

2010 Bronco Division Intercity Rules

Except as noted below;

The Official 2010 PONY Baseball rules for Bronco Division shall be used.

BRONCO BASEBALL (AGES 11 & 12) Bases are 70 feet apart. The Mound to Home is 48 feet. Two and One Rule applies. 2 consecutive defensive innings played in the field and a minimum of 1 at-bat unless the game ends before the sixth inning. Failure to do so may be grounds for a Manager's dismissal pending an Intercity Rules Committee review.

Attention Managers: Coaches will be held 100% responsible for their players, coaches, AND FANS. Teams are expected to clean their own dugout at the conclusion of each game. Fans are expected to clean up after themselves and it is YOUR JOB as Coach to remind them of these rules. The 2010 Intercity Rules Committee for PONY Baseball on the Monterey Peninsula holds a strict Zero Tolerance Policy regarding foul language, disruptive fans, or misconduct. It is the Manager's job to handle any problem once a Game Official or PONY Official has issued a warning. PENALTY: Forfeit, Players, Parents, Coaches, Fans removed from the Event in its entirety. In some cases Law Enforcement may need to be contacted and persons may be subject to arrest.

It shall be the responsibility of each team to provide medical assistance to their own players should they become injured including Ice Packs & First Aid.

It shall be the Home Team's FIRST RESPONSIBILITY to prepare the field until "Game Ready" and have a line up card before warming up their team. If a game is delayed because a home team does not follow this rule, the League may be subject to fines or dismissal from Future Scheduling.

ALL MANAGER'S ARE REQUIRED TO BE NYSCA Certified and if called before the 2010 Intercity Board subject to provide current documentation proving their certification.

During Intercity Play; Managers must understand that their behavior, their coach's behavior, their competitive nature, their team's attitude, and the way the fans act affect the futures of children all across their entire League. In order for a League to function properly, no matter how we feel about one another, we MUST SHOW restraint and respect during each and every event. A safe environment is essential. Umpires and Game Officials are not to be taunted or made to feel threatened in any way. The altering of these rules in any way are grounds for both suspension of any manager/coach or forfeiture of games and schedule as deemed necessary upon review by the 2010 Intercity Rules Committee. Running up the scores, intimidating players, and rough house tactics will not be permitted. Players throwing the bat, mistreating equipment, or disrespecting the Game Officials may be subject to automatic (no warning) ejection from the Game and (when needed) the premises along with their parents. If a coach is needed to escort people away or help protect Game Officials, you as Manager/Coach are expected to act without having to be asked.

No Records will be kept for Intercity Games in the Bronco Division.

Protests: There are none. If a problem occurs or a rule was violated, please write a brief statement. Include names of umpires, officials, team names, and necessary information. This MUST be signed by the manager and dated. Statements must be submitted to your League Rep and will be reviewed by the rules committee only as deemed necessary. Disputes will be settled by League Representatives ONLY if Manager's cannot reach an understanding.

If there is a problem or you have a question concerning rules and/or scheduling contact your own League Representative.

MANAGERS SHOULD KEEP A COPY OF THESE RULES WITH THEM AT ALL INTERCITY GAMES. YOU ARE EXPECTED TO KNOW AND FOLLOW EACH AND EVERY RULE.

DO NOT CALL ANY LEAGUE REPRESENTATIVE IF YOU HAVE FORGOTTEN THE RULE(S). HOME TEAMS ARE EXPECTED TO KEEP "BOOK" AS AN OFFICIAL RECORD AND DOCUMENT FOR EACH INTERCITY GAME PLAYED. LEAGUE REPS SHOULD CHECK BOOKS ON A REGULAR BASIS TO ENSURE THAT MANAGER'S ARE ABIDING TO RULES FOR THE 2010 SEASON.

