

# Temecula Youth Baseball

An affiliated league of PONY Baseball

Revised January 2020

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

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

### Policies & Procedures

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

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

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

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

### Information and Communication Over the Internet

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

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### Safety / MaliciousPlay

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

## Minimum Play Rule

### *Pinto and Mustang*

- a) Player rotation is highly important in our league. Managers are instructed and encouraged to rotate players between infield and outfield to the furthest extent possible. This aspect of player development is especially important in the lower divisions where we are trying to build up players. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only.
- b) No player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect.  
***NOTE: Any bench player, that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.***
- c) Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed
- d) All players are required to play at least one position in the infield for one complete inning and within the first four innings of a game.  
***NOTE: Any player, positioned in the infield, that is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield. Conversely, a player positioned in the outfield, that is moved to the infield in the middle of an inning, will not be considered as having played in the infield. Therefore, such player must play an “entire” inning in the infield.***
- e) A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
  - The manager is suspended from the next scheduled game and/or games

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- The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games
  - The Board of Directors may further sanction repeat offenders.
- f) The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact their division commissioner prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the division commissioner shall be notified in writing with 24 hours to explain the circumstances.
- g) A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- h) Minimum play rules will change for the end of season tournament. Refer to end of season tournament section in the sections below.

## Minimum Play Rule

### *Bronco and Pony*

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

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notified in writing with 24 hours to explain the circumstances.

- g) A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- h) Minimum play rules will change for the end of season tournament. Refer to end of season tournament section in the sections below.

## General Regular Season Rules for All Divisions

- a) All teams shall bat the entire roster every game and employ free substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed from the pitching mound.
- b) The official starting line-up shall include, at a minimum, the players number, first name, and last name. This line-up card (batting order) shall be given to the opposing team's scorekeeper 10 minutes prior to the start of the game. Changes to the line-up can be made prior to the official start time as determined by the umpire. Once the game has started the line-up cannot be modified, except to add players that show up late.
- c) A player placed in the official line-up and who misses their first at bat, will be considered an automatic out for their first plate appearance. The missing player will then be scratched from the line-up and may be placed at the end of the line-up card if they show up later in the game. Any player that shows up late will be placed at the end of the line-up card. It is recommended that any player, not present for the start of the game, be left off the official line-up to avoid the possible one out penalty.
- d) A player who misses an at bat due to a game related injury (i.e. sprained ankle, pulled muscle) will be removed from the line-up and the team will not be penalized for this game related injury. The injured player, who is now officially removed from the game, will not be allowed to re-enter the game and he will be skipped in the batting order.
- e) A player that becomes sick during a game does not constitute a game related injury and they will be considered an out the next time up to bat; one-out penalty. Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game and they will not be allowed to re-enter the game.
- f) A player missing an at bat due to an ejection will be considered an automatic out every time up to bat.
- g) A player missing an at bat, other than a game related injury or ejection (i.e. restroom break), will be considered an automatic out and the next batter in the line-up shall proceed to bat. If that same player misses their second official at-bat they shall be removed from the line-up entirely, no out will be recorded, and the next batter in the lineup shall proceed to bat. Once removed that player will not be allowed to re-enter into the game.
- h) Any player, unable to play defensively for three consecutive innings, shall be ineligible to play and will be removed from the batting lineup. The player will be considered an out the next time up to bat;

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one-out penalty. Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game and they will not be allowed to re-enter the game.

