

KEMPSVILLE PONY BASEBALL

Local Playing Rules and Manager/Coach Responsibilities

General Playing Rules

The playing rules for Kempsville Pony Baseball, with the exceptions and variations contained in Pony Baseball Rules and Regulations and in this document, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball. The following local playing rules apply to all regular season games, including the league tournament.

Minimum Playing Times

1. Shetland, Pinto, and Mustang Leagues - At the start of the game there will be a continuous batting order of all players present. Once the batting order is established it cannot change. The first nine (Pinto and Shetland – ten) players in the batting order will be the nine (Pinto and Shetland – ten) defensive players starting the game. Players arriving late will be added to the end of the batting order. Every player must enter the game at a defensive position by the third inning and will play at least two complete innings in the field. Players not in the starting line-up must start the next game.
2. Bronco and Pony Leagues - All players must get a minimum of one at bat per game and play a minimum of two innings in the field. All players should enter the game by the third inning. If a starter for the home team gets his first at bat in the third inning, substitution for that position in the batting order may be delayed until the top of the fourth inning. Any player who did not start the previous game and who is present 15 minutes before the next scheduled game must start that game.
3. Colt League - Managers are required to get each available player into the game for at least one inning in the field and one at bat. In addition, managers are expected to give substitutes additional playing time as warranted by game situations.
4. Extra Hitter Lineup Option - Before the start of the game, Bronco, Pony, and Colt managers have the option to declare a ten-position starting lineup with the tenth position being an Extra Hitter (EH). The player in the EH position is treated the same as the other nine starters with respect to substitution, re-entry, and defensive position change rules. After a team manager submits a lineup with an EH and the game starts, the remainder of the game shall be played by that team using an EH. If injuries result in the team with an EH having only nine players remaining, the vacant slot of the last player removed from the lineup will not be counted as an automatic out.
5. Failure to comply with minimum playing times will result in disciplinary action against the manager and team which may include forfeiting of games in which the rules were broken.

Special Playing Rules - All Leagues

1. Intentional Walks - Intentional walks (not applicable for Shetland and Pinto) will be announced to the umpire and the batter will be awarded first base without pitching four balls. Intentional walk shall not be used to repeatedly avoid pitching to certain players.
2. Pitcher and Catcher Speed Up Rules - Anytime the pitcher is on base, the pitcher may be replaced with another runner. With two outs and the catcher on base, the catcher will be replaced with another runner. With fewer than two outs and the catcher on base, the catcher may be replaced with another runner. For the Mustang league, the player making the last out will be used as a runner for the pitcher, catcher, or any other player injured while running the bases. For Bronco/Pony/Colt leagues, any player not currently in the line-up may be used as a runner for the pitcher, catcher, or injured player. The same player cannot be used to run for both the pitcher and catcher.
3. Sliding Plays – We do not have a “must slide rule” but close plays at the plate should be sliding plays. If the runner does not slide and more than incidental contact is made, the umpire may declare the runner out and the run does not count. In addition, the runner or the fielder may be ejected from the game for unsportsmanlike conduct if the umpire deems any contact to be intentional and/or malicious.
4. Eight Player Rule - Teams may play with eight players to prevent a forfeit. The missing player(s) will bat in the ninth (Shetland and Pinto in ninth and tenth) batting positions and will be automatic outs each time those positions come up in the batting order. If additional players arrive, they will be assigned to the vacant batting positions and normal rules will be followed. If for whatever reason a team starts with nine (Shetland and Pinto – ten) or more players and ends up with eight players, the game may continue. The last player(s) to leave the lineup will be automatic outs each time the player should have batted in the batting order.
5. Forfeit Time - In the event that a team has only seven players at the scheduled start time, they will be afforded a grace period of fifteen minutes to field the minimum team of eight players. If additional players arrive, the game will be played as scheduled. The start time for the game will revert to the scheduled time.

