

El Cerrito Youth Baseball Game Rules and Procedures



Effective for 2026 season
Board-approved revisions, January 2026

These rules have been adopted by the El Cerrito Youth Baseball (“ECYB”) Board of Directors to supplement the official rules of PONY Baseball. If there is a conflict between these rules and official PONY Baseball rules, ECYB will follow ECYB rules unless compliance with PONY rules is required to maintain our franchise or to permit participation by ECYB teams in PONY sanctioned tournaments. These rules are in effect for the 2023 and subsequent seasons until modified or changed by the Board.

Rules Changes 2026

SECTION THREE RULES GOVERNING PLAY IN ALL DIVISIONS

- Mustang 6 inning games (effective in 2025), see also Section 5 rule 2.1:

5.2.1 Except for Pinto and Mustang division games, a regulation game will be seven (7) innings, six and one-half (6-1/2) innings if the home team is leading.
- Mustang game length changed to 2 hours 15 minutes:

5.2.4 During the regular season for Mustang no new inning may begin after 2 hours and fifteen minutes from the official start of the game.
- Breaking pitches allowed in Bronco and above (effective in 2025)

10 Illegal Pitches
The use of pitches which involve the unnatural twisting of the wrist is not permitted in preseason, season, or postseason games in the Pinto Senior and Mustang divisions.
- GameChanger mandatory for at least one scorebook:

12.1 Both teams shall keep a written game report (either scorebook or Gamechanger) that includes information for both teams. At least one of the teams is required to score using Gamechanger.
- Infield fly no longer applicable in Mustang (effective in 2025)

14. The infield fly rule is applicable in the Bronco division and above only
- Headfirst slides not allowed in Bronco and below (effective in 2025):

17. Except for the Pony division Headfirst slides while advancing to a base are not allowed. Headfirst dives while returning to a base are allowed. Violation of this rule will result in a warning on the first violation by either team or an out on subsequent violations.
- NFHS bats allowed in Bronco (effective in 2025):

18.4 Pony and Bronco: Players may choose to use either a USABat certification or an NFHS bat as described below in bats allowed in Colt division
- Putouts using a double first base:

19. When a double first base is in use, the batter-runner must use the colored section of the base if there's an imminent play before they initially reach first base. The defense is restricted to using only the white section of the base. The only exception is during a dropped third strike where both the defense and the batter- runner may use either part of the base. Regardless of the initial reach, the batter-runner must always return to the white base for all subsequent actions, including leading off, returning on a pick-off attempt, or tagging up on a fly ball.

SECTION FOUR

PINTO DIVISION RULES

- Creation of Pinto Jr. Division

*Effective as of the Spring 2026 season, the Pinto Division will be split into Pinto Senior and Pinto Junior. These rules shall be applicable to both divisions with the exception of the kid pitch rule, which is only applicable to Pinto Senior (see rule 15).

- Change to the maximum innings played at one position:

5.7. No player shall play more than three innings at the same position in the same game

- Kid pitch only applicable to Pinto Senior:

15. Kid Pitch Rule (for Pinto Senior only, if split into Jr/Sr)

For games that follow the first third of the season, as determined by the Pinto division president, all Senior Division teams will use player pitchers to pitch to the opposing team as follows

SECTION SIX

BRONCO DIVISION RULES

- Balk rule:

6.1 Balks: Each pitcher shall get one balk warning per game for the first six weeks of scheduled games during the season. No balk warnings shall be issued during games after the halfway point of the schedule.

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SECTION ONE

PLAYER SAFETY AND MEDICAL PROCEDURES

1. Safety equipment

The ECYB equipment manager, with the team manager, should ensure that all equipment provided by ECYB is in safe and serviceable condition.

- 1.1. Protective cups must be worn by all players in all divisions except Shetland and Pinto. The use of protective cups in Pinto is strongly recommended.
- 1.2. The use of metal cleats by players in the Shetland, Pinto, Mustang, and Bronco divisions is prohibited.

2. Medical Procedures

ECYB has established a comprehensive emergency program to provide medical care for players, managers, coaches, and umpires who need emergency treatment. Some injuries on the field may require ambulance transport or hospital care. The following procedures shall be followed.

- 2.1. In all emergencies parents or guardians shall be notified as soon as possible. ECYB must have accurate information on parents/guardians to contact them.
- 2.2. In the case of a severe injury or emergency, a team official will escort the player to the nearest emergency room or arrange for emergency transport to a hospital.
- 2.3. Any player hit in the face or head (excluding a brush to the batting helmet), REGARDLESS OF EVIDENCE OF PAIN, shall be kept in the company of a team official until the player can be turned over to the player's parent or guardian. If the player complains of a headache, dizziness, or begins to vomit, the player will be immediately taken to the nearest emergency room or emergency transport shall be summoned.
- 2.4. If any player receives an injury to the body during practice or a game and there is some evidence of persistent pain, the player should be turned over to the care of the player's parent or guardian.
- 2.5. If a player reports significant pain during practice or a game, that information should be communicated to the player's parent or guardian.
- 2.6. Care of injured umpires and team officials shall be the responsibility of the home team.

- 2.7. A completed accident report shall be submitted to the division president within five (5) days of the injury. A form is available from the division president or a board member.
- 2.8. In the event of an injury during practice or a game, the family's insurance carrier provides the primary insurance and will be billed first. ECYB's insurance carrier will provide excess insurance to pay any remaining covered expenses up to its maximum coverage.
- 2.9. Any parent wanting to review the ECYB medical coverage may obtain a copy by request from the division president or the board.

SECTION TWO

SPORTSMANSHIP AND CONDUCT

1. General Conduct Relating to ECYB Activities

- 1.1. Misconduct on the part of adult leaders or players in relating to ECYB activities, on or off the field such as, but not limited to fighting, threats of violence, and publicly audible use of foul or abusive language may result in disciplinary action, which may include the suspension or removal of the individual from further participation in ECYB activities.
- 1.2. ECYB, through its board of directors and its designated division presidents, shall reserve the right to withdraw membership from any team member or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interest of ECYB.
- 1.3. In all cases, the game umpires, or head umpire (if present) shall be the sole judges of inappropriate behavior involving participants during a game.
- 1.4. The division president, in consultation with the ECYB president and the head umpire, is responsible for applying these rules and taking appropriate disciplinary and other actions involving their division's games.