- i) Courtesy runners, for a player injured while in the process of running the bases, shall be allowed and can occur only once during the game for such player. The courtesy runner shall be the last official recorded out in the scorebook. Injuries to a player, unrelated to the game being played are not eligible for a courtesy runner and must run the bases (i.e. prior skateboard or bicycle accident).
- j) Any player with a hard cast or splint is ineligible to play and must submit an official medical release form to the league in order to be eligible to play.
- k) All managers, coaches, players, parents, and spectators are asked to support their team, as well as, the opposing team. Negative comments including jeering, chanting, or making noise in an effort to distract the pitcher, batter, or other players from the other team are subject to disciplinary action by the umpire if deemed to be excessive. Violators will be warned, and the manager may be subject to an ejection for failure to maintain his/her players or spectators.
- l) It is the obligation of the manager and coaches for each team to address any unacceptable behavior by their players or parents. This is necessary at the younger levels because it is often an unfair expectation of the umpires because of their age.
- m) Only managers, coaches, scorekeepers, and players are permitted in the dugout (or designated dugout area). Home team uses the third base dugout.
- n) Should an umpire fail to appear; the home team manager shall notify their Division Commissioner immediately. The Division Commissioner will make every attempt to get an umpire to the game. Do not wait for an umpire to start the game. The game must proceed utilizing the best available people as umpires. Report all games without an umpire to the TYB Head of Umpires at [umpire@temeculapony.com](mailto:umpire@temeculapony.com).
- o) In instances where a game has interfered with the start time of the next game both teams will leave the dugout immediately after the game has ended or it has been called due to time limit restrictions. The game will be immediately stopped 10 minutes into the next scheduled start time. The umpire will start the next game as soon as possible and try to get the game schedule back on track.  
**Note: If time is called, the score shall revert to the previously completed inning.**
- p) Games that are played during our competitive Spring Season will be subject to a “No New Inning” policy, designated by the player’s age division. Although games are scheduled at specific start time, the official start time of the game will be announced by the umpire. The “No New Inning” time will be in affect from the official time” (IE. Game posted for 6:00pm but official call time is 6:05pm, the “No New Inning” will take affect from 6:05pm). If there is a failure to announce the start time, the “No New Inning” will take affect from the time posted on the Temecula Pony website.
- q) The games in Winter-ball, which may be subject to drop-dead times, are scheduled to start and stop relative to the scheduled start time. Games that start late, for any reason, will end at the drop-dead time relative to the scheduled start time and not the actual start time. It is the responsibility of both

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managers, as well as the umpire, to ensure the game starts on time.

- r) Unnecessary stalling of any team (IE. Running the clock) and that is in the judgment of the umpire, will be subject to adding additional minutes to the game time. The umpire will use his discretion to determine how many minutes will be added to the clock.
- s) Noisemakers are not permitted at any time during a game.
- t) The pitcher shall wear rubber cleats when a portable mound is being used. Exceptions to this rule apply when using the TYB portable mound that is lined with a heavy-duty rubber barrier.
- u) Hit-A-Way swing trainers (including Sklz Hurricane Category 4 Batting Tee) **are not to be used on the playing field**, while the game is in progress.
- v) Game times, as specified for each division, may be subject to modifications. Division Commissioners will notify managers if game times change. Winter-ball games may be subject to drop-dead times.
- w) Managers and coaches are instructed to hustle their teams on and off the field. Coaches are encouraged to warm up the pitcher while the catcher puts their gear on. The umpires will be instructed to allow 1 minute between innings or eight warm-up pitches between innings, whichever comes first.
- x) A team failing to field 8 or more players within 15 minutes of the scheduled start time shall be forced to forfeit the game. No team shall play with 7 players except for the Filly or Shetland division. If any team, at any time during the game, cannot field eight uniformed players the game shall be a forfeit. The score for the record books shall be:
  - 6 – 0 in Mustang and Pinto
  - 7 – 0 in Bronco and Pony
- y) A team that plays with only 8 players is subject to the following guidelines (Pinto, Mustang, Bronco, and Pony only):
  - The team shall bat the 8-man roster, leaving the 9th batter position open and unfilled.
  - Each time the 9th batter position is due up, an automatic out shall be charged to that team.

