

2016~~15~~ CHPBA DIVISION RULES
CHEVIOT HILLS PONY BASEBALL ASSOCIATION (CHPBA)

1. DEFAULT TO MAJOR LEAGUE RULES:

Play is governed by Official Baseball Rules: "The Sporting News" edition. These Divisional rules of play contain only those exceptions to Official Baseball Rules that the Board of Directors has deemed are reasonable and necessary for this Division.

2. LEGAL PLAYERS:

- A. Players will be assigned to teams only by the CHPBA office or the League commissioner. Teams may only play legal players. A team may assume that a player has met all the conditions of legality for purposes of league play if the player's name appears on a team roster issued by the CHPBA office or League commissioner, or if the team receives official written notification by the CHPBA office or League commissioner that the player may be added to the team. Players may only play for their assigned team (except as may be permitted by Rule 6C(4)(d) below). Any team who, knowingly or unknowingly, uses an illegal player during a game exposes its coaching staff to discipline and may be later deemed to have forfeited the game.

Players will be assigned to teams according to their skill level and the following age guidelines:

PINTO

Pinto Division is for 7 and 8 year old players, no player turning 9 earlier than May 1 or turning 7 later than April 30 of the season in question shall be eligible for Pinto division unless specifically approved by the Pinto Division Commissioner and the Executive Board of Directors.

1. Any player who has played 2 years previously in Pinto at CHPBA, was an all star, and is eligible to enter a 3rd year of Pinto may opt to play in Mustang if such player conducts a Mustang tryout and is determined to have the requisite skills to play at the Mustang level (a "Qualifying Pinto Player").
2. If the player is deemed eligible to play up in the Mustang division and plays in such division, that player is eligible to play on the All Star team for the Mustang Division only.

MUSTANG

Mustang Division is for 9 and 10 year old players, no player turning 11 earlier than May 1 or turning 9 (other than a Qualifying Pinto Player) later than April 30 of the season in question shall be eligible for Mustang division unless specifically approved by the Mustang Division Commissioner and the Executive Board of Directors.

BRONCO

Bronco Division is for 11 and 12 year old players, no player turning 13 earlier than May 1 or turning 11 later than April 30 of the season in question shall be eligible for Bronco division unless specifically approved by the Bronco Division Commissioner and the Executive Board of Directors.

ALL DIVISIONS

Only players whose residence, as determined by the residence of their parents or legal guardians, (supported by school records), is within the approved league boundaries shall be considered "legal" players for league and tournament competition.

1. Each player shall be accompanied by a parent or guardian, have his or her birth certificate and pay the Registration Fee to be eligible to participate in the league. Players previously registered may not have to bring birth certificates. Players are not eligible to receive uniforms or to play until all fees are paid.

Registration and evaluations will be scheduled prior to the season to assign players to divisions and teams. Players registering after normally scheduled evaluations and assignments may be assigned to a team by the CHPBA Executive Board and Division commissioner if it is in the interests of the League and Division to do so. Players registering after normally scheduled evaluations and assignments may be subject to an evaluation by the Evaluations committee before assignment unless a player evaluation form from the immediate prior season is on file. The assignment of new players after April 1 should only be done if the Division Commissioner believes that this player is necessary to improve the competitive balance or integrity of the Division.

2. Player Drops/Wait List: If a player appears to have "dropped" from a team, the manager must notify the Division Commissioner within 24 hours. "Dropped" means (i) failure to show up to 3 team events (practices or games) without notice, or (ii) an affirmative comment that the family intends for the player to drop from the team. The Division Commissioner shall attempt to contact the family to confirm if the player has dropped or intends to drop. If a player is dropped, a new player shall be added to the team from the wait list through completion of 2nd week of the regular season. After such time, no new players shall be added to a team. The Division Commissioner shall maintain the wait list of all players who are eligible to be placed onto a team but have not yet been placed. This list shall be kept confidential by the Division Commissioner.
3. All players, managers, coaches and spectators are subject to the CHPBA Code of Ethics & Sportsmanship, Disciplinary Rules and Protest Procedures which are incorporated herein by reference.

3. PLAYING FIELDS:

PINTO

Distance between bases:	60 feet
Pitching distance:	38 feet

MUSTANG

Distance between bases:	60 feet
Pitching distance	44 feet

BRONCO

Distance between bases:	70 feet
Pitching distance:	48 feet

- A. Boundaries:

The boundaries are the first and third base fences projected to the outfield. Any batted ball leaving these boundaries is a “dead” ball and is not playable. Any thrown ball leaving these boundaries, or going into the dugouts, into the backstop wings, over or under any fence or screen bounding the field, into the equipment on the field except a bat in play, is a dead ball. The runner or runners are awarded two bases---the base they are proceeding toward plus one additional.

