

Corona Pony Youth Baseball Rules and Regulations



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

Shetland National (machine pitch)/Foal (tee only)

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 a maximum of 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 need to be in a league issued uniform. Sweatshirts should be worn under uniform. Players shall not wear cut off or shorts.
- 1.5. Baseball drills against the 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, vaping 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.
- 1.8. Music or noise making devices are prohibited prior/during a game. Managers will be ejected and/or suspended should they or their team (fans included) violate this rule.

- 1.9. Badges 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. Any manager/coach caught without a badge after warning will serve a 1 game suspension.
- 1.10. Managers must submit badge numbers to the umpires at the pre game meeting. No coach swapping.

2. PLAYING RULES

2.1 Playing Field

- A. Machine distance is 38 feet from the front of home plate.
- B. Distance between bases are 50 feet (70 ft 8.5 inches to second base)
- C. Pony recommended – foul line 125 feet and centerfield 200 feet
- D. A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.
- E. Ten-foot horizontal lines will be drawn 20 feet from the base lines and second base to determine where the outfield begins, and the infield ends.
- F. No arc is to be drawn in front of home plate to determine where the ball has traveled a certain distance.

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 5 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. Game will be suspended until the offending party leaves the park.
- 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

- A. No new inning will be allowed after 1 hour. A new inning is defined as the final out in the bottom of the previous inning.

3.3 Team bats entire lineup every inning

3.4 No outs are made in this division. Inning is over after all players have batted.

4. PITCHING - DOES NOT APPLY TO THIS DIVISION

5. OFFENSE/BATTING

5.1 Batting order will consist of the entire roster present. Example – 12 players present then you will bat 1 -12 in order.

5.2 Batting order will remain the same throughout the game

5.3 If a player arrives late, that player will be inserted into the last batting position

5.4 If a player is removed from the game for injury, illness, or absence then that player will be bypassed in the batting order. Said player will not be allowed to return for participation in the same game.

5.5 All bats must comply with Pony standards (2 1/4 - 2 5/8 diameter) and MUST be USA stamped. T-Ball bats with the USA stamp will be allowed.

A. Illegal use of a bat that does not comply with pony standards

- 1. If an illegal bat is used the manager will be immediately ejected and serve a 1-game suspension.

- 5.8 Bunting or “soft swinging” is NOT allowed.
- 5.9 C-flaps are REQUIRED, but at this age we recommend using a full cage.
- 5.10 No metal cleats are allowed 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.
- 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.
- 5.15 Batters will receive 4 delivered pitches from the machine. After 4 pitches they will hit off the Tee.
- 5.16 Foal – no machine will be used. Only a tee while hitting.

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 the ball.
- 6.2 Infield fly rule is NOT in effect at this age
- 6.3 There is no drop strike three in this division

7. DEFENSE

- 7.1 Must play rule
 - A. All players play the field

7.2 Positions

- A. Pitchers and catcher(optional) must be positioned filled each inning.

1. Pitchers will line up 5-feet to the rear of the pitching 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(optional) 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.

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 where 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.

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

- A. 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. 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.
 - B. 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.