Special Shetland and Pinto Playing Rules

1. A team is allowed ten defensive players on the field at a time. Four defenders must be outfielders and must be positioned beyond the normal configuration of the infield. Free defensive substitution is allowed for all players and all positions. When a runner is injured while on base, the player making the last out will replace the injured runner.
2. Coach pitchers must pitch from the Pinto pitching distance of 38 feet. Player pitchers shall take position to the rear of the pitching rubber and to the left or right of the coach pitcher. Player pitchers may not position themselves near the other infield positions and must stay near the coach pitcher.
3. The distance between bases is 50ft for Shetland and 60ft for Pinto.
4. The ball remains in play until it is in possession of an infielder and in the umpire’s judgment all play on the runner or runners has ceased. The umpire will call time to indicate stop of play. The ball is then dead and shall be returned to the coach pitcher.

5. Batters must drop the bat. Penalty – each team is allowed one warning. After the second and any subsequent team bat throwing incident, the batters are out and runners shall not be allowed to advance. Note, the warning is for the team and not for individual batters. Example, Batter 1 on Team A gets warning for throwing a bat. Later in the game Batter 2 on Team A throws his/her bat. Batter 2 is out and runners are not allowed to advance.

Mustang Lead-off, Base Stealing, and Dropped Third Strike Rules

1. For the Spring and Fall Seasons, KPB will adopt the following local rules for Mustang game play:
 - a. PONY Baseball's Option (3) for leading off and stealing bases. Option (3) states that runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.
 - b. Batter is out on all dropped third strikes.

Scheduling/Game Starting/Ending Times

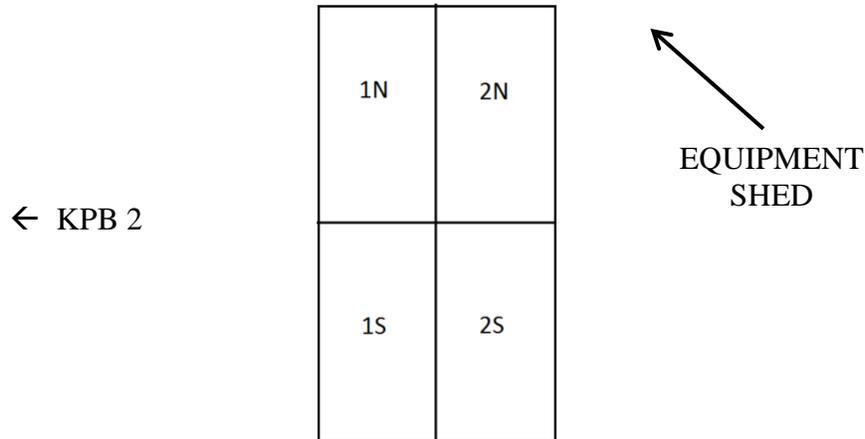
1. Shetland and Pinto games are scheduled for six innings. If a game is called early for weather, 15-run mercy rule, or time limit, it is a regulation game and will count in the standings if: four innings have been completed or 3 ½ innings if the home team is ahead by 15 or more runs.
2. Mustang and Bronco games are scheduled for six innings. If a game is called early for weather, 10-run mercy rule, or time limit, it is a regulation game that will count in the standings if:
 - a. Mustang -- three innings have been completed, or 2 ½ innings if the home team is ahead, when called.
 - b. Bronco, four innings have been completed, or 3 ½ innings if the home team is ahead, when called.
3. Pony, and Colt games are scheduled for seven innings and a regulation game is five innings or 4 ½ innings if the home team is ahead by 10 or more runs.
4. All games should start at their scheduled start time and all games should be played until completed, the 10 run mercy rule (15 runs for Shetland and Pinto) is invoked, the game is declared a tie, or the game is called. All games are time limited such that no new inning shall start after 1+00 hours of elapsed playing time for Shetland, 1+40 hours for Pinto and Mustang; 1+50 hours for Bronco; and 2+00 hours for Pony and Colt leagues. A new inning begins when the last out is made in the previous inning.
5. For planning purposes teams will normally be scheduled for one game on Saturday and one or two games during the week. Games will not normally be scheduled on holidays. In the

event preceding games finish early, managers should be prepared to start games 15 minutes earlier than scheduled game times.

