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## **Local Rules - Baseball** (Filly, Shetland, Pinto, Mustang, Bronco, Pony, Colt)

### **1. Division Team Composition**

- a) Division assignment is determined by the player's age prior to September 1 of the playing year.
  - Players 4 to 6 years of age - Filly (T-Ball)
  - Players 5 to 6 years of age – Shetland
  - Players 7 to 8 years of age – Pinto Machine-Pitch
  - Players 7 to 8 years of age – Pinto Kid-Pitch (*7 year olds can tryout for kid-pitch*)
  - Players 9 to 10 years of age – Mustang
  - Players 11 to 12 years of age – Bronco
  - Players 13 to 14 years of age – Pony
  - Players 15 to 16 years of age – Colt
  - Players 17 to 19 years of age - Palomino
- b) For Fall Ball Season Only, players in the senior year of their age bracket are recommended to play up to the next age bracket. This is to prepare the player for the division in which they will be required to play in during the next Spring Season. However, players can still play in the same (lower) age division as long as their next birthday is on or after January 1 of the following year.

### **2. Playing in an Older Division**

- a) Menifee Pony allows a player to move up one age division if that player is within one year of playing at that level. Example: Boy at age 6 as of May 1st can play up to the Pinto division, which is for 7 and 8 year old's. Any players requesting to play up in an older division MUST attend Player Assessment for both the division they want to play in and the division they are of correct age for. Example: Boy age 8 wanting to play in Mustang Division (which is for 9 and 10 year old's) must attend Player Assessments for both Pinto and Mustang Divisions. If the player is unable to attend the Assessment, they will automatically be placed in their correct division. The Player Agent must also be contacted at least three days in advance of leagues first Player Assessment date.

### **3. Playing in a Younger Division**

- a) As a general practice playing in a younger division will not be allowed. However, under special circumstances the Executive Board may approve playing down to a younger division. This would typically only be allowed for safety reasons or to accommodate a player that does not have a division to play in. Any player, who wishes to move down to a younger division, can only be one year older than the division they want to play in.
- b) If a player decides to play down to a younger division and the request is approved, they will not be eligible for All Star play in the younger division or the division they are playing down from.

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- c) Any players requesting to play in a younger division must attend the assessment for the division they would like to play in (e.g., a 11 year old desiring to play in the Mustang division must attend the Mustang assessments). The child will be evaluated during the assessment. If the player is unable to attend the assessment, they will automatically be placed in their correct division. Advanced players will not be allowed to play down to a younger division.

### 4. Minimum Play Rules for Filly, Shetland, Pinto, Mustang, Bronco, Pony

- a) Player rotation is highly important in our league. Managers are instructed and encouraged to rotate players between infield and outfield to the furthest extent possible. This aspect of player development is especially important in the lower divisions where we are trying to build up players. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions.
- b) All Shetland and Pinto Machine-Pitch players must play at least one full inning of infield in each game. Exceptions may be made for player safety reasons but must be approved in-advance by Division Director, President or Vice-President.
- c) A team with 11 or more available players will be required to sit no player more than two innings, and a team with 10 or less available players will be required to sit no player more than one inning in an official six or seven inning game and they cannot be consecutive innings. If the game is forced into extra innings then *no player can sit out two consecutive innings* will be in effect. **Note: for the purpose of this rule, if a player sits any part of an inning it counts the same as having sat the entire inning.**
- d) No player shall sit out two consecutive innings. **Note: for the purpose of this rule, if a player sits any part of an inning it counts the same as having sat the entire inning.**
- e) No player shall sit a second inning until all players have sat one complete inning (does not apply to Bronco or Pony Divisions). **Note: Any player who enters the game from the bench in the middle of an inning would not have met the requirements (sitting a “complete inning”) of this rule.**
- f) Teams must annotate their own bench-players in their scorebooks to ensure that these rules are followed.
- g) A manager in violation of the minimum play time (including the Shetland infield-play rule) may be subject to immediate disciplinary action from the league and be subject to the following penalty:
- The manager may be ejected by Division Director, President or Vice-President for the rest of the game in which violation occurred.
  - The manager is suspended from the next scheduled game and/or games.
  - The player impacted by the violation of the ruling shall play, in its entirety, the next two games
  - The Board of Directors may further sanction repeat offenders.

