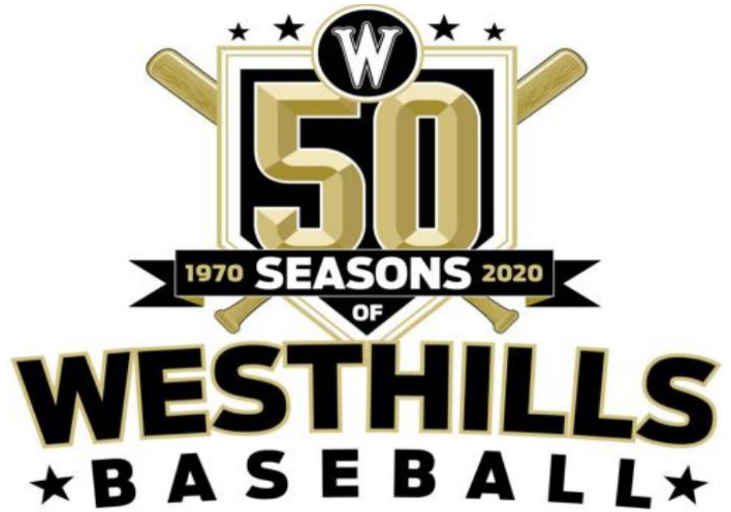


Westhills Baseball
Rules & Regulations
2020



REVISED February 2020

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ARTICLE I INSURANCE

Westhills Baseball, Inc. provides a blanket insurance policy for accidental injuries during the playing season. This is secondary coverage. More details can be obtained from the League Secretary.

ARTICLE II GENERAL

- A. The Official Playing Rules as published by Sporting News** shall be binding on this organization, except as modified by Pony Baseball Rules & Regulations and/or by Westhills Baseball, Inc. Rules & Regulations, approved by Westhills Board of Directors. In case of contradiction, the order of authority for interpretation shall be Westhills, Pony and Official Baseball Rules.
- B.** These rules may be changed by a majority vote of the Board of Directors as set forth in the By-Laws after review by the Rules Committee.
- C.** The President shall rule on any matters not covered by these rules and shall resolve all contradictions concerning rules interpretation and authority.

- D. All coaches shall be subject to the approval of the Board of Directors. Any other adult who will be on the field with the team on an "on-going basis" is subject to Board approval. This does not apply to emergency situations due to the absence of one of the above.
- E. Rules for the Westhills Pinto Division is included as Article XVI. In the event of a contradiction between Westhills Baseball Rules and Article XVI, Article XVI shall determine the resolution of said conflict.
- F. **Winter Baseball** is subject to Official Playing Rules, Pony Baseball Rules and Regulations and Westhills Rules, except for specific Winter Baseball Rules as adopted by the Board of Directors which are set forth in Article XVII.
- G. [DELETED]

H. Participation in Other Leagues or on Other Teams

[DELETED]

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ARTICLE III
EVALUATION OF MANAGERS' CHILD, SIBLINGS
AND
PLAYER SELECTION

A. General

1. All divisions shall ideally consist of eight teams, depending on available players, with each team having a 12-player roster, depending on available players, except as otherwise provided by the Board. Prior to registration for each spring season and winter season, the Board shall approve all managers for each division and shall designate the number of teams to participate in each division and the number of games to be played each week for each division. The Board may limit the number of teams in a division, whether or not such number of teams will accommodate all players. Upon completion of the last scheduled registration date, the Board may decrease or increase the number of teams within each division, based upon the number of qualified managers available in each division.
2. **Tryouts. All players must tryout.** Any exceptions need committee approval. Committee for this provision is defined as V.P. Baseball, Division Director and Player Agent.

3. Selection of players in each division shall be officiated by the Player Agent assisted by the Division Director.
4. Prior to the drafting of players, any limitation placed on a player (such as he/she cannot pitch, catch, etc.) by his/her parents must be communicated in writing to the Division Director. The limitation will be announced at the beginning of the draft and will be enforced for the season or whatever part of the season that the limitation includes.

B. Evaluation of managers' sons and siblings:

1. Managers' sons shall go to tryouts and be evaluated and assigned points by a rating committee consisting of the President, V.P. Baseball, Division Director and Player Agent. No committee members can have a conflict of interest. If any member has a conflict as determined by the President, the remaining members shall constitute the rating committee.
2. Siblings playing in the same division shall go to tryouts and be evaluated by all managers of that division. During the auction, siblings will be bid on as a package unless it is designated in writing to the Division Director before the draft that the siblings do not need to be on the same team.

C. Player Selection

1. A rating committee for each division shall be appointed by the President and shall consist of a majority of managers. The members selected shall be the managers of that division who are available for the job, which have the knowledge and are the most qualified to evaluate all of the players within that division.
2. Each member of the committee shall judge each player on his/her performance and rate the player on a scale of 1 (low) to 10 (high) increments of whole or half numbers. After the committee member has completed his individual ratings, the ratings shall be returned to the respective Player Agent prior to the beginning of the auction.
3. Auction:
 - a. At the auction all managers begin with 24,000 points, based on a twelve-player roster. The average points allocated per player is 2000. Should a team or division draft other than 12 players, the draft points per team shall be adjusted accordingly. All managers shall be entitled to pick their own child first and pay the points assigned by the committee as per Article III, Section B, Subsection 1.

- b. At the beginning of each round, each manager writes down the name of the player he wishes auctioned. The Player Agent calls out the name of the player receiving the most votes and that player goes first. Ties are to be selected at random by the Player Agent. If no bid is made, the player is automatically dropped until renominated.

