

2010 Timbergrove Sports Association (TSA) Supplement to
the 2007 PONY Baseball, Inc. Rules and Regulations
Revision A

All play shall be governed by the 2007 PONY Baseball Rules and Regulations with the following exceptions, deletions and additions:

1 – THE LEAGUE

Replace paragraphs 1G and 1H.

G. Coaches should limit team events (i.e. games and practices) to 3 per week (i.e. Monday through Sunday). Additional weekly team events are optional. Rain-out games should take the place of practices to keep the required team events per week to a maximum of 3.

H. Unless prior arrangements have been made and agreed upon by both participating team managers, the following shall be adhered to.

(1) The home team is responsible for ensuring the field is marked 30 minutes prior to the start of the game. The home team must furnish the official scorekeeper prior to the start of the game, receive game scorecard from concession stand, have the home plate umpire, or its designee, sign the scorecard to validate final score after the game, and place the completed scorecard in the scorecard labeled container at the concession stand on the day of the game.

(2) The visiting team is responsible for raking the field directly after the game and ensuring a scorer's booth operator is available at the start of the game and through the entirety of the game to operate the scoreboard from the scorer's booth.

(3) Each team is responsible for cleaning-up its dugout, emptying its water cooler at closest tree, if last game of the day, returning empty water cooler to concession stand, emptying its dugout's trash container in the larger trash containers next to the bleachers, and cleaning-up its bleachers and adjacent area after the game.

3 – TEAMS

Replace Paragraphs 3A and 3B.

A. Teams shall consist of not more than 13 or less than 9 players. 10 to 12 players per team are preferred.

B. Age, for the league purposes, means "league age," which is that age attained by a player prior to May 1st during or directly after the season in question, as applicable and as described in Section 4 for the South Zone.

4 – LEGAL PLAYERS

Replace Paragraphs 4A(1) and 4A(5) with the following.

A. Season For East Zone, South Zone, Caribbean Zone and Asia Pacific Zone only:

(1) SHETLAND: This player age group has the option to be structured as one Division of 4 through 6 year olds or two Subdivisions, one with 4 year olds and one with 5 and 6 year olds. TSA has the option, before each league starts, to announce that SHETLAND will be played as 2 Subdivisions, in lieu of one Division, per the aforementioned age groups and based on the following age definitions for the Season. Players of league age 4, as of April 30 of the season. Players of league age 5 and 6 as of April 30 of the season.

(5) PONY: Players of league age 13, 14, and 15, as of April 30 of the season. 15 year olds eligible to play in the Pony Division are not allowed to pitch.

8 – EQUIPMENT

Replace Paragraphs 8A, 8D, 8E(1), 8F and 8G. with the following. Add 8L.

A. The ball shall be PONY Baseball approved and weigh neither less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference.

Baseballs, specially manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, and that weigh a maximum of five and three-fifths ounces, are approved for use in local league play as described in the following.

Baseballs required for each Division, are to be as noted in the following.

- Reduced Injury Factor (RIF) Number 5 baseballs are required to be used for the Shetland Division.
- Reduced Injury Factor (RIF) Number 10 baseballs are required to be used for the Pinto Division.
- All other Divisions to use the non-RIF baseballs described above.

D. Rubber soled or rubber cleated baseball shoes are permitted in all league play. Metal cleated baseball shoes are only allowed for the Pony Division.

Alteration of metal cleats, such as sharpening which might make them dangerous to participants, is specifically prohibited.

E. (1) Use of face masks on protective headgear is required for Shetland, Pinto, and Mustang Divisions and is strongly recommended for all other Divisions.

F. For Shetland Division, all catchers are required to wear protective headgear that meets the minimum requirements of Paragraph 8.E. For all other Divisions, catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any

player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

G. It is strongly recommended that managers make every effort to encourage the wearing of athletic supporters with protective cups by all male players and eye protection for all players. For all Divisions except Shetland, it is mandatory that the male catchers wear athletic supporters with protective cups.

L. Sunglasses may be worn by players on the field. TSA recommends that any eyewear worn on the field should be of a type that is protective in nature. It is recommended that eyewear have shatter-resistant lenses and be designed specifically for use in athletics.

9 – PLAYING RULES

Replace Paragraphs 9D, 9F, 9G, 9J, 9K, 9L with the following. Add Paragraph 9R. Add to paragraph 9M.

D. SHETLAND: A maximum of 10 players shall be used defensively. When using 8 or less defensive players, the catcher position shall be optional. The maximum of four outfielders must be positioned 15 feet behind the baselines, until the batter bats the ball. No infielder, except the pitcher and catcher, may play inside the fifty foot arc connecting the first base line and the third base line, until after the batter bats the ball.

Batters are not permitted to swing at the ball until the umpire or designee, states “Play Ball” which shall occur after the umpire, or designee, has determined that all fielders are ready and safely in position.