B. Fences:

PINTO

Fences may be used in the discretion of the Executive Board and League Commissioner. If fences are used, they should be placed as near as possible to 130 feet for all fields.

MUSTANG

Fences may be used in the discretion of the Executive Board and League Commissioner. If fences are used, they should be placed as near as possible to ~~155~~¹⁶⁵ feet on the foul lines moving out to ~~170~~¹⁸⁰ feet in centerfield.

BRONCO

Fences may be used in the discretion of the Executive Board and League Commissioner. If fences are used, they should be placed as near as possible to ~~200~~²¹⁰ feet on the foul lines moving out to ~~240~~²³⁵ feet in centerfield.

4. EQUIPMENT AND UNIFORMS:

1. League supplied uniforms are required. Uniforms will be issued to all players prior to opening day.
2. Players may wear shoes with molded rubber or flat soles only. Metal cleats are not permitted. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the game.
3. All players must wear protective helmets while on deck, batting and as runners. Helmets may not be removed deliberately while running the bases. Penalty—runner is ruled out by umpire. If a player adjusts a helmet when a time out is called this should not be considered removing the helmet. The intent of the rule is safety.
4. All catchers must wear protective cups and protective helmets. No skullcaps are allowed.
5. Managers and coaches must wear jerseys and caps with their team insignias during the game, although it does not have to be a league issued jersey or cap. Non-adult base coaches (younger than 18 years of age) are required to wear helmets during the time they are coaching a base.
6. Equipment

All bats must conform to the Equipment standards set forth in Rule 8.C of the Official Rules Promulgated by National Pony organization. (See, www.pony.org)

Specifically:

- (1) The bat shall not have a diameter in excess of 2 and 5/8 inches.

(2) 2-1/4 inch barrel bats are legal in all divisions. They must have a Bat Performance Factor (BPF) of 1.15 stamped on the bat. In addition, the bat must be stamped "approved for play in PONY Baseball".

(3) 2-5/8 inch barrel bats are legal in all divisions. If a 2-5/8 inch is -3, it must be BBCOR certified (stamped on the bat). Currently, all 2-5/8 inch bats -5, -7, -9, etc. are legal.

(4) 2-3/4 inch barrel bats are prohibited.

The Pony National Equipment Rules – as they are updated - shall override any inconsistency contained in these rules.

7. Each manager is to provide one game ball to the umpire prior to the start of the game.
8. No jewelry shall be worn by any player, except for medical identification.
9. Players who do not wear protective headgear and catching equipment as required by these rules shall be removed from the game.
10. All equipment must remain outside the 1st base and 3rd base fences, with the exception that bats and a bat rack may remain in the "on deck triangle" between the fences and the backstop fence. The only person allowed in the on deck triangle is the on deck batter.
11. Any player having an injury that requires the use of a cast or similar (in the judgment of the umpire) device to support such injury shall not play in a game.
12. Sunglasses (plastic frames only) are deemed by the League to be safety equipment. Players are allowed to wear such equipment on the field of play.

5. UMPIRES:

- A. The league provides umpires. If no umpire shows up for the game, and either manager chooses not to play then there is no game. If both managers agree on an alternate umpire then the game is official.
- B. All managers shall meet with the umpire before the game time to discuss the ground rules for the diamond.
- C. No discussion with the umpire will be allowed except by the manager, or in his or her absence, by the appointed acting manager. At times, "junior umpires" may serve as base umpires during games. Junior umpires are generally Pony age (13-14 year olds) to high school age kids who are playing in the Pony division or have previously played baseball at CHPBA. If a manager (or appointed acting manager, if applicable) would like to discuss a call made by a junior umpire, the manager (or appointed acting manager, if applicable) must first approach the senior (adult) umpire to request a discussion with the junior umpire and the senior umpire must be present during any discussion with the junior umpire. No other discussions with junior umpires are allowed, nor should any derogatory or negative comments be directed at any umpires (especially junior umpires) at any time. All umpires should be treated with respect at all times – remember, the junior umpires are just kids. Upon manager (or appointed acting manager, if applicable) appeal to the senior umpire, the senior umpire must overrule a call made by a junior umpire if the senior umpire believes the junior umpire made the wrong call.

- D. Managers and coaches must not go onto the playing field to question an umpire's decision involving accuracy of judgment. A manager will be allowed to question or formally protest an interpretation of the playing rules only.