4. Bidding

- a. No player shall be auctioned for less than 100 points; no maximum. Bids must be in multiples of 100 points (i.e., first bid is for 500 points, the next must be a minimum of 600 points).

- b. When the auctioneer sees no further bids, he says "going once, going twice", raps the gavel, "sold to Team 'A' for 'blank' points". The rap of the gavel shall determine the close of bidding. In the event of a bid being made at the time the gavel is rapped, the auctioneer and division officials shall determine whether the bid shall be accepted and the auction remain open.
- c. Teams must save enough points to pay for each player needed to fill out the roster, keeping in mind that each player will cost at least 100 points.
- d. When all teams requiring players to fill out their roster, have the minimum points required to do so, the Player Agent shall allow the Managers to randomly select numbers to determine the order of selecting the remaining players.

5. Trades- The Player Agent will allow managers to trade for 15 minutes after the auction. All potential trades must be announced in advance. The Player Agent will accept or reject trades. All trades will be final at the conclusion of that 15-minute period.
6. Pinto and Mustang B Division will use serpentine draft.
7. The President and/or Vice President of Baseball shall rule on any matter not covered by this Article.

ARTICLE IV
REPLACEMENT OF PLAYERS

- A. The Player Agent shall maintain a waiting list including all players not selected at the draft and all players signing up after registration. The waiting list shall be graded, and all grades are confidential to the Player Agent. Players not previously graded are to be graded at tryouts scheduled by the Player Agent and attended by a rating committee selected by the Player Agent. Whenever a tryout is scheduled, the division managers will be informed by the Player Agent as to the time and place of the tryout. When a player is to be replaced, the manager shall select from this list a player no higher than one-half grade above or one grade below the player lost. If no waiting list player is available at one-half grade above or one grade below the player lost, then the manager at his option can choose a waiting list player who is rated lower than one grade below the player lost. During the final week of the season, if a player is to be replaced and there is no player within plus one-half or minus one on the waiting list, the manager must select the next highest rated player in the minus pool from the waiting list. If that player is not available, the selection continues in descending order until a player is selected. If no waiting list is in existence, a tryout will be conducted.
- B. All divisions shall replace properly released players through the Player Agent. The manager shall notify the Player Agent within 24 hours when a player leaves. The Player Agent shall verify with the player and the parents regarding

the player's leaving and the reason for leaving. If the reason is approved by the Player Agent, a new player shall be assigned to a team per Section A above. Team managers shall report quits to the respective Player Agent within 24 hours of the player's quitting. If the Player Agent is not available, the manager will contact the Division Director. In the event the Division Director is not available, the manager will contact the Vice President of Baseball Operations. All players missing two consecutive games shall be reported by the manager to the Player Agent or Director within 24 hours of the second game in order to put the division on notice that a player is not participating as a team member, which shall be investigated by the Player Agent. Any player missing a game shall be recorded in the scorebook. Managers failing to comply with the above article will forfeit and may be suspended.

- C. A manager who loses a player to injury and wishes to retain the player on the team roster may do so and secure a temporary player from the waiting list who is graded one-half above or one below the injured player. The process of replacing an injured player must commence within 24 hours of the managers knowledge that the player has sustained an injury which is believed will require the player to miss six consecutive games (total) due to injury. The injured player shall be ineligible for a minimum of 14 days starting with the reported date of injury. As soon as the injured player returns, the temporary player shall be returned to the waiting list and is eligible to be assigned to another team if qualified.

D. In case of a temporary replacement player, the prohibition of participating in multiple leagues is waived.

E. Nondrafted Players List:

1. The Player Agent shall maintain a list of non-drafted players in addition to late sign-ups who desire to play during the baseball season. These players shall be rated on a 1 to 10 basis at a special tryout or tryouts called and conducted by the Player Agent. There shall be a minimum of three managers or board members present for said special tryout.
2. Any Pinto/Mustang/Bronco/Pony/Colt team with a full roster which cannot field nine players because of required school activities or because of injuries or other excused absences shall be assigned a player from the waiting list by the Player Agent to fill out the team. The assignment of waiting list players shall be done on a rotating basis per game, and the Player Agent shall be the sole judge of what player or players are to be placed on teams. If, in the opinion of the Player Agent, no such waiting list players exist or are available, the Player Agent may assign, in his sole discretion, a player first from the immediately preceding subdivision, and if none exists, the immediately preceding division. Players are to be placed on teams on a game-to-game basis, with the Player Agent being notified by the manager at least 24 hours prior to the upcoming game when a waiting list player or players is required for

the team to have nine players. A team starting the game with a temporary replacement player to avoid forfeiture cannot allow late arriving players to participate.

3. A waiting list player shall not be allowed to pitch.
 4. A waiting list player is not required to be in uniform.
 5. When a waiting list player is placed on a team on a permanent basis, a prorated fee, based upon regular season games, is required to be paid.
 6. If a player is placed on the injured reserve list or a player moves out of the area or quits a team, the manager shall contact the Player Agent who shall investigate the circumstances to his satisfaction and then make the manager aware of the eligible¹ players on the waiting list who are eligible to replace the lost player.
 7. When a player goes on the injured reserve list, said player is ineligible to participate for a period of 14 days starting with the reported date of injury.
- F. The manager has the right to replace any ballplayer participating in another baseball league after first obtaining Player Agent approval.

1 An eligible player is defined by the rating placed on such player. As an example, if a player is rated six, when a manager needs a replacement player as a full time player, he is eligible to pick from among those players on the waiting list who are rated a six, or the manager has the option to pick a player rated one rating below or one-half rating above the lost player. In-area players have priority over out-of-area players, except in the case where an in-area player is not available within the rating range of the lost players, then the manager has the option to pick an out-of-area player, providing said player is within the point range of the lost player. In the event there is not an eligible in- or out-of-area player available to the manager, a player will then be picked by the Player Agent and placed on the team on a permanent basis, as long as the player is within the guidelines as provided for hereinafter.

