

Corona Pony Youth Baseball Rules and Regulations



In addition to the rules stated herein, all games are subject to the Pony West, Pony Baseball Rules & Regulations and/or Official Rules of Major League Baseball

Pony - Player Pitch

1. REGULATIONS:

- 1.1. Corona PONY Youth Baseball (CPYB) has approved the following rules for use during league play. These rules will supersede the PONY and Major League rulebooks. The PONY and Major League rules will apply to all situations not addressed by the CPYB local rules.
- 1.2. Team rosters will consist of a maximum of 13 players at time of registration. Teams may not carry less than 12 players without knowledge of player agent. New players must be approved by the Player agent and Division Director before participation is allowed.
- 1.3. The refusal of any participant, supervisor or any person acting for or on behalf of the League to cooperate with rules will go before the Rules committee for actions to be taken for said violation. Suspension from League activities for the balance of the season is recommended.
- 1.4. All players need to be in a league issued uniform. Sweatshirts should be worn under uniform. Players shall not wear cut off or shorts.
- 1.5. Baseball drills against the chain link fencing are prohibited.
- 1.6. Teams are required to pick up all trash after games. This includes the dugouts, playing field, and spectator area.
- 1.7. No alcohol, drug, vaping or tobacco (including chewing tobacco) is allowed by players, managers, coaches, or any person representing the League while in contact with League players during League game times and on field activities. All parties are subject to ejection/suspension.
- 1.8. Music or noise making devices are prohibited prior/during a game. Managers will be ejected and/or suspended should they or their team (fans included) violate this rule.

- 1.9. Badges must be visible and worn at all times for all on-field and dugout personnel. If the Manager/Coach does not have their badge they will not be permitted in the dugout. Any manager/coach caught without a badge after warning will serve a 1 game suspension.
- 1.10. Managers must submit badge numbers to the umpires at the pre game meeting. No coach swapping.

2. PLAYING RULES

2.1 Playing Field

- A. Pitchers mounds will be placed at 54 feet from the front of home plate
- B. Distance between bases are 80 feet (113 ft from home to second)
- C. Pony recommended – foul line 275 feet and centerfield 315 feet

2.2 No pre-game infield or pitching practice is allowed.

2.3 Manager and Coaches

- A. Access to the dugout is managers responsibility
- B. Max 3 badged individuals in the dugout at any one time. Badges must be visible and should a manager/coach not have their badge they will not be permitted in the dugout.
- C. Non-badged individuals are prohibited from being in the dugout.
- D. Only uniformed players are allowed in the dugout during the game. No siblings or non-uniformed players shall be in the dugout during the game.
- E. Managers are responsible for their dugout and can be ejected/suspended should the rules above not be followed.
- F. Managers are responsible for their parents/fan's behavior. Should a parent/fan become abusive toward an umpire the manager will be ejected along with the fan. Game will be suspended until the offending party leaves the park.
- G. Coaches and Managers are not to use technology during a game. This includes using a cell phone for photos, calls, texts, or looking up a rule.

3. GAME RULES

3.1 Game Length – Seven Innings

3.2 Game Time – 2 hour

- A. The official start time of the game will be announced by the umpire to the managers however should the umpire fail to announce the start time then the scheduled game start time will be used.
 - B. No new inning will be allowed after 2 hours. A new inning is defined as the final out in the bottom of the previous inning.
- 3.3 If the home team is ahead at the no new inning time limit, the umpire can call the game.
- 3.4 Maximum Runs per inning is 5 except for the 7th inning where a team can bat the length of their roster or 3 outs (whichever is first).
- A. If one team has more players than the other, the team with the least number of players will be able to bat the same number of players as the other team.
Example – team A has 12 players and team B has 10. Team B will bat 10 + 2 to have the same opportunity in the last inning.
- 3.5 Mercy Rule – 15 run lead after 4 innings or 10 run lead after 5 innings.
- 3.6 A team must field at least eight (8) players for a regulation game. If only eight players are available, the ninth batting position will be bypassed and no out will be recorded. A player arriving late must be inserted in the last batting position. If a team is unable to place 8 players on field, they shall be given 15-minutes from the scheduled game time to field an eight player. This situation will normally result in a forfeiture.
- A. Substitute players from other teams are allowed at the discretion of the division director should a team need players.
 1. Substitute players must bat last in the batting order.
 2. Substitute players cannot pitch or catch
 3. Substitute players can only play ½ the game in the infield.
 4. Substitute players must be from the same division or 1 division up.
 - B. It is not required, but highly recommended by the board, that if playing a team with 8 players that the opposing coach has their last batter of that inning play outfield for the other team.