6. OFFICIAL GAME:

A. Scheduling:

- (1) All games are to be played on the date, at the time, and at the place designated in the official printed league schedule.
- (2) If an official game is not completed, the Executive Board shall determine if the game is to be rescheduled, resumed and completed, or if it shall be called a completed game.
- (3) The Executive Board will make reasonable attempts to reschedule games called because of rain or other reasons. This may require previously scheduled practice times to be cancelled in favor of rescheduled games. Games scheduled as make-ups carry the full force and effect of games appearing on the official printed league schedule and all forfeiture considerations otherwise mentioned in these rules apply.

B. Completed Games:

- (1) Games will be scheduled for six innings, but will be considered completed any time after 3 innings (or 2.5 innings if the home team is ahead) should the game be called because of time or other reasons.
- (2) There is a two-hour time limit (except in the case of a weekday game) from the beginning of a game to the start of the last official inning. ***The new inning begins upon the third out of the previous inning.*** No new inning can start after this time limit. For weekday games, no new inning may start after 6:40p, regardless of start time. However, once an inning has begun, the home team will be given its turn to bat if necessary. Prior to the expiration of the two-hour time limit (or the 6:40p mark for a weekday game) the umpire may officially announce the start of the "last inning" if the umpire determines that it is not probable that a subsequent new inning could commence within the time allowed. All weekday games must finish before 7:00 p.m. (drop-dead limit). If an inning is not concluded by 7:00 p.m. of a weekday game, the score shall revert to the last completed inning, regardless of which team is at bat as of the drop-dead time. There is no drop-dead rule for weekend games. Once the "last inning" call is made, no additional inning(s) will be played regardless of any remaining time. If no official "last inning" is announced by the umpire, then a new inning is to begin as long as there is time still remaining within the two-hour limit (or the 7:00p drop-dead limit for weekday games).
- (3) No Stalling: Managers, coaches, players and umpires should cooperate in eliminating game delays and stalling tactics especially in the "drop dead" period after which no new inning may be begun and the time when the game must end approaches. In the event the ***visiting team*** takes the lead in any game beyond the time for a new inning to begin and the possibility exists of the score reverting back to the previous inning's score as a result, (causing those runs to be lost), the ***visiting team*** shall have the option of conceding the remaining outs and declaring their half of the inning over in order to give them a chance to finish the game before the drop dead time is reached.

- (4) Any playoff game which ends in a tie will be completed as soon as feasible according to the league schedule. If time runs out on a mid-week playoff game where the score would otherwise revert back to a tie due to an inning that could not be completed, the game will resume from the exact point where time ran out and the game will not revert back to the previous inning.

C. Forfeitures:

- (1) A team not ready to play within ten minutes of the scheduled time will forfeit the game provided that the opposing team is ready to play and there has been no other delay in the start of the game.
- (2) In the event there has been a delay in the start of the game beyond ten minutes of the scheduled starting time when play is called, a team not ready to play at once will forfeit the game.
- (3) If both teams are not ready to play, each team shall be in forfeit.
- (4) A forfeited game shall be declared by the umpire if, because of the removal of a player or players from the game by the umpire, or for any cause, there are fewer than eight players participating on the team that forfeits the game. There is no "automatic out" penalty for any team that starts with more than eight players but loses its extra player(s) during the course of the game for any reason provided that the opposing team manager is notified of the loss of the player, except in the following situations:
 - (a) If a team loses a player by ejection, except in the case of unintentionally throwing a bat, the player's spot in the order will be considered to be an "automatic out" during each subsequent time that position comes up during the game.
 - (b) If a player is injured during the course of an at-bat so that he or she cannot continue the at-bat, any attempt by that player to get back in the batter's box for another pitch before declaring the injury will be considered an "automatic out" if the player cannot complete the at-bat.
 - (c) Any player who cannot complete an at-bat because of an injury, who is replaced for that at-bat (pursuant to Rule 6C(4)(c)(i and ii below), but then subsequently recovers to play defensively, will be deemed an "automatic out: if, upon coming up to bat again in the game is unable to complete that at-bat.
 - (i) Any player who is not considered an "automatic out" pursuant to Rule 6C(4)(a&b), above, and is injured during the course of an at-bat may be replaced for that at-bat only by the player who made the "last out" for the team. The replacement batter inherits the count existing when the injury took place.
 - (ii) Any player who is not considered an "automatic out" pursuant to Rule 6C(4)(a&b), above, and is injured before his or her at-bat so that he or she cannot bat, will have their place skipped in the batting order and the next batter will bat without penalty.
- (d) Player Substitutes

