

# *Saddleback Valley PONY*

2009 Spring Local Rules – Pony 54/80 Division  
(revised 2/9/09)

Except as otherwise noted in the Saddleback Valley Pony Local Rules, play will be governed by The PONY Baseball National 2009 Rules and Regulations.

## **Batting Lineup**

1. All players in attendance at the beginning of the game will be placed in the batting line up and will take their regular turn at bat whether or not they are playing a defensive position. Players shall bat in the same order as listed on the line-up card given to the official scorer prior to the game except as provided in paragraph 1.2.
2. Players arriving after the game has started and their position in the batting order has been passed must be placed at the end of the batting order.
3. Players leaving early for any reason may be skipped in the line-up with no penalty.
4. During end of season playoffs (spring season), manager has a choice of batting through the order or batting nine with substitutions. If batting nine, players removed from game must go back in the same spot in the batting line up. Pinch runners can be used once per inning and must be someone not in the line up.

## **Substitution and Minimum Play**

1. Free substitution in the field is permitted except that once a pitcher is removed from the mound, he may not return as a pitcher in the same game. Players may play in the field regardless if they are in the batting order.
2. Saddleback Valley Pony will adhere to a minimum play rule of:
  - A. Three (3) defensive innings if it's a seven inning game.
  - B. Two (2) defensive innings if the game is called due to the 2 hours maximum game time limit or an official game called under the mercy rule.SVPB takes a zero-tolerance position on violations to this rule with penalties outlined below. This rule is not violated, however, if a player does not play the minimum number of innings because he (she) arrived after the game starts or an injury/medical issue limits the ability to fully participate in play.  
**NOTE:** SVPB has instituted the free substitution rule to ensure that players are rotated into the field of play as frequently as possible. Consequently, Managers are required to rotate players at least every two innings. A player should not have more than two consecutive innings not on the field defensively.
3. If a player has not met the required minimum play, that player shall play the entire next game and the Manager will be subject to disciplinary action by the Board of Directors. For repeat offenses of this rule, the penalties will include game suspensions up to removal from the manager position.
4. Pitcher or Catcher batter who arrives safely on base may be substituted for a pinch runner. The pinch runner must be the last batter to record an out unless the last out was the pitcher or catcher in which case the out prior to the pitcher or catcher shall be used.

## **Time Limits**

1. No new inning shall start after 2 hours of playing time. Drop dead of 2 hours 10 minutes if another game follows your game, score reverts back to last completed inning unless home team is up to bat and has the lead.
2. If the time limit set forth in paragraph (1) above does not apply, play will continue until seven innings have been played (or more, if necessary to determine a

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- winner) or the umpire determines that it is unsafe as a result of darkness, rain, or other acts of nature. The Umpire's decision to call a game is not subject to appeal.
3. If at least five innings have been played (or 4½ if the home is winning) when a game is called, it shall be a complete game.
  4. If a game is not complete or is tied when it is called, the game may be resumed from the point of suspension at a later date.
  5. If a game is called during an uncompleted inning, the score shall revert back to the last completed inning and subparagraph (3) or (4) applied as appropriate.
  6. Mercy rule is in effect, a game is complete if one team is ahead by more than 10 runs after five or more complete innings have been played (or 4½ if the home team is leading).
  7. Spring only: The SVP Board of Directors will schedule all make-up games and continued games. Times have been reserved at the end of the season for this purpose; however, if it is necessary to schedule more than two games in one week, the SVP Board of Directors' decision concerning the scheduling of a make-up game or continued game will be final.
  8. No game may be postponed without prior consent of the SVP Board of Directors. The unavailability of the Manger or Coaches shall not be a sufficient reason to postpone a game. In addition, a game shall not be postponed because a team has fewer than nine players for some reason other than illness or injury (in such case, the game may be subject to forfeiture). Forfeiture of a game will be a Board decision. If a Manager notifies the player agent at least 24 hours prior to game time that he cannot field a team, consideration will be given to reschedule the game.

### **Managers, Coaches and Players**

1. A runner shall be called out when he does not slide or otherwise avoid a fielder who has the ball or is about to receive the ball. If, in the Umpire's judgment the failure to slide or otherwise avoid is intentional, the runner shall be ejected from the game.
2. Only Managers, League-approved Coaches, and Players are permitted in the dugout while a game is in progress.
3. Managers and Coaches must request time-out and have it granted by the Umpire before they leave the dugout. Only managers may request a time out to confer with umpires.
4. Managers are appointed by the Board of Directors, based on recommendations from the Selection Committee. Managers may select their own Coaches, subject to approval of the Board of Directors.
5. All conduct on the Managers, Coaches, and Players shall be above reproach while on the field. Any unsportsmanlike conduct (arguing, fighting, profanity abusive language, or other inappropriate conduct that detracts from the image of PONY baseball in the opinion of the umpire) shall result in immediate ejection from the game. Any manager, coach, or player ejected from a game must leave the field (area within sight and sound) and may not participate in the game in any way. Any Manager, Coach, or Player ejected from a game, shall be suspended for the next game and shall be subject to additional action, as the Board of Directors deems appropriate.