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- h) The manager has the authority prior to a game to decrease a player’s playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact their Division Director prior to limiting a player’s time and explain the circumstances. In instances which may occur during a game, the umpire and opposing manager shall be informed immediately and the Division Director shall be notified in writing within 24 hours to explain the circumstances. Without Division Director approval a players playing time cannot be reduced by more than a single inning. During playoffs playing time can be reduced only with Division Directors approval. President or Vice-President can also approve managers requests when division director can't be immediately reached.
- i) A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- j) Minimum play rules may change for the end of season tournament. Refer to end of season tournament section in the sections below.

### 5. Pitch Count Pitch Smart Rules (for all pitching divisions)

- a) Menifee Pony Baseball has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. This shall be in effect for the following age groups:

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		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	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-75	81+	N/A
19-22	120	1-30	31-45	46-60	61-75	81-105	106+

- Rest is calculated as per calendar day (Note: this is not the same as "24 hours").
- No pitcher shall appear in a game as a pitcher for three consecutive calendar days, regardless of pitch count.
- Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- Managers in violation of violation of altering their players pitch count may be suspended from future games depending on the severity of the pitch count alteration.

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### **6. General Regular Season Rules for All Divisions**

- a) The rules of play shall be applied in the following order of priority:
  - 1) Menifee PONY Local Rules
  - 2) National PONY Rules
  - 3) Official Rules of Major League Baseball
- b) Teams shall be scheduled an amount of games the Board of Directors deems appropriate for the division they are in. Makeup games shall be at the leagues discretion.
- c) All teams shall bat the entire roster every game and employ free substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed from the pitching mound.
- d) Courtesy runners, for a player injured while in the process of running the bases, shall be allowed and can occur only once during the game for such player. The courtesy runner shall be the last official recorded out in the scorebook. Players injured unrelated to the game being played are not eligible for a courtesy runner and must run the bases (i.e. prior skateboard or bicycle accident).
- e) The ensuing catcher or ensuing pitcher (only if needing to change from metal cleats to pitch on a portable mound) may be substituted with a courtesy runner with two outs in the inning. The courtesy runner must be the player who made the last out. In situations where there will be no other inning (the possibility of extra-innings does not count), the courtesy runner cannot be used. The ensuing pitcher and ensuing catcher are defined as those players fielding that position in the **NEXT** half inning. Managers, in violation of manipulating this rule, may be ejected from the game and may be subject to further suspension from the league.
- f) For a game to be considered complete, a minimum of 3 (2 in Shetland) innings must have been played. *Note: for the purposes of this rule, in the case of a game being stopped during an inning, that inning can be considered "complete" if the home team is ahead at the time it was stopped.*
- g) In the case of a game being stopped during an inning, if the home team is ahead at that time, the game is considered complete and official score shall be the score at the time the game is stopped (as long as minimum innings requirement has been met). If the home team was not ahead at the time the game was stopped, score will revert back to the last completed inning.
- h) Extra innings are allowed if necessary but cannot exceed the games time limit.
- i) A regular-season game can end in a tie.
- j) The official starting line-up shall include, at a minimum, the players number and first and/or last name. This line-up card (batting order) shall be given to the opposing team's scorekeeper prior to the start of the game. Changes to the line-up can be made prior to official start time as determined by the umpire. Once the game has started the line-up cannot be modified, except to add players that show up late.

