

West Suburban Baseball

Pony Division

Updated 3/14/2019

STATEMENT

The National Federation of State High School Association's Rule Book will be the source of regulations governing play. However, these special rules override those rules when/if there is a conflict of rules.

A. EQUIPMENT

1. Wood baseball bats and aluminum baseball bats will be permitted. High composite bats are allowed. Steel cleats will be permitted. The maximum barrel size is 2 5/8 inches.
2. The "home" team will supply, at least 3 new balls for each game. In addition, they will have 2 new balls available for mandatory use after 7:45pm unless it is a lighted field. The umpire may request the balls earlier.
3. Bases are 80 feet apart. The pitching plate will be placed 54 feet from home plate. Home team is responsible for field setup.
4. The pitching plate will be major league size-NO little league size.
5. Both teams must agree to play on a field with a portable pitching mound.

B. SCHEDULES & SCHEDULE CHANGES

1. All Games will be played on their schedule date with the following exceptions:
 - Inclement weather or unplayable field
 - School or Religious conflict (24 hour notice required)

In the event of inclement weather or an unplayable field, it is the responsibility of the team Manager requesting reschedule, usually the "home" team, to notify the other manager by 1 ½ hours prior to game.

2. In the event of a cancellation, the opposing team Managers have 72 hours to agree upon a new date. If the opposing team Managers cannot agree upon a date within the 72 hours, the League Coordinator has the right to intercede and reschedule the game according to the following guidelines:
 - The earliest available date with no other game conflict.
 - No team shall be required to play more than 4 games in a week.

Any team that does not cooperate with the League Coordinator in this effort will receive a loss for that game.

3. When normal means of communication have broken down due to weather related issues it is the Manager's responsibility to contact their Commissioner or the League Coordinator for game scheduling.

C. RULES OF PLAY

1. The first games on weekdays are all scheduled no earlier than 5:45pm, and allow a minimum playing time of 2 hours. Start time of night games are to be determined by "home" team and noted on the schedule. Any team not complete and ready to play 20 minutes after start time shall forfeit the game.
2. Drop Dead Rule: All games have a maximum time of 3 hours without exception.
3. The visiting team will have field rights for 10 minutes prior to game time. No one is to be on the field 5 minutes prior to game time.
4. To insure safety, before Memorial Day, a new inning shall not begin after 7:45 PM (8:05 after Memorial Day) unless play is on a lighted field, then 10:30pm respectively. Also no game should begin after 8:30pm. The score of the last completed inning will be the final score, provided that 5 innings, 4 1/2 innings if home team is ahead, have been completed. Otherwise, the game is considered incomplete, and shall be replayed from the beginning. A regular season game can end in a tie. Tied games may be resumed but should not take priority over complete games that need to be made up.
5. Rosters must stay the same for all games that are resumed (started where they left off).
6. In the event a team has less than ten players available for a game, that team may call up younger players from their town's Bronco or Majors division (11-12 year olds).

Restrictions as follows:

- Call-ups must be registered, in-house players in that town and wear their own team's uniform.
 - Managers may only bring enough call-up players to fill a roster to 10 players (3 max call-up players per team).
 - Call-up players must bat at the end of the line-up (regular rostered players must bat prior to the call-up players -- exceptions: late arrivals)
 - The Call-up players may not pitch.
 - A call-up player may not play more innings defensively than any rostered player.
 - Call-up players must be announced to the opposing team prior to the start of the game.
7. A Manager having rostered players on the bench unable to play for health or for disciplinary reasons must advise opposing Manager prior to the start of the game.
 8. A player may not pitch more than four (4) innings per game. One (1) pitch = One (1) inning.
 9. No player shall sit 2 consecutive innings. There will be a continuous batting order and free substitution will be allowed. A pitcher, once withdrawn, may NOT under any circumstances re-enter as a pitcher.
 10. Umpires will afford the pitcher a single warning per pitcher up to three (3) pitchers before the balk rule is enforced. Further, the Umpire will explain to the pitcher the reason for the warning.
 11. Pitchers may pitch a maximum of 12 innings per calendar week. The calendar week runs from Sunday through Saturday. All Managers are required to have available their complete scorebook at each game, as support of pitching records, if challenged. Finally, one (1) pitch = one (1) inning pitched. The weekly limit will be waived

during the playoffs.