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6. Managers may bench a player for disciplinary purposes only with the prior consent of the Board of Directors. Managers must contact the player agent with this request, who will bring it before the Board of Directors
7. Managers must notify the Player Agent a). if a player will miss one or more games as a result of injury or illness, or b) if a player is forced to leave a game as a result of an injury or illness and is unable to return. Managers shall provide written parental consent and medical release to the Board of Directors, before the player is permitted to return to practice or play.
8. If a team loses a player for the duration of the season, the player who has been on the waiting list the longest will be the replacement player. The Board of Directors will make the assignment based on date of registration.
9. Managers are responsible for the care, treatment and return of the League-provided equipment. Managers will return their team's equipment within five (5) days of their last game or as otherwise directed by the Board of Directors. Managers will be financially responsible for the replacement of any equipment not returned by the end of the season.
10. The HOME team will provide the official scorer. The official scorer, both Managers and the Umpire shall sign the official scorebook at the conclusion of each game. The official scorebook shall include final score, innings pitched by each pitcher, and the names of any players absent. Each team shall maintain an official scorebook and must be present at all games. Should the board need to review the official book, the manager must present the book or copies of the requested pages to the requesting board member.
11. The Home team is responsible for preparing the field prior to and after the game, with both teams responsible for cleaning their respective dugouts at the end of the game.
12. Managers are responsible for the conduct of their Coaches, Players, and Fans. Managers shall not permit their Coaches, Players or Fans to slander, ridicule, defame, and shout at or otherwise distract or interfere with the Umpire or members of the opposite team. If such conduct occurs and is not corrected, the Manager may be ejected from the game.
13. A team may use substitutes during the regular season only provided 10 or less regular rostered players are available and a league liability waiver is on file. Only paid rostered players as of April 1<sup>st</sup> of the current year are eligible to play in the end of season playoffs. Regular season substitutes can not pitch or catch in a game.

### **Miscellaneous**

1. There will be NO WARNINGS on balks! Balks will be called and enforced by all umpires.
2. Both home and visiting team must provide two new game balls each.

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## **Addendum: NFHS and NCAA Force-Play-Slide Rule**

The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception- A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

- (1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
- (2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

A.R.-If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

- b. Contact with a fielder is legal and interference shall not be called if the runner:
  - (1) Makes a legal slide directly to the base, or
  - (2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play, or
  - (3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond the base.
- c. Actions by a runner are illegal and interference shall be called if:
  - (1) The runner slides or runs out of the base line in the direction of the fielder;
  - (2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of the fielder;
  - (3) The runner's raised leg makes contact above the fielder's knee when in a standing position;
  - (4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

A.R.-"Beyond the base" means any part of the offensive's body makes contact with or alters the play of the fielder beyond the base

- (5) The runner slashes or kicks the fielder with either leg;

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- (6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete the play.

**Penalty for c. 1-6:**

- (1) With less than 2 outs, the batter-runner as well as the interfering runner shall be declared out and no other runner(s) shall advance. All other runners shall return to the base(s) occupied at the time of the pitch.**
- (2) With 2 outs, the interfering runner shall be declared out and the batter-runner shall be considered out by fielder's choice (4<sup>th</sup> out).**
- (3) If the runner's slide or collision is flagrant or malicious, the runner shall be ejected from the contest.**

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## **2008 Points of Emphasis**

SVP adopted the NFHS and NCAA force play slide rule prior to the 2006 season.

Per rule, a maximum of 1 minute or 8 warm up pitches are allowed between innings.

NOTE: If the catcher is not ready, it is the manager's responsibility to have the pitcher warm up with a coach or player.

Any player warming up in the bullpens at Heroes Park must be accompanied by a third party equipped with a fielder's glove for their protection.

Arguing of judgment calls, i.e. balls and strikes, safe or out, fair or foul, check swing, etc. is not permitted.

Games will be started on time unless unforeseen circumstances prevent it. Games will not be delayed for field preparation. If fields are not prepped prior to scheduled game start time additional prep will be terminated. Field prep may be prolonged if the umpire in chief requires repair of a safety hazard. Pre game infield practice will be allowed only if time permits. Home team must conclude a minimum of 10 minutes prior to game start time. Visiting team must conclude a minimum of 5 minutes prior to game start time.

If a game is stopped by the 10 run rule the game has officially ended and all umpires are instructed to leave the field.

A team failing to field at least 9 uniformed players within 15 minutes after scheduled start time or at any time during the game, shall forfeit the game. The official record shall be a forfeit, however the game may continue to be played for experience either short handed or borrowing a defensive player from the other team.

SVP local rules will be enforced if the home team for that game is an SVP league.