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- k) It is recommended that any player, not present for the start of the game, be left off the official line-up to avoid the possible one out penalty. A player placed in the official line-up and who misses their first at bat, will be considered an automatic out for their first plate appearance. The missing player will then be scratched from the line-up and may be placed at the end of the line-up card if they show up later in the game. Any player who shows up late will be placed at the end of the line-up card.
- l) Any player who is unable to complete an at-bat, or is unable for any reason to take their at bat, shall be an out. If this player left the game (due to injury, illness, appointment, etc), he is officially removed from the game and subsequent at-bats will be skipped without penalty. If this player intended to return (went to bathroom, for instance) he will have only have been an out for that at-bat he missed.
- m) All managers, coaches, players and spectators **MUST** use good sportsmanship at all times on and off the playing field or at any and all PONY league functions. Failure to do so may result in disciplinary actions at the discretion of the league's Board of Directors. A manager will be held responsible for the actions of his coaches, players and their families during the game, possibly leading to a warning and ejection himself.
- n) Any manager, coach, player or spectator who is ejected from a game will be suspended for the next scheduled game and subject to a review by the league's Board who may, at its discretion, further discipline the offender. A report must be turned in to the Division Director within 24 hours for review.
- o) NO cellular phone use is allowed in the field of play.
- p) NO artificial noise makers are allowed in the stands or dugout areas.
- q) Drinking of alcoholic beverages is strictly prohibited during any Menifee Pony game, practice or other event. This includes an area of at least 100' away from the ball field, practice area, or event.
- r) All tobacco related products and all vaping devices are strictly prohibited during any Menifee Pony game, practice or other event. This includes any area within any City Park or Valleywide Park, or any MUSD school facility.
- s) Any player who arrives following the start of the game shall be inserted at the end of the batting order and will be subject to the minimum play requirements starting at the inning the player arrives.
- t) A slide or avoid contact rule shall be in effect at all bases. Any player judged by the umpire to fail to slide or avoid contact with an opposing player may be called out.
- u) Any player may be ejected from the game if his actions are deemed by the umpire to be unsafe, malicious, and/or unsportsmanlike, including throwing equipment and use of foul language.
- v) A team failing to field or bat at least 8 uniformed players within 15 minutes of the scheduled game time shall forfeit the game. If a player leaves a game after it has started, causing that team to drop to 7 players, the game can continue but that players spot in the batting order will be an automatic out every time it comes up.

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- w) All players must assess during player evaluations to be eligible for selection to any all-star tournament team. (Special circumstances subject to review by the executive-board)
- x) Official scorebook is the home team scorebook for all divisions.
- y) The “ten run rule” will be in effect, in which if a team is leading by 10 runs or more at any time after 4 (5 for Bronco & PONY) complete innings (3 ½ if the home team is leading; 4 ½ in Bronco/PONY), the game will be considered complete.
- z) A **Continuation Rule** is in effect in the Mustang and Bronco divisions. On a play where the run-per-inning limit is reached, that play will continue, with additional runs still counting, until the umpire has determined it to be over. This may result in up to 3 additional runs being scored.
- aa) Titanium Necklaces are allowed
- bb) The winning team is required to submit the score to the league scheduler. The losing team can also submit the score. Any discrepancies in the score shall be submitted to the Division Director for final review.
- cc) Should an umpire fail to appear, the home team manager shall notify their Division Director immediately. The Division Director will make every attempt to get an umpire to the game. Do not wait for an umpire to start the game. The game must proceed utilizing the best available people as umpires. Report all games without an umpire to the Menifee Pony Scheduler.
- dd) No spectators may be behind backstop (center section) during games. This rule can be enforced by umpire or board member at any time.
- ee) Rules in any division may be changed when the schedule will include inter-league play. These rules must be agreed upon by Menifee Pony board of directors as well as all leagues involved in inter-league play.
- ff) Only volunteers with league-approved ID Badges can be in the dugout or on the field working with the players. Badges must be visible at all times.
- gg) Only a maximum of three coaches and one Team Mom are allowed to be in the dugout during any game. These coaches and team moms cannot switch off, they must be the same throughout that game.

## 7. FILLY DIVISION

- a) A batting tee **MUST** be used during the first half of the season. Coach-pitch will be used at manager’s discretion and player’s ability during second half of season and to NOT prolong game time. Coaches

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may throw either underhand or overhand but should remain in standing position so to avoid a batted ball. If the ball hits the coach it is considered a live ball and should be played by the defensive team.