4. PITCHING

4.1 Pitching Mound Distance is set at 54 feet

4.2 Pitching Restrictions and Days – NOTE – pitch count based on league age

League Age	Max Pitch	0 Day	1 Day	2 Days	3 Days	4 Days
12	85	1-20	21-35	36-50	51-65	+66
13	95	1-20	21-35	36-50	51-65	+66

14	95	1-20	21-35	36-50	51-65	+66
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- 4.3 Rest is calculated as per calendar day. Example: 13-year old throws 40 pitches on Tuesday. Based on the chart they need two calendar days and would not be available to pitch until Friday.
- 4.4. Pitchers will be required to observe the calendar days rest for the threshold they reached during the start of that at bat, provided the pitcher is removed prior to delivering a pitch to the next batter. Example – pitchers first pitch to the last batter they face is 32. They throw 5 pitches and then are removed from the mound. Their pitch count is 32.
- 4.5 Pitchers reaching the maximum number of pitches in a day, while facing a batter, may finish the batter before being removed. Example: pitcher is at 94 pitches and a new batter steps in. They can finish the batter even if they throw over the 95 thresholds.
- 4.6 Once a pitcher is removed from the mound they are not permitted to pitch again in the same game.
- 4.7 A pitcher must be removed once they hit 3-batters.
- 4.8 Pitchers are allowed 8 warm up pitches between innings. Relief pitchers coming in “cold” will be allowed 10 warm up pitches to begin with.
- 4.9 If a Manager/Coach asks for time-out and goes onto the field to talk to any players that pitcher will be assessed on their first mound visit. On the second visit the pitcher must be removed from the game. Note – a coach going onto the field between innings to instruct a pitcher will be assessed on a visit.
- 4.10 No mound visit will be assessed should the time out be caused by injury to the pitcher or another player.
- 4.11 Balks are enforced in this division.
- 4.12 Drop 3rd strike rule is in effect
- 4.13 Pitchers are not permitted to wear sunglasses nor are they allowed to be on their hats.
- 4.14 Pitchers long sleeve undershirts cannot be white/camo/patterned and must match the primary color of their uniform. If the uniform is white, then the long sleeve must match the secondary color of the uniform. Black is also acceptable.
- 4.15 Forearm sleeves and metal cleats are not permitted while pitching.
- 4.16 If a pitcher throws a pitch with metal cleats from the mound, manager and player will be ejected from the game.
- 4.17 Illegal use of a pitcher

- A. Managers who throw a player more than the max eligible pitch count will be suspended for the following game.
 - B. Managers who throw a pitcher that is not eligible to pitch will be suspended for the following game and the Disciplinary Committee reserves the right to also award the opposing team the win via forfeit.
 - C. Reminder league age 12 is based on lower pitch count
- 4.18 Pitch counts cards are to be emailed to the player agent within 24-hours of the completion of the game and should include both the home/visitor pitch count.
- A. If both teams fail to provide a pitch count card, then all pitchers listed on the umpire score card will be assigned the max number of pitches for their age.
 - B. If one team provides a pitch count card, showing both teams pitch count, then that will be used as the official number with no protest allowed.
 - C. If both teams provide pitch count cards and there is a large discrepancy in pitches then the Director and/or Board will review and determine the number of pitches allotted.