6. Rainouts will be rescheduled at the earliest time available on the schedule. In most cases rainouts will be rescheduled on Sundays, but if fields and umpires are available games may be rescheduled during the week.
7. If at the end of a completed inning when the time limit for no new inning has been reached and a winner has not been decided, the game will be declared a tie. Ties will be counted as half a win and half a loss in the standings. The only tie games that will be rescheduled are those needed to resolve a tie for first place in the League. The exception is for league tournament games which will be played until a winner is determined.
8. Weeknight games require special attention in order to ensure that games are completed at a reasonable hour. The game clock will start at 6:00 PM for weekday 6:00 PM games, no matter what time the game actually begins. If, for any reason, the start time is delayed past 6:00 PM, the allotted playing time will be shortened by the period of the delay. On nights preceding a school day, a new inning may not start past 10:00 PM for Bronco and 10:30 PM for Pony and Colt.
9. If at least one umpire is present at scheduled game start time, the game shall begin as scheduled.
10. When a game is completed within time limit, the following game should start no later than the scheduled start time. However, if both teams and umpires are ready to play, the game may start early. Games that start early are still subject to time limits which begin when the umpire-in-chief calls "Play".
11. If circumstances do not allow at least fifteen minutes between completion of a game and the scheduled start of a following game, teams shall be given fifteen minutes for warm-up and field preparations. Managers and umpires should confer and agree on the revised game start time which in most circumstances will be 15 minutes after conclusion of the preceding game.
12. For consecutively scheduled games both managers are responsible for getting the field ready for play and for team warm up within the time allotted between games.
13. In the event of rain or poor playing conditions prior to the start of the game, the decision to start the game is up to the managers. Once the game starts the decision to stop play is up to the head umpire. For rain delays during weekday games, the game clock keeps running during the rain delay. For other games the game clock may be stopped during the delay but if the delay continues for more than 30 minutes the game should be called. Games that meet the criteria for a completed regulation game at the time they are called are official and will not be rescheduled. **Games that are called that do not complete the required number of innings to be official may be rescheduled and started as new games.** Games that are called before an inning has been completed, and meet the criteria for a suspended game, will only be rescheduled if needed to determine first place in final league standings.

Batting Cage Rules for Practices and Games

1. Our two batting cages at Providence Park are adjacent to KPB Field 2 and both are divided to allow four areas for batting practice. The cage nearest to Field 2 is Cage 1. The half of the cage nearest the equipment shed is the north half. See following diagram:



2. All batting practice in the cages will be supervised by a team manager or coach. All players are required to wear batting helmets while hitting in the cage, off batting tees, or soft toss. A good rule of thumb is that any player swinging a bat or near other players swinging bats must wear a helmet.
3. Teams with assigned practice slots on KPB 1 have priority for Cage 1N. Teams with assigned practice slots on KPB 2 have Cage 2N. VPs and the Player Agent will coordinate assigning leagues and teams to Cages 1S and 2S during the pre-season. If the cages are not being used during assigned practice slots, they may be used by any KPB team on a first come basis. However, if more than one team shows up for an open or unused practice slot, teams shall limit their time in the cage to 30 minutes.
4. On game days teams scheduled to play on KPB 1 will have Cage 1 for their use one hour prior to scheduled game start with Home team assigned Cage 1N and Visitors Cage 1S. The same rule applies for games on KPB 2 – Home team has 2N and Visitors 2S one hour prior to game start.

Regular Season League Standings

1. Each league's regular season championship is awarded to the team with the best won – loss record in the final standings. In the event teams are tied at the end of the regular season, the following tie break rules will be applied in order until the tie is broken:
 - a. First tiebreaker, head to head won – loss record.
 - b. Second tie breaker, least number of runs allowed in head to head games.
 - c. Third tie breaker, coin toss.
2. In addition to determining a league's regular season championship team, final standings are also used for seeding the first rounds of in-house tournaments. For the first rounds of

tournament games, the home team will be the higher seeded team. For semi-final and championship games, a coin toss will be used to determine home teams.