ARTICLE V
PLAYER PARTICIPATION

- A. **PONY:** All players shall play a minimum of **three complete defensive innings UNLESS** the game does not go to a complete seven innings, in which case all players must play at least two complete defensive innings. All players must play a minimum of 2 defensive innings by the end of the fourth inning and the 3rd defensive inning by the completion of the seventh inning, unless you are the visiting team and do not take the field in the bottom of the seventh. The Batting order shall consist of all eligible players in attendance. Managers failing to comply with the above will be suspended for a minimum of one game and may forfeit.
- B. **BRONCO:** All players shall play a minimum of **three complete defensive innings UNLESS** the game does not go to a complete seven innings, in which case all players must play at least two complete defensive innings. All players must play a minimum of 2 defensive innings by the end of the fourth inning and the 3rd defensive inning by the completion of the seventh inning, unless you are the visiting team and do not take the field in the bottom of the seventh.. The Batting order shall consist of all eligible players in attendance. Managers failing to comply with the above will be suspended for a minimum of one game and may forfeit.
- C. **MUSTANG:** All players shall play a minimum of **three complete innings , UNLESS** the game does not go to a complete six innings, in which case all players must play at

least two complete innings. All players must play a minimum of 2 defensive innings by the end of the fourth inning and the 3rd defensive inning by the completion of the sixth inning unless you are the visiting team and do not take the field in the bottom of the sixth. The Batting order shall consist of all eligible players in attendance. Managers failing to comply with the above will be suspended for a minimum of one game and may forfeit.

D. **PINTO:** See Westhills Pinto Rules for participation hereinafter. Managers failing to comply with the participation rules will be subject to at least a one game suspension.

E. **GAME RE-ENTRY:** In the Colt division, a player may re-enter a game once. At the Colt level a player may re-enter the game in a different batting position provided his prior batting position has batted around or will bat prior to his batting, except that a player so removed cannot re-enter the game in the same half inning. A pitcher once removed cannot return as a pitcher. In the event a player is injured or ill and all players not in the lineup are ineligible to re-enter, ineligibility for the last player to leave the game shall be waived and he shall re-enter the game replacing the injured player. An injured player may re-enter the game, if physically able to do so, according to the regular substitution rule. A team must have nine physically able players to start a game. A team cannot finish a game with less than nine players except if a player is injured during the game and the Player Agent has excused all other players on

the team roster who are absent with a valid excuse. In no event may a game continue with fewer than eight. Managers failing to comply with the above will be subject to at least a minimum of a one game suspension and a possible forfeiture.

F. **LATE ARRIVING PLAYERS:** Players marked "absent" or "late" in the official game lineup or Official Scorebook, and who arrive on the scheduled playing field after the last out of the second inning will not be eligible to play that game. Furthermore, all "absent" or "late" players that may show up shall be put in the last spaces in the batting order on the official lineup card and if that spot comes up before arrival of that player as defined herein then that player is ineligible to play in that game regardless of whether that player arrives, as defined herein, before the last out of the second inning. If the game is suspended or continued, the "absent" or "late" player will not be allowed to play in the continuation if they had not arrived before the requirements set forth herein (before last out of the second inning or before the player's spot comes up in the lineup to bat). A player arriving after the first pitch of the game is subject to losing one inning off the minimum defensive inning requirement for that game. (However, if a manager intends to reduce the minimum defensive inning requirements because a player was absent or late, the Manager must notify the Official Scorekeeper of his intent so that it is properly recorded in the Office Scorebook as the reason why the player did not play the minimum defensive innings

requirement.) Managers failing to comply with the above will forfeit and may be suspended.

G. Managers shall immediately report the removal of any player to injury or illness to the Official Scorekeeper if they intend to reduce the minimum innings requirements. Managers failing to comply with the above will be subject to at least a minimum of a one game suspension.

H. In all cases, the Official Scorebook shall be used to determine player substitution and participation.

- I. No player may participate in a game or practice wearing a hard or soft cast. Upon return from the injured reserve list, a player must present the Player Agent with a doctor's release to return to active status which includes practice.
- J. In all divisions the position in the batting order occupied by a player who leaves the game for any reason shall remain vacant, and skipped as if it did not exist. If the player leaves the game while at bat, the order will skip to the next batter who assumes the count. If the player leaves while on base, the base runner will be replaced by the last eligible player who made an out. Managers failing to comply with the above will be subject to at least a minimum of a one game suspension.
- K. In all divisions, any player incurring an "offensive injury" who must leave the game at the time of the injury, may re-enter the game but it must be prior to or for his/her next at-bat. Furthermore, the rules set forth in Article V A, B, and C must be complied with notwithstanding the relief provisions set forth in this paragraph. If the player misses his/her next at-bat, or does not comply with the rules set forth in Article V A, B, and C, he/she cannot return to the game. This rule does not cover pre-existing injuries.

