

Corona Pony Youth Baseball

Rules and Regulations Updated 1/16/2023



In addition to the rules stated herein, all games are subject to the Pony West, Pony Baseball Rules & Regulations and/or Official Rules of Major League Baseball

Pinto National (Machine Pitch)

1. REGULATIONS:

- 1.1. Corona PONY Youth Baseball (CPYB) has approved the following rules for use during league play. These rules will supersede the PONY and Major League rulebooks. The PONY and Major League rules will apply to all situations not addressed by the CPYB local rules.
- 1.2. Team rosters will consist of maximum 13 players at time of registration. Teams may not carry less than 12 players without knowledge of player agent. New players must be approved by the Player agent and Division Director before participation is allowed.
- 1.3. The refusal of any participant, supervisor or any person acting for or on behalf of the League to cooperate with rules will go before the Rules committee for actions to be taken for said violation. Suspension from League activities for the balance of the season is recommended.
- 1.4. All players in the League shall have numbers clearly displayed on their uniform jersey during the game. Sweatshirts should not cover players numbers while batting. Players shall not wear cut off or shorts.
- 1.5. Baseball drills against chain link fencing are prohibited.
- 1.6. Teams are required to pick up all trash after games. This includes the dugouts, playing field, and spectator area.
- 1.7. No alcohol, drug or tobacco (including chewing tobacco) is allowed by players, managers, coaches, or any person representing the League while in contact with League players during League game times and on field activities. All parties are subject to ejection/suspension.
- 1.9. Music or noise making devices are prohibited during the course of a game. Managers will be ejected and/or suspended should they or their team (fans included) violate this rule.
- 1.10. Badges – They must be visible and worn at all times for all on-field and dugout personnel. If the Manager/Coach does not have their badge they will not be permitted in the dugout.

2. PLAYING RULES

2.1 Playing Field

- A. Machine distance is 38 feet from the front of home plate.
- B. Machine shall be set to 40 MPH. No adjustments to the speed are to be made and if a team is found to violate this rule than the manager will be immediately ejected and suspended for 1 game.
- C. Adjustments to the pitching machine height will be allowed at the completion of the 2nd and 4th inning ONLY and must be agreed upon by both coaches. No other adjustments will be allowed, and any violation will result in the ejection and suspension of the manager.
- D. Distance between bases are 60 feet (84ft 10 inch from home to second)
- E. Pony recommended – foul line 150 feet and centerfield 200 feet

2.2 No pre-game infield or pitching practice is allowed.

2.3 Manager and Coaches

- A. Access to the dugout is managers responsibility
- B. Max 4 badged individuals in the dugout at any one time. Badges must be visible and should a manager/coach not have their badge they will not be permitted in the dugout.
- C. Non-badged individuals are prohibited from being in the dugout.
- D. Only uniformed players are allowed in the dugout during the game. No siblings or non-uniformed players shall be in the dugout during the game.
- E. Managers are responsible for their dugout and can be ejected/suspended should the rules above not be followed.
- F. Managers are responsible for their parents/fan's behavior. Should a parent/fan become abusive toward an umpire the manager will be ejected along with the fan.
- G. Coaches and Managers are not to use technology during a game. This includes using a cell phone for photos, calls, texts, or looking up a rule.

