



San Marcos Youth Baseball
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SPRING 2018 PONY DIVISION GUIDELINES

The following guidelines are for use during Pony League play and, when applicable are a supplement to the Official Baseball Rules, PONY Baseball Rules and SMYB By-laws utilized in the league. All play shall be governed by 2018 PONY Baseball rules, SMYB By-laws and these SMYB Division Guidelines.

Any violation of the SMYB By-Laws, Division Guidelines or Pony Rules may result in a forfeit of the game and/or the suspension of a player, manager, coach, umpire, or any other person for such period as shall be deemed appropriate by the Board.

Home games will be played at Bradley Park field and Mission Sports Park. The Home team will occupy the 3rd base dugout; the visiting team will be in the 1st base dugout.

There will be interleague play with neighboring Pony Leagues. Some games will be played at those leagues' home fields. During these interleague games, when playing at the away fields, some additional rules may apply. It is the responsibility of the managers to confirm all rules during the pre game plate meeting.

Only SMYB Board approved managers and coaches will be allowed on the field during practices and games. The team manager is solely responsible for insuring that each assistant coach submits a "Coach's Application" and that they are approved by the SMYB Board prior to being on the field.

1. A "Slide or avoid" rule shall be enforced. The rule is:

In all instances where it is apparent a defensive player protecting a base is in possession of a live ball and attempting to tag (or force out) an advancing runner out at that base, the runner shall slide if he chooses to continue his advance. Base runners shall not intentionally attempt to dislodge a live ball from the possession of a defensive player attempting to make an out on the player advancing to that base by use of physical force while not in the process of sliding. Base runners shall not run into, strike, attempt to knock them down. If the base runner chooses not to slide he must avoid contact with the defensive player in possession of the ball, or if allowed, return to the previous base.

PENALTY: In the event a base runner fails to "Slide or avoid" in a situation described, he shall be declared out.

2. Catchers, or another defensive player covering any base, may not intentionally block the base or base path unless they are in possession of a live ball, or in the process of receiving a live ball being thrown to them in order to immediately attempt to tag out an advancing runner.

PENALTY: In the event a defensive player commits the described action, he shall be declared to have committed interference and the advancing runner allowed to score.

3. Game Guidelines:

- a. A team must have at least 8 players, in proper uniform, to start a game. After a game has started, a team may finish the game with less than 8 players.
- b. Game time will be 2 hours or 7 innings, whichever occurs first. A new inning begins at the time the 3rd out of the previous inning is made. There is no "grace" period while the teams take the field or a pitcher warms up. If, for example, the 3rd out of the bottom of an inning is made at 2:03 p.m., the top of the following inning begins at the same time.
- c. If a game is tied at the end of the seventh inning and the time limit specified in paragraph "b" has not been reached, an additional inning(s) may be played; however, no new inning may start after the time limit has expired. Games that are tied at the completion of the time limit will be recorded as tie games.
- d. All players present for a game shall play unless unable to play due to illness, injury, or suspension pursuant to the By-laws. Games will include free defensive substitution and full-roster batting in an established batting order. Managers shall provide the opposing manager with a line-up card listing the players present and their batting order prior to the beginning of each game. No player may sit-out more than one consecutive defensive inning, unless injured or ill. Each player may not sit out more than two defensive innings. In the event a player is unable to play due to injury or illness, it shall be documented in the Official Scoring Book.
- e. No player shall be removed from a game mid-inning by the manager or coach and replaced by a player from the bench unless it is due to injury, illness or disciplinary reasons. Once a player is designated as sitting during an inning he must sit the entire inning unless needed to replace a player due to injury, illness or disciplinary reasons.
- f. No pinch runners are allowed unless it is for an injury incurred during the game.
- g. Metal cleats are prohibited on all portable mounds.
- h. No player may play in games if they have any type of cast due to previous injury.
- i. Throwing any equipment will not be tolerated. First time the player will be warned. Second time the player will be called out.

5. EQUIPMENT

- a. If a manager suspects an illegal bat is being used he/she is to bring it to the attention of the Plate Umpire who will make the determination if the bat is to be removed from play. If the Umpire is uncertain, the bat will be removed from play and then evaluated by the Division Director and Umpire Director. If the bat is removed from play, the player and

manager may stay in the game but the player must use an approved bat. The Division Director and Umpire Director will be notified and the incident will be noted. If the bat in question is returned to a game setting and removed a 2nd time, the manager is subject to conduct committee.

6. PLAYOFFS

There is no time limit during playoff games. Please refer to the Pony Play-Off Guidelines for play-off rules.

7. PONY PITCHING RULES (for League Play) PONY BASEBALL RULE 10 and SMYB Enacted Guidelines.

- a. Pitchers shall not be allowed to pitch in more than five innings, or 75 total pitches in one calendar day. The official scorekeeper shall keep the official pitch count, but Managers are encouraged to keep pitch counts and verify them at the end of each half inning with the official scorekeeper. If a pitcher reaches his 75-pitch limit while pitching to a batter, the pitcher will be allowed to complete that match-up, then must be removed from the pitcher's position. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch in more than five innings, or 75 total pitches.
- b. Pitchers shall not be allowed to pitch in more than 10 innings, or 150 pitches in one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- c. Pitchers, after pitching in four or more innings, or 75 total pitches on the same calendar day, shall have 40 hours of rest before pitching again. The 40 hours of rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- d. As soon as a pitcher delivers one pitch to a batter, that pitcher shall be considered as having pitched one inning.
- e. A pitcher is charged with the number of innings pitched, or total pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games, or exhibition games.
- f. Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same game.
- g. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
- h. Pitchers in violation of any of the pitching rules shall be considered ineligible players,

subject to the penalties outlined in the section on Penalties.

- i. The Pitcher will be replaced immediately following a third hit batter in any one game appearance. There are no exceptions to this rule and it will be enforced by the umpire.
- j. INTENTIONAL WALKS: An intentional walk will count as 4 pitches towards the pitcher's pitch count.

MISCELLANEOUS INFORMATION

FIELD DISTANCES:

PONY:

Bases:	80 feet
Home Plate to second:	113 feet, 2 in.
Pitching Distance:	54 feet