



## **SANTA MONICA PONY BASEBALL**

### **POINTS OF EMPHASIS and LOS AMIGOS HOUSE RULES**

(revised 2/1/2018)

#### **POINTS OF EMPHASIS -- PONY RULES**

1. 2018 PONY Baseball Rules and Regulations apply except as modified or emphasized here.
2. Umpire conducts pre-game conference on these rules, on ground rules, and to clarify game end times.
3. No time limit in PONY. (PONY Rule 11).
4. Pitching guidelines must be followed. (PONY Rule 10).
5. USA Bat guidelines must be followed. (PONY Rule 8).
6. Between innings or on pitching change, no more than 1 minute or 5 warmup pitches, whichever comes first (Major League Baseball Rule 5.07(b)).
7. No courtesy runner for pitcher, catcher, or other positions at any time (even with 2 outs).
8. With no runners on base, pitcher must deliver next pitch within 12 seconds after receiving ball from catcher (Major League Baseball Rule 5.07(c)).
9. Batter shall keep at least one foot in batter's box at all times unless (a) batter swings, (b) batter is forced out of box by pitch, (c) either team is granted time out, (d) defense makes play on base runner, (e) batter feints bunt, (f) wild pitch or passed ball occurs, (g) pitcher leaves dirt area of mound after receiving ball, or (h) catcher leaves catcher's box to give defensive signals (Major League Baseball Rule 5.04(b)(4)).
10. Manager and Coaches must be in baseball attire (jersey and cap).

#### **LOS AMIGOS HOUSE RULES**

11. Teams must show up early and be ready to play before scheduled game time.
12. Home team preps field before game and visiting team preps field after game.
13. No cell phones allowed on field during game, except for timekeeping.
14. No fan may stand or sit within 3 feet of backstop during game other than in bleachers.

15. Between innings, Players must run in and out.
16. Players, Managers, and Coaches shall remain in dugouts or within 5 feet of dugout entrance.
17. When a fielder has the ball, or is in the act of receiving the ball, for the purpose of making a play on the runner, the runner is automatically out if he does not slide or avoid all contact with the fielder. Nothing in this rule changes the rule on runner interference.
18. No time limit, except (a) in games called for darkness, and (b) as follows:
  - (i) Pinto game if a game follows: no new inning after 1:30, drop dead at 1:50.
  - (ii) Mustang game if a game follows: no new inning after 1:40, drop dead at 1:50.
  - (iii) Bronco game if a game follows: no new inning after 1:45, drop dead at 2:00.
19. If time limit applies, confirm in pregame conference the specific “no new inning” time and “drop dead” time by Umpire’s clock (*e.g.*, 3:37 pm and 3:57pm).
20. Bronco and Mustang Divisions: Through March 31, one balk warning per pitcher per game. After March 31, no warnings. No balks are called in Pinto Division.
21. Mustang Division: No more than 5 runs/inning, except no limit in final inning.  
Pinto and Shetland Divisions: No more than 5 runs/inning, including final inning.
22. All Players must be included in batting order. Open defensive substitutions.
23. Game Management (Defense):
  - a. No Player may sit on defense for two consecutive innings. No Player may sit on defense more than two innings in any game.
  - b. If 9 Players present, all play on defense.
  - c. If 10 or 11 Players present, no Player may sit on defense more than 1 inning in the game.
  - d. If 12 Players present, no Player may sit on defense more than 2 innings in the game.

24. Game management (Offense):

- a. Managers must manage their batting orders so that every Player has roughly the same average number of plate-appearances-per-game-attended over the course of the season, including the Road to Los Amigos Day and Los Amigos Day. Managers must keep and be able to show a record that proves compliance with this rule.
- b. Managers must use a lineup chart showing batting order and positions and must post it in the dugout for each game. Managers must maintain copies (paper or electronic) of their season's lineup charts and provide them to the Board upon request.

25. PINTO DIVISION ONLY

- a. Teams may play 10 Players on defense if additional Player is positioned in outfield.
- b. Runners on base shall remain in contact with base until ball is hit or crosses home plate. Runners are not permitted to steal home. PENALTY: If runner is off base and ball is hit, runner is out and ball is in play. If ball is not hit, runner must return to base and ball is dead.
- c. Runners may advance 1 base on overthrow, except that runners may not advance on overthrows on steal attempts.
- d. When ball is in possession of infielder in infield and, in umpire's judgment, all play on runner(s) has ceased, umpire shall call "Time." Ball is dead and shall be returned to mound.
- e. Batter may not advance all the way to home plate on his/her own hit except a fair ball hit over outfield fence, or a legitimate inside the park home run (*e.g.*, in the gap or down the line or over the outfielder's head). No inside the park home runs based on an error or errors.
- f. No walks in first 4 games of season. After 4 balls, Manager/Coach pitches with existing count intact. Batter will then either strike out, or hit ball in play. Umpire will continue to call balls and strikes. *E.g.*, count is 3-2, pitcher throws 4th ball, Manager/Coach comes in to pitch with existing 3-2 count; if Manager/Coach throws strike, batter is out.
- g. Both teams are responsible for removing Pinto outfield fence after day's final Pinto Division game.