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

- Players who arrive late will fill the 9th batter position and play will resume normally.
  - A team that falls back down to eight or less players will be subject to the rules stated above.
  - Substitute players, from other teams, are not allowed.
  - This 8-player rule shall apply to regular season games only.
  - Managers are instructed to report 8-player games to their division commissioners.
- z) For games with no new inning time limits the umpires shall publicly announce the official game

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

- aa) All participants have paid-to-play and therefore the 10-run (“mercy”) rule will not be in force in any Temecula Youth Baseball division, unless otherwise specified.
- bb) The ensuing catcher or ensuing pitcher may be substituted with a courtesy runner with two outs in the inning. The courtesy runner shall be the player who made the last out. In situations where there will be no other inning, the courtesy runner cannot be used. The ensuing pitcher and ensuing catcher are defined as those players fielding that position in the “NEXT” half inning. Managers, in violation of manipulating this rule, will be ejected from the game and may be subject to further suspension from the league.
- cc) Any player, ejected from a game by the umpire, shall be suspended from play for the rest of the game. The ejected player may be automatically suspended from the next scheduled game or games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The Board of Directors may impose further penalties based upon the severity of the offense.
- dd) Any manager, coach, or spectator ejected from a game by the umpire shall be suspended from play for the rest of the game from which they were ejected. The ejected individual may be automatically suspended from the next two scheduled games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The Board of Directors may impose further penalties based upon the severity of the offense.
- ee) Any board member, who observes inappropriate behavior or unsportsmanlike conduct on the part of any player or adult, will report their observations to the Division Commissioner and those individuals may be subject to further sanctioning from the Board of Directors.
- ff) Both teams are responsible for preparing the fields before the start of the game. Field preparation may include dragging the field, watering the field, chalking the field, setting the bases, and setting the portable pitching mound.
  - After the last game both teams are responsible for removing and storing the portable pitching mound, pitching machine and all field preparation equipment.
  - All teams are responsible for guaranteeing that the storage bins are locked and secured before they leave the field at the end of the day.

gg) It is the responsibility of each team to clean out their dugouts, stands, and surrounding areas after

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each game. Please dispose of all trash in the designated trashcans or dumpsters.

hh) The winning team is required to enter their score directly into our website. The losing team can also enter the score if the winning team has not. Any discrepancies in the score shall be submitted to the Division Commissioner for final review.

ii) A batter will be notified by the umpire to remove only one foot from the batter's box between pitches if it is felt that their time outside of the batter's box is slowing down the progress of the game. Umpires shall, at their own discretion, make every attempt to enforce this rule.

jj) Various field conditions have larger than normal backstops and it is necessary to limit the bases on a pitched ball that bounds beyond the catcher and settles back near the backstop. This rule does not apply to any other throw from any other fielder while the ball is alive and in the field of play.

***All baserunners and/or batter-runner will be limited to one base (time of pitch) and are subject to being thrown out by the catcher.***

- These rules shall apply to the fields at Harveston #1 and Harveston #2
- These rules shall apply to the fields at RRSP #6 and RRSP #7

kk) Either team, prior to the start of the game, shall not be permitted to take infield practice. Grounders shall be in front of each dugout in foul territory.

## *Substitute Players*

Effective immediately, Temecula Youth Baseball has decided to allowed substitute players to play for a team that may be short a player. Subs can only be used during regular season games only.

## *Approval Process*

The borrowing team must follow these steps in order to utilize a substitute player.

1. The manager of the player's actual team must give permission.
2. The player's parents must give permission.
3. The Commissioner then approves/rejects the substitute player.
4. If approved, the commissioner will inform the opposing team manager.

## *Playing Guidelines*

1. Only **1 substitute player** may be used in the event your team has 8 players. The game will be played under normal rules.
2. The player **MUST** be a registered recreational player with Temecula Youth Baseball for that current season and they must play within the same division.
3. The substitute player will **BAT LAST** in the lineup.

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4. The substitute player is limited to **OUTFIELD** positions only. They cannot play in the infield.