PINTO

Any team anticipating having nine (9) players or less for any game may make a request to have another Pinto player play on that team for such game so as to avoid a risk of forfeiture. The manager must make the request in writing with a reasonable time to the Pinto Commissioner and must notify the manager of the player's team as well as the opposing team's manager of the request. Upon approval of the Pinto Commissioner and the parent of the Pinto substitute, the Pinto substitute shall be eligible to play in the Pinto game. Only Pinto players who are league-age 7 are eligible Pinto substitutes. The substitute may not pitch in the game, may only play outfield, and must bat last in the order. In no event shall any regular member of the team play fewer defensive innings than the substitute. If a team has 10 eligible players ready to play at game time, the substitute may not be used in that game. In no event can a substitute be used on a team where doing so would result in more than a 10 person roster unless the 11th player is a late arriving player originally on the short-handed team.

Mustang

Any team anticipating having eight (8) players or less for any game may make a request to have a Mustang player play on that team for such game so as to avoid a risk of forfeiture. The Manager of the team must make the request in writing within a reasonable time to the Mustang Commissioner and must notify the Manager of the player's Mustang team of the request. Upon approval by the Mustang Commissioner and a parent of the substitute, the substitute shall be eligible to play in the Mustang game. Only Mustang players who are league-age 9 are eligible Mustang Substitutes. The substitute may not pitch in the game, may only play in the outfield, and must bat last in the order. In no event shall any regular member of the team play fewer defensive innings than the substitute. If a team has 9 eligible Mustang players ready to play at game time, the substitute may not be used in that game. (In no event can a substitute be used on a team where doing so would result in having more than 9 players on the roster for a game unless the regularly rostered player is a late-arriving player.)

Bronco

Any team anticipating having eight (8) players or less for any game may make a request to have a Mustang player elevated to play on that team for such game (the "Mustang Substitute") so as to avoid a risk of forfeiture. The Manager of the team must make the request in writing within a reasonable time to the Bronco Commissioner and the Mustang Commissioner seeking the Mustang Substitute and must notify the Manager of the player's Mustang team of the request. Upon approval by the Bronco Commissioner, the Mustang Commissioner and a parent of the Mustang Substitute, the Mustang Substitute shall be eligible to play in the Bronco game. Only Mustang players who are league-age 10 and who do not have their own Mustang game scheduled to take place during the time of the requested Bronco game are eligible Mustang Substitutes. The Mustang Substitute may not pitch in the Bronco game, may only play in the outfield, and must bat last in the order. In no event shall any Bronco player play fewer defensive innings than the Mustang Substitute. If a team has 9 eligible Bronco players ready to play at game time, the Mustang Substitute may not be used in that game. (In no event can a Mustang Substitute be used on a team where doing so would result in having more than 9 players on the roster for a game unless a Bronco player is a late-arriving player.)

D. Ejections and Discipline

- (1) Any player, coach, manager or spectator who is ejected from the game must leave the immediate field area at once. An ejection shall also result in the suspension of said person from the subsequent game. The suspension may be appealed to the protest committee by contacting in writing or by email to the division commissioner within 48 hours. At the sole discretion of the division commissioner and protest committee, Any suspension may be stayed until the completion of the protest.

E. Standings:

- (1) "Tie game:" In the event that the teams are tied at the completion of a game, each team will receive half a win and half a loss. The game will not be replayed or continued.
- (2) If both teams forfeit a game as specified in Rule 6C(3), above, each team will be charged with a one-half game loss.
- (3) Final league standings will be based upon win-loss percentage (i.e., the amount of wins a team has divided by the amount of wins and losses totaled together). Reasonable attempts will be made to ensure that every team has played an equal number of regular season games. In case of a tie in record among 2 or more teams during the regular season, for purposes of calculating regular season standings, winner and seedings for playoffs, tie breaker shall be determined by; first, aggregate head to head record; second, total runs allowed during the regular season; and third, if necessary, coin flip. Aggregate head to head means the combined record of wins and losses against all tied teams.
- (4) Official standings are to be kept and posted each week by the League Commissioner.
- (5) The manager of the winning team is responsible to report the game result to the League Commissioner (via the CHPBA website) immediately after a game. In the event of a tie, the home team manager will make the report.
- (6) The manager is responsible for keeping accurate records of his or her team's games. The home team scorebook is official.