2. Game Conduct

The division presidents, head umpire and game umpires shall have the authority to control the conduct of participants, players, parents, managers, coaches, and spectators during a game including the authority to eject participants or to forfeit the game. The division president shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, or other person whose conduct violates the ECYB rules.

3. Manager and Coach Conduct

- 3.1. Managers and coaches shall provide a model of good behavior for their players and parents during the games and during practices. They are required to relate to the umpires, parents, and players of both teams and to each other with dignity and respect. Public ridicule or verbal or physical abuse of any manager, coach, player, umpire, or spectator will not be tolerated.
- 3.2. The division president must investigate all complaints made against managers and coaches according to the investigative protocol established by the board and shall determine the appropriate discipline if the complaint is substantiated.
 - 3.2.1. The investigation and enforcement process are to be completed within seventy-two (72) hours after receipt of the complaint.

- 3.2.2. Managers and coaches involved in the incident shall fully cooperate with the investigative process and make themselves available for interviews and to answer all questions.
- 3.2.3. Failure to cooperate with an investigation will result in suspension from ECYB until cooperation is achieved.
- 3.2.4. The division president will present his/her findings to the board along with any disciplinary action that has been taken.
- 3.2.5. The division president will also notify all involved parties of the outcome in writing.
- 3.2.6. Any party to a given investigation may request a Grievance Hearing described in Part One Section Eight if they so desire.
- 3.3. Public ridicule of a player by any manager or coach will result in a warning for the first offense. A second offense may result in removal of the individual from ECYB for one calendar year commencing from the date of suspension.
- 3.4. Physical abuse, threatened physical abuse, offensive language or verbal threats, audible use of offensive language around children, e.g., common swear words, and charging the opposing team's dugout (bench) by any manager, coach, or player at any time when participating in ECYB activities, practices, and games, is strictly prohibited.
- 3.5. Such conduct can result in ejection and removal from the dugout or spectator areas of the game and can result in discipline up to and including (if substantiated after investigation) in the immediate and permanent removal from ECYB.
- 3.6. Intentional throwing of equipment: No warning will be issued. Intentional throwing or kicking of bats, helmets, or other equipment on the field, in the dugout, or in the spectator or backstop areas during a game will result in the ejection of the offending manager or coach from the game.
- 3.7. The ejected person must leave the field, or the umpire shall end the game which will be recorded as a forfeit by that person's team. The division president may suspend the manager or coach from additional games or take further disciplinary measures if warranted.

4. Player Conduct

- 4.1. Players are expected to conduct themselves during games and practice sessions with appropriate language and behavior.
- 4.2. Cheering for one's own team is encouraged. Under no circumstances should cheers disintegrate to taunts aimed at the opponent. When the pitcher begins their delivery, opposing players and all coaches should be quiet until the pitch is delivered. Violations

of this rule will result in a warning to the manager. Any continuance of such behavior may result in forfeiture of the game.

- 4.3. Offensive language, fighting, continued baiting of opposing players, or any behavior deemed inappropriate or unsportsmanlike toward any of the game's participants including the umpires shall result in removal from the game, or if occurring at practice, from the next scheduled game. A second offense may result in removal from ECYB.
- 4.4. Intentional throwing or kicking of bats, helmets, or other equipment on the field, in the dugout, or in the spectator or backstop areas during a game will not be tolerated. This includes intentionally throwing the bat at a pitched ball (other than a botched bunt attempt). Such behavior will result in a warning and may result in the ejection of the offending player from the game by the umpires if circumstances warrant.
- 4.5. Repeated incidents of a player intentionally throwing equipment may result in that player being removed from the team for the remainder of the season.
- 4.6. All game ejections must be reported to the division president at the end of that day.
- 4.7. After consulting with the team managers, umpires, and the head umpire, if the division president believes the incident warrants further disciplinary action, the division president may suspend the player for an additional game, in which case the player will typically be required to attend the next game and sit on the bench in uniform to support his/her team.

5. Parent/Spectator Conduct

- 5.1. Team management is responsible for fan control. When fan control problems arise, the umpires or proper authority will call time out and ask the managers to control the problem. If team management is unable to do so, the umpire will stop the game.
- 5.2. Parents and spectators should refrain from second guessing the umpires, managers, and coaches.
- 5.3. Second guessing of umpires and/or use of offensive language will result, on the first offense, in a warning by either umpire. After a second offense, the umpires or the management staff will request that the person leave the park. The El Cerrito Police will be notified if the spectator does not leave the park.
- 5.4. A written report by both teams shall be given to the division president.
- 5.5. Physical abuse threatened physical abuse, offensive language, or verbal threats by any spectator toward any manager, coach, player, umpire, or another spectator may result in the spectator's permanent removal from all ECYB games and activities for the remainder of the year.

5.6. Cheering for one's own team is encouraged. Under no circumstances should cheers disintegrate to taunts aimed at the opponent. When the pitcher begins their delivery, all parents and spectators should be quiet until the pitch is delivered. Such behavior will result in a warning to the manager. Any continuance of such behavior may result in forfeiture of the game.

5.7. Spectators may not stand behind or beside the backstop.

6. Criticism of Umpires

6.1. Managers, coaches and spectators are prohibited from criticism of umpires.

6.2. Team management and players shall not dispute judgment calls by the umpires, question the umpire's calls of balls or strikes, nor in any way attempt to intimidate the umpires. Such conduct is grounds for ejection from the game.

6.3. Only the team manager or acting manager can enter the field of play to discuss a rule clarification and must request permission from the umpire(s) to do so. The umpire(s), at their discretion, may or may not grant such a request. If granted, the umpire(s) shall explain the ruling to the manager or acting manager. Only the manager or acting manager from each team shall participate in these discussions. Violation of this rule is grounds for ejection from the game.

6.4. Fans are also expected to observe this policy.

6.5. Coaches are only permitted to question umpires during a game in the following limited situations: (1) to call time-out or (2) to ask for the number of balls, strikes, or outs.

7. Game Ejections in Summary

7.1. Any person who is ejected from a game is subject to the following minimum penalties. The game day penalties listed below are automatic; the subsequent penalties may be assessed but are subject to review and commutation by the appropriate division president.