- b) For the first half of the season runners can stay on base or return to dugout when the out was made, this will be at the discretion of the base-runners manager. For the second half of the season, runners must return to the dugout when the out was made.
- c) When a batting tee is used, the batter will receive 5 swings to hit the ball fair. When a coach pitches the ball, the batter will receive 3 pitches to hit it fair. If no ball is put into play after 3 pitches a tee shall be used (not to exceed 2 more swings).
- d) The batter must attempt a full swing at the ball, no bunting is allowed.
- e) Teams shall bat through their entire lineup each inning.
- f) Games shall last a maximum of 4 innings. No new inning will start after 1 hour.
- g) Games will end immediately 1 hour 15 minutes after the scheduled start time (not the game start time). If no game follows, and both managers agree, the time may be extended to complete the last inning.
- h) All players shall play defensively each inning. Only 6 players are allowed in the infield, the remainder shall be stationed in the outfield (15' beyond base paths).
- i) The infield will include just one player in the pitchers position. These players must be no closer than 40'.
- j) There shall be no catcher.
- k) Managers and coaches of the defensive team are allowed on the field for instructional purposes.
- l) Base lines shall be 60 feet in length.
- m) Play ends when an infielder has possession of the ball within 15 feet of the baselines. At that time runners must return to their last base, or continue to the next base if they were at least halfway there when play was ended.
- n) Play stops on any overthrow. Any runner at least halfway to next base will continue to that base, otherwise he/she will return to previous base.
- o) No score or standings shall be kept in this division.

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### **8. SHETLAND DIVISION**

- a) Machine shall pitch from a point approximately 38' from the back point of home plate. The suggested machine settings will be as follows: Power lever = 2; Micro Adjust = 3; Release Block = 4. Any change of machine distance or settings from these recommendations must be agreed upon by both managers.
- b) Batters will receive up to 5 pitches, or 3 strikes (by swinging and missing only), whichever comes first. Batter is always alive on a foul ball.
- c) If a batted ball strikes the machine and stays in fair territory the ball is live and should be played. If a batted ball strikes the machine and goes into foul territory the ball is dead and all base runners shall advance 1 base.
- d) On a batted or thrown ball the person operating the machine must attempt to avoid the play. If umpire judges that the coach was in the way of a defensive player making a play then umpire will make a judgment on where an out would most likely have occurred and will call the out.
- e) There is no infield fly rule in Shetland.
- f) There are no walks.
- g) Batters must take full swings no bunting allowed.
- h) The coach operating the machine is allowed to give his players instruction.
- i) No new inning will start after 1 hour and 15 minutes.
- j) Games will end immediately 1 hour 35 minutes after the official start time as determined by the umpire. Certain game-day situations (late umpire, etc) may cause Shetland Division Director, Vice-President or President to adjust this end time.
- k) Games will be considered complete after a minimum of 2 innings and a maximum of 5 innings.
- l) No more than 5 runs in an inning will be scored in the first 4 innings of play. In inning 5 each team will be allowed to score a maximum of 10 runs.
- m) Base lines shall be 60 feet in length.
- n) Up to 12 players are allowed to play on the field defensively at one time, including up to 6 outfielders and 6 infielders.
- o) Encroaching by a player is not permitted. Infielders must play either behind or directly in front of the base paths, and must not stand on base when no play is being made at that base.