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### Game Time Limits

#### Spring Season

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

#### Regular Program

DIVISION	NO NEW INNING	DROP-DEAD TIME
FILLY		1:30 (1 hour, 30 minutes)
SHETLAND		1:45 (1 hour, 45 minutes)
PINTO - MACHINE		1:50 (1 hour, 50 minutes)
MUSTANG	1:50 (1 hour, 50 minutes)	10 minutes into next scheduled game
BRONCO, PONY, HSP	2:00 (2 hours)	10 minutes into next scheduled game
COLT	2:15 (2 hours, 15 minutes)	10 minutes into next scheduled game

**\*Note: If drop-dead time is enforced, the score will be recorded as the previous completed inning.**

#### SIBA Program

DIVISION	NO NEW INNING	DROP-DEAD TIME
PINTO - KID PITCH	1:30 (1 hour, 30 minutes)	1:50 (1 hour, 50 minutes)
MUSTANG SIBA	1:45 (1 hour, 45 minutes)	2:05 (2 hours, 5 minutes)
BRONCO SIBA	1:50 (1 hour, 50 minutes)	2:10 (2 hours, 10 minutes)
PONY SIBA	1:50 (1 hour, 50 minutes)	2:10 (2 hours, 10 minutes)

**\*Note: If drop-dead time is enforced, the score will be recorded as the previous completed inning.**

#### Fall Season

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

DIVISION	NO NEW INNING	DROP-DEAD TIME
FILLY, SHETLAND		1:30 (1 hour, 30 minutes)
PINTO - MACHINE		1:45 (1 hour, 45 minutes)
MUSTANG		2:00 (2 hours)
BRONCO		2:00 (2 hours)
BRONCO M.S.	2:00 (2 hours) + Mercy Rule	10 minutes into next scheduled game
PONY		2:00 (2 hours)
PONY M.S.	2:00 (2 hours) + Mercy Rule	10 minutes into next scheduled game
COLT	2:15 (2 hours, 15 minutes) + Mercy Rule	10 minutes into next scheduled game

**\*Note: If drop-dead time is enforced, the score will be recorded as the previous completed inning.**

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### Bat Standards

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

### Procedure

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

### Bat Violation Consequence

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

### Pitch Smart Pitch Count Rules

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

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

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

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

#### *Logging Pitches on TYB Website*

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

#### *Pitch Count Violation*

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

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

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

#### *Pitch Count Manipulation*

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

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

## Division Rules

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

- a) Temecula Youth Baseball shall use the "baseball tee" style of play in its Filly division.
- b) All players in attendance shall bat ("batting the roster") and play defensively. Defensive alignment shall consist of all regular infield positions pitcher, 1st, 2nd, 3rd, and short stop. There shall be no

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catcher. All remaining players shall be designated as outfielders.

- c) All players shall, at a minimum, play one time in the infield and one time in the outfield. No player shall play infield every inning.
- d) The offensive team shall bat through the entire lineup. The last player to bat in the inning will be permitted to run the bases in their entirety for a homerun. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a homerun.
- e) The batting order may be altered each inning to prevent the same player from batting last the entire game, thus allowing multiple players to hit the end of inning “homerun”
- f) Each batter shall bat off the tee until the ball is put into play.
- g) During the second half of the season the league may introduce live pitching or a mechanical pitching machine to the batters.
- h) The manager or coach shall pitch to his or her own team. TYB may introduce a mechanical pitching machine to pitch to the players. The coach-pitcher can elect to pitch from their knee to provide the best opportunity for the batter if a machine is not available.
- i) The coach shall deliver no more than five (5) pitches to each batter, after which the player shall bat off the tee until the ball is put into play.
- j) No lead-offs or base stealing shall be allowed.
- k) Play shall stop when a defensive player has possession of the ball in the infield. Once play is stopped, the base runner shall return to the nearest base without penalty.
- l) Baserunners shall be allowed to advance only one base on any overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the baserunners own risk and the runner may be thrown out. The runner must return to the base where the second overthrow was made.
- m) The pitcher shall keep at least one foot on or near the pitcher’s mound, if available, prior to the batter swinging at the ball. In situations where a mound is not available an imaginary one shall be marked in the dirt.
- n) The four infielders may not play closer than four feet in front of the base-paths until the ball is put in play.
- o) The remaining players shall play in the outfield and be positioned twenty feet beyond the base- paths.
- p) A maximum of three (3) offensive coaches and three (3) defensive coaches are allowed on the field during play.
- q) Coaches shall umpire the game and no scores and standings shall be kept.
- r) Game duration / time limit: Six (6) innings. Games shall end after 1 hour 15 minutes from the scheduled start time.