7. PRE-GAME ROUTINE:

A. Warm up:

Pre-game warm up is limited to fifteen minutes for each team or one-half of the available time. The visiting team has the diamond first, from thirty to fifteen minutes before game time. The home team has the diamond fifteen minutes before game time. If a team is not present for its warm up time as specified, it loses its right to use the field.

B. Line up:

- (1) Exchange of line up cards:

Five minutes before game time, each manager shall give the opposing manager his lineup and substitution list. Player numbers, surnames and first initials are to be given. Managers must notify opposing managers of the pitching eligibility for each player. Managers may not list a player in the batting order unless that

player is actually at the field and ready to play ball. If a player is listed in the batting order is not in attendance by game time, the player's turn in the order will be considered an "automatic out" for the rest of the game. If the player subsequently arrives before the completion of the 1st two innings, he or she can be added at the bottom of the batting order and can participate pursuant to Rule 8A, below. However, their original position in the line up is still an "automatic out."

(2) Continuous batting order:

IN ALL REGULAR SEASON & PLAYOFF GAMES all teams must bat their entire roster of players eligible to play that day, all players batting in consecutive order. The batting order shall be followed throughout the game. (i.e., if 12 players arrive prior to 2 innings, all 12 bat even if only 10 players arrive for the other team.)

8. GUARANTEED PLAYING TIME:

- A. A player who arrives after the start of the game but prior to the completion of the 1st two innings of play, and who is otherwise eligible to play, must be added to the team's roster at the bottom of the batting order. The opposing manager must be notified of his or her arrival. Only those players who arrive prior to the completion of the 1st two innings shall be eligible to play.
- B. Each player who is eligible to play must ~~appear defensively~~ play in at least **half** of the innings of the game. Each player's initial defensive appearance shall be no later than the 3^d inning. Players arriving after the start of an inning shall be deemed to have "played" all innings previously started for purpose of minimum play rules. The game is deemed to have started when the umpire summons the managers to home plate for the pre-game meeting and a new inning is deemed to have started upon recordation of the third out of the previous inning. A player shall be deemed to have "played" an inning if the player is on the field during such inning from the time the team takes the field until the time the fielding team records 3 outs and returns to the dugout.

PINTO SPECIFIC

Each player shall play a minimum of one inning in the infield in each game. If a player does not play the minimum one defensive inning in the infield, that player must start defensively in the infield in the next game and play at least two consecutive defensive innings in the infield in that game.

- C. If a player does not play the minimum number of defensive innings, that player must start in the next game and play at least three consecutive defensive innings in that game.
- D. A player who is removed prior to playing minimum time either because of an injury or because of ejection by the umpire shall be considered as having been given the minimum playing time. If an injured player is re-inserted in his original line up position, it must not be at the expense of any other player's minimum playing time.

9. SUBSTITUTIONS:

- A. Free defensive substitution will be allowed, subject to Rule 11, Pitching.
- B. Substitutions must be announced to the scorekeeper at the time of substitution. No advance substitutions are allowed.

- C. If a base runner suffers an injury that necessitates a substitution, the player who made the last out becomes the substitute.

10. DEFENSIVE POSITIONING AND PLAYING RULES:

- A. The regular rules of baseball positioning apply to all divisions except Pinto.

PINTO SPECIFIC

Each team shall field ten defensive players at a time, four of whom shall play the outfield.

- B. The "Infield Fly Rule" will not apply to the Pinto Division.
- C. Rules against tricking the runners:
 - (1) The "Hidden Ball Trick" is illegal.
 - (2) The umpire may call a delay of game if a defensive player continually throws or fakes a throw to an occupied base when the runner is standing on the base. If a delay of game is called the runners will advance one base.
 - (3) Any defensive player, without the ball, who fakes a tag on a base runner in a deliberate attempt to induce the runner to slide shall be warned and the runner given an additional base. Another fake by any fielder on that team shall have the same penalty plus expulsion of the fielder.
- D. Fielder Obstruction:

Generally, fielders have right of way over base runners. Fielder must not impede progress of runner when not in possession of ball or not about to make play on ball.

11. PITCHING:

- A. Maximum innings pitched per pitcher:

PINTO ~~AND MUSTANG~~ SPECIFIC

Except as otherwise provided in Rule 15, Playoffs, and subject to the special rules limiting the number of daily pitches by such pitcher (See Rule 11G, Maximum daily pitches per pitcher), ~~A~~ a pitcher may pitch a maximum of three innings in any one game and six innings per calendar week, ~~with the exception of the special rules for the playoffs (See Rule 15, Playoffs), and subject in all cases to the special rules limiting the number of daily pitches by such pitcher (See Rule 11G, Maximum daily pitches per pitcher);~~ provided, however, that during the first half of the season (which date may be approximated by the league and shall be announced in advance by the commissioner), a pitcher may only pitch a maximum of two innings in any one game and four innings per calendar week. The new calendar week begins on Sunday.