3. GAME RULES

3.1 Game Length – Six Innings

3.2 Game Time – 1 hour and 30 minutes

- A. The official start time of the game will be announced by the umpire to the managers however should the umpire fail to announce the start time then the scheduled game start time will be used.
 - B. No new inning will be allowed after 1 hour and 30 min. A new inning is defined as the final out in the bottom of the previous inning.
- 3.3 If the home team is ahead at the no new inning time limit, the umpire can call the game.
- 3.4 Maximum Runs per inning is 5 except for the 6th inning where a team can bat the length of their roster or 3 outs (whichever is first).
 - A. If one team has more players than the other, the team with the least number of players will be able to bat the same number of players as the other team.
Example – team A has 12 players and team B has 10. Team B will bat 10 + 2 to have the same opportunity in the last inning.
- 3.5 Mercy Rule – 10 run lead after 3 ½ or 4 innings
- 3.6 A team must field at least eight (8) players for a regulation game. If only eight players are available, the ninth batting position will be bypassed and no out will be recorded. A player arriving late must be inserted in the last batting position. If a team is unable to place 8 players on field, they shall be given 15-minutes from the scheduled game time to field a eight player. This situation will normally result in a forfeiture.
 - A. Substitute players from other teams are allowed at the discretion of the division director should a team need players.
 - 1. Substitute players must bat last in the batting order
 - 2. Substitute players can only play ½ the game in the infield.
 - B. It is not required, but highly recommended by the board, that if playing a team with 8 players that the opposing coach have their last batter of that inning play outfield for the other team.
- 4. PITCHING - DOES NOT APPLY TO THIS DIVISION
- 5. OFFENSE/BATTING
 - 5.1 Lineups cards will include first / last name and player number.
 - 5.2 Batting order will consist of the entire roster present. Example – 12 players present then you will bat 1 -12 in order.
 - 5.3 Batting order will remain the same throughout the game
 - 5.4 If a player arrives late, that player will be inserted into the last batting position
 - 5.5 If a player is removed from the game for injury, illness, or absence then that player will be bypassed in the batting order and no out will be charged. Said player will not be allowed to return for participation in the same game.

- 5.6 If a player is removed from the line-up due to an ejection an out will be recorded each time that player is due to bat.
- 5.7 All bats must comply with Pony standards (2 1/4 - 2 5/8 diameter) and MUST be USA stamped.
- A. Illegal use of a bat that does not comply with pony standards
1. If the ball has not been put in play the bat will be removed and the player can continue their current at bat. The manager will be immediately ejected and serve a 1-game suspension.
 2. If the ball has been put in play by the batter, the umpire will stop the play and the batter will be called out. All baserunners will return to their original bases. The manager will be immediately ejected and serve a 1-game suspension.
- 5.8 Bunting or “soft swinging” is NOT allowed. If the umpire feels the player bunts / soft swings, the play will be called dead, and the batter will be assessed a strike. If this would be their 3rd strike, then the batter is called out.
- 5.9 Players are not required to have a face mask but a C-flap is REQUIRED.
- 5.10 No metal cleats are allowing in this division
- 5.11 Only one offensive time out is allowed per inning.
- 5.12 Base coaches are to remain in their base coaching box unless using their 1 time out or avoiding interference with a defensive player. If a player is base coaching, they MUST wear a batting helmet.
- 5.14 Pitching machine coach will feed their team while they are batting. The coach who is feeding the machine SHALL NOT give coaching instructions to batters or baserunners. However, they may provide verbal instruction to the batter to adjust the batter’s position in the box. The umpire shall issue a warning should they feel the instruction is beyond the batter’s position in the box. A second warning and the coach will be removed (not ejected) from this duty for the remainder of the game.
- 5.15 Batters will be called out after failing to hit a fair ball after six pitches are delivered from the machine. The batter is out if there are three strikes before the sixth pitch. Missed swings, foul balls, and foul tips are considered strikes. A batter is not out on a foul ball or foul tip (unless 3rd strike and caught by the catcher) even if the 6th pitch.

6. OFFENSE/BASERUNNING

- 6.1 No leading off or stealing is permitted. The player must remain in contact with the base until the batter has made contact with ball.

- A. If the runner is off the base prior to the batter making contact then than the play is allowed but the runner is called out. The runner is only out if the player makes contact with the ball.
 - B. If the runner is off the base and the player does not hit the ball then they return to the base.
- 6.2 A runner will be called our when they do not slide or attempt to avoid the fielder who has the ball and is waiting to make a play. The umpire has full discretion on interpretation of this rule.
 - 6.3 Pitch runners are not allowed except for two outs and the catcher is on base. The last recorded out will be used as the runner for the catcher.
 - 6.4 Coach interference shall be called should a base coach makes contact in any way with their runner to stop, hold, and assist them in going to the next base/plate. The ball remains live but the runner is immediately called out.
 - 6.5 Infield fly rule does NOT apply to this division
 - 6.6 There is no drop strike three in this division