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- s) An arc line, 15 feet from home plate, will be chalked or approximated on the field between the first and third base lines. A batted ball, that does not pass the arc line, will be called foul.

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

- a) Temecula Youth Baseball shall use the “coach-pitch” or “mechanical-pitch” style of play in its Shetland division.
- b) All players in attendance shall bat (“batting the roster”) and play defensively. Defensive alignment shall consist of all regular infield positions, which include pitcher, catcher, 1st, 2nd, 3rd, and shortstop. All remaining players shall be designated as outfielders.
- c) Each player shall, at a minimum, play one time in the infield and one time in the outfield. No player shall play the infield the entire game.
- d) In order for players to understand the importance of both offensive/defensive aspects of the game the completion of an inning shall be changed midway through the season. The Division Commissioner will provide that date to each team when required.
- The first half of the season shall bat through the entire lineup
  - The second half of the season shall play until three outs are recorded, five runs have scored or the offensive team bats through the lineup
- e) During the first half of the season the batting order may be altered each inning to prevent the same player from batting last the entire game, but all players must bat every inning.
- f) During the second half of the season the batting order will remain the same throughout the game.
- g) The manager or coach shall pitch to his or her own team. TYB may introduce a mechanical pitching machine to pitch to the players. The coach-pitcher can elect to pitch from their knee to provide the best opportunity for the batter if a machine is not available.
- h) The coach shall deliver no more than five (5) pitches to each batter, after which the player shall bat off the tee until the ball is put into play.
- a. Batter shall not be ruled out on a 6<sup>th</sup> pitch foul ball.
- i) Defensive out plays on the batter-runner or baserunners are to be recorded and the retired base runner leaves the bases when he/she is put out.
- j) No lead-offs or base stealing shall be allowed.
- k) Play shall stop when a defensive player has possession of the ball in the infield. Once play is stopped, the base runner shall return to the nearest base without penalty.
- l) Baserunners shall be allowed to advance only one base on any overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the baserunners own risk and the runner may be thrown out. The runner must return to the base where the second overthrow was made.

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- m) The pitcher shall keep at least one foot on or near the pitcher's mound, if available, prior to the coach delivering the ball. When a mound is not available, an imaginary one shall be marked in the dirt.
- n) The four infielders may not play closer than four feet in front of the base-paths until the ball is put in play.
- o) The remaining players shall play in the outfield and be positioned twenty feet beyond the base- paths.
- p) A maximum of three (3) offensive coaches and three (3) defensive coaches are allowed on the field during play.
- q) Coaches shall umpire the game.
- r) Game duration / time limit: Six (6) innings. No new inning or extra inning shall start after 1 hour 15 minutes. Games will end immediately 1 hour 25 minutes after the scheduled start time (not the game start time).
- s) No scores or standings shall be kept.
- t) To speed up the game, a designated coach/parent will assist behind the catcher on any pass balls.
- u) An arc line, 15 feet from home plate, will be chalked or approximated on the field between the first and third base lines. A batted ball, that does not pass the arc line, will be called foul.
- v) Batters are not permitted to bunt or soft swing at the ball.