2010 INTERCITY RULES:

- 1) Game Length is Seven innings or two hours & 15 minutes; whichever comes first. If an inning has started before the time limit elapses, then the entire inning is to be completed (except when the home team ahead). **No inning will be started past one (1) hour and fifty (50) minutes.**
- 2) The Ten run rule applies after five innings or 4 1/2 if home team is ahead.
- 3) Home team will occupy the 3rd base dugout unless a sign notes otherwise.
- 4) Each team must provide 3 PONY Official game balls to the Umpire prior to the start of the game.
- 5) The Home Team shall be responsible for additional Baseballs should they be required.
- 6) All members of a team will bat in an assigned batting order and an EH may be used. The EH rule is not mandatory but a team **MUST DECLARE** they are using the EH prior to the start of the game (to the Home Plate Umpire) and indicate the position on the lineup card submitted to **ALL** parties. Any team that uses the EH position must maintain a 10 position batting order. The EH position may be used anywhere in the lineup but may not be freely substituted until a player has played 6 full outs defensively. In the event that a player is ejected from the game and no substitution is available, no penalty, no out in the batting order will be recorded. **SEE THE DIAGRAM** detailing the use of the EH.
- 7) All players must enter the game defensively before the 5th inning.
- 8) Line-up Cards with each player's name, number, and starting position shall be submitted to the umpire and opposing manager prior to the start of the game. A team must have a minimum of 7 players including a catcher and pitcher to play. No out will be recorded when a team has **LESS THAN 9** players in a batting order. Continuous batting orders are permitted, a manager must state prior to the game they are using a "continuous" batting order. Also a continuous batting order **MUST REMAIN** at the number of players indicated on the line-up card. Late players will not be allowed entry to a "continuous" batting order.
- 9) Should a player throw a bat, the Umpire shall warn the team. Should it happen a second time, the Batter will be called **OUT** and the runner's will return to their bases. If the Umpire feels it happened intentionally, the player may be removed from the game.
- 10) The dropped Third Strike and the Infield Fly Rules are in effect per PONY Baseball rules.
- 11) Scoring will be Unlimited in every inning.
- 12) Players removed from the line up due to an ejection or removal from the game by either the umpire or coaching staff will automatically become an out when that position comes up to bat. **EXCEPTION: Removal for injuries or illness as determined by the Umpire who will dually note this with the Official Scorer and each Manager.**
- 13) Pitchers cannot pitch in more than three innings per calendar day and no more than ten innings per calendar week (Mon-Sun) (One pitch constitutes an inning).
- 14) Intentional Walks are not "automatic" pitches must be thrown and the Catcher may stand, but may not leave their position prior to the ball being thrown.
- 15) Pitchers **MUST** have forty hours rest after pitching two innings in one day. **PENALTY: Forfeit** It is recommended that no pitcher exceed a number of pitches 6 times their age. [Age 11=66/ Age 12=72]

- 16) **No curve balls.** 1st in-Game Offense: Umpire will issue a BENCH WARNING to each team. 2nd in-Game Offense: the violating Pitcher will be removed from the Game. 3rd in-Game Offense, the Manager and violating Pitcher will be removed from the Game and Subject to further Suspension by the 2010 Intercity Rules Committee. Breaking Pitches or off-speed pitches like sliders & change-ups are allowed.
- 17) Balks will be enforced after only one in-Game warning to either team.
- 18) Prior to the pitch; defensively only 6 fielders including the Pitcher and Catcher are allowed on the infield. Outfielders must remain 25 feet from the nearest base UNLESS they are backing up run-down.
- 19) Base stealing is permitted; runners may lead off and steal bases as stated in the official PONY Baseball rules.
- 20) There is NO MANDATORY SLIDE RULE, however a runner who does not slide will be called OUT if there is SUBSTANTIAL BODY TO BODY CONTACT with a player applying a tag, making a catch in order to apply a tag, or making a catch in order to make a play on another runner. PENALTY: the ball is dead and all runners return to the last base touched at the time of contact. If the umpire feels that contact was unsportsmanlike, he may EJECT THE PLAYER.
- 21) No Pinch hitters or Pinch Runners are allowed with the exception for a courtesy runner for the CATCHER ONLY, with two (2) outs and catcher on base. The runner will be last out made. No Exceptions.
- 22) A coach may call timeout **only once** during the inning to talk to the batter. A Coach who approaches the batter or the batter leaves the box to approach the coach, shall be considered a timeout for the inning. This is to help speed the game flow.
- 23) Batters receiving instructions or signs from Coaches must keep one foot in the batter's box. The Home Plate Umpire may issue a warning, after which the penalty shall be a Strike Called.
- 24) It shall be at the Umpire's determination that a team is attempting to stall or slow a game. The Umpire may do what is necessary, warn managers, call strikes, or declare the game a forfeiture if a team does not make a considerable effort to hurry up.