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- p) Two Managers/Coaches of the defensive team are allowed on the field for instructional purposes and must be positioned behind the outfielders. Base coaches must remain in the marked base coach boxes along the foul lines.
- q) Play ends when an infielder has possession of the ball and raises his hands from within the infield (see definition of “infield” below), at this time the umpire shall call “time” and the ball is “dead”. No further action is permitted. If a runner is at least halfway to the next base, based on the umpires judgment, the runner may advance. If he/she is less than halfway, the runner must return to the previous base. The halfway point will be marked by the home team prior to the start of the game. Base runner's will always be allowed to advance at least one base per battedball, and it will be at their own risk.
- r) On Wheatfield #5, the infield shall be the entire dirt area of the infield. For all other fields, the infield is defined as being 15' beyond the base paths. This is a judgment of the umpire and cannot be argued.
- s) Scores and standings will NOT be kept in this division.
- t) No metal cleats will be allowed in this division.
- u) ALL base runners will be allowed to advance a maximum of 1 base on any overthrow and there can only be one overthrow per batted ball. A runner cannot score on an overthrow unless he was already past third-base and heading towards home plate at time of the overthrow. Advancement on an overthrow that remains in the field of play is at runner's risk of being thrown out.

**OVERTHROW** is defined as a ball thrown towards a point in the infield and the ball goes past or behind its intended target. A player dropping the ball during the play is not an overthrow and play continues until play is stopped by the defense or the umpire.

### **9. PINTO DIVISION MACHINE-PITCH**

- a) Menifee PONY's Pinto Machine-Pitch division uses a machine set up at 38' from that back point of home plate to the front of the rubber, and bases set at 60'.
- b) The pitching machine shall be set at 37mph for the first half of the season, and 40mph for the second half of the season. Coaches may not change from those speeds at any point during the game. The Division Director will notify managers when it is time for the 2nd-half of season speed increase.
- c) Batters will receive up to 5 pitches, or 3 strikes (by swinging and missing only), whichever comes first. Batter is always alive on a foul ball.
- d) Should the pitching machine malfunction or become inoperable, the managers will immediately require that a coach from each team at bat pitch for the remainder of the machine pitch innings. The current batter will remain at bat and start to face the pitcher with a new pitch count. The Managers must inform

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the division director and field maintenance director of the malfunction immediately after the game. Coaches must pitch from a distance of 38'.

- e) There will be no reversion back to the prior completed full inning before the pitching machine malfunction. Time spent diagnosing or attempting to repair the pitching machine will not be added to the game time, it will be included in the original game time limits (the time will have been lost).
- f) The Pitcher position will be a defensive position only. The pitcher will assume a position adjacent to the outside of the pitching-machine circle, offset slightly to the rear of the Coach feeding the pitching machine. If no circle exists, pitcher should stand 5 feet from the pitching machine.
- g) Changes to the setup of the pitching machine should only occur at the end of a full inning and with both Managers participating unless both Managers consider it unusable.
- h) No bunting. Batters must take full swing.
- i) Games will be considered complete after a minimum of 3 innings and a maximum of 6 innings.
- j) No new inning will start after 1 hour 30 minutes.
- k) Games will end immediately 1 hour and 50 minutes after the official start time as determined by the umpire. Certain game-day situations (late umpire, etc) may cause Pinto Division Director, Vice-President or President to adjust this end time.
- l) No metal cleats will be allowed in the division.
- m) There will be 10 defensive players allowed, 6 infielders, 4 outfielders.
- n) One defensive coach will be allowed in the field for instruction purposes. He/she must be positioned behind the outfielders.
- o) There is no Dropped Third Strike Rule.
- p) There is no Infield Fly Rule.
- q) Base stealing will NOT be allowed.
- r) Encroaching by a player is not permitted. Infielders must play either behind or directly in front of the base paths, and must not stand on base when no play is being made at that base.
- s) As soon as an pitcher has possession of the baseball within the designated pitchers circle, the umpire shall call "time" and the ball is "dead". No further action is permitted. If a runner is at least halfway to the next base, based on the umpires judgment, that runner may advance. If runner is less than halfway, they must return to previous base. The halfway point will be marked by the home team prior to the start of the game. Base runner's will always be allowed to advance at least one base per batted ball, and it will be at their own risk.