26. SHETLAND DIVISION ONLY

- a. REMEMBER YOU CANNOT CROWD UP THE INFIELD. PITCHER, FIRST, SECOND, SHORT, THIRD AND ONE KID IN BETWEEN . THEY MUST STAY BACK, SAY ONE STRIDE IN FRONT OF THE BASELINE. THE OTHERS ARE ALL BEHIND THE BASELINE.
- b. 5 NOT 6 PITCHES AND PUT IT ON THE T. 5 RUNS OR 3 OUTS, WHICHEVER OCCURS FIRST. THE MANAGERS CAN AGREE TO LEAVE KIDS ON BASE WHO MAKE AN OUT. THIS IS FOR KIDS WHO DON'T USUALLY GET ON.
- c. PARENTS ON FIELD HELPING MUST NOT BE TALKING ON CELL PHONES OR DRINKING COFFEE. THIS IS ABOUT THE KIDS HAVING FUN AND LEARNING THIS GREAT GAME OF BASEBALL.
- d. COACHES WHO HAVE THE EARLY GAME MUST BE THERE ONE HOUR BEFORE GAME TIME. I WILL BE THERE AND WE WILL MAKE THE FIELD BEAUTIFUL.
- e. ALL HITS ARE SINGLES UNLESS THEY ARE SHOTS THROUGH THE INFIELD OR LAND IN THE OUTFIELD, THEN THEY ARE DOUBLES. IF SOMEONE TAKES ONE OUT OF THE BALL PARK CALL TOMMY LASORDA IMMEDIATELY.
- f. ANY QUESTIONS?
- g. MUST USE THE WHEEL FOR BATTING ORDER.
- h. ALL PLAYERS MUST PLAY AN ASSIGNED INFIELD POSITION AT LEAST ONE INNING IN EACH GAME. PLAYERS WHO PLAY INFIELD ONLY THE MINIMUM INNINGS IN ONE GAME SHALL PLAY, IN THE NEXT GAME, AN ASSIGNED INFIELD POSITION AT LEAST TWO INNINGS.

27. Call-Up Protocol (when a team has fewer than 9 Players at game time)

- a. Use substitutes, or "call-ups," only to get to nine Players.
- b. If a team has fewer than nine Players at game time, the Manager should follow a standard procedure to find substitutes that will minimize the disruption to the balance of competition.

- c. When possible, the Manager should recruit the substitute(s) in advance of game day when he knows he will have fewer than nine Players. This means he should do all he can well before game day to determine whether he will have fewer than nine Players.
- d. Try to select substitutes who match the skills of the absent Player(s).
- e. The Manager can recruit the substitute(s) from among the following: (i) Players from other teams in his own Division; (ii) Players from the next younger Division; (iii) Players from the opposing team.
- f. Any and all substitute(s) must be registered and playing regularly in Santa Monica PONY Baseball for the current season.
- g. The Manager shall treat any substitute(s) drawn from the group listed in 27(e)(iii), above, as part of the team for that game, including having free discretion in placing the substitute(s) in the batting order and in the field.
- h. Substitutes drawn from the groups listed in 27(e)(i) or 27(e)(ii), above, bat at the end of the order. So, with eight team members and one substitute, the substitute bats 9th; with seven team members and two substitutes, the substitutes bat 8th and 9th. And so on.
- i. The following applies only when the substitute(s) is/are drawn from the groups listed in 27(e)(i) or 27(e)(ii), above. With one substitute, the Player plays RF the entire game. With two substitutes, they play RF and LF the entire game. Three substitutes, RF, LF, CF. Four substitutes, RF, LF, CF, 2B. Five substitutes, RF, LF, CF, 2B, 3B. Six substitutes, RF, LF, CF, 2B, 3B, 1B. Seven substitutes, RF, LF, CF, 2B, 3B, 1B, SS.
- j. In situations in which the substitute is not from the opposing team, if the team's ninth Player shows up after the substitute has already arrived at the field, the substitute(s) shall be allowed to play, and the Manager should run his team as he would with 10 or 11 Players, as the case may be, subject to the limits of these Rules.
- k. If a member of the team shows up after the game has begun, and his team is using substitutes, the team member shall be added to the end of the batting order, to avoid a batting out of order problem. This means that, in this circumstance, the substitute(s) will not be batting last.
- l. If there are any problems, call your Division Commissioner immediately, from the field. If he is not available, call Chris Lopez, the Director of Player Development, the Athletic Director, the Vice President, or the President.