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

- a) Defensive alignment shall consist of all regular infield positions and four (4) outfielders, positioned on the grass, for a total of 10 defensive players.
- b) Each player must play at least one inning in the infield within the first 4 innings of the game. Managers, in violation of this rule, will be subject to possible suspension from the league.
- c) A maximum of two (2) offensive coaches (one in each coach's box) and three (3) defensive (only on the grass) coaches are allowed on the field during play. Midway through the season the Division Commissioner will notify all managers and coaches that no coaches will be allowed on the field defensively.
- d) A coach may stand behind home plate to back up the catcher.
- e) As soon as an infielder has possession of the baseball in the infield and he/she elects not to make any further play, the umpire shall call "time" and the ball is "dead". No further action is permitted.
- f) Baserunners shall be allowed to advance only one base on any overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the baserunners own risk and the runner may be thrown out. The runner must return to the base where the second overthrow was made.
- g) All runners, including the batter-runner, shall return or advance to the base as directed by the umpire.

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The halfway rule shall apply when assessing the runners at the time of possession.

### ***Clarifications to the halfway rule***

- A fielder shall have possession of the ball as soon as he/she has control of the ball in their glove or hand
  - Possession of the baseball is to be determined by the umpire and is a judgment call that cannot be appealed or protested.
  - An infielder must have possession of the baseball in order for the umpire to judge time of possession
  - The umpire shall determine the placement of the runners and their ruling cannot be appealed or protested
- h) When chalking the field, it is recommended that chalk marks may be placed midway between base paths (1st and 2<sup>nd</sup>, 2nd and 3rd, 3rd and home). This will help the umpire with his determination of the halfway rule.
- i) If a ball hits the pitching machine it is a dead ball and the batter will be awarded first base. All other runners will be placed on the bases that they occupied at the time of pitch. Baserunners will advance to the next base only if forced by the batter-runner.
- j) Baserunners may score from third base on a batted ball, continuation of a play or error due to a batted ball, or a hit batter with bases loaded. Time of possession, on a batted ball to an infielder, does not apply and all runners can advance one base at the time of pitch. For example, a sharp and quick grounder, fielded by the pitcher, must be played upon. The time of possession methodology does not apply and all baserunners can advance one base without having to go back to the previous base at the time of catch. The pitcher must make a play in order to get an out.
- k) There will be a maximum of 5 runs allowed per inning for the first 5 innings. The sixth inning & beyond will be subject to unlimited runs. The only exception to the 5 run limit is in the case of a homerun over the fence that puts the team over the 5 run limit. The offense will be entitled to all runs scored.
- Teams are not allowed to “run the bases” on a non-homerun hit for the sole purpose of adding runs beyond 5.
- l) The home team will always bat in the last half of the inning regardless of the un-kept score. The team shall bat until the no new inning time or drop-dead time has been established.
- m) Game duration / time limit
- Six (6) innings. No new inning / extra inning shall start after 1 hour 30 minutes; a drop-dead time of 1:45 will be imposed for the Machine Pinto Division.
  - Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed).

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- For example: if the game is tied after 6 innings and there are 10 minutes' left on the clock then another inning will be played until the no new inning rule has taken effect. This rule will apply only if, and when, score is being officially recorded.
- n) No scores or standings shall be kept during the regular season.
- o) The batter shall receive a maximum of five (5) pitches from a pitching machine operated by the offensive coach. No walks shall be allowed. The batter shall be out after three (3) swinging strikes or if they fail to put the ball into play after five (5) pitches. The batter may "stay alive" by fouling off the last pitch until the ball is either put into play or a strike is recorded. Any pitch not swung at after the fifth pitch shall be recorded as a strike.
- p) The machine shall be located approximately 38' from home plate, as referenced from the back point of home plate.
  - 8u Player Pitch distance will be increased to 40 feet
- q) Coaches, if required to pitch, shall do so in the proximity of the machine or 38' from home plate.
- r) No leadoffs or base stealing shall be allowed. Baserunners cannot leave the base until the ball has crossed home plate.
- s) The pitcher, during machine pitch, must stand approximately 10' to the left or right of the pitching machine.
- t) Bats specifically manufactured for coach pitch cannot be used in the Machine Pitch Pinto Division.
- u) Batters are not permitted to bunt or soft swing at the ball.