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- t) On Wheatfield #5, the infield shall be the entire dirt area of the infield. For all other fields, the infield is defined as being 15' beyond the base paths. This is a judgment of the umpire and cannot be argued.
- u) No more than 5 runs in an inning will be scored in the first 4 innings of play. In innings 5 and 6 each team will be allowed to score a maximum of 10 runs.
- v) In the event that a batted ball hits the coach-pitcher or if the coach-pitcher interferes with a fielder (umpire's judgment), the ball is dead and the batter will receive another pitch.
- w) On a batted or thrown ball the person operating the machine must attempt to avoid the play. If umpire judges that the coach was in the way of a defensive player making a play then umpire will make a judgment on where an out would most likely have occurred and will call the out.
- x) If a batted ball strikes the machine and stays in fair territory, the ball is live and should be played. If a batted ball strikes the machine and goes into foul territory, the ball is dead and all base runners shall advance 1 base.
- y) Base runners will be allowed to advance a maximum of 1 base on any overthrow and there can only be one overthrow per batted ball. A runner cannot score on an overthrow unless he was already past third-base and heading towards home plate at time of the overthrow. Advancement on an overthrow that remains in the field of play is at runner's risk of being thrown out.

**OVERTHROW** is defined as a ball thrown towards a point in the infield and the ball goes past or behind its intended target. A player dropping the ball during the play is not an overthrow and play continues until play is stopped by the defense or the umpire.

### **10. PINTO DIVISION KID-PITCH**

- b) Menifee PONY's Pinto Kid-Pitch division, uses a mound set up at 40' from that back point of home plate to the front of the rubber, and bases set at 60'.
- c) There are no walks. At ball 4 the coach of the offensive team will pitch and take over the strike count. If the ball is not hit, the batter is out. Batter is always kept alive on a foul ball.
- d) Coaches must pitch from the regulation pitcher's mound. It is acceptable for coach to pitch from dirt in front of mound as long as his back foot is in contact with mound.
- e) No bunting! Batter must take full swing.
- f) Games will be considered complete after a minimum of 3 innings and a maximum of 6 innings.
- g) No new inning will start after 1 hour 30 minutes.

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- h) Games will end immediately 1 hour and 50 minutes after the official start time as determined by the umpire. Certain game-day situations (late umpire, etc) may cause Pinto Division Director, Vice-President or President to adjust this end time.
- i) No metal cleats will be allowed in the division.
- j) Menifee Pony Baseball has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. See section 5a for more information on this.
- k) There are no balks
- l) A pitcher, upon hitting a third batter in the same inning or a fourth batter in the game, must be removed from pitching for the remainder of that game.
- m) There will be 9 defensive players allowed, 6 infielders, 3 outfielders.
- n) One defensive coach will be allowed in the field for instruction purposes. He/she must be positioned behind the outfielders.
- o) There is no dropped third strike rule.
- p) Base stealing will be allowed. The runner must remain in contact with the base until the pitched ball passes the plate (no leading off).
- q) If the base runner leaves the base early, that runner will be called out.
- r) The stealing runner may not advance on an overthrow.
- s) Base stealing will NOT be allowed during coach pitch.
- t) Stealing of home base or advancing home on a pass-ball/wild-pitch will NOT be allowed. To score a runner from third base he / she must be advanced by a batted ball or a hit batsman with the bases loaded.
- u) Infield Fly Rule will NOT be in effect.
- v) Encroaching by a player is not permitted. Infielders must play either behind or directly in front of the base paths, and must not stand on base when no play is being made at that base.
- w) As soon as an pitcher has possession of the baseball, the umpire shall call "time" and the ball is "dead". No further action is permitted. If a runner is at least halfway to the next base, based on the umpires judgment, that runner may advance. If runner is less than halfway, they must return to previous base. The halfway point will be marked by the home team prior to the start of the game. Base runner's will always be allowed to advance at least one base per batted ball, and it will be at their own risk.

