

Wheaton Youth Baseball Pony League - Supplementary Rules

Revised & Approved: March 2011

Unless otherwise stated in these supplementary rules, league play shall be governed by Official Baseball Rules: "the Sporting News" edition. There is also a version of Official Baseball Rules published by the National Baseball Congress, Inc. which is also acceptable for our league. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER REFERENCED DOCUMENTS OR RULES.

I. LEAGUE ORGANIZATION

The American Sport Effectiveness Program (ASEP) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will fund ASEP and will advise all managers of their certification upon the successful completion of the course. New managers are required to complete the certification within one year of entering the baseball program. ASEP managers will be given first priority in team assignments.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Any board member has the authority to immediately suspend from the program any person whose conduct is considered detrimental to the best interests of the program.

The Pony League consists of players who are in 7th grade and 8th grades at the time of registration. Any exception to this rule will be dealt with on a case-by-case basis by the League President and Vice-President.

II. TEAM ORGANIZATION

The number of players on each team will be determined by the League President and League Vice President based upon the number of players registered in the Pony League.

III. LEAGUE ORGANIZATION

The League shall consist of teams from the Wheaton Park District Youth Baseball Program, Briarcliffe Youth Baseball, Winfield In Action and Warrenville Athletic Association.

IV. ASSIGNMENT OF PLAYERS

- A. All players will be selected by a draft conducted the League Vice-President. All teams will have their draft order determined by random drawing.
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and are subject to a re-evaluation. Please refer to Evaluations Section V below.
- C. Players may be assigned to a lower/higher League on an individual basis to be approved by the President of Pony Baseball, League President and Administrator. Please refer to the WPDYBS Policies and Procedures for additional information regarding this topic. Official rosters including uniform numbers must be turned into the League Officers one (1) week before the start of the season.

V. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations.

VI. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow Pony League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the Pony League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the Pony League President and League Vice President are required to make a decision on the case, including whether a registration refund should be granted.

VII. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the Pony League Vice President to decide whether such loss should be filled from the player waiting list, if one exists. No roster

additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs –Wheaton Park District Youth Baseball, Briarcliffe Youth Baseball, Winfield in Action or Warrenville Athletic Association.
- A call up player may only play twice per season for the same team. Season shall be defined as all scheduled Park District games including playoffs & tournaments.
- A call up player may neither play more innings than a rostered player, nor pitch in the game. The call up player shall bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the batting order.
- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of “Travel Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player **MUST** play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than three (3) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team **MUST** have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit. Any questions please contact the League Vice-President.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.

- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are **not** allowed in Pony league games.

IX. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers shall select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game. If a substitute is chosen to start the game, and an official umpire arrives late, the official umpire shall take charge immediately.

MANAGERS ARE RESPONSIBLE FOR CHECKING GAME SCHEDULES FOR FIELD AND STARTING TIME.

Games are to start on time.

- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.
- D. **HOME TEAM RESPONSIBILITIES:** The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play.
- E. **GAME DURATION:** The game duration in all Pony League games will be seven (7) innings. The umpire shall be the sole judge of whether a game will be terminated before the end of the seventh inning. The umpire will determine when darkness, weather, field conditions, spectator action or any other factor may endanger players or otherwise prevent the continuation of play.
- F. **TIME LIMIT:** For all games for the entire season, the time limit for starting a new inning is 2 hours and 15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of

the previous inning is made. In the event of a tied game after 7 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played, or due to the time limit.

- Atten Park Light Curfew: No inning may start after 10:30 p.m. Play will be stopped at 10:50 p.m. if the game is not complete and the Complete Game Rules listed below will govern in this instance.
- **City Ordinance requires that the lights be off by 11:00 p.m.**

- G. **COMPLETE GAME**: If a game ends for any reason prior to completion of the 7th inning, it is official if five (5) or more innings have been played, or the home team has scored more runs in four (4), and before it completes the fifth inning, than the visiting team has scored in five (5) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 6th or 7th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 6th or 7th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings.
- H. **SUSPENDED GAME**: A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VII. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.
- I. **MERCY RULE**: If the visiting team is ahead by twelve (12) or more runs after five or more complete innings have been played, or the home team is ahead by twelve (12) or more runs at any point after 4 ½ innings have been played, the game shall be terminated and the leading team declared the winner.
- J. **PLAYING TIME**: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.
- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action

are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.

- **Pitching Exception to Playing Time Rule: See Section X, Subparagraph B below.**

- K. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to insure the safety of all players and officials.
- L. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- M. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- N. **PROTESTS:** A manager wishing to protest an interpretation of the rules must advise the home plate umpire, the opposing manager and the official scorer before the resumption of play following the ruling. The official scorer shall note in the score book the point at which the ruling in question took place including the position of base runners, outs and ball / strike counts. The manager must file a written description of the specific ruling he is protesting within 48 hours of the completion of the game. A check for \$25.00 must accompany the protest. The fee will be refunded if the protest is upheld and deposited in the treasury of Wheaton Park District Youth Baseball if the protest is denied. The protest shall be delivered to the League President who will review the rule with the Umpire-in-Charge.