7.2. Any person who is ejected from a game shall serve the following minimum penalties:

7.2.1. An ejected player must remain on the bench for the remainder of the game and shall be automatically suspended from the next scheduled game. Absent permission from the division president, suspended players must be on the bench and in uniform for the duration of the next scheduled game.

7.2.2. An ejected manager or coach must leave the park and shall be automatically suspended and not be allowed at the park for the next scheduled game.

7.2.3. An ejected spectator must leave the park and shall not be allowed in the park for the next scheduled game.

7.3. For this rule, "next scheduled game" shall be defined as the next game in any regular or playoff division game from start to completion.

7.4. Should a player, manager, coach, or spectator be ejected twice during the season or playoffs, the division president may impose a suspension of longer duration for the second offense.

7.5. Failure of any player, manager, coach, or spectator to abide by the foregoing rules will result in the forfeiture of the game by that person's team.

7.6. Further failure to abide by these rules will lead to a minimum automatic two game suspension not including the game where the person was first ejected.

8. No Alcoholic Beverages

8.1. Alcoholic beverages are unlawful and prohibited in El Cerrito Parks.

8.2. If such beverages are present, umpires will stop the game until the alcoholic beverages are removed.

8.3. If these beverages are not removed, the El Cerrito Police will be summoned pursuant to the policy of the El Cerrito Parks and Recreation Department.

9. No Use of Tobacco

Use of tobacco in any form is not permitted on the field of play or in the dugout areas. Vaporizers and electronic cigarettes are similarly prohibited. Managers, coaches, and players may not use tobacco in any form at any time during games.

10. Park Cleanup

Both teams, under the supervision of managers and coaches, will be responsible for general park clean up immediately after the completion of their games and practices.

SECTION THREE

RULES GOVERNING PLAY IN ALL DIVISIONS

These rules supplement and modify the official rules of PONY baseball. In case of any conflict the ECYB rules control. The rules and procedures in this section apply to all divisions in regular season and playoff games.

1. Players are expected to attend most practices and games and communicate with the team's business manager when they are unable to attend any practice or games.
 - 1.1. This is a shared responsibility between a player and his/her parents. To facilitate this, the division president will attempt to provide managers with parent registration conflicts related to scheduling conflicts. Players above the Shetland level who do not provide regularly scheduled conflict information as soon as reasonably possible and who miss many practices and/or games may have their minimum defensive inning and/or minimum full game requirement waived or reduced by the division president. This rule is designed to ease the burden on managers.
 - 1.2. For the requirement to be waived, the manager must inform the division president and the player's parents. If the manager and parents disagree on the matter, the division president shall decide whether a waiver should be granted in each situation and shall inform the necessary persons including the parents.
 - 1.3. Players who do not attend 50% of their team's regular season games will not be eligible to play in the division playoffs. Exceptions can be made for missing games due to injury or illness.
2. The home team is responsible for setting out bases, lining the first and third base lines, drawing batter's boxes on each side of home plate, and any other field markings. Correct measurements shall be the responsibility of the home team.
3. Only approved managers and coaches are allowed on the playing field before, during and after games. The maximum number of managers and coaches on the field or in the dugout during a game shall be:
 - 3.1. Shetland and Pinto: one (1) manager and three (3) coaches.
 - 3.2. All other divisions: one (1) manager and two (2) coaches.
4. **Scheduling**

The division president will coordinate the division game schedule with the ECYB fields coordinator and should distribute the schedule at least three (3) weeks prior to the start of division play. The division president shall reschedule make-up games as soon as possible.

5. The Game

5.1. During the regular season when the home plate umpire is ready to start the game, the scorekeepers shall confer and agree on the official start time so that the prescribed time limit is declared to both managers and the umpires.

5.2. Regulation Game

5.2.1. Except for Pinto and Mustang division games, a regulation game will be seven (7) innings, six and one-half (6-1/2) innings if the home team is leading.

5.2.2. At no time will a game extend past nine innings in the Pinto or Mustang divisions. If a Pinto or Mustang game is tied at the end of nine innings the tie stands.

5.2.3. In the Pinto division no new inning of a game shall begin after two hours have passed from the official start of the game.

5.2.4. During the regular season for Mustang no new inning may begin after 2 hours and fifteen minutes from the official start of the game.

5.2.5. During the regular season for Bronco and above no new inning may begin after 2 hours and thirty minutes from the official start of the game

5.2.6. An inning officially begins when the final out of the previous inning is recorded.

5.2.7. If a prior game extends past the scheduled starting time of the following game, each team shall be given a five (5) minute infield warm-up period if desired.

5.2.8. Playoff games are not subject to time limits. If a playoff game has not ended with a winner after nine (9) innings, then for each subsequent inning, each team will start its at-bats with a runner on 2nd base (last out in the previous inning is the runner) and continue until a winner is determined after a complete inning.

5.3. A complete Game is called when:

5.3.1. The prescribed time expires (even if the game is tied), or

5.3.2. Play is interrupted by rain, darkness, other weather conditions, or field conditions, and if four (4) innings have been completed or if 3-1/2 innings have been completed and the home team leads.

5.4. A suspended game is declared when a game is interrupted for any cause including rain, other weather conditions, field conditions, darkness, or other causes and the game is tied or less than the number of innings necessary for a complete game have been played.

5.4.1. A suspended game during the regular season shall be scheduled by the division president to be continued at a later date only if it will affect the division standing for playoffs.

5.4.2. If an official or tied playoff game must be suspended as described above, the division president has discretion to schedule the completion of the game, reschedule the game entirely, or declare a tie.

5.5. Forfeited games shall count as a loss for the forfeiting team and a win for the opponent. Games forfeited by both teams will count as a loss for each team and will not be rescheduled.

5.6. Canceled games may not be replayed later if the outcome of the game does not affect the playoffs.

6. Playoffs

6.1. Unless otherwise determined by the board all teams in each ECYB division shall participate in playoffs regardless of their regular season record.