~~MUSTANG~~-BRONCO SPECIFIC

Except as otherwise provided in Rule 15, Playoffs, and subject to the special rules limiting the number of daily pitches by such pitcher (See Rule 11G, Maximum daily pitches per pitcher), ~~A~~ a pitcher may pitch a maximum of three innings in any one

game and six innings per calendar week, ~~with the exception of the special rules for the playoffs (See Rule 15, Playoffs), and subject in all cases to the special rules limiting the number of daily pitches by such pitcher (See Rule 11G, Maximum daily pitches per pitcher).~~ The new calendar week begins on Sunday.

BRONCO SPECIFIC

~~A pitcher may pitch a maximum of three innings in any one game for the first half of the season, and six innings in the second half of the season. The weekly maximum is six innings in the first half of the season, and eight innings in the second half of the season, with the exception of the special rules for the playoffs (See Rule 15, Playoffs), and subject in all cases to the special rules limiting the number of daily pitches by such pitcher (See Rule 11G, Maximum daily pitches per pitcher). The new calendar week begins on Sunday.~~

B. Calculating innings pitched:

- (1) A pitcher who takes the mound or rubber and pitches at least one warm up pitch in an inning will be considered to have pitched an inning for purposes of Rule 11A, above. Except as specified for Pinto as provided below, once a pitcher is removed from the mound, the pitcher shall not be allowed to pitch again in the same game.

PINTO SPECIFIC: Prior to mid-season (which date may be approximated by the league and shall be announced in advance by the commissioner), if a pitcher is removed from the mound, that pitcher may be reinserted to pitch later in the same game, subject to the innings and pitch count limitations set forth elsewhere in this Rule 11. Any pitcher removed during an inning who is later reinserted as a pitcher during that same inning will be considered to have pitched two innings. From and after mid-season (which date may be approximated by the league and shall be announced in advance by the commissioner), any pitcher removed from the mound shall not be permitted to pitch again in the same game.

- (2) For the purpose of calculating allowable innings pitched for a make up game, the pitching records for the week of the canceled game shall apply.

C. Trips to the mound:

- (1) Only the manager or coach plus 2 players are allowed on the mound with the pitcher at one time.
- (2) A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal for that inning. The last out in the previous team's at bat is considered the beginning of a new inning. Any trip to the mound after that out is considered a trip to the mound.
- (3) A manager or coach is prohibited from making a second trip to the mound while the same hitter is at bat; if a pinch hitter is substituted for this batter (pursuant to Rule 6C(4), above, or any other allowable way), the manager or coach may make a second visit to the mound but must remove the pitcher.
- (4) A manager or coach is considered to have concluded his visit to the mound when he or she crosses the foul line after the visit.

- (5) The following shall constitute a "trip" within the meaning of this rule. A manager or coach crosses a baseline and says anything to the pitcher or speaks to another player, who then talks to the pitcher.
- D. A player who is used as a pitcher may play other defensive positions.
- E. An illegal pitch is a ball. A batter who hits an illegal pitch has the option of batting again unless he reaches first base safely.
- F. There is no "Balk" rule in Pinto. MLB "Balk" rules apply to Mustang and Bronco.
- G. Maximum daily pitches per pitcher.

PINTO SPECIFIC

Except for any "Super Saturday" playoff round (which will have separate pitching rules), in no event may a pitcher pitch more than 50 pitches per day, except that if such maximum is reached while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. The manager of each team is responsible for recording the pitch counts for his or her team's pitchers and for notifying the home plate umpire when a maximum has been reached for that team's pitcher, as well as for notifying the other manager or any umpire whenever the pitch count is requested. The managers of both teams shall enter the pitch counts of each team's pitchers into their respective scorebooks and, following the conclusion of the game, shall communicate that information to a league official in accordance with, and at the times designated by, guidelines to be adopted by the league for that purpose.

~~During the regular season~~The following rule shall apply during the entire season (other than any "Super Saturday" playoff round, which will have separate pitching rules, and the semi-final and final rounds of the playoffs): ~~a~~Any pitcher who throws more than 30 pitches in a game must have 2 full calendar days of rest before pitching in another game (i.e., if the pitcher throws more than 30 pitches in a Thursday game, the pitcher will not be available to pitch until Sunday). No additional pitches are allotted to a pitcher to continue pitching to the current batter (i.e., to avoid triggering this rule, the pitcher must be removed before the pitcher's 31st pitch).