Official Score Book/Game Clock

The home team manager is responsible for the official score book and keeping the game clock. Game start time will begin when the umpire-in-chief calls “Play”. See earlier section on Game Starting for exceptions to game start times used in determining game time limits when playing 6:00 PM weeknight games.

Umpires

1. Umpires for Pinto, Mustang, Bronco, Pony, and Colt leagues are provided by Eastern Officials Association (EOA). Managers and coaches must respect the decision of the umpires in all cases. Disputes over rule interpretations may be addressed in a civil manner with umpires on the field. All judgment calls are final unless the manager can convince the umpire making the call to consult with the other umpire. The decision to appeal for help lies completely with the umpire making the call. If managers have a complaint concerning an umpire, they should report the complaint to the League Vice President, Player Agent, or the KPB League President with the umpire’s number and the pertinent facts. Managers will not call the Commissioner of EOA umpires to complain about officiating. Umpire evaluation forms are available in the Concession Stand and should be completed for good performance as well as problems with umpires during games. Completed umpire evaluation forms may be turned in to League Vice Presidents, the Player Agent, or to the KPB League President.
2. Ejection of managers, coaches, or players will be dealt with according to the bylaws of KPB.

Operation of the Scoreboards

1. The home team manager is responsible for the operation of the scoreboard. There is an on/off switch for each scoreboard located in the score booth for that field. To prevent damage from lightning, the scoreboards are to be turned off when not in use. The controllers for operating the scoreboards are stored in the score booths. Managers shall make sure that controllers are checked out and operated by responsible adults. A key for the score booth is maintained and controlled by the Concession Stand manager.
2. After the last game or when no responsible adult is available for the next game, the scoreboard will be turned off and the controller will be returned to the Concession Stand for storage and recharging.
3. Normally the score booths will not be open for regular season games. If weather or other unusual circumstances warrant allowing access to the score booths for regular season games, a designated league official may authorize their opening.
4. The public address system in the score booth is not for use during regular season games. League officials are responsible for using the public address system during tournament games.

5. Aside from the people authorized to use the score booth, the score booth, and the stairs leading to them are off limits.

Uniforms/Equipment/General

1. Managers, coaches and scorekeepers on the field (inside the fence, including dugouts) during the game will wear long white pants or white baseball pants, athletic footwear, and socks and shirts that match the team's colors. Striped baseball pants are not permitted.
2. Players will be in a full KPB uniform – white baseball pants, team hat, team jersey, team socks, and athletic footwear. If baseball pants with belt loops are worn, a belt that matches the team's colors must be worn.
3. Players are not allowed to wear metal cleats in Pinto, Mustang, and Bronco Leagues.
4. All our playing fields are governed by Virginia Beach city rules and other agreements for use of assigned fields that prohibit alcoholic beverages on the property and also prohibit smoking and the use of other tobacco products on or near the ball fields. Providence Park has designated smoking areas away from the ball fields.
5. Do not hit off the tee or hit soft toss into ball field fences.
6. To prevent injuries, do not allow players to dig holes or scrape away grass in the outfield.
7. Enlist the support of parents to prevent the following:
 - Unsupervised, younger children playing in areas where they risk injury from batted balls, thrown balls, or players swinging bats. The areas around the batting cages, practice mounds, and the area between the concession stand and the batting cages are most dangerous.
 - Younger children climbing fences, bleachers, and other obstacles.
 - Younger children playing in the piles of infield dirt mix and sand behind the equipment shed.
 - Careless tossing of trash – encourage using the trash cans provided!!

Parking

1. Parents should be cautioned not to park in areas where batted or thrown balls may impact their vehicles. KPB is not responsible for damage to parked vehicles.
2. Managers are responsible for notifying team parents of any parking restrictions put in place for special events such as opening day, tournaments, etc.