Only the first baseman is permitted to field the batted ball and make the out at first base unassisted. When other players endeavor to make an out at first base, the ball must be thrown overhand to the player covering first base, unless proximity warrants an underhand toss. Exception: The only situation in which the pitcher can make the unassisted out on the batter-runner is if the ball is fielded by the pitcher in a location that allows the pitcher to tag the batter-runner without taking more than one step from the time the ball is fielded. Penalty: If the pitcher tags the batter-runner after taking more than one step after fielding the ball, the play shall be called dead, the batter-runner will be placed at first base and all pre-existing runners will be advanced one base.

F. SHETLAND: The batter shall be called out after failing to hit the ball after five swings at the ball on the tee. The batter will be out on a foul or foul tip on the fifth swing.

G. SHETLAND: The catcher may assume the catcher’s position or stand away until the batter swings, then field the position defensively.

PINTO: The catcher shall assume the catcher's position until the batter swings, then field the position defensively. There is no dropped third strike rule.

J. MUSTANG: Base runners are allowed to steal bases, but shall remain in contact with the base until ball is hit or crosses home plate. PENALTY: If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead. There is no dropped third strike rule.

Mustang / Bronco / Pony

Slide Rule. Runners advancing to any base with intent to break-up a double play or where a tag play is evident must slide into the base or seek to avoid contact with the player who has the ball. The runner must slide, give up, go around, or go back.

No player will initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact will be ejected from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent".

K. SHETLAND and PINTO: No player may play more than a combined total of two innings at pitcher and/or first base in one game. It is recommended that all players are allowed to play at different positions in each game throughout the season.

ALL OTHER DIVISIONS: Free substitution of players in the field is allowed. Once the pitcher is removed, this player cannot pitch again in the same game.

FOR ALL DIVISIONS:

(1) All players on each team shall bat in a fixed batting order. The batting order shall not change once the game starts unless noted otherwise herein.

(2) It is REQUIRED that each player play in a similar number of innings defensively. No player should be held out two innings defensively unless every player was held out at least one inning. Exceptions may be allowed in extreme cases of injury, disciplinary actions, special parental requests or other extenuating circumstances that both managers agree to.

(3) If a player leaves a game for any reason besides ejection, that player's position in the batting order will be skipped without an out

being recorded. If a player is ejected, then that player's position in the batting order will be recorded as an out.

(4) The batting order for each team shall be presented to the official scorekeeper before the game begins. Any player that arrives after the game has started shall bat in its original batting order position, if that position has not batted in the game yet. Otherwise, the position is skipped in the batting order without penalty, and the late arriving player is placed at the bottom of the batting order. The official scorekeeper and the umpire or its designee shall be informed of any late player additions or changes proactively before the late arriving player enters the game.

L. SUBSTITUTE/REPLACEMENT PLAYER POLICY FOR ALL DIVISIONS: If a team has a minimum of 7 players, but less than 9 players available for a game, it may use substitute players from the opposing team or from other teams in the same Division, if both managers agree prior to the start of the game.

If player(s) from the opposing team are used as substitute(s), the managers of both teams must decide prior to the game, if the substitute player(s) will play with the short-handed team throughout the game or if the substitute player(s) will only be used on defense in the outfield and will take their regular position in the batting order for their team.

The following are player substitution requirements.

(1) Substitute player(s) must play defensively only in the outfield.

(2) Substitute player(s) must bat at the end of the batting order for the short-handed team, when applicable.

(3) Substitute player(s) must be replaced by any late arriving player(s) from the team that is short-handed, regardless of when the late player(s) arrive during the game time. Replaced player to then be added at the bottom of the batting order with its original team. If more than one substitute player is being used, then the player batting highest in the batting order will be replaced by the late arriving player.

(4) The official scorekeeper and the umpire or its designee shall be informed of any substitute player additions or changes proactively before the substitute player enters the game.

Team managers must inform the Division Director if a player leaves a team after league play starts. The Division Director will then inform the other team managers that the player has left the team. If a waiting list of players exists, the Division Director or its representative shall contact the first player on the list and inform the player of the opportunity to join the league as a replacement player. If no waiting list exists and a new player wishes to join the league, the new player must contact the Division Director. The Division Director will then inform

the baseball Chairman, Commissioner, and all the Division Managers of the new player's desire to join the league. Agreement by a majority of the Division Managers is required prior to the addition of the new player to the designated team.

If a new player joins the league after league games begin, then the new player's registration fee shall be pro-rated based on remaining number of games that the new player will play in relative to the total number of league games.

M. Add the following:

(4) SHETLAND: When an errant throw is made to any base in an attempt to make an out on the runner or batter, the ball shall be called dead after the runner/batter reaches the intended base and no extra bases will be allowed.

(5) SHETLAND: A maximum of two bases (at their own risk) will be allowed to the batter regardless of the position of the ball when the batter reaches second base. Once the batter reaches second base, the ball will be called dead.

PINTO: When an errant throw is made to first base in an attempt to make an out on the batter, a maximum of one extra base will be allowed to the runner (at their own risk). Once the batter reaches second base, the ball will be called dead.

R. When a defensive play is made, the ball must be thrown, if possible. Purposely rolling the ball is not permitted.

10 – PITCHING RULES

Replace Paragraphs 10B, 10C, 10D, and 10E with the following.

B. With the exception of the Shetland and Pinto Divisions, any team member may pitch, subject to the restrictions of the pitching rules.

