowed to pitch a full five innings and sit the final two innings (consecutively) of a 7 inning game. This is an EXCEPTION to the Playing Time Rule under Section IX Subparagraph J above. The consecutive innings rule will be waived under this scenario.
3. Any pitch thrown to a batter in any inning shall be counted as an inning pitched by that pitcher.
4. A pitchers' innings pitched in any game must be consecutive. A player may not leave and re-enter the pitcher's position in the same inning or game.
5. Only regular roster players may pitch. Under no circumstances may a player be brought up on a temporary basis to pitch in either league.
6. In the event of the continuation of a suspended game, a player removed from the pitcher's position prior to the suspension of the game may not re-enter the pitcher's position. The rule limiting a pitcher to no more than five (5) innings pitched in a day applies to suspended games in the same manner as to regularly scheduled games.
7. In the event a game is stopped for any reason the pitchers shall be charged with the innings pitched.
8. A pitcher who hits three batters in the same game must be removed from pitching.

- C. Balks shall be called in all Pony League games. **No warnings will be given.** Balks shall be called as defined in the Official Baseball Rules with the following addition:
- A balk will be called if, with a runner or runners on base, the pitcher while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.
- D. If the league uses an on-line database such as (QuickScores) the manager or designee must enter names of pitchers and number of innings pitched along with final score of game. Also, names of any Call Up Players must be entered.

XI. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and last name, and a uniform number if available. Call up players **MUST** be clearly identified on the lineup card.
- C. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game, then the injured batter will be removed from the line-up and all batters will remain in their respective places in the batting order.
- D. If a player must leave a game because of injury or personal reasons before it is completed, that position in the battering order will be skipped for the balance of the game with no outs being recorded.
- E. The continuous batting order in all leagues shall consist of all players present at the beginning of the game. Call-up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- F. A half-inning will be complete when three outs are made.
- G. BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be **NO** warning for such an offense.

XII. DEFENSE AND BASE RUNNING

- A. The infield fly rule and dropped third strike rule are in effect.
- B. Leading off **is permitted** in league play.
- C. Base stealing of **all bases** is allowed in the Pony League.
- D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XIII)
- E. Safety on the base paths:
 - Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
 - In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalty may also be assessed by the Board of Control.
 - In the above situation the ball is dead, and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.
- F. Overthrows out of the playing field shall be handled as follows:
 - 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
 - All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
 - Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base.

XIII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIV. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held with the Winner of the Winner’s Bracket playing the Winner of the Loser’s Bracket for the Championship. No second Championship game will be played. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all Pony League level **shall** be at least seven (7) complete innings unless ended by the twelve-run rule.

If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games. Divisional championships and tournament seeds will be determined by the won and loss records of the teams. In the event of a tie for a Divisional Championship the winner will be determined by:

1. Head to head competition (best record in games between the tied teams).
2. The teams’ record within their division.
3. Runs scored in head-to-head competition.
4. Coin toss.

XV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XVI. FIELD DIMENSIONS

Pony League:

Bases.....80'
Pitching.....54'

Any pre-game agreements made by managers regarding any rule changes **NOT** specifically authorized by the League Vice President shall be of no force or effect. No other WPDYB official or other community Program Representatives—shall have the authority to authorize any changes other than the League VP.