L. [DELETED]

ARTICLE VI DISCIPLINE

- A. A manager can bench any player for disciplinary reasons at any time, but he must notify the Official Scorekeeper prior to or during a game, and subsequently the Division Director and Player Agent. Any player being disciplined cannot reenter that game. No manager shall have the authority to remove a player from his roster without approval of the Player Agent. However, if it is determined that the manager acted inappropriately by suspending the player, the manager shall be suspended for at least one game and the game in which the player was benched may be forfeited.
- B. The ejection of a player from a game shall be reported by the manager and head umpire to the Division Director. The player shall serve a minimum one (1) game suspension of the next game. The Discipline Committee, as appointed by the President, shall determine whether the circumstances warrant any further disciplinary action, including additional game(s) suspension of said player.
- C. Any manager, coach or adult member of a team, or any spectator of a game or any person in the Westhills complex who is ejected by an umpire or any board member shall be required to attend a discipline meeting. The Discipline Committee will be appointed by the President. Any person ejected or suspended from a game must leave the immediate complex and be unable to affect or influence the game from which ejected or suspended. In addition, any person who is

ejected under this provision shall serve a minimum one (1) game suspension of the next game. The next game shall be determined to begin from the time the team takes the field to the end of that game. The Discipline Committee shall determine whether the circumstances warrant any further disciplinary action, including additional game(s) suspension of said person.

- D. Suspended players must be listed on the manager's official line-up card and the length of the suspension noted. Any suspended player shall serve his suspension in the dugout in uniform. Once a player has served his suspension, he shall be eligible to participate in any and all future games. Should a game be suspended from which a player has been disqualified or is serving a suspension, he shall not be eligible for the continuation of that game.
- E. Any player not supporting his team by his absence from practices and/or games may be subject to action by a Discipline Committee.
- F. A team manager may request to drop from his roster any player who does not attend 50% of the practices and/or games. Action to drop a player under this provision shall require specific review and approval of the Player Agent, Director, Vice President of Baseball and President. A 12-player roster should be maintained throughout the season, except where rules governing the retention of an injured player are applicable. Team managers shall report quits and/or drops to the Player Agent within 24 hours of the

player's departure from the team. Failing to comply with this provision may result in the suspension of the manager and forfeiture of all games played until the actual reporting of the quit or drop to the Player Agent.

- G. Any player or adult ejected for the second time during the season shall be required to appear before a Discipline Committee to determine whether or not he/she will be allowed to continue to participate in the League.
- H. Any board member who observes inappropriate behavior or unsportsmanlike conduct on the part of any player or adult shall so advise the respective Division Director who shall determine appropriate discipline.
- I. Any player with two sustained disciplinary actions by a committee of the Board of Directors shall not be eligible for All-Star selection. Any manager or coach with two sustained disciplinary actions by a committee of the Board of Directors shall not be eligible for All-Star managing or coaching responsibilities.
- J. Any manager who fails to insert substitutes in time to satisfy the minimum participation rules shall be required to attend a mandatory disciplinary meeting.
- K. Suspended players and any person suspended from his/her official duties by Discipline Committee action shall be reported to the umpire and scorekeeper prior to the applicable game.
- L. Both managers are responsible for reporting ejection of players, coaches or managers to the Division Director. Both managers must report the ejection on the **same calendar day** as the occurrence to the Division Director. If the

Division Director is not available, the Player's Agent, Vice President of Baseball or League President must be informed. Managers could be suspended if the incident is not properly reported on the same calendar day as the ejection.

- M. Physical contact with an umpire is prohibited. Any physical contact that results in an ejection will cause the offending person to be suspended for a minimum of one game and possible removal from the league.

ARTICLE VII EQUIPMENT

- A. All catchers in the game must wear a protective cup, mask, shin guards, chest protector, catcher's helmet and throat protector. All catchers must wear full catcher's helmet with ear protection.
- B. Bullpen or between-inning catchers are required to wear protective cups and masks. If bullpen catcher is not wearing mask, game shall be stopped until compliance with rule.
- C. Metal cleats shall not be used in the Pinto, Mustang and Bronco Divisions.
- D. Metal, rubber or plastic cleats may be used in the Pony or Colt Divisions.
- E. There will be no alterations, changes, additions or deletions from or to the uniforms issued without approval of the Division Director and President.
- F. No manager, coach or player will be permitted on the field (including dugout) during a game without the proper uniform. Each manager and coach shall wear, from the waist up, the given team jersey and hat. Each manager and coach shall wear white baseball pants, black sweat pants or shorts. Shorts must be those as designated by the Director of Equipment.

- G. Players are required to wear white baseball pants, gray baseball pants, or white/gray baseball pants with piping. All players on a team must wear the same style of baseball pants selected by the team. No other type or style of baseball pant shall be permitted.
- H. A bat which has been determined to have tampered with, modified, or altered beyond the manufacturer's original performance specifications including, but not limited to, by "shaving," "rolling," "end-loading" or any other means intended affect either the Bat Performance Factor or the Batted Ball Coefficient of Restitution is illegal. Any person found to have used, or who caused to have been used, such a bat is **EXPELLED FROM WESTHILLS BASEBALL FOR THE REMAINDER OF THE SEASON.**

ARTICLE VIII
TEAM RESPONSIBILITY

- A. The home team shall occupy the third base dugout and shall be responsible for marking the field, setting out bases and returning the bases following the last game of the day.
- B. Following the last game of the day, **the home team manager is responsible for raking and filling holes on the mound, home plate and sliding areas around first, second and third bases, and raking and filling holes around the plate and mound in the third base bullpen.** The Division Director is responsible for discipline if the manager does not comply with this rule.
- C. [DELETED]
- D. INTENTIONALLY LEFT BLANK

- E.** The home team is responsible for providing an Official Scorekeeper for every game unless provided by the League. **No game shall start without an Official Scorekeeper.** The official scorer keeps the official statistics in the official scorebook. **If a scoreboard is used, it is unofficial.**
- F.** At the conclusion of every game, each team shall be responsible for cleaning up all papers and trash in dugout, stands and both sides of the fence from the backstop to the outfield fence.
- G.** Equipment and uniforms issued to each team manager shall be counted and signed for by the manager. It is the manager's responsibility, through his coaching staff and/or business manager, to see that his equipment is turned in to the Equipment Director. At the end of the last regular season game (except for teams involved in playoffs), the manager is responsible to see that all field equipment is turned in to the Equipment Director immediately after the game. The losing team in a divisional playoff will turn in its equipment immediately after the playoff game. Divisional champions will turn all of their equipment in after closing ceremonies.
- H.** Adult/Players on the field during a game:
1. While at bat, no more than four authorized adults are permitted on the field at any time, two in the coaches' boxes and two in the dugout.