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- x) No more than 5 runs in an inning will be scored in the first 4 innings of play. In innings 5 and 6 each team will be allowed to score a maximum of 10 runs.
- y) In the event that a batted ball hits the coach-pitcher or if the coach-pitcher interferes with a fielder (umpire's judgment), the ball is dead and the batter will receive another pitch.
- z) Base runners will be allowed to advance a maximum of 1 base on any overthrow and there can only be one overthrow per batted ball. A runner cannot score on an overthrow unless he was already past third-base and heading towards home plate at time of the overthrow. Advancement on an overthrow that remains in the field of play is at runner's risk of being thrown out.

**OVERTHROW** is defined as a ball thrown towards a point in the infield and the ball goes past or behind its intended target. A player dropping the ball during the play is not an overthrow and play continues until play is stopped by the defense or the umpire.

### **11. MUSTANG DIVISION**

- a) Mustang uses a mound set up at 46' from the back point of home plate to the front of the rubber.
- b) Games will be considered complete after a minimum of 3 innings and a maximum of 6 innings.
- c) No new inning will start after 1 hour 40 minutes.
- d) Games will end immediately 2 hours after the official start time as determined by the umpire. Certain game-day situations (late umpire, etc) may cause Mustang Division Director, Vice-President or President to adjust this end time.
- e) No metal cleats will be allowed in the division.
- f) Menifee Pony Baseball has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. See section 5a for more information on this.
- g) One warning per pitcher per game for balks.
- h) Runners may lead-off and steal bases, as in Official Baseball Rules, with the exception of runners at third-base (*see paragraph "i" below*)
- i) No stealing of home on the pitch. Secondary leads, advancing home after a pass-ball/wild-pitch or after the catcher has thrown the ball are not considered stealing. Increased player safety is the purpose of this rule and if the umpire's judgment is that the runner was attempting to steal home that runner will be called out.

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## **Local Rules - Baseball** (Filly, Shetland, Pinto, Mustang, Bronco, Pony, Colt)

- j) No more than 5 runs (plus continuation) in an inning will be scored in the first 3 innings of play. In innings 4, 5, 6 each team will be allowed to score a maximum of 12 runs per inning.

### **12. BRONCO DIVISION**

- a) Bronco uses a mound set up at 50' from the back point of home plate to the front of the rubber.
- b) Games will be considered complete after a minimum of 3 innings and a maximum of 7 innings.
- c) No new inning will start after 1 hour and 50 minutes.
- d) Games will end immediately 2 hours and 15 minutes after the official start time as determined by the umpire. Certain game-day situations (late umpire, etc) may cause Bronco Division Director, Vice-President or President to adjust this end time.
- e) Metal cleats will be allowed in this division.
- f) NO metal cleats on portable mounds. The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
- (Penalty) 1<sup>st</sup> offense = pitcher removed from mound and charged with maximum number of innings pitched for that day.
  - (Penalty) 2<sup>nd</sup> offense = same as above AND the manager will be suspended for at least one game.
  - (Penalty) 3<sup>rd</sup> offense = same as above AND the manager will appear before the board.
- g) Menifee Pony Baseball has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. See section 5a for more information on this.
- h) No more than 6 runs (plus continuation) in an inning will be scored in the first 4 innings of play. In innings 5, 6 and 7 each team will be allowed to score a maximum number of 12 runs per inning.

### **13. PONY DIVISION**

- a) No player shall sit out two consecutive innings. Sitting out a partial inning counts the same as sitting out the entire inning.
- b) Other Menifee Pony player rotation or minimum-play rules do not apply to this division.
- c) No new inning will start after 2 hours.

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## **Local Rules - Baseball** (Filly, Shetland, Pinto, Mustang, Bronco, Pony, Colt)

- d) Menifee Pony Baseball has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. See section 5a for more information on this.
- e) Teams will be through entire lineup.
- f) NO metal cleats on portable mounds. The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
  - (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of innings pitched for that day.
  - (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
  - (Penalty) 3rd offense = same as above AND the Manager will appear before the board.
- g) All Menifee Pony rules related to ejections always apply to all Menifee Pony teams.
- h) Playing rules may be changed by the cities leagues involved prior to the season starting.