CANCELLATIONS & RAIN OUTS:

- 1) Altering the Schedule may ONLY happen between League Directors or their Representatives. Coaches FOR ANY REASON may NOT change the Intercity Schedule. It will be the Home Team's responsibility for contacting Umpires when changes are necessary.
- 2) Any team that fails to show up for a scheduled game may be considered DROPPED from their remaining schedule by the 2010 Intercity Rules Committee and future re-admission to the Intercity Schedule.
- 3) **Should a team "No show" a scheduled away game, the Cost for Umpires will be billed to the away team's PONY Chapter. NO EXCEPTIONS.**
- 4) Rainouts shall be called a minimum of 1 hour before game time by a League Representative OR Director. If a League does not call a rainout within such time limit, teams are expected to show up. Once a game is underway, ONLY League Officials and/or Umpires may "call" a game due to poor field conditions or because of weather.
- 5) Make up games or Postponements may be re-scheduled ONLY by the Home Team's League Director or Representative. Coaches will not decide whether or not a game may be re-played.
- 6) In the event that an Umpire is late or a "No Show", the Home Manager shall appoint themselves "Acting Umpire" and call balls and strikes from behind the Mound in a fair manner for both teams.

If there is a problem, or you have a question concerning rules and/or Scheduling, please contact your own League Representative.



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YOU ARE EXPECTED TO KNOW AND FOLLOW EACH AND EVERY RULE.
DO NOT CALL ANY LEAGUE REPRESENTATIVE IF YOU HAVE FORGOTTEN THE RULES.**

**The following List is so that you may contact your own League Rep as needed.
DO NOT CONTACT any persons outside of your own league.**

North County Sean M Graham (831)402-6615 NCPONYDirector@aol.com

Marina Sam Holback (831)277-2268 SKHolback@aol.com

Seaside Brian Wedderburn (831)402-2394 BWedderburn@seasideponybaseball.com

Salinas Daniel Garcia (831)224-2258 Dgcial@yahoo.com

Pacific Grove Bob DeStephano (831)233-1098 desconoffice@gmail.com

Tech Connection Tim Carroll (831) 710-7563 trcarrol@nps.edu

Please always remember this Motto when calling your league Representative:
Your emergency is not MY emergency.



For NYSCA Certification go to www.NAYS.org

Example of EH uses.

Starting Batting Lineup for Red Team:

- 1) 1. Player A, SS
- 2) 2. Player B, 2B
- 3) 3. Player C, EH
- 4) 4. Player D, 1B
- 5) 5. Player E, CF
- 6) 6. Player F, RF
- 7) 7. Player G, P
- 8) 8. Player H, 3B
- 9) 9. Player I, C
- 10) 10. Player J, LF

At the conclusion of the 3rd inning, the Manager for Red Team made the following substitutions; Player X in the 8th spot for H, Y in the 9th spot for I, and Z enters the game in the 10th spot for J. Player C is relieving G on the mound and G becomes the EH spot.

Here's how the new lineup would then appear...

Team Red

1. Player A, SS
2. Player B, 2B
3. Player C, P
4. Player D, 1B
5. Player E, CF
6. Player F, RF
7. Player G, EH
8. Player X, 3B (enters for Player H*)
9. Player Y, C (enters for Player I*)
10. Player Z, LF (enters for Player J*)

*each player may return to their spot in the batting order once players in their spot have played 2 full defensive innings (6 consecutive outs) and had a minimum of one at bat.

Reminder, you can change positions as well but batting order must remain the same.

Defensive players may change positions, but the players MAY NOT move around in the batting order. If one team spots a team "cheating" or making a mistake, the Batter may be called out if they have reached base safely. If a team has made a "clerical error" i.e. same name twice or player's numbers reversed, an out may only be called ONE TIME. Once the team (that made the mistake has properly corrected the error) no further outs will occur for said infraction.