6.2. Seeding: Teams in all divisions will be seeded based on regular season records with head-to-head record followed by runs against as a tiebreaker

6.3. Home team for playoff games may be determined by best record or coin toss.

6.4. The Pinto Division playoff shall be a single elimination tournament.

6.5. All divisions Mustang and above shall utilize a double elimination tournament bracket as used in official PONY World Series tournament play

6.6. Any division president wanting to deviate from this format will require approval from the board no later than the regularly scheduled May board meeting.

7. Team Composition

7.1. The dugout for the home team is on the third base line

7.2. Each team must have a minimum of nine (9) players on the field within fifteen (15) minutes after official game time.

- 7.3. Failure to field nine (9) players will result in forfeiture of the game.
- 7.4. All players must be in full matching uniforms to play.
- 7.5. Batting order shall be composed of all team members present rather than the usual nine (9) player batting order.
- 7.6. If a team has ten or more players in their batting order and a player is injured during a game, becomes ill, or leaves early and cannot take the player's turn at bat, the batting order will constrict to exclude the injured player without any penalty to the batting team.
- 7.7. This rule does not apply to players who are ejected from a game. Their spot in the batting order will be an automatic out each time it comes up after the ejection.
- 7.8. In any instance in which a team has only nine (9) players and does not have an eligible substitute (as described by PONY baseball) for a player who is injured, becomes ill, must leave the game early or is ejected, the team shall be permitted to continue the game with eight (8) players. However, each time the removed player's spot comes up in the batting order it shall be considered an automatic out.
- 7.9. In no case shall a team be permitted to play with fewer than eight (8) players.
- 7.10. If a player arrives after the game begins but before the player's turn at bat, the player will bat at their regular place in the batting order.
- 7.11. Any player arriving late to a game may bat at the end of the batting order next time it comes around.
- 7.12. If a player is late but arrives before three (3) innings have been completed, the player must fulfill the minimum defensive inning requirement.
- 7.13. If a player arrives after three (3) innings of play, there will not be a minimum defensive inning requirement for that player. However, managers are encouraged to play the player on defense as much as possible.

8. Guest Player Protocol

- 8.1. If there are only 8 players available to play a game, a manager may follow this protocol to invite one guest player from another team in the same division so long as that player is not one of the other team's first five (5) draft picks (including pre-empts) from the preseason draft. The guest player must play an outfield position and bat last in the batting order.
- 8.2. When a team has seven (7) or less players available to play, the game must be rescheduled providing notice is given at least 24 hours in advance.

- 8.3. If a 9th batter on the deficient team shows up to the game, they can be added to the end of the batting order (the 10th position) and the guest player will continue in the 9th slot.

9. Pitching Limits and Rest Requirements

- 9.1. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.
- 9.2. No pitcher may be permitted to pitch on three (3) consecutive days regardless of pitch count.
- 9.3. One (1) pitch in an inning constitutes a full inning pitched.

9.4. The following chart represents the pitching limits in each division.

Division	Innings per Day	Innings Per Week	Pitches Per Day
Pinto Senior	2	6	50
Mustang	3	7	60
Bronco	4	8	80
Pony	6	10	90

- 9.5. Limits on catching and pitching on the same day.
- 9.5.1. Any player who delivers 1 – 40 pitches in a game cannot catch for more than three (3) innings on that calendar day.
- 9.5.2. Any player who delivers 41 or more official pitches in a game cannot play the position of catcher on that day.
- 9.5.3. Any player that played the position of catcher for more than three (3) innings in a game is not eligible to pitch at all on that calendar day.
- 9.5.4. It does not matter whether a player pitches or catches first.
- 9.6. In Mustang and above, a pitcher who begins a batter below a specified pitch limit can exceed the limit to finish the batter before being removed. The pitcher's pitch count shall be recorded as the count as of the first pitch of the at bat.
- 9.7. A player may not return to pitch in the same game or any other game on the same day after they have been removed from that position in any game.

9.8. Pinto (8U) through Colt (16) must use the Print Smart Chart printed below.

League Age	Daily Max Pitches	Days of Rest Required					
		0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
7 - 8	50	1 - 20	21 - 35	36 - 50	N/A	N/A	N/A
9 - 10	60	1 - 20	21 - 35	36 - 50	51 - 60	N/A	N/A
11 - 12	80	1 - 20	21 - 35	36 - 50	51 - 65	66+	N/A
13 - 14	90	1 - 20	21 - 35	36 - 50	51 - 65	66+	N/A
14 - 16	95	1 - 20	21 - 45	46 - 60	61 - 75	76+	N/A

9.9. Managers and scorekeepers must keep track of and confirm the number of pitches each pitcher delivers during a game.

Enforcement

If at any time pitching rules are found to have been violated, a protest must be followed according to the procedure described in Part One, Section Eight.

9.9.1. First time: Forfeiture of the game

9.9.2. Second time: Expulsion of the offending manager for the duration of the season and post-season play.

10. Illegal Pitches

The use of pitches which involve the unnatural twisting of the wrist is not permitted in preseason, season, or postseason games in the Pinto Senior and Mustang divisions.

11. Interference and Obstruction

11.1. Sliding at home plate

11.1.1. Failure to slide does not automatically result in an out. If there is no possibility of a collision with the catcher, then no slide is required. The intent of this rule is to avoid unsafe conditions at the plate.

11.1.2. A catcher may not block home plate unless the catcher is in the process of making a play at the plate. The catcher must have the ball in his or her possession or be in the immediate act of catching the ball. In this case, the runner must slide or attempt to avoid a collision with the catcher.

11.1.3. A base runner that runs into the catcher without sliding when there is a play at the plate will be called out.

11.1.4. If the catcher intentionally blocks the plate without the ball, the runner is safe, and the catcher may be ejected for runner obstruction at the discretion of the umpire.

11.2. Interference

11.2.1. If in the judgment of the umpire a base runner intentionally collides with any defensive player, including the catcher who is attempting to make a play, the base runner will be declared out and is automatically ejected from the game.

11.2.2. If a runner unintentionally collides or interferes with a fielder attempting to make an out, the base runner is out for interference, but is not ejected from the game.

12. Scorekeeping

12.1. Both teams shall keep a written game report (either scorebook or Gamechanger) that includes information for both teams. At least one of the teams is required to score using Gamechanger.