Field Preparation and Maintenance

1. **BATTING PRACTICE:** To save wear and tear on the Providence Park infield grass, pitching batting practice will only be done from the rubbers on the dirt mounds or from a portable mound when/if available.

2. PRACTICE MOUNDS: Covers are installed to protect the practice mounds when not in use. Rakes and tamps are provided to maintain/repair practice mounds. If you use the mounds, repair them and if the last to use, replace the covers.
3. Both the home and visiting teams are responsible for preparation of the field prior to the first game of the day. Preparation includes:
 - Remove base plugs and place in bags on foul fence.
 - Remove home plate area and mound covers by first folding to the center from the sides, and then folding or rolling from front to back. Lift and carry (do not drag) the covers to store along the right field fence line just past the bleachers.
 - If puddles are on the covers, first broom the standing water off the back of the mound cover toward second base and off the back of the home plate cover toward the fence. **DO NOT WALK ON COVERS WITH METAL SPIKES!**
 - Chalk, chalk machine, batter's box template, and trash bags are located in the ground level storage room in the Field 2 score booth. A key for the storage room is left hanging from the rafters in the first base dugouts on Field 1 & 2.
 - Place bases on the field at the proper distances for your league.
 - Wet down the field, pitching mound, and batter's box as necessary and smooth out and tamp down depressions in the batter's box and pitching mound
 - Line the infield foul lines on the dirt portions of the infield and batter's box. Do not line the foul lines that are spray painted on the grass. When putting down the foul line, attach string to point of home plate and extend to outside edge of painted foul lines in the outfield grass. The string should lie along the outside edge of first/third base with the bases installed. The line you put down with field marker lime should be to the inside of the string... the foul line is in fair territory. To save lime, make sure you are using the narrower two inch setting vice the four inch setting.
 - Home team provide at least two game balls to the home plate umpire
4. At the end of the game, both team managers are responsible for:
 - Having players pick up trash in the dugouts and on the field and place in the appropriate trash or recyclable containers outside the dugouts.
 - If time permits, assist the next teams in field preparation.
5. Between consecutive games, oncoming manager responsibilities are:
 - When a game is over and teams have exchanged congratulations, teams should clear their respective dugouts immediately of all team equipment and allow the follow on team to have the dugout. Post-game team meetings are not to be held on the field.
 - When required move bases to the proper distance for the next game and install base plugs.
 - Add moist clay to depressions on pitcher's mound, batter's boxes, and catcher's box.

- Use landscape rakes to move infield dirt back into depressions in the sliding and leadoff areas of the base paths.
 - As needed, use the hand drags on the infield, pitcher's mound, and home plate areas to smooth out foot prints and other depressions. **DO NOT RAKE NEAR THE GRASS EDGES OF THE DIRT AREAS...** use the hand drags.
6. After the last game of the day, team managers are responsible for securing the field and the facilities. This includes:
- Remove bases and store in dugouts with the post down. Check that all six base plugs are installed.
 - Add moist clay to depressions on pitcher's mound, in batter's boxes, and in catcher's box. Tamp depressions and then use hose wet the areas.
 - Use brooms to brush clay out of grass back into dirt areas of home plate and pitcher's mound.
 - Carry covers to rear of mound and HP circle, roll forward, unfold to sides, and stretch smooth.
 - Use landscape rakes only to move material back into depressions in sliding and lead off areas around the bases.
 - Drag infield... **KEEP CLAY OUT OF GRASS!**
 - **DO NOT RAKE THE EDGES OF THE MOUND, HP AREA, OR THE INFIELD...** just use the drags.
 - Return drags, hose caddy, and other tools to the dugouts.
 - Return storage key to Home dugout and hang on rafters.
 - **Make sure that the Score board operator's panel is returned to the Concessions Stand. Take down the flag and return to the Concessions Stand**
 - Insure that dugouts, storage shed, score booths, and Concessions Stand are locked.
 - The last manager to leave the fields will check to ensure that Concession Stand workers have safely departed, and lock the park gate for the night.
 - Field lights are on automatic timers and will turn off at the prescribed time. In the event a game is cancelled, check for information in the concession stand for securing field lights early. If in doubt, contact the Player Agent.