5. OFFENSE/BATTING

- 5.1 Lineups cards will include first / last name and player number.
- 5.2 Batting order will consist of the entire roster present. Example – 12 players present then you will bat 1 -12 in order.
- 5.3 Batting order will remain the same throughout the game
- 5.4 If a player arrives late, that player will be inserted into the last batting position
- 5.5 If a player is removed from the game for injury, illness, or absence then that player will be bypassed in the batting order and no out will be charged. Said player will not be allowed to return for participation in the same game.
- 5.6 If a player is removed from the line-up due to an ejection an out will be recorded each time that player is due to bat.
- 5.7 All bats must comply with Pony standards (2 1/4 - 2 5/8 diameter) and MUST be USA stamped. If a 2 5/8 bat is -3, it must be BBCOR certified/stamped. Wood bats are also permitted in this division.
 - A. Illegal use of a bat that does not comply with pony standards

1. If the ball has not been put in play the bat will be removed and the player can continue their current at bat. The manager will be immediately ejected and serve a 1-game suspension.
2. If the ball has been put in play by the batter, the umpire will stop the play and the batter will be called out. All baserunners will return to their original bases. The manager and player will be immediately ejected, and the manager will serve a 1-game suspension.

5.8 Bunting is allowed

5.9 Players are not required to have a face mask but a C-flap is REQUIRED.

5.10 Metal cleats are allowed in this division but not allowed while pitching

5.11 Only one offensive time out (total – not per batter) is allowed per inning.

5.12 Base coaches are to remain in their base coaching box unless using their 1 time out or avoiding interference with a defensive player. If a player is base coaching, they **MUST** wear a batting helmet.

6. OFFENSE/BASERUNNING

6.1 Leading off is permitted

6.3 Home plate is open

6.2 A runner will be called out when they do not slide or attempt to avoid the fielder who has the ball and is waiting to make a play. The umpire has full discretion on interpretation of this rule.

6.3 Pinch runners are not allowed except for two outs and the catcher is on base. The last recorded out will be used as the runner for the catcher.

6.4 Coach interference shall be called should a base coach make contact in any way with their runner to stop, hold, and assist them in going to the next base/plate. The ball remains live, but the runner is immediately called out.

6.5 Infield fly rule is in effect and the judgment of the umpire.

6.6 Drop strike three rule is in effect.

7. DEFENSE

7.1 Must play rule

- A. Players who are sitting out that inning defensively, must stand outside the dugout between innings and show their numbers to the umpire for reporting.
- B. Umpires will record the player sitting out defensively on their scorecard.
- C. No player shall sit two consecutive defensive innings.
- D. No player shall sit a second inning all other players have sat one inning. Players shall not sit a 3rd inning prior to all players sitting a second inning.
- E. If a manager is found to be in violation of the must play rule (example parent notifies the board that their player is sitting multiple innings while others do not sit at all) then they will be suspended by the disciplinary committee. NOTE – the umpire card will be used as the documentation. Without this being completed managers will have no way of defending themselves against these allegations.

7.2 Positions

- A. Pitchers and catcher must be positioned filled each inning.
 - 1. Pitchers will be report to the umpire each inning by giving their name and number
 - 2. Catchers must assume a catcher's position and wear approved equipment (mask, chest protector, shin guards, and cup).
- B. Infielders must remain a minimum of 45 feet away from the plate prior to the ball being hit.
- C. 3 outfielders are to be used if a team has 9 players present. Outfielders are to remain in the grass prior to the ball being hit.

8. GENERAL

8.1 Any Manager or Coach ejected from a game will not be allowed to participate in the next game until the disciplinary committee has rendered a decision on their suspension length.

8.2 Protest

- A. No protest will be permitted if an umpire's judgment call shall be permitted. Examples of judgment calls include but are not limited to the following strike zone, foul/fair balls, or safe/out plays.
- B. Protest will be upheld only when there is a serious misinterpretation of the applicable rules and where the Disciplinary Committee decides the violation likely altered the outcome of the game.

- C. To protest a manager must inform the umpire at the time of the play and inform them of the rule they feel is misinterpreted. No protest will be allowed after the ball is put back in play and the next pitch is thrown.
 - D. Coaches are not permitted to use technology to verify a rule.
- 8.3 Managers/Coaches are to remain within 10 feet of the opening of the dugout while on defense. Managers/Coaches are not to sit on buckets outside the dugout at any time.
- 8.4 Managers will be the only one permitted to speak with the umpires.
- 8.5 Criteria for determining division standings in order
- A. Overall Standings
 - B. Win Percentage
 - C. Head-to-Head Outcome
 - D. Runs Against
 - E. Runs For
 - F. Coin Toss