2. While in the field, no more than four authorized adults are permitted on the field. Manager and/ or coach(es) must remain in the dugout or outside the fences on the outfield side of the dugout.
3. “Authorized Adults” is defined as managers, coaches and business managers approved by the Board of Directors.
4. Only players assigned to the participating team are permitted in the dugout or on the field during that game.
5. A Manager is responsible for the conduct of the spectators supporting his team. Should the umpire request the manager to assist in calming spectators, he shall comply. Should conduct of spectators be considered a hindrance to the continuation of the game, the umpire may declare a forfeit.
 - I. Verbal interference is illegal. Any attempt by a manager or coach with the intent to confuse the defense is interference. The umpire will call the runner out, the ball is dead, and the offending manager or coach shall be immediately ejected from the game.

ARTICLE IX PLAYING SCHEDULE

- A. Games shall be started and played according to the official playing schedule. Any deviation must be approved by the Division Director, V.P. of Baseball, and the President. A 15 minute “grace” period will be extended to avoid forfeiture if a team has only eight eligible players at the scheduled starting time.
- B. Tied, postponed, suspended or protested games shall be rescheduled at the first available open date, as determined by the Division Director. No exceptions shall be allowed presuming no danger healthwise to players.
- C. Time Limits: In all divisions, the top half of an inning may not start later than one-half hour before the scheduled start time of the next game. If the minimum number of innings has been completed and the game is called for darkness, the following shall control:
- If the visiting team is leading the game going into the top half of the next inning and the game is called for darkness either before that inning commences or during that inning, the game is over and the visiting team is declared the winner. If the game is called during the top half of an inning, and the visiting team has failed to capture the lead, the game is over and the home team is declared the winner. If the visiting team is losing the game going into the top half of the next inning and captures the lead before the game is

called for darkness, the game must be completed even if called for darkness. If the home team is winning the game when the game is called for darkness the game is over and the home team is declared the winner. If the home team is winning the game going into the top half of the next inning, but loses the lead before the game is called for darkness, the game must be completed even if called for darkness.

The next inning starts when the last out is made in the prior inning. The Chief Umpire's, Field Umpire's and Official Scorekeeper's watch are official in that order of precedence. From Sunday through Friday, no new inning may begin after 7:40 p.m. Delay tactics shall not be tolerated and if found to exist and affecting the outcome of the game, then the Director and/or President shall make a ruling consistent with our rules and sportsmanship required by Pony Baseball and Westhills Baseball. (This is not to imply that managers do not have the discretion to change pitchers or speak to pitchers or players in the normal course, nor is this provision intended to provide opposing teams the ability to threaten protesting games for normal managerial decisions, which if done is itself an example of bad sportsmanship that is in violation of Pony Baseball and Westhills Baseball. Any protest made under this provision will be scrutinized and if a protest has been made for an improper purpose that manager will be disciplined accordingly.)

D. [DELETED]

E. Ten minutes prior to the start of any game, each manager must present to the opposing manager and the Official Scorekeeper his starting line-up by player number, last name, position and batting order, identifying any ineligible or disciplined player. All defensive substitutions made during the game shall be given by the manager to the Official Scorekeeper before the start of each inning and acknowledged. Failure to comply may result in disciplinary action taken by the Division Director.

ARTICLE X

UMPIRES

- A. Game umpires shall have complete control over all players, managers, coaches and spectators from 15 minutes before to 15 minutes after the game. The umpire shall report any incident to the Division Director within 24 hours after the game, or in his absence, any board member.
- B. The Umpire in charge of the game (Plate Umpire) cannot have a relative participating in the game unless agreed upon by both managers.

ARTICLE XI PROTESTS

- A. In the event of a rule interpretation, time will be taken by the Plate Umpire to consult with the managers to resolve the rule in question by checking the playing rules prior to the next pitch. If a resolution cannot be reached prior to the next pitch, a manager may protest the game and shall deposit \$25 with the head scorekeeper of the game. The head scorekeeper shall note in the official score book that a protest was made, time, and game situation. Money deposited for the purpose of filing a protest shall be delivered to the snack shack for safe keeping. The Plate Umpire shall call in all members of the Protest Committee present to rule on the protest (if fewer than three (3), the member(s) present may designate any other League member(s) at their discretion); their decision is final. The Protest Committee will consist of all Division Directors, Chief Umpire, President, Vice President, Player Agents and Rules Committee members. If none of the above is available, the protest will be handled in the manner described by Sections B and C hereinbelow and the \$25 will be returned to the protesting manager.
- B. In addition to the requirements set forth in Article XI (A), any formal protest by a manager must be made to the Division Director in writing citing rule in question, ruling by the umpire and why that ruling was incorrect and accompanied by a fee of \$25, which fee is refundable only if the protest is upheld. A protest must be made within 48

hours of the game's completion, if a Protest Committee could not be convened at the time of the dispute.

