



## ***Olive Pony Baseball Pony Supplemental Rules 2022***

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players have different levels of skill, understanding and attentiveness.

### ***Administrative***

- ❑ A manager or coach must not leave a practice/game until parents have picked up all players. Always have your notebook updated with parent's home, work and cell phone numbers and e-mail addresses.
- ❑ There are no restrooms at many of the practice fields. It is the parents responsibility to make sure players have access to a restroom prior to a practice/game. Managers/coaches must have a witness if assistance is required for a child in an available restroom.
- ❑ Be aware of weather conditions. The Pony Player Agent will contact managers/coaches on inclement weather days regarding the playing of scheduled games. It is at the discretion of the managers/coaches on practice days. Do not play or practice on closed fields.
- ❑ Players may not move to another team without prior approval from the OPB Board.

### **1. *Role Of Managers, Coaches And Parents***

- 1.1. Managers and Coaches are role models for the players. The team manager is responsible for communicating the standards of sportsmanlike conduct to the coaches and parents of his/her team and must attempt to curtail inappropriate behavior by the players, coaches and parents of his/her team. Foul language, hazing of opponents or umpires, fighting, reckless use of equipment and other unsportsmanlike actions shall not be tolerated. Problems should be reported to the Divisional Representative so the League can take appropriate action, per Section 20 of the PONY Regulations.
- 1.2. The umpire is the final decision-maker in all cases regarding baseball rules and on-field conduct by players and coaches. Any discussion with the umpire will be with the umpire's permission.

## **2. Official Start Time**

- 2.1. A game shall start no later than 15 minutes from the scheduled time due to not having enough players to take the field defensively. A team must have a minimum of 8 players to constitute a complete team. If 8 players are not present when it is time to take the field defensively, the team with the shortage of players will forfeit the game. If 8 players are available the game may be played; however, one out will be recorded every time the missing 9th player was to bat.
- 2.2. A game shall start no later than 20 minutes due to not having an umpire. If an umpire does not arrive, an unbiased person that both managers agree upon must be utilized as an umpire. This volunteer will take their position behind the pitcher and calls and decisions made by the volunteer are to be accepted as valid.

## **3. Length And Completion Of Games**

- 3.1. A Pony game is 7 innings but no new inning may start after two hours and the inning will be completed. The game can end in a tie in the regular season.
- 3.2. A complete game will be considered five full innings (4.5 if home team is winning), per Pony Rule 11. Time limitations do not apply until a game is considered a complete game.
- 3.3. There are tie games during the regular season. Play-off games will be played until there is a winner, even if it is necessary to resume the game at a later date, per PONY Rule 11.F.
- 3.4. "Mercy" Rule: Play will end if the home team has a 10-run lead after four and one half innings or if the visiting team has a 10-run lead after five innings. All games, except a championship game, will observe the mercy rule.

## **4. Game Roster**

- 4.1. The roster limit is 13 players. Any changes to your drafted roster for games must be given to the Divisional Representative for approval.
- 4.2. All players must be listed on the game roster. If a player is absent or injured, the roster must reflect his status. Rosters must be given to the opposing manager and the home team scorekeeper with the game line-up. Once the game has started no changes may be made to the line-up, except for late arrivals. Late arrivals must be placed at the bottom of the active batting order.
- 4.3. The official scorekeeper shall be the home team scorekeeper unless agreed upon differently by both managers. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.
- 4.4. A player who leaves before the end of a game (non-injury situation): An out will be recorded at that position in the batting order for the balance of the game, unless the manager has done the following: Notified the opposing manager, umpire and the official scorekeeper at the beginning of the game, AND, The player has been put at the bottom of the batting order.

- 4.5. A player who leaves before the end of a game due to injury: His position in the batting order shall not be counted as an out. The team must substitute a player into the injured player's spot in the batting lineup.