### **14. COLT DIVISION**

- a) No player shall sit out two consecutive innings. **Sitting out a partial inning counts the same as sitting out the entire inning.**
- b) Other Menifee Pony player rotation or minimum play time rules do not apply to this division.
- c) NO metal cleats on portable mounds. The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
  - (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of innings pitched for that day.
  - (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
  - (Penalty) 3rd offense = same as above AND the Manager will appear before the board.
- d) All Menifee PONY rules related to ejections always apply to all Menifee Pony teams.
- e) Additional interleague playing rules will be determined between the cities leagues involved prior to the season starting.

### **15. END OF SEASON TOURNAMENT RULES**

- i) All teams are eligible for the end of season tournament, with the exception of Filly Division.

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## **Local Rules - Baseball** (Filly, Shetland, Pinto, Mustang, Bronco, Pony, Colt)

- j) Menifee Pony reserves the right to modify and publish local tournament rules that may not be covered in this section. Any amendments to the local rules will be addressed by the Menifee Pony Board of Directors prior to the start of the tournament. Rule changes will be created based upon what is in the best interest of the league and the safety of the players.
- k) Menifee Pony will conduct a tournament for each division (spring season only).
- l) Menifee Pony may develop a style of tournament brackets that may include round robins, pool play, or single elimination tournaments. Menifee Pony will assess the situation relative to field space, field availability, and school schedules to make the best decision possible when creating our end of season tournament.

### **15.2 General Tournament Rules for All Divisions**

- a) CA tiebreaker will be in effect when the game has completed their regulation innings of play or the time limit has been reached; whichever happens first.
- b) All single or double elimination tournaments will always have a winner and a loser (there is not a drop dead time in the tournament).
- c) CA tiebreaker is in effect for the “first overtime inning”; place the last out on 2nd base with no outs and play out the inning. Second and subsequent overtimes will require the offensive team to place the last two outs on 2nd and 3rd, and play out the inning until a winner is determined. Start the inning with no outs.
- d) Unlimited number of runs per inning is in effect at Bronco division and above.
- e) One offensive time out per inning and 60 seconds in between innings.
- f) Hustle players on and off the field.
- g) Batters will be expected to keep one foot in the batters box when taking signs.
- h) Home team is the official book.
- i) Pitch Count Pitch Rules will be in effect during tournament play.
- j) If seeding is required the following format will be used to determine the results: Best record, then head-to-head, then least runs allowed, then a coin toss.
- k) Substitute players from other divisions or teams will not be allowed during post-season play.

### **15.3 Shetland Tournament Rules**

- a) 15-run Mercy Rule after 3 innings; 10-run mercy rule after 4+ innings
- b) Regular season infield play rule (*players playing at least 1 inning of infield each game*) does NOT apply
- c) Other regular season minimum-play rules do still apply.
- d) Regular season run-limitation rules apply.

### **15.4 Pinto Tournament Rules (Machine-Pitch and Kid-Pitch)**

- a) 15-run Mercy Rule after 3 innings; 10-run mercy rule after 4+ innings
- b) Regular season infield play rule (*players playing at least 1 inning of infield each game*) does NOT apply
- c) Other regular season minimum-play rules do still apply.
- d) Regular season run-limitation rules apply.

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## **Local Rules - Baseball** (Filly, Shetland, Pinto, Mustang, Bronco, Pony, Colt)

### **15.5 Mustang Tournament Rules**

- a) 15-run Mercy Rule after 3 innings; 10-run Mercy Rule after 4+ innings.
- b) Regular season balk rules still apply
- c) Regular season run-limitation rules apply.
- d) Regular season minimum-play rules do NOT apply. No player can sit 2 consecutive innings defensively

### **15.6 Bronco Tournament Rules**

- a) 15-run Mercy Rule after 4 innings; 10-run Mercy Rules after 5+ innings.
- b) Balks will be enforced
- c) No run limit. Regular season run-limitation rules do NOT apply, run scoring is unlimited.
- d) Regular season minimum-play rules do NOT apply. No player can sit 2 consecutive innings defensively.