12. Managers, coaches, player fans may not harass or heckle any player during play.
13. Only Managers may discuss an Umpire call or decision after timeout has been called.
14. Home team shall occupy the third base dugout.
15. The umpire shall call an immediate "timeout" in the event of an apparent serious injury (i.e., hard collision, or injury to the face and head). If, in the umpire's decision, a player was attempting to advance to the next base when "timeout" was called, the player may advance to that base.
16. Slaughter Rule
 - At the end of 5 complete innings (4 1/2 innings, if the "home" team is ahead), and the difference in score is 10 or more runs, then the game is declared over and complete.
 - At the end of 4 complete innings (3 1/2 innings, if the "home" team is ahead), and the difference in score is 15 or more runs, then the game is declared over and complete.
 - At the end of 3 complete innings (2 1/2 innings, if the "home" team is ahead), and the difference in score is 20 or more runs, then the game is declared over and complete.
17. A team must start a game with at least 8 players and finish with at least 8 players. Failure to do so will result in a forfeit. The 9th spot in the batting order is not an automatic out.
18. There will be no fake bunting. Once a batter shows intent to bunt, he may not take a swing. Batter must continue with the bunt or may pull back and take the pitch. Consequence of this rule will be a dead ball out. Batter will be called out and the runners may not advance.
19. All managers must submit a Batting Order card to the opposing manager before the game starts. This card must include all players.
20. If a player arrives late for a game, he is to be inserted into the lineup at the end of the batting order. If a player is injured/leaves during a game, he may be removed from the lineup without penalty. Once removed from the lineup, he may not return to the game. If the team wishes for an injured player to remain in the lineup and he cannot go to bat in order, the team will be charged an out for each time the player is supposed to bat. It is the responsibility of the manager to notify the opposing manager of any line-up changes (such as late show-ups or players pulled for injury) as discussed above.
21. There will be a time limit of 90 seconds between half innings.
22. The California Rule is in effect with a tie game after 7 innings. When the game enters extra innings, the last batter from the previous inning starts on 2nd base with 1 out. When the California rule is in effect, the catcher may not be pulled from base to prepare for the next inning. The California Rule will not be used during the

championship series.

23. In the event of a forfeit the score will be recorded as a win with a score of 7-0 for the team that did not forfeit.
24. In order to move the game along, each team must pull their catcher from base with 2 outs and replace him with the last batted out. This does not apply when the California Rule is in effect.
25. A pitcher MUST be removed once they hit 3 batters.
26. Intentional walks are allowed. Managers must request the intentional walk and the batter is awarded first base without any pitches needed to be thrown.

D. CONDUCT

1. Umpire judgment calls are final.
2. FIGHTING at the game site between anyone will not be tolerated. Managers are responsible for their players, coaches and fans. Penalty for any violation of this sort will be determined by the commissioners not involved, or by the League Coordinator as they designate.
3. HOUSEKEEPING - All teams are responsible to police (clean up) their dug out, and bleacher area after each game. Please, demonstrate good sportsmanship, as well as, good manners.

E. PROTESTS

In the event a manager wishes to protest a ruling (judgment calls may not be protested), the manager must inform the opposing manager and the umpire of his intention to appeal prior to the end of the game. The appeal, in writing, along with an appeal fee of \$25.00, must be submitted to the league coordinator within 48 hours of the completion of the game. The appeal fee will only be refunded if the protest is upheld. Protest rulings will be decided by all commissioners at that level where the incident occurred. The commissioners of the teams involved in the protest will be excluded from the ruling. A report from the umpire will be required.

F. UMPIRE REQUIREMENTS

1. ALL Umpires must be 18 years of age, or patched by April 1st, of the current season.
2. The home team shall provide a minimum of 1 umpire per game.
3. In the event that an Umpire does not arrive within 15 minutes of the scheduled start time, the visiting manager may designate an umpire of their choosing, and not be subject to challenge by the home team Manager provided they meet the criteria of paragraph F1. The designated umpire may officiate from behind the plate only with proper equipment; otherwise, they must officiate from behind the pitcher's mound. If the regular umpire(s) shows up with proper equipment then they will assume the duty for the remainder of the game. No manager or coach from either opposing team shall serve as an umpire.

G. GAME RESULTS & FINAL STANDINGS

1. The winning team of each game must report the following information: game number, winning team number, losing team number and score. This information is to be reported using the WSB website within 48 hours of the completion of the game by the winning team. If this is not done then each team may receive a half game win – half game loss in the standings. Also, it is required that each team manager and the umpire sign the scorebooks of the opposing teams to certify the result of the game. It is the responsibility of the home team to notify the league of any game cancellations, unfinished games or tie games.
2. TROPHIES: Team trophies will be awarded to the 1st and 2nd place teams of the playoffs.
3. The opposing team with the best record will have HOME team advantage (regardless of FIELD being played on) for all playoff games.

H. TIE BREAKERS

- First - Team with the best record.
- Second - Team with the best record in head to head competition.
- Third - Fewest runs allowed between teams in contention for the seed
- Fourth - Run differential
- Fifth - Most runs scored

Website is www.westsuburbanbaseball.com to report scores.