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

- a) Mustang games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) There will be a maximum of 5 runs allowed per inning for the first 4 innings. The fifth inning & beyond will be subject to unlimited runs. The only exception to the 5 run limit is in the case of a homerun over the fence that puts the team over the 5 run limit. The offense will be entitled to all runs scored.
  - Teams are not allowed to "run the bases" on a non-homerun hit for the sole purpose of adding runs beyond 5.
- c) Game duration / time limit
  - Six (6) innings. No new inning or extra innings shall start after 1 hour and 50 minutes.
- d) Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed).
  - For example: if the game is tied after 6 innings and there are 10 minutes' left on the clock then another inning will be played until the no new inning rule has taken effect.
- e) If the home team is winning and the no new inning time limit has been reached, then the game shall

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be stopped, and the final score shall be recorded from that specific point.

- f) Each player must play at least one inning in the infield within the first 4 innings of the game. Managers, in violation of this rule, will be subject to possible suspension from the league.
- g) Metal cleats are not allowed in the Mustang Division.
- h) Pitching Regulations – Please refer to the Pitch Smart Pitch Count Rules grid below.

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

- Managers must enter their previous game’s pitch count within 24 hours of their completed game.
  - If an ineligible pitcher is mentioned before throwing a pitch to a batter, the pitcher will be replaced with a new player. The manager **will not** be removed from the game.
  - If an ineligible pitcher throws a pitch to a batter and is discovered **during** the game, the following actions will occur:
    - The player will be removed from the mound and will be ineligible for the next scheduled game.
    - The manager shall be removed from the game as well as the next scheduled game.
  - If an ineligible pitcher throws to a batter and is discovered **after** the game, the player will not be eligible to pitch the next scheduled game.
  - Managers in repeat violation may be subject to sanctions by the league.
- i) Balks will be called for learning purposes only. Baserunners cannot be called out on a balk and all baserunners must return to the base occupied at the time of pitch.
  - j) Drop 3<sup>rd</sup> Strike rule will be in effect the 2<sup>nd</sup> half of the season only.
  - k) Stealing home, dropped third strike, and multiple bases on overthrows are permissible.

### *Bronco Division Rules*

- a) Bronco games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) There will be a maximum of 6 runs allowed per inning for the first 4 innings. The fifth inning & beyond will be subject to unlimited runs. The only exception to the 6 run limit is in the case of a homerun over the fence that puts the team over the 6 run limit. The offense will be entitled to all runs scored.
  - Teams are not allowed to “run the bases” on a non-homerun hit for the sole purpose of adding

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runs beyond 6.

c) Game duration / time limit

- Bronco Game duration / time limit: 7 innings. No new inning or extra innings shall start after 2 hours.
- Drop dead times in spring do not apply unless the game continues into the next scheduled game as defined in section 8.0 section (o).
- Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed).
- For example: if the game is tied after 7 innings and there are 10 minutes' left on the clock then another inning will be played until the no new inning rule has taken effect.

d) If the home team is winning and the no new inning time limit has been reached, then the game shall be stopped, and the final score shall be recorded from that specific point.

e) Metal cleats are allowed in the Bronco division.

f) The pitcher shall wear rubber cleats when a portable mound is being used. Exceptions to this rule apply when using the TYB portable mound that is lined with a heavy-duty rubber barrier.

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

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

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

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eligible to pitch the next scheduled game.

- Managers in repeat violation may be subject to sanctions by the league.

h) **Balks in Bronco shall be enforced for the second half of the season.** The first half of the season will be warnings unless the umpire and both managers agree to other options are in agreement. For example: warn the pitcher on the first balk and then enforce the balk on the second occurrence as long as it is by the same pitcher.