C. SHETLAND: A batting tee will be used and the ball shall be hit off the batting tee that shall be placed on home plate. The umpire, or its designee, is responsible for removal of the batting tee prior to any play at home plate. The pitcher shall remain in contact with the pitcher's plate until the ball is hit by the batter. PENALTY: A balk shall be called.

D. PINTO: The coach-pitcher will be used. Coach-pitchers shall pitch from pitching plate 38 feet from the point of home plate.

(1) The player fielding the pitcher's position shall take position always parallel to or to the rear of the pitching plate, and on the left or right side of the coach-pitcher, with at least one foot on the dirt portion of the mound.

(2) Coach-pitcher must remain in contact with the pitching rubber while pitching. The coach-pitcher must throw the ball overhand. No kneeling or pitching from the knee is allowed.

(3) The coach-pitcher shall not direct or coach his team in any way on offense except to give verbal advice to the batter, when desired.

PENALTY: The coach-pitcher will receive one warning and the second warning will result in this coach-pitcher not being allowed to pitch again in that game.

E. MUSTANG pitchers shall not pitch in more than 9 outs in a single game, BRONCO pitchers shall not pitch in more than 12 outs in a single game, and PONY pitchers shall not pitch in more than 21 outs on the same calendar day. Preferably, PONY pitchers shall not pitch in more than 15 outs in one game.

11 – LENGTH OF GAMES

Replace Paragraphs 11A, 11B, 11C, 11D, 11E, 11F, 11G with the following:

A. SHETLAND: No inning shall begin after one hour and ten minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.

B. PINTO: No inning shall begin after one hour and twenty minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.

C. MUSTANG: No inning shall begin after one hour and thirty minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.

D. BRONCO: No inning shall begin after one hour and forty-five minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.

E. PONY: No inning shall begin after one hour and fifty minutes. Once play has begun in a game, if time has not expired, the game shall be played to regulation

length of seven innings, unless the home team is leading and does not need its half of the final inning or if the 10-run rule applies as described in Paragraph 11G. If a game is tied after seven innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.

F. FOR ALL DIVISIONS: All game lengths above shall be calculated from the official start time as determined by the umpire. Team managers shall confirm the official start time with the umpire before the game starts. Without this confirmation, the umpire will be the final authority in determining the start time and may consider the actual start time as being equal to the official scheduled start time regardless of the actual time that the game was begun. If at the official scheduled start time, the umpire is ready, the field is available, and each team has the required minimum number of players, then the umpire may consider the actual start time as being equal to the official scheduled start time regardless of the actual time that the game was begun.

(1) If a game is called for any reason, it shall be a complete game if four innings have been completed or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in four completed innings.

(2) If a game is called for any reason, other than darkness, before it is a complete game, as described above, then the game is to be replayed in its entirety. If the umpire calls the game for darkness, then this is to be considered equivalent to time expiration as it relates to a complete game.

(3) If a game is called for any reason in an uncompleted inning, the following shall apply if complete-game length has been reached as described above. If the visiting team ties the score or takes the lead in the uncompleted inning and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a complete game and the outcome of the game shall be based on the score of the last completed inning. If, however the visiting team ties the score or takes the lead in the uncompleted inning and the home team ties the score in its portion of the uncompleted inning, then the game shall be considered a complete game tie.

(4) If a game is called for any reason after a completed inning and after complete-game length has been reached as described above, then the game shall be considered a complete game and the outcome of the game shall be based on the score of the last completed inning.

G. Teams shall not score more than five runs per inning except in the open innings which are defined as the sixth inning and extra innings for SHETLAND, PINTO, MUSTANG, and BRONCO and all innings for PONY.

In Pony Division, a 10-run rule will apply if a team is leading an opponent by at least 10 runs after five or more complete innings have been played or after four and one half innings if the home team shall have at least a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

16 – MANAGERS AND COACHES

Replace Paragraphs 16A with the following and add Paragraph 16H as shown below.

A. SHETLAND: It is preferred that two or less adult coaches be stationed on the playing field, beyond the baselines to provide verbal instructions to the defensive team. A maximum of three may be used when the situation warrants. Players are not allowed to coach from the baseline coaching boxes.

H. Base coaches are not allowed to physically assist runners at any time (i.e. stopping runners, assisting runners back onto a base or to the next base).
PENALTY: Physically assisted runner is called out.

18 – PENALTIES

Replace Paragraphs 18B and 18E(4) with the following.

B. A team failing to field at least seven players within 10 minutes after scheduled game start time, or at any time during the game, shall forfeit the game.

E. (4) If in the judgment of the umpire, or its designee, a player abuses or mistreats any equipment (i.e. slings a bat while batting, throws a bat after a strikeout, etc.), the player will be warned not to do so again. If in the judgment of the umpire, or its designee, the same player abuses or mistreats any equipment a second time in the same game, the player shall be declared out and no runners will be allowed to advance. The umpire, or its designee, will inform the scorekeeper of the warnings issued to players. When a player is injured, the umpire, or its designee, shall call time out immediately and place runner(s) where the umpire, or its designee, believes the runner(s) should be placed.