- C. When a Director has received a protest, the Director must set a protest meeting as soon as possible and have all necessary information and facts concerning the protest ready for the meeting which shall include a copy of the protest to the opposing manager setting forth the rule or rules being protested. A protest board shall consist of the Division Director, Director of Rules, President and Vice Presidents. Both managers shall be invited to the protest board meeting in order to provide relevant information.
- D. Protests made as in Section A above shall be subject to the \$25 forfeiture if not upheld.

ARTICLE XII
PLAYOFFS AND TIEBREAKERS

A. **Playoff teams in Pony, Bronco, Mustang A, Mustang B, Pinto A, and Pinto B will be determined as follows:**

1. Two (2) best overall records get first game byes (except in less than 6 team divisions, to be determined by director and executive board)
2. [DELETED];
3. Seeding is dependent on record for season, with top seed[s], getting 1st game bye, unless less than 6 teams in which case see 1 above;
4. [DELETED].
5. Mustang B and Pinto B (Executive board and Director will determine format, but all teams make playoffs)
6. After determining which teams get a bye, in a six (6) team playoff format, team 3 shall play team 6, and team 4 shall play team 5, with the winners of those games playing team 2 and team 1, respectively.

B. Tiebreakers and determining of seeding.

1. Overall record. If tied go to 2.
2. Head on head record. If still tied go to 3;
3. Head on head runs allowed. If still tied go to 4;
4. Run allowed in half (if you are determining half winner) or runs allowed in entire season if you are determining seeding for any purpose other than half winner. If still tied go to 5;
5. Coin flip.

Three or more teams tie breakers:

1. Head on head records as between teams. In other words we make a matrix of the tied teams and determine the respective records as between the respective teams to determine if there is a one team that has the advantage over both teams on a head on head records basis. If 2 of 4 teams have the advantage over the remaining 2 teams in a 4 team tie and are tied as between themselves, then the 2 teams with the advantage on a record basis go to 2 alone and the other teams are eliminated. If no team[s] have a record head on head advantage over remaining teams, then all go to 2.
2. Head on head runs allowed as between those teams only in games involving those teams only. Assuming the games are the same number of games for all teams involved. Equity controls. If still tied or equity cannot control, then go to 3.
3. Runs allowed in half (if you are determining half winner) or runs allowed in entire season if you are

- determining seeding for any purpose other than half winner. If still tied go to 4;
4. Coin flip with odd coin being deemed winner. In other words three teams flip, two with heads one with tails, tails wins. If 4 teams, then continue to flip until one team has the odd coin.
 5. The President and Vice President of Baseball, along with the Director and Player Agent shall resolve any unstated issues giving the most weight to the intent of these rules. Their decision shall be final.
- C. Playoff dates shall be determined by the President and/or Vice President of Baseball, and tentative dates shall be scheduled at the beginning of the season, which on subject to change.
- D. Forfeiture rules shall apply to all playoff games.

ARTICLE XIII
TOURNAMENT TEAM
SELECTION

- A. Balloting will be held at the conclusion of regular scheduled season play with date and time set by the Division Director.
- B. The tournament team manager(s) for each division shall be selected by a Board committee comprised of the President, Vice-Presidents (Administration and Baseball), Division Director and Player Agent.
- C. The tournament team manager shall select his own coaches and business manager(s) who must be approved by the above Board committee. Managers and coaches for any additional tournament teams shall be selected by the above Board committee.
- D. A player who is selected to play on a Westhills All Star Team and chooses to leave the Westhills team to participate with another baseball team will be ineligible for All Star consideration the following year.
- E. All-Star Selection- Each tournament team shall consist of 13 players, except the Pony 13 and 14-year-old tournament teams which may have 13-15 players (manager's decision). Official statistics will not be used for all-star selection. All players shall be selected to tournament teams by a majority vote of all participating division managers or coach designee according to the following procedure:

1. (The following procedures are designed for 13 player rosters. Please adjust accordingly for rosters that are different than 13) Each manager may place in nomination as many players from his team as he wishes, supporting each with accurate and up-to-date statistics. When feasible, official League statistics will be used. Prior to the close of nomination, players not mentioned by their own managers may be nominated by another manager.
2. After all nominations have been made, the Player Agent shall declare the nominations to be closed, and shall then distribute ballots to each manager.
3. On the first ballot, each manager shall vote for 10 players; the ballot must be signed by the manager and may **not** contain the name of a player from his own team. Any player receiving the vote of all the managers less one (1) is elected to the All-Star team.
4. On the second ballot, managers shall vote for a number of players, not to exceed 10, less the number of players already elected to the team (i.e., if four were elected, then no more than six players may be voted for). Any player receiving the vote of all the managers less two is elected.

5. The above formula shall be used for a total of four balloting rounds only, at which time a player receiving the vote of 50 percent of the participating managers shall be selected.
6. Any positions on the All-Star team remaining after four rounds shall be filled as follows:
 - a. The All-Star manager shall select the players to fill the remaining spots unless a majority of the teams represented at the meeting are opposed.
 - b. The selection process will be by secret ballot.
- F. All tournament team managers will meet with the President, Vice Presidents and Division Directors as soon as possible before player selection for instructions and advice on the responsibilities of being a Westhills tournament team manager.
- G. All Westhills disciplinary procedures shall be in effect during tournament play at or away from the Westhills complex.
- H. The President shall assign board member(s) to be present at all tournament games as representatives of the League.

- I. A Tournament Committee comprised of the President, Vice Presidents, Division Directors and Player Agents shall be established. If it is deemed that a manager or coach cannot fulfill his duties and responsibilities or actions detrimental to the Westhills program are being exhibited, the Committee may discipline and/or replace the manager or coach.