12.2. Team batting orders and defensive rotation line-ups shall be exchanged by both managers and shared with the scorekeepers prior to the game.

12.3. During the regular season when the home plate umpire is ready to start the game, the scorekeepers shall confer and agree on the official start time so that the 2 hour-30-minute time limit (2 hours for Pinto and 2 hours 15 minutes for Mustang) is declared to both managers and the umpires.

12.4. The scorekeeper for each team shall confer with each other after each half inning to agree on (1) the number of runs scored, (2) if a kid-pitch division, the number of pitches thrown by each pitcher; and (3) any changes (if applicable) in the batting order.

12.5. Scorekeepers will record in the scorebook the names of players sitting on the bench during each defensive inning for their own team, which should correspond with their team's defensive rotation lineup.

12.6. Each team in all ECYB games is responsible for keeping records of innings played by each of their own team's players for every game for the duration of the season.

12.7. In the event of an unresolved disagreement between the scorekeepers as to the number of pitches thrown by a pitcher, the home team's pitch count will prevail during the game if supported by the score book.

12.8. However, any such unresolved disagreement must be reported to the division president at the end of the game if one scorekeeper contends that the pitch count

limit has been exceeded by the pitcher who is the subject of a pitch count disagreement.

- 12.9. Each team is responsible for keeping records of the innings played by each of their own team's players for every game for the duration of the season.
- 12.10. Managers should report any major disputes to the division president within twenty-four hours of the finish of the game

13. Mercy Rule for Mustang, Bronco, and Pony

- 13.1. When the offensive team is 10 or more runs ahead, the maximum runs allowed to be scored in an inning will be capped by 5 runs. pa

13.1.1. Examples:

- A team is up 8 runs to start a half inning, upon scoring 5 runs in that half inning, the half inning will end, IE if it was 18-10, the inning ends if it reaches 23-10.
- A team starts a half inning up 1-0. If they reach 10-0 then the half inning would end.

- 13.2. If the offensive team is 10 or more runs ahead, runners may score only on a play that begins with a batted ball except for force play situations such as bases loaded and the batter is walked.

- 13.3. If the visiting team is leading by at least 15 runs at the end of 4 innings or 10 runs at the end of 5 or more innings, the game shall be declared complete, and the visiting team shall be declared the winner.

- 13.4. If the home team is leading by at least 15 runs at the end of 3.5 innings or 10 runs at the end of 4.5 or more complete innings, after the visiting team has completed batting the game shall be declared complete and the home team shall be declared the winner.

- 13.5. Upon approval by both managers, the winner is declared, and the teams may continue to complete the game, either until the prescribed time expires or seven innings have been played. All pitching limits will remain in force if play continues after a winner is declared.**

14. The infield fly rule is applicable in the Bronco division and above only.

15. The balk rule is applicable in the Bronco division and above.

16. There shall be no intentional walks, no announcement; four (4) pitches shall be delivered with relevant pitch count recorded.
17. Except for the Pony division Headfirst slides while advancing to a base are not allowed. Headfirst dives while returning to a base are allowed. Violation of this rule will result in a warning on the first violation by either team or an out on subsequent violations.
18. **Allowable Bats**
 - 18.1. Wood bats are not permitted through Bronco Division and younger.
 - 18.2. Shetland Bats stamped "T-Ball" may only be used when a soft "safety" type ball is used. The rules described below for Mustang and Bronco apply to non-T-Ball bats used in Shetland.
 - 18.3. Pinto through Mustang Divisions must use bats with a USABat certification mark.
 - 18.4. Pony and Bronco: Players may choose to use either a USABat certification or an NFHS bat as described below in bats allowed in Colt division
 - 18.5. Colt: Players may only use a bat approved for high school (NFHS Section 3, Article 2). NFHS bats include bats made from a single piece of wood (not composites) and -3 bats with the BBCOR .50 certification mark.
 - 18.6. Clarifications
 - 18.6.1. To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as **bamboo or two pieces** must meet the BBCOR standards and have the BBCOR stamp.
 - 18.6.2. For all ages, bats must be 2-5/8 or less diameter at the thickest part and 36 inches or less in length.
 - 18.6.3. For interleague play, ECYB team managers must ensure that the bats being used by his/her team comply with both sets of league rules including Little League when playing those teams.
 - 18.6.4. It is the responsibility of the team manager to ensure that all bats used during games comply with these ECYB rules.
19. When a double first base is in use, the batter-runner must use the colored section of the base if there's an imminent play before they initially reach first base. The defense is restricted to using only the white section of the base. The only exception is during a dropped third strike where both the defense and the batter- runner may use either part of the base. Regardless of the initial reach, the batter-runner must always return to the white

base for all subsequent actions, including leading off, returning on a pick-off attempt, or tagging up on a fly ball.

SECTION FOUR

PINTO DIVISION RULES

These rules supplement and modify the official Pinto Division rules by PONY Baseball. In case of any conflict the ECYB rules control.

*Effective as of the Spring 2026 season, the Pinto Division will be split into Pinto Senior and Pinto Junior. These rules shall be applicable to both divisions with the exception of the kid pitch rule, which is only applicable to Pinto Senior (see rule 15).

1. The Playing Field

1.1. Bases shall be sixty (60') apart. Base paths shall have halfway marks, located thirty (30') feet between bases, except on the first base line. Batter's boxes shall be drawn on each side of home plate.

1.2. The distance from the pitching rubber to home plate is 40 feet.

1.3. The home team is responsible for setting out bases and lining the field. Correct measurements shall be the responsibility of the home team manager.

1.4. Field Markings.

1.4.1. Field markings include lining the first and third base paths, halfway marks between bases, the batter's boxes, the pitching circle, and the coaches' boxes.

1.4.2. Lines measuring approximately two feet in length (ready lines) will be drawn outside to the left and to the right of the pitching circle. These will be at 38' and continue across the mound to make the coaches pitching line.

1.4.3. Half-way markings are drawn between each of the bases except for home plate and first base. To advance to the next base a runner must reach the half-way mark before the player pitcher has control of the ball and is touching one of the pitching circle markers or is within the pitching circle.

1.4.4. There will be no on-deck circle. During a game, only the batter shall swing a bat, and is allowed practice swings only at the plate in or adjacent to the batter's box.