MUSTANG SPECIFIC

Except for any "Super Saturday" playoff round (which will have separate pitching rules), in no event may a pitcher pitch more than 60 pitches per day, except that if such maximum is reached while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. The manager of each team is responsible for recording the pitch counts for his or her team's pitchers and for notifying the home plate umpire when a maximum has been reached for that team's pitcher, as well as for notifying the other manager or any umpire whenever the pitch count is requested. The managers of both teams shall enter the pitch counts of each team's pitchers into their respective scorebooks and, following the conclusion of the game, shall communicate that information to a league official in accordance with, and at the times designated by, guidelines to be adopted by the league for that purpose.

The following rule shall apply during the entire season (other than any "Super Saturday" playoff round, which will have separate pitching rules, and the semi-final and final rounds of the playoffs)~~During the regular season:~~ ~~a~~Any pitcher who throws more than 40 pitches in a game must have 2 full calendar days of rest before pitching in another game (i.e., if the pitcher throws more than 40 pitches in a Thursday game, the pitcher will not be available to pitch until Sunday). No additional pitches are

allotted to a pitcher to continue pitching to the current batter (i.e., to avoid triggering this rule, the pitcher must be removed before the pitcher's 41st pitch).

BRONCO SPECIFIC

Except for any "Super Saturday" playoff round (which will have separate pitching rules). In no event may a pitcher pitch more than 70 pitches per day, except that if such maximum is reached while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. The manager of each team is responsible for recording the pitch counts for his or her team's pitchers and for notifying the home plate umpire when a maximum has been reached for that team's pitcher, as well as for notifying the other manager or any umpire whenever the pitch count is requested. The managers of both teams shall enter the pitch counts of each team's pitchers into their respective scorebooks and, following the conclusion of the game, shall communicate that information to a league official in accordance with, and at the times designated by, guidelines to be adopted by the league for that purpose.

The following rule shall apply during the entire season (other than any "Super Saturday" playoff round, which will have separate pitching rules, and the semi-final and final rounds of the playoffs). ~~During the regular season:~~ Any pitcher who throws more than 50 pitches in a game must have 2 full calendar days of rest before pitching in another game (i.e., if the pitcher throws more than 50 pitches in a Thursday game, the pitcher will not be available to pitch until Sunday). No additional pitches are allotted to a pitcher to continue pitching to the current batter (i.e., to avoid triggering this rule, the pitcher must be removed before the pitcher's 51st pitch).

12. BATTING:

A. Dropped Third Strike:

Official Baseball Rules apply to Dropped Third Strike (Uncaught Strike) situations. To clarify, a batter-runner may advance on a dropped third strike except if there are less than two outs and base runner is on first. With two outs, a batter-runner may try to advance to first, whether or not first base is occupied.

On a dropped third strike, a batter-runner is not out for leaving the base path if he or she merely begins to return to dugout or fielding position thinking, wrongly, he's been put out. Batter-runner is out if he or she steps into dugout or onto Cheviot field on-deck cement area.

PINTO SPECIFIC

A batter may not run on a dropped third strike.

B. Batting out of Turn:

Upon appeal of defensive team's manager for batting order violation, proper batter who should have batted is called out if appeal is made before first pitch to next batter following improper batter. Umpire will nullify all direct consequences of improper batter's at bat. After proper appeal, next batter up is player following proper batter called out.

If appeal is made during plate appearance of improper batter, the proper batter may step in and assume count of improper batter. If appeal is made after first pitch to batter following improper batter, the improper batter and all consequences of his at bat become legalized.

C. Mercy Rule:

PINTO SPECIFIC

No team can score more than four (4) runs per inning, except in the last inning.

MUSTANG SPECIFIC

No team can score more than five (5) runs per inning, except in the last inning.

BRONCO SPECIFIC

No team can score more than six (6) runs per inning, except in the last 2 innings.

[There is no game-ending \(e.g., "10-run rule"\) mercy rule.](#)

13. BASERUNNING:

A. Lead-offs:

Runners may lead off from any base provided the ball is live and time out has not been called.

PINTO SPECIFIC

Runners are required to remain on their respective bases until the pitched ball leaves the pitcher's hand. PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitcher has released the ball and the pitch is hit, the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead, however, if the runner is put out trying to steal the out will supersede the dead ball.