## **5. *Batting***

- 5.1. It is mandatory that all players in attendance at the start of the game shall be listed in the batting line-up and bat, whether they are holding a field position or not. No player may sit on the bench twice until all other players have sat on the bench at least once. No players may sit on the bench three times until all other players have sat on the bench at least twice, and so on. This will be the case for both regular season games and playoff games. No Exceptions.
- 5.2. Batting out of order: An out may be recorded against the batter that missed his turn after an appeal is made to the umpire before the next pitch or play.
- 5.3. Players who intentionally, in the judgment of the Umpire, throw a bat or protective headgear while batting or running bases, will be given a warning for the first offense and then may be ejected from the game after the second offense, following the completion of any play in progress. Such action does not constitute an out and such players shall be replaced as batters or base runners as required.
- 5.4. If a player steps into the batter's box using a non-USA bat, with the exception of a -3 drop BBCOR bat, the batter will be called out and both the player and Manager will be ejected from the game.

## **6. *Pitching***

- 6.1. Pitchers shall throw a maximum of 5 innings in a game and a maximum of 7 innings in a calendar week. A calendar week is defined as Sunday through Saturday. At the end of every inning the scorekeepers will record the official inning count for each pitcher each inning. Any pitcher that throws one or more warm-up pitches at the start of an inning or during an inning will be accredited with at least one full inning pitched. When a pitching change occurs a total will be recorded for posting on the PONY website score reporting system. When reporting pitchers the total innings pitched will be recorded next to the pitcher's name separated by a comma. Failure to report accurate innings pitched totals can lead to manager suspension.
- 6.2. In parallel, it is the coach's responsibility to monitor their pitchers pitch count. While there is no limit in regards to the pitch count, the coach should monitor this and if the count should get high, they should replace the pitcher, regardless if they feel fatigued or not.
- 6.3. Relief pitchers may have 8 warm-up pitches. Existing pitchers may have 5 warm up pitches between innings and as many as needed for a pitcher entering due to injury or illness.
- 6.4. The pitcher named in the batting order at start of the game must pitch to the first batter until such batter is put out or reaches a base safely (excepting illness or injury).

6.5. Balks are to be called by the Umpire as in "Official Baseball Rules." No warnings will be allowed in the Pony Division.

**7. *Fielding***

7.1. There are free substitutions at any time. No player may sit on the bench twice until all other players have sat on the bench at least once. No players may sit on the bench three times until all other players have sat on the bench at least twice, and so on. This will be the case for both regular season games and playoff games. No Exceptions.

**8. *Baserunning***

8.1. Players MUST slide or AVOID contact to injure or disrupt a defensive player. If the umpire determines that a player intended to harm the defensive player, that player will be recorded as an out and ejected from the game.

8.2. The catcher or other defensive player may not block any base or home plate without possession of the ball. The fielder will be guilty of obstruction.

8.3. Catcher or Pitcher may be replaced by the last out in the lineup at any time (does not have to be 2 outs) in order to speed up play.

**9. *Offensive And Defensive Time-outs***

9.1. Only one offensive time out in each half inning to allow a Manager or Coach to talk with a player.

9.2. One defensive time-out per inning. On the second trip per inning the pitcher must be removed. A defensive time-out is considered to be taken when a coach/manager steps past the 1st and 3rd baseline and on to the field for any reason except injury or to fix a uniform. If there is any delay to the game because of a manager communicating to his pitcher directly, that may be considered a time-out.

**10. *Protest Rule***

10.1. Umpire decision on the field is final. If a manager believes an umpire is unclear on an Irvine Pony rule specific to the division, the manager has 90 seconds to present a copy of the rules to the umpire or the ruling will stand. There are no protests after the game is completed.

**11. *Additional Rules***

11.1. The home team will provide two game balls and the visiting team will supply two.

11.2. The Divisional Representative must approve any changes to these rules. To apply any rule changes for the game(s), Divisional Representative must advise the Managers, Umpire and Official Scorekeeper before the start of the game.

***Refer to Official Pony Rule book for items not covered in the local rules. OPB Local Rules supersede Official Pony Rule Book.***

***Local Rules may be amended at any time by OPB.***