PLAYER SAFETY AND FIRST AID

1. A manager's primary responsibility is to provide for player safety.
2. All managers should have completed the mandatory American Sports Education Program (ASEP) Course which has an excellent chapter on player safety and first aid.
3. The roster management function on our website provides critical player medical and contact information in the Team Information Package. Managers are required to:

- know and understand the medical information on players
 - have a copy of the package available at all practices and games
4. Managers are required to have a basic first aid kit available at all practices and games. In addition, the league will provide a first aid kit to be stored and maintained in the Concession Stand for use in treating minor injuries. The Concession Stand at Providence Park is not open at all times and managers of teams practicing or playing games at Providence Park are still required to have a team first aid kit available.
 5. The Concession Manager is responsible for having a supply of ice packs available when the stand is open.

LIGHTNING SAFETY

1. In Virginia, most thunderstorms occur in the afternoon to early evening, which coincides with the highest reported lightning casualty times of the day. While the probability of being struck by lightning is extremely low, the odds are much greater when a storm is in the area and proper safety precautions are not followed. The keys to lightning safety are education and prevention. Education begins with the background information and physics of lightning. Prevention should begin long before any athletic event. The first responsibility for managers and coaches to heighten lightning safety is to check a weather report each day before a practice or event and be aware of the possibility of storms forming or moving into the area during the day. Lightning and thunder activity in the local area are the “alarms” for managers and coaches to begin monitoring thunderstorm activity.
2. The next measure is to know where the closest safe shelter is to the field or playing area, and to know how long it takes to get to that safe shelter. Safe shelter is defined as:
 - Any sturdy building normally occupied or frequently used by people. In other words, a building with metal plumbing and/or wiring that acts to electrically ground the structure. A shack or metal shed is not considered a safe shelter.
 - In the absence of a sturdy, frequently inhabited building, any vehicles with a hard metal roof (not a convertible) and with the windows rolled up can provide a measure of safety. Taking shelter in the proper vehicle is certainly better than remaining outdoors.
3. Lastly, managers and coaches should be aware of how close lightning is occurring. The “flash to bang” method is the easiest way to estimate how far away lightning activity is occurring. Simply stated, count the seconds between seeing the lightning “flash” and hearing the clap of thunder (“bang”). Divide this number by five to obtain how far away (in miles) the lightning activity is occurring. The following guidance on lightning safety is in effect for all KPB activities.
 - For safety purposes, a “flash to bang” time longer than fifteen (15) seconds is strongly recommended. Depending on the circumstances, flash-to-bang times of 20 – 30 seconds may be warranted to allow sufficient time for personnel to reach safe shelters. If the observer obtains a “flash to bang” count less than what has been determined to be safe; all individuals should immediately leave the area to seek safe shelter.

- It is strongly recommended that all personnel involved wait at least 30 minutes after all lightning and thunder activity has stopped before resuming a games or practice.
- Stay away from the tallest trees or lone objects (such as light poles or flagpoles), metal objects (such as metal fences or metal bleachers), individual trees, standing pools of water, and open fields. Avoid being the highest object in a field, and do not take shelter under a single, tall tree.
- If there is no safe shelter within a reasonable distance away, crouch in a thick grove of small trees surrounded by taller trees, or in a dry ditch. Assume a crouched position on the ground with only the balls of your feet touching the ground, wrap your arms around your knees, and lower your head. Minimize your body's surface area, and minimize contact with the ground. Do not lie flat!
- If a person feels his or her hair stand on end, or their skin tingle, immediately crouch as described in bullet above.
- Do not use the telephone, except in emergency situations.
- Lightning strike victims do not carry an electrical charge. Therefore, cardiopulmonary resuscitation (CPR) is safe for the responder. Lightning strike victims who show signs of cardiac or respiratory arrest need prompt emergency help. Prolonged and aggressive CPR is highly effective for the survival of many victims of lightning strike.