ARTICLE XIV PITCHING

- A. The basis for determining the winning pitcher shall be in accordance with the official baseball rules, except that the winning pitcher must have pitched two innings in the Mustangs and three innings in all other divisions.
- B. Pitchers are subject to the restrictions of the pitch count as set forth by the Pitch Smart Guidelines for the particular age classification. The 7-8 Age Group shall control the Pinto division, the 9-10 Age Group the Mustang division, the 11-12 Age Group the Bronco division, the 13-14 Age Group the Pony division, and the 15-16 Age Group the Colt division.
- C. Westhills pitching regulations regarding rest between pitching assignments shall apply to any other organized baseball games.

D. Pitch Smart pitch count restrictions.

Age Range	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50+	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+

- E. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- F. Once the umpire-in-chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begin at that point.
- G. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched.
Notwithstanding the foregoing, the pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.

- H. Rest is calculated as per calendar day.
- I. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- J. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.
- K. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties of the PONY rules.
- L. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
- M. The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.

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ARTICLE XV
GROUND RULES

- A. No batting practice shall be permitted on the field 45 minutes prior to the beginning of any game, or after a game while the field is being prepared.
- B. The distance limitation for deflected home runs stipulated in Official Baseball Rule 6.09(D), shall be waived.
- C. There is not to be any batting of balls against any Westhills fences except that tennis balls are permitted.
- D. No team is permitted to have batting practice while that team's game is being played.
- E. Any runner is out, as well as ejected, if the runner makes contact with a fielder which is malicious, unwarranted or overly-aggressive, regardless of obstruction. Except in the case of obstruction, any runner is out if the runner makes contact with a fielder but fails to reasonably avoid such contact.
- F. With time permitting, the visiting team will schedule infield/outfield warm-up 30 minutes before the starting time of the game. The home team will schedule infield/outfield warm-up 15 minutes before the starting time of the game. In the event there is not enough time (30 minutes) for warm-ups, the remaining time will be equally divided between the home and visiting teams.

- G. In order to protect players from injury, jewelry is not to be worn by players during practices, grapefruit, or league games.
- H. There shall be no Designated Hitter allowed.
- I. Mercy Rule:
 - (a) Pinto/Mustang: If the visiting team is leading by at least 15 runs at the end of 3 or 10 runs at the end of 4 or more complete innings the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 15 runs at the end of 3 or 10 runs at the end of 4 or more complete innings after the visiting team has completed batting the game shall be declared complete and the home team shall be declared the winner.
 - (b) Bronco/Pony: If the visiting team is leading by at least 15 runs at the end of 4 or 10 runs at the end of 5 or more complete innings the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 15 runs at the end of 4 or 10 runs at the end of 5 or more complete innings after the visiting team has completed batting the game shall be declared complete and the home team shall be declared the winner.
- J. In the Mustang American League: (1) three strikes is an out

regardless of whether the ball is caught cleanly by the catcher; (2) runner may lead off; (3) runners can steal bases, but cannot steal home even on a wild pitch or throws back to the pitcher; and (4) runners may advance to any base, except home, on a pick off attempt. The only way a runner can score is from a (1) batted ball, (2) being forced in by a walk or hit by pitch or catchers interference. For example, runners stealing 2nd cannot score on an overthrow to second and must stop on 3rd. Players on 1st base cannot score on a pickoff attempt. “Dead ball” will be called in a balk situation. Balls thrown out of play the field of play during a defensive play cannot cause a runner to score, including a play on 3rd when the overthrow occurs or the ball goes into the dugout. A runner who cannot score as set forth herein, can only be called out during a play that causes that runner to be involved assuming that player gets to any base safely. If the runner is caught in a pickle between home and third, that runner must return to a base safely on his/her own and if that runner scores safely, he is to return to third base without penalty, however, if that runner is tagged out before returning to any base safely, that runner is out.

- .
- K. In the Mustang American Division: A half inning will terminate when a team scores five (5) runs, regardless of the number of outs recorded. No more than five (5) runs can be scored in a half inning except the 6th inning. In the 6th inning, three (3) outs are necessary to end a half-inning. Each half of the sixth (6th) inning and any extra innings shall be played until three (3) outs have been recorded regardless of the number of runs. (The winning run in the bottom half of the last inning also ends the game.)
- L.. In the Mustang American League: A player may steal 2nd or 3rd base. The player may NOT steal (Advance) to home plate on a passed ball by the catcher.
- M. In the Mustang American League: There is no dropped third strike. The batter is out regardless of whether the catcher catches the ball.
- N. In the Mustang American League during the grapefruit season only, each pitcher in the game will be given one warning for a balk. After a pitcher has been warned, any further balks will be called. During the regular season all balks will be called and no warnings will be issued.

N. On the Pony Field, any ball hit over the yellow homerun line will be considered a homerun.

**ARTICLE XVI
PINTO/ SHETLAND
RULES**

A. The Pitcher

1. General

- a. The Player Pitcher shall have preference over the Adult Pitcher for each batter as to playing on left or right side of pitcher's rubber. The Player Pitcher shall receive all throws from catcher or fielders and hand the ball back to the Adult Pitcher.
- b. The Adult Pitcher shall throw the number of pitches as described in the batter section of these rules which pertain to the specific division.
- c. This Adult Pitcher must maintain one foot on or in contact with the pitching rubber through the release of the ball.
- d. The pitch must be made from a standing position.
- e. The Adult Pitcher in the Pinto B and Shetland divisions shall not wear a fielder's glove and shall only take control of the ball that is handed to the Adult Pitcher by the Player Pitcher. The Adult Pitcher in the Pinto A division may wear a fielder's glove and during those innings in which coach pitch is in effect, shall only take control of the ball that is handed to the Adult Pitcher by the Player Pitcher.