B. Stealing:

Runners may steal second, third or home base provided the ball is live and time out has not been called.

PINTO SPECIFIC

Runners may steal third base only, provided, however, that runners shall not leave the base they are occupying at the time of the pitch until the pitched ball leaves the pitcher's hand. PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitcher has released the ball and the pitch is hit, the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead, however, if the runner is put out trying to steal the out will supersede the dead ball. The ball is considered "dead" once the runner is called safe or out, and the runner is not entitled to any additional bases on an overthrow. Runners may not steal second base or home.

C. Sliding:

A runner, **at any base other than first**, must slide or get out of the way if the fielder either has the ball or has reason to expect the ball momentarily. **Any runner violating this rule will be called out automatically and the team will receive a warning.** [For purposes of the foregoing rule, the intent of the runner does not matter. Whether the fielder "has reason to expect the ball momentarily" is in the judgment of the umpire and cannot be protested. ~~If the contact is not deliberate or the intent of the runner was not to make contact a violation has not occurred.~~](#)

~~The intent of the runner must be to make contact with the fielding player.~~ Any subsequent violation by the same team in the same game will result in the immediate expulsion by the player who committed the subsequent violation. Notwithstanding any of the above, any deliberate or malicious contact by a non-sliding base runner at any base will result in that runner's immediate expulsion from the game. This rule in the preceding sentence specifically applies to a catcher who is blocking the plate or the baseline while in the attempt to field the ball.

D. No Head First Sliding:

Head first sliding is not allowed at home plate. Head first slides are allowed at any base other than home plate whether returning to or advancing to such base.

E. Pinch Runner for Catcher with 2 Outs:

When there are 2 outs, the player who was the last out may run for the player who will be the catcher for the next inning.

14. TIMEOUTS:

One offensive time out is permitted per inning—injuries excepted.

PINTO SPECIFIC

At the completion of any play where the ball is "live," the return of the ball to the pitcher who controls the ball within 10 feet of the pitching mound will make the ball "dead," and no further advancement by base runners will be allowed. Any runners who are less than ½ way to the next base must return to the prior base once the ball has been returned to the pitcher in this manner. Any base runner more than ½ way to the next base will be allowed to continue to the next base.

15. PLAYOFFS:

A. Home Team:

In any CHPBA playoff game, the team with the higher win-loss percentage during the regular season shall be the home team.

B. Format:

The Executive Board shall determine the playoff format (which may be a pool play, (e.g., "Super Saturday" playoff round), single elimination and/or double elimination). ~~format shall be adopted for the CHBPA playoffs.~~

C. Extra innings allowed:

CHPBA playoff games will have extra innings until a winner can be determined.

E. During the CHPBA playoffs (other than any "Super Saturday" playoff round, which will have separate pitching rules), pitchers may pitch a 7th inning in an extra inning playoff game (provided such pitcher was the pitcher of record at the end of the 6th inning and has not exceeded applicable pitch count restrictions set forth in Rule 11G above). In addition, during the CHPBA playoffs (other than any "Super Saturday" playoff round, which will have separate pitching rules), the six inning ~~(for Pinto and~~

~~Mustang) and eight inning (for Bronco) per week rule shall be replaced by an eight inning (for Pinto and Mustang) and ten inning (for Bronco) per week rule.~~

16. OUTSIDE COACHES:

Only managers and approved coaches may lead or participate in a team's practice. Approved coaches are those coaches who have been designated as coaches to the League and formally approved by the League. No "outside party" may participate in any team practice without approval of the Division Commissioner. "Outside party" means anyone other than an approved coach or relative or guardian of a player. Managers may want outside parties, whether instructors or friends who are athletes or professional coaches or otherwise, to participate in one or more practices. Prior to doing so, managers should seek pre-approval so the League can be aware of any such participation.

17. EXCEPTIONS:

Interpretation of these rules shall, with respect to any Division, be the responsibility of the applicable Division Commissioner. The Division Commissioners shall report any rule requests and decisions to the Rules Committee, which shall monitor the interpretation of the rules among all the Divisions to ensure consistent application. At any time, the Division Commissioner may request an opinion of the Rules Committee.

The Executive Board shall have the last word on anything not covered in these rules. The Board of Directors reserves the right to modify or add any rules after the season has started if it determines such modification(s) or addition(s) to be in the best interests of the league and its participants, including for reasons relating to the safety and well-being of the players (such as, for example, a determination that there should be a weekly limit on the number of pitches by a pitcher, or a mandatory rest period for pitchers based on the number of pitches).