1.4.3.1. The next batter should remain on the bench until his turn at bat.

1.4.3.2. When the umpire observes someone swinging a bat in violation of the rule, the umpire shall call time and warn the player and the manager of the player's team.

- 1.4.3.3. On the second violation by any member of the player's team during the same game, the umpire shall assess an immediate out to the offending team.

2. Equipment

- 2.1. The game ball used in Pinto games is the "Level-5" or other ball approved by the board. Managers do not have the option of using a mutually agreed upon ball that is other than the league provided type of ball.
- 2.2. Each player on the batting team must wear a batting helmet. The use of protective cups by players, coaches, and managers is strongly encouraged but not required in the Pinto division.
- 2.3. Allowable Bats
Refer to Section Three, Paragraph 10.

3. The Game

- 3.1. Games shall be six (6) innings in length.
- 3.2. For time limits, extra innings, tie breaking, and suspended game procedures: Refer to Section Three, Paragraphs 5.3 through 5.6
- 3.3. The umpires shall not allow a new inning to start after more than two (2) hours have passed from the start of the game time which has been announced by the umpire.
- 3.4. A maximum of nine (9) batters is allowed for each team in one inning except for the sixth inning. In the sixth (6th) inning there shall be an unlimited number of batters until three (3) outs are made.
- 3.5. Each respective scorekeeper shall announce the ninth (9th) batter in innings one (1) through five (5).

4. Team composition

Refer to Section Three, Paragraph 7.

- 4.1. Each team must exchange their batting order and defensive rotation, including "resting" players prior to the start of each game.
- 4.2. Fielding Positions
 - 4.2.1. The defensive team must field nine (9) players or forfeit the game.

- 4.2.2. When possible, teams shall use a tenth (10th) defensive player who shall be considered a fourth (4th) outfielder and cannot play the infield. All four outfielders must be positioned at least 20 feet behind the infield, in normal LF, LCF, RCF, RF positions.

5. Defensive Rotation and Substitution Rules

- 5.1. Managers must prepare a defensive rotation line-up that is exchanged with the opposing team manager.
- 5.2. All players must play a minimum of four (4) complete innings of defense in each game.
- 5.3. All players must play at least one inning in an infield position, not including catcher.
- 5.4. Free substitution is allowed. A player who leaves the game may return.
- 5.5. No player on a team shall sit on the bench for a second (2nd) inning until each player from that team has sat on the bench for at least one (1) inning.
- 5.6. No player on a team shall sit on the bench for a third (3rd) inning until each player from that team has sat on the bench for at least two (2) innings.
- 5.7. No player shall play more than three innings at the same position in the same game.
- 5.8. A suspected violation of the defensive rotation rules must be declared to the opposing manager as soon as it is suspected and during the half inning in which the suspected violation occurs.
 - 5.8.1. Failure to do so waives the right to seek game forfeiture for that violation.
 - 5.8.2. Any suspected violation must be reported to the division president.
 - 5.8.3. If defensive rotation rules are found to have been violated, the violation may result in game forfeiture and/or disciplinary action.

6. Intentional Throwing or Kicking Equipment

- 6.1. At the discretion of the umpire, if the intentional throwing or kicking of equipment has the potential to endanger the safety of others, the umpire shall warn all players on that team after the first offense (one warning per incident per team).
- 6.2. The second or subsequent offense(s) by any member of that team will result in the batter being called out.

7. Interference and Obstruction including sliding at home.
Refer to Section Three, Paragraph 11.

7.1. Any intentional interference by a coach pitcher will be deemed an out and a base runner cannot advance.

7.2. The coach pitcher should make reasonable efforts to avoid being hit by batted balls and to avoid interfering with defensive players. If the umpire determines that a pitching coach failed to make such efforts, the umpire shall declare the batter out and all runners shall return to the base they occupied at the beginning of the at-bat.

8. Halting Play

8.1. Play is halted when the umpire grants time or when a fair ball, legally in play, is controlled by the player pitcher with both feet touching one of the ready lines marked on the field or is within the pitching circle.

8.2. If during a play the player pitcher is injured or unable to control the ball in the infield, play may be halted at the umpire's discretion, or by any defensive player controlling the ball while touching one of the ready lines.

8.3. At the moment the game is halted, the following occurs:

8.3.1. A batter/runner who has not yet reached first base shall be declared safe at first base with preceding runners advancing one base if forced.

8.3.2. Runners not forced shall advance to the next base if they have passed the halfway mark between bases at the time play is halted. Otherwise, they will return to the last legally occupied base.

8.3.3. Positioning runners at the time play is halted shall be a judgment call by the umpires.

8.4. On a batted ball (ground or fly) fielded by the player pitcher, there shall not be an automatic halt of play unless the player pitcher holds the ball overhead to clearly signify the intention to end the play.

8.5. A batted ball accidentally hitting the coach pitcher will be an automatic single with base runners advancing one base, and the play is dead.

8.6. A thrown ball that accidentally touches the offensive team's coach pitcher is dead with runners returning to the last base touched.

9. Coach Pitcher

- 9.1. Managers or coaches will pitch to their own teams. The coach pitcher shall pitch from the coaches pitching line, approximately thirty-eight (38') feet from home plate.
- 9.2. The player in the defensive pitcher's position shall start each play standing to the left or right with at least one foot in or on the pitching circle defined by the field markings.

10. The Batter

- 10.1. To avoid collisions involving the ninth (9th) batter, a force out will apply at any base preceding a base runner, or a base preceding the ninth (9th) batter, or by the player pitcher halting play as provided below.
- 10.2. A batter is out after three (3) swinging strikes or six (6) pitches, whichever occurs first. If a batter fouls off the sixth (6th) pitch, the batter will receive one (1) more pitch for a total of seven (7).
- 10.3. Bunting is prohibited. An intentional bunt, as determined by the umpire, shall be a strike.

11. The Runner

- 11.1. Stealing bases is prohibited in Pinto. Base runners may leave the base they occupy only when the ball is hit or passes the plate.
- 11.2. The first time in a game that a base runner leaves before the pitched ball is hit or passes the plate that team will be warned by the umpire and any pitch will be considered a "no pitch" if it is hit. The pitch counts if it is not hit.
- 11.3. Any subsequent violation of this rule after a team has been given a warning will result in the runner being called out and the pitch considered a "no pitch" if it is hit. The pitch counts if it is not hit.
- 11.4. To advance to the next base, a runner must reach the half-way mark between bases before the player pitcher has control of the ball at the half-way mark and holds it up.