X. PITCHING RULES

- A. Managers are responsible for monitoring their team's compliance with the pitching rules. The purpose of the rules to limit the amount of innings that any player may pitch in a game, day or week is twofold. First, and most important, is to prevent injury to the players from over-use. Second, these rules prevent the domination of the league by a single, advanced player and encourage participation and the team concept.
- **FAILURE TO ADHERE TO THE PITCHING RULES, HOWEVER UNINTENTIONAL, WILL RESULT IN FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURRED AND MAY, IF REPEATED, LEAD TO THE DISMISSAL OF THE MANAGER FROM THE PROGRAM.**
- B. Pony League pitchers may not pitch in more than ten (10) innings per calendar week. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to

circumvent this rule, as viewed by the umpire, will also require a change of pitchers. **The innings per week rule is waived for Championship Day and All Star Day.**

1. **NOTE:** Four (4) additional travel innings are allowed for pitchers who pitch innings for their respective league's travel teams. These additional innings may not be used for in-house games. See the WPDYBS Travel Team Guidelines for additional explanation.
2. A calendar week begins at 12:01 a.m. Monday and ends at 11:59 p.m., Sunday.
3. Pony League pitchers may not pitch in more than five (5) innings in one calendar day. When pitching in two (2) games in one (1) day a pitcher may pitch any combination of up to five (5) innings in those games. A pitcher who pitches four (4) or more innings in one (1) calendar day must have one (1) calendar day's rest before pitching again.
 - In the event that a Pony League team fields 13 or more players for any game, the starting pitcher will be allowed to pitch a full five innings and sit the final two innings (consecutively) of a 7 inning game. This is an EXCEPTION to the Playing Time Rule under Section IX Subparagraph J above. The consecutive innings rule will be waived under this scenario.
4. Any pitch thrown to a batter in any inning shall be counted as an inning pitched by that pitcher.
5. A pitchers' innings pitched in any game must be consecutive. A player may not leave and re-enter the pitcher's position in the same inning or game.
6. Only regular roster players may pitch. Under no circumstances may a player be brought up on a temporary basis to pitch in either league.
7. In the event of the continuation of a suspended game, a player removed from the pitcher's position prior to the suspension of the game may not re-enter the pitcher's position. The rule limiting a pitcher to no more than five (5) innings pitched in a day applies to suspended games in the same manner as to regularly scheduled games.
8. In the event a game is stopped for any reason the pitchers shall be charged with the innings pitched.
9. A pitcher who hits three batters in the same game must be removed from pitching.

- C. Balks shall be called in all Pony League games. **No warnings will be given.** Balks shall be called as defined in the Official Baseball Rules with the following addition:
- A balk will be called if, with a runner or runners on base, the pitcher while he is not touching the pitchers plate, makes any movement naturally associated with his pitch, or places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.

XI. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game then the injured batter will be removed from the line-up and all batters will remain in their respective places in the batting order.
- C. If a player must leave a game because of injury or personal reasons before it is completed, that position in the battering order will be skipped for the balance of the game with no outs being recorded.
- D. The continuous batting order in all leagues shall consist of all players present at the beginning of the game. Call-up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- E. A half-inning will be complete when three outs are made.
- F. BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be NO warning for such an offense.

XII. DEFENSE AND BASE RUNNING

- A. The infield fly rule and dropped third strike rule are in effect.
- B. Leading off **is permitted** in league play.
- C. Base stealing of **all bases** is allowed in the Pony League.

D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XIII)

E. Safety on the base paths:

- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
- In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalties may also be assessed by the Board of Control.
- In the above situation the ball is dead and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.

F. Overthrows out of the playing field shall be handled as follows:

- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
- All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
- Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base.

XIII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIV. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all Pony League level **shall** be at least seven (7) complete innings unless ended by the mercy rule.

If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games. Divisional championships and tournament seeds will be determined by the won and loss records of the teams. In the event of a tie for a Divisional Championship the winner will be determined by:

1. Head to head competition (best record in games between the tied teams).
2. The teams' record within their division.
3. Runs scored in head-to-head competition.
4. Coin toss.

XV. PONY LEAGUE IN-HOUSE TRAVEL TEAMS

Please refer to the WPDYBS Policies and Procedures and the Travel Team Guidelines for information on the In-House travel Program.

In-house conflicts: In the event of a conflict with a practice, game or event, an in-house travel player **MUST** always participate in the practice, game or event of his in-house team. In-house games and practices are given priority over ANY travel game, practice or event. There are no exceptions to this rule.

XVI. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XVII. FIELD DIMENSIONS

Pony League:

Bases.....80'
Pitching.....54'

Any pre-game agreements made by managers regarding any rule changes **NOT** specifically authorized by the League Vice President shall be of no force or effect. No other WPDYB official or Program Representatives shall have the authority to authorize any changes other than the League VP.