7. DEFENSE

7.1 Must play rule

- A. Players who are sitting out that inning defensively, must stand outside the dugout between inning and show their numbers to the umpire for reporting.
- B. Umpires will record the player sitting our defensively that inning on the scorecard.
- C. No player shall sit two consecutive defensive innings.
- D. No player shall sit a second inning all other players have sat one inning. Players shall not site a 3rd inning prior to all players sitting a second inning.
- E. If a manager is found to be in violation of the must play rule (example parent notifies the board that their player is sitting multiple innings while others do not sit at all) then they will be suspended by the disciplinary committee. NOTE – the umpire card will be used as the documentation. Without this being completed managers will have no way of defending themselves against these allegations.

7.2 Positions

- A. Pitcher and catcher must be a positioned filled each inning.

1. Pitchers will line up 5-feet to the rear of the pitching and machine and 3 feet to the right or left. If a line is provided by the field crew the pitcher must have at least 1 foot on the line with the other being behind the line.
 2. Catcher may assume a catcher's position or stand away until the machine pitch has been delivered. The catcher must wear approved equipment (mask, chest protector, shin guards, and cup) even if not positioned behind the plate.
- B. Infielders must remain a minimum of 45 feet away from the plate prior to the ball being hit.
- C. 4 outfielders are to be used if a team has 10 players present. Outfielders are to remain in the grass prior to the ball being hit.

7.3 Pitchers Machine / Coach Contact

- A. Batted ball which strikes the pitching machine prior to touching the ground and is subsequently caught before touching the ground is not an out. The ball remains live as if it hit the ground already.
- B. Batted ball hits the pitching machine and remains in fair territory the ball is live.
- C. Batted ball hits the pitching machine and goes into foul territory – the ball will be called dead and the player will be given first base. Runners only move up if forced.
- D. Batted ball hits the machine and then hits a base runner – he or she is not out and the ball is live.
- E. Batted ball that hits the coach operating the pitching machine will be called a foul ball strike and the batter returns to the box. No runners may advance.
- F. Batted ball strikes the machine and then hits the coach operating the machine will be called a foul ball strike and batter returns to the box. No runners may advance.
- G. A live ball (after defensive player touches it) hits the coach operating the pitching machine.
 1. Umpires' judgement is that the coach interfered with the defensive player then the ball is dead, and the lead runner is called out.
 2. Umpires' judgement is the player intentionally throws the ball at the coach then the ball is dead, and all players advance one base.

- 7.4 When the ball is in possession of the infield, and they have stopped the advancement of runners then at this time the umpire will call time. It is the discretion of the umpire as to when they call time out.

7.5 A defensive coach will line up off to the side and behind the catcher to collect the pitched balls.

1. If the defensive coach makes contact with a live ball during a play it will be called dead, and all runners will advance one base.

8. GENERAL

8.1 Any Manager or Coach ejected from a game will not be allowed to participate in the next game until the disciplinary committee has rendered a decision on their suspension length.

8.2 Protest

- A. No protest will be permitted of an umpire's judgement call shall be permitted. Examples of judgement calls include but not limited to the following strike zone, foul/fair balls, or safe/out plays.
- B. Protest will be upheld only when there is a serious misinterpretation of the applicable rules and where the Disciplinary Committee decides the violation likely altered the outcome of the game.
- C. To protest a manager must inform the umpire at the time of the play and inform them of the rule they feel is misinterpreted. No protest will be allowed after the ball is put back in play and the next pitch is thrown.
- D. Coaches are not permitted to use technology to verify a rule.

8.3 Managers/Coaches are to remain within 10 feet of the opening of the dugout while on defense. Managers/Coaches are not to sit on buckets outside the dugout at any time.

8.4 Managers will be the only one permissible to speak with the umpires.

8.5 Criteria for determining division standings in order

- A. Overall Standings
- B. Win Percentage
- C. Head-to-Head Outcome
- D. Runs Against
- E. Runs For

F. Coin Toss