12. Interference and Obstruction Including Failure to slide at home.

Refer to, Section Three, Paragraph 11.

13. The Scorekeeper

- 13.1. Each respective scorekeeper shall announce the ninth 9th batter in innings one through five (1-5).
- 13.2. Scorekeepers from each team shall confer with each other at the half inning to confirm that the start time for the game is correctly recorded.
- 13.3. The scorekeeper from each team shall confirm the number of runs scored after each half inning.
- 13.4. Scorekeepers will record in the score book the names of the players sitting on the bench during each defensive inning for their own team, which should correspond to their team's defensive rotation line-up.

14. Protests

- 14.1. There are no official protests in the Pinto Division outside of pitching rule violations.,
- 14.2. The umpires' judgment and the rule interpretations are final.
- 14.3. The division president, or the division president's designate, has authority during a game to inform the umpires and managers of the meaning or content or the rules of baseball and of ECYB.
- 14.4. The division president does not have authority to change any call by an umpire.

15. Kid Pitch Rule (for Pinto Senior only, if split into Jr/Sr)

For games that follow the first third of the season, as determined by the Pinto division president, all Senior Division teams will use player pitchers to pitch to the opposing team as follows

- 15.1. Except as limited below, a player on each team is designated as "player pitcher" whose function is to throw a minimum of three pitches at the beginning of each at-bat to the players on the opposing team.
- 15.2. The umpire shall call balls and strikes while the player pitcher is on the mound.
- 15.3. The umpire shall only call swinging strikes when the coach pitcher is on the mound.
- 15.4. The batter can strike out.

- 15.5. The batter cannot walk.
- 15.6. The Coach pitcher shall inherit the balls and strikes from the player pitcher.
- 15.7. The player pitcher shall throw pitches until three balls are called by the umpire. At that point, the player pitcher shall move to one of the ready marks for the remainder of that at-bat and the offensive (batting) team coach pitcher will throw the remaining three pitches.

Count 2-1 - Player pitcher continues to pitch.
Count 2-2 – Player pitcher continues to pitch.
Count 3-0 - Coach pitcher comes in to throw 3 remaining pitches.
Count 3-1 - Coach pitcher comes in to throw 2 remaining pitches.
Count 3-2 - Coach pitcher comes in to throw 1 remaining pitch.
- 15.8. If the coach pitcher throws a sixth pitch to the bater, the batter must make contact with the pitch, or the at-bat will automatically end as an out
- 15.9. If the sixth (6th)pitch results in a foul ball or tip, the coach pitcher will throw another pitch to the batter and will continue to throw additional pitches as long as the result is a foul ball or foul tip.
- 15.10. Pitchers may not pitch more than two (2) innings or fifty (50) pitches per game.
- 15.11. Under no circumstances shall a Pinto player throw more than fifty (50) pitches in one game regardless of the actual number of innings in which s/he has pitched.
- 15.12. Pitchers must observe the rest schedule as described in Section Three, Paragraph 9.7

SECTION FIVE

MUSTANG DIVISION RULES

These rules supplement and modify the official Mustang Division rules by PONY baseball. In case of any conflict, the ECYB rules control.

1. The Playing Field

Bases shall be sixty (60) feet apart. The pitching mound shall be forty-six (46) feet from the plate.

2. The Game

2.1. Games shall be six (6) innings in length, five and one-half (5-1/2) innings if the home team is leading

2.2. Refer to Rules Governing Play in all Divisions, Section Three, Paragraph 5.

2.3. The dropped-third-strike rule shall not apply in Mustang. If the ball is dropped by the catcher on the third strike the batter is still automatically out.

2.4. Slash bunting, the act of showing and/or faking a bunt, then pulling the bat back with the intention of swinging, is not permitted. Any batter attempting to slash-bunt shall be called out.

3. Team Composition

Refer to Section Three, paragraph 7.

4. Player Participation and Defensive Substitutions

4.1. Free substitution is allowed. A player who leaves the game may return.

4.2. Each player must play a minimum of three (3) full defensive innings per game during the season, including at least one at an infield position, also two (2) full games during the season if their team's roster contains twelve (12) or less and one (1) full game during the season if their team's roster contains at least thirteen (13) players. A player cannot play only the minimum innings in consecutive games.

4.2.1. The minimum inning requirements shall be in effect during post season play.

4.2.2. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.

4.2.3. The full game requirement credit applies to any player who plays a full five (5) defensive innings for visiting teams that play only five (5) innings due to the

score or to players who play a full six (6) innings during games that go more than six (6) innings due to the score.

- 4.2.4. Interleague scrimmage games may be counted for up to 1 of the 2 full games for teams with 13 or more players on their roster .
- 4.2.5. The minimum inning requirement is required to be completed by the end of five (5) innings.
- 4.3. Reports of full games played will be given to division presidents in writing or by email by the score keeper immediately after the game.
- 4.4. Failure to comply may result in that game not counted in the three (3) game rule.
- 4.5. Managers must retain records of their players' full games played for the duration of the season.
- 4.6. If a violation of the substitution rules is discovered, the Protest Procedure in Part One, Section Eight must be followed.
- 4.7. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed:
 - 4.7.1. First Offense: Forfeiture of game,
 - 4.7.2. Second Offense: Expulsion of the offending manager for the duration of the season and post season.

5. The Pitcher

5.1. Refer to Section 3, Paragraph 9

5.2. Exception to Mustang Pitch Count

The controlling Mustang pitch limit is that no player may throw more than 60 total pitches in one game regardless of the number of innings pitched. However, by exception, if a pitcher who has already played catcher that day reaches the 40-pitch limit, or if any other pitcher reaches the 60-pitch limit while facing a batter, that pitcher may continue to pitch until any one of the following conditions occurs.

1. The batter reaches base.
 2. That batter is put out.
 3. The third out is made to complete the half inning.
 4. A pitcher who played catcher that day reaches a total of 50 pitches.
 5. A pitcher who has not played catcher reaches a total of 75 pitches.
- 5.3.** The score keeper shall record the actual number of pitches thrown.