### *Pony Division Rules*

- a) Pony games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) There will be a maximum of 6 runs allowed per inning for the first 4 innings. The fifth inning & beyond will be subject to unlimited runs. The only exception to the 6 run limit is in the case of a homerun over the fence that puts the team over the 6 run limit. The offense will be entitled to all runs scored.
  - Teams are not allowed to “run the bases” on a non-homerun hit for the sole purpose of adding runs beyond 6.
- c) Game duration / time limit
  - Pony Game duration / time limit: 7 innings. No new inning or extra innings shall start after 2 hours and 15 minutes.
  - Drop dead times in spring do not apply unless the game continues into the next scheduled game as defined in section 8.0 section (o).
  - Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed).
  - For example: if the game is tied after 7 innings and there are 10 minutes’ left on the clock then another inning will be played until the no new inning rule has taken effect.
- d) If the home team is winning and the no new inning time limit has been reached, then the game shall be stopped, and the final score shall be recorded from that specific point.
- e) Metal cleats are allowed in the Pony division.
- f) The pitcher shall wear rubber cleats when a portable mound is being used. Exceptions to this rule apply when using the TYB portable mound that is lined with a heavy-duty rubber barrier.

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

AGE / DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	35-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A

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

h) Balks in Pony shall be enforced.

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

### End of Season League Tournament

- a) All teams are eligible for the end of season tournament except for Filly and Shetland.
- b) TYB reserves the right to modify and publish local tournament rules that may not be covered in this section. Any amendments to the local rules will be addressed at our TYB Tournament Kick- Off meeting. Rule changes will be created based upon what is in the best interest of the league and the safety of the players.
- c) All team seeding will be established by a blind draw held at the TYB Tournament Kick-Off. In instances where schedules or time is of the essence the brackets will be established by a select group of division commissioners and/or executive board members before the Kick-Off meeting.
- d) TYB will conduct a double elimination tournament for the American League Division and the National League Division. The winners from each divisional playoff will play each other in a 3- game World Series.
- e) TYB may develop different style of tournament brackets that may include round-robins, pool play, or single elimination tournaments. TYB will assess the situation relative to field space, field availability, and school season to make the best decision possible when creating our end of season tournament.

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### General Tournament Rules for All Divisions

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

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

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

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

- e) Unlimited number of runs per inning and the mercy rule are in effect for all divisions except Machine Pinto.
- f) Umpires will submit the final score and pitching log to the league.
- g) Games can be played with 8 players, but they will be subject to our 8-player local rule penalty.
- h) One offensive time out per inning and 60 seconds in between innings.
- i) Hustle players on and off the field.
- j) Batters will be expected to keep one foot in the batter’s box when taking signs.
- k) Home team is the official book.
- l) Home team for 1st World Series game will be the winner of the winner bracket. Thereafter, it is the winner of the previous game.
- m) Time limit is not applicable in the World Series games or the winner vs. loser game(s) of a double elimination tournament. Mercy rule is still in effect.
- n) Unnecessary stalling of any team and that is in the judgment of the umpire, will be subject to adding additional minutes to the game time. The umpire will use their discretion to determine how many minutes will be added to the clock.
- o) Regular season pitching rules still apply.
- p) Seeding, where applicable for Middle School, Colt, and any other division as required, will use the following format to determine the results: Best record, then least runs allowed, then most runs scored, then greatest run differential and finally a coin toss.

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### Tournament Rules

#### *Machine Pinto Tournament Rules*

- Home team is determined by a coin toss between the managers prior to the game.
- 1:30 no new inning.
- 5-run limit (unless continuation) for innings 1 thru 3 only. Thereafter it is unlimited.
- 15-run Mercy Rule after 4 innings; 10-run Mercy Rule after 5+ innings
- No player shall sit two consecutive innings defensively.

#### *Mustang Tournament Rules*

- Home team is the determined by the regular season results.
- 1:50 no new inning.
- 20-run Mercy Rule after 2 innings; 15-run Mercy Rule after 3 innings; 10-run Mercy Rule after 4+ innings.
- Regular season pitching rules still apply.
- Regular season balk rules still apply; call the balk, explain the balk, no penalty
- No player shall sit two consecutive innings defensively.

#### *Bronco Tournament Rules*

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

#### *Pony Tournament Rules*

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



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