5.4. There is no impact or change to the rest schedule as defined in Section Three, Paragraph 9 and the pitcher will only be required to observe the calendar day(s) rest for the threshold they reached during the start of that at-bat provided the pitcher is removed before delivering a pitch to the next batter.

6. The Runner

6.1. A base runner may not leave the base until after the ball is hit or crosses the plate. Subject to the following restriction, runners may steal bases in Mustang,

6.1.1. The first time in a game that a base runner leaves before the pitched ball is hit or crosses the plate, both teams will be warned by the umpire and the pitch will be considered a "no pitch".

6.1.2. Any subsequent violation of this rule by any runner on either team will result in the runner being called out and the pitch considered to be a "no pitch".

6.1.3. Whether or not a runner has left early is a judgment call by the umpire.

6.2. After a pitched ball is hit or crosses the plate, runners may attempt to advance. A runner may continue to attempt to advance until the pitcher has possession of the ball on the rubber.

6.3. Players who are already attempting to advance to another base when the pitcher secures the ball on the rubber may continue to advance to the next base at their own peril."

7. **Interference/Obstruction** including sliding at home.
Refer to Section Three, Paragraph 11.

8. The Scorekeeper

For full scorekeeping responsibility refer to Section Three, Paragraph 12.

SECTION SIX

BRONCO DIVISION RULES

These rules supplement and modify the official Bronco Division rules by PONY Baseball. In case of any conflict, the ECYB rules control.

1. **The Playing Field**

Bases shall be seventy (70) feet apart. The pitcher's mound shall be fifty (50) feet from home plate.

2. **The Game**

Refer to Section Three, Paragraph 5.

3. **Mercy Rule**

Refer to Section Three, Paragraph 13.

4. **Team composition**

Refer to Section Three, Paragraph 7.

5. **Player Participation and Defensive Substitutions**

5.1. Free substitution will be allowed. A player who leaves the game can return.

5.2. Each player must play a minimum of four (4) full defensive innings per game and two (2) full games during the season if their roster contains twelve (12) or less players and one (1) full game during the season if their team's roster contains at least thirteen (13) players.

5.2.1. The minimum requirements shall be in effect during postseason play.

5.2.2. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.

5.2.3. The full game requirement credit applies to any player who plays a full six (6) defensive innings for home teams that only play six (6) innings due to the score or to players who play a full seven (7) innings during games that go more than seven (7) innings due to the score.

5.2.4. Inter-league scrimmage games may be counted for up to 1 of the 2 full games.

5.2.5. The minimum inning requirement is required to be completed by the end of six (6) innings.

5.2.6. Reports of full games played will be given to division presidents in writing or by email by the scorekeeper immediately after the game. Failure to comply may result in that game not being counted in the four (4) game rule.

5.3. Managers must retain records of their players' full games played for the duration of the season.

5.4. If a violation of the substitution rules is discovered, the Protest Procedure in Part One, Section Eight must be followed.

5.5. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed:

5.5.1. First Offense: Forfeiture of the game,

5.5.2. Second Offense: Expulsion of the offending manager for the duration of the season and post-season.

6. **The Pitcher**

Refer to Section Three, Paragraph 9.

6.1 Balks

Each pitcher shall get one balk warning per game for the first six weeks of scheduled games during the season. No balk warnings shall be issued during games after the halfway point of the schedule.

7. **For Interference and Obstruction** including sliding at home
Refer to Section Three, Paragraph 11.

8. **The Scorekeeper**

For full scorekeeper responsibility refer to Section Three, Paragraph 12.

SECTION SEVEN

PONY DIVISION RULES

These rules supplement and modify the official Bronco Division rules by PONY Baseball. In case of any conflict, the ECYB rules control. However, ECYB's rules may be supplanted by inter-league play rules.

1. **The Playing Field**

Bases shall be eighty to eighty-two (80-82) feet apart. The pitching mound shall be fifty-four to fifty-six (54-56) feet from home plate depending on the field.

2. **The Game**

Refer to Section Three, Paragraph 5.

3. **Mercy Rule**

Refer to Section Three, Paragraph 13

4. **Team Composition**

Refer to Section Three, Paragraph 7.

5. **Player Participation and Defensive Substitutions**

5.1. Free substitution will be allowed. A player who leaves the game can return.

5.2. Each player must play a minimum of three (3) full defensive innings per game and two (2) full games during the season if their team's roster contains (12) or less players and one (1) full game if their roster contains at least thirteen (13) players.

5.2.1. The minimum inning requirement must be completed by the end of six (6) innings.

5.2.2. Minimum inning requirements shall be in effect during post season play.

5.2.3. Interleague scrimmage games may be counted as one (1) of the two (2) full games.

5.2.4. The full game requirement credit applies to any player who plays a full six (6) defensive innings for home teams that only play six (6) innings due to the score or to players who play a full seven (7) innings during games that go more than *seven (7) innings due to the score.

5.2.5. The minimum inning requirement does not apply to games that are shortened due to weather, daylight, or other time restrictions that shorten the game which are beyond the managers' control.

5.3. Reports of full games played must be tracked by the managers and given to the division president in writing or by e-mail immediately after the game.

5.3.1. Failure to comply may result in that game not being counted in the full count rule.

5.3.2. Managers must retain records of their players' full games played for the duration of the season.

5.4. If a violation of the substitution rule is discovered the Protest Procedure in Part One, Section Eight must be followed.

5.5. If at any time substitution rules are found to be violated, the following procedures and penalties will be followed.

5.5.1. First offense: Forfeiture of the game

5.5.2. Second offense: Expulsion of the offending manager for the duration of the season and post-season.

6. The Pitcher

Refer to Section Three, Paragraph 9.

7. Interference and Obstruction including sliding at home.

8. The Scorekeeper

For full scorekeeper responsibilities refer to Section Three, Paragraph 12.

SECTION EIGHT COLT AND PALOMINO DIVISION RULES

The Official Rules of Baseball as published by the Sporting News and the Colt and Palomino Division rules as stipulated and published by PONY Baseball shall govern Colt and Palomino team play, respectively.