- f. The Adult Pitcher shall not step out of the dirt pitcher's mound area between pitches with one or both feet and cannot approach a batter without an offensive time-out being called and acknowledged by an umpire. Only one (1) offensive time-out may be called per half inning. If time-outs are called by the defense at the end of a play, the Adult Pitcher cannot approach the batter.
- g. The Adult Pitcher cannot be changed during an offensive half inning, except due to illness or injury to the adult.
- h. The Adult Pitcher shall not stand upright when a ball is hit and is in play, must make every effort to not obstruct any infielder, must remain out of the line of throw to any base or player. If in the umpire's judgment the Adult Pitcher affects any defensive play, either (i) the batter is out and runners may not advance or (ii) both the base runner who is the subject of Adult Pitcher affected play and all other base runners return to base they last legally held prior to the affected play.
- i. An Adult Pitcher who steps out of the pitcher's mound dirt area without having been granted an offensive time-out by the umpire shall cause one (1) additional strike to be given to the batter then at the plate or to the next batter to appear. If applicable, strikes caused by Adult Pitcher will carry over to the next offensive inning.

B. The Batter

1. Pinto National

- a. Each batter will be entitled to five (5) pitches or three (3) strikes. If the third (3rd) strike is a swing and not a foul ball, batter is out after fifth pitch, unless a foul ball or consecutive foul balls are hit (e.g., batter may foul off first four pitches and hit safely on fifth pitch; batter who takes four pitches without a strike count and fouls off fifth pitch may continue to foul off balls until a ball is put in play, a miss occurs or the batter takes a pitch).
- b. All batters, base runners, and players in the on-deck batting area are required to wear protective headgear issued by the Westhills Equipment Director.
- c. If there is an overthrow to first base and the ball hits the fence, the ball is alive.

2. Pinto American

- a. Each batter will be entitled to five (5) pitches. If the fifth (5th) pitch is a swing and not a foul ball, batter is out after fifth pitch, unless a foul ball or consecutive foul balls are hit (e.g., batter who fouls off fifth pitch may continue to foul off balls until a ball is put in play, a miss occurs or the batter takes a pitch).

- b. All batters, base runners, and players in the on-deck batting area are required to wear protective headgear issued by the Westhills Equipment Director.
 - c. If there is an overthrow to first base and the ball hits the fence, the play is dead and the runner is awarded second base.
3. Shetland
- a. The batter shall be entitled to three (3) pitches.
 - b. If the batter fails to hit the ball within these attempts, the batter will be given three (3) swings off the tee.
 - c. The ball shall be hit off the batting tee located one foot behind the point of homeplate.
 - d. Any batted ball that does not roll beyond the arc in front of home plate is considered foul. The line is considered fair.
 - e. The player must hit the ball and not the tee. PENALTY: One swing.
 - f. If the batter throws the bat: A warning will be given, and the pitch will be considered a swing. EXAMPLE: With a one pitch count, the batter swings and misses the pitch, and in so doing he/she throws the bat, he/she will have a two pitch count. If the bat is thrown for a second time

within the same at bat, he/she will be declared out. He/she may be thrown out if the ball is hit. No runners may advance. If the out is made on another runner, the batter shall be declared out. **EXAMPLE:** With runners at first and second, the batter hits the ball and throws the bat, he is thrown out at first and the runners must return to their bases.

- g. The batter may not swing until the pitcher has made a pitching motion from the pitcher's rubber, located 38 feet from the point of home plate. The pitching motion is necessary to give timing to the game, and can be used to teach the pitcher how to come off the mound in position to field the batted ball.

h. **INTENTIONALLY LEFT BLANK.**

C. The Catcher

1. Pinto National and American

- a. The catcher shall play in the same position as in other divisions and must have both feet in the catcher's box directly behind home plate.
- b. Catcher must be in traditional catcher's position in catcher's box. Adult Pitcher shall pitch to catcher and the catcher must be primarily responsible for making all plays at the plate. The Player Pitcher or first baseman may only

back-up catcher. The catcher must make throws to the Player Pitcher and not to the Adult Pitcher.

- c. A player may be inserted in the line-up in the position of catcher for no more than three (3) innings per game.
- d. Catchers are required to wear protective headgear which give protection to the top of the skull, a chest protector, a mask with a throat protector, shin guards and a protective cup.
- e. All players should wear a protective cup.

2. Shetland

- a. During the pitching portion, the catcher shall be positioned in a position a few feet behind the plate.
- b. The catcher must stand in the catcher's box designated by a chalk outline near the backstop when the tee is being used. The catcher must remain in the box until the batter has hit the ball.
- c. Catchers are required to wear the same protective equipment as in Pinto.
- d. A player may be inserted in the line-up in the position of catcher for no more than two (2) innings per game.

D. Manager and Coaches

1. Offensive coaches may be located only in the third base coaching box, the first base coaching box and at the tee as a batting instructor or on the mound as an Adult Pitcher, as applicable. It is recommended that a dugout coach be in the dugout maintaining proper behavior and for instruction. (During the pitching phase of Shetland, the coach normally at the tee shall pitch from the pitcher's plate.)
2. Adult base coaches must be in designated and marked coach's boxes. If a coach is outside a coaches' box without the umpire having acknowledged a time-out called to discuss a rule interpretation, a penalty of one (1) strike will be imposed on the present batter or the next batter, as applicable. Any such strikes so imposed will carry over to next offensive inning, if applicable.
3. Any batted ball striking the Adult Pitcher is dead. One swing shall be counted and no runners may advance.
4. The Player Pitcher shall select which end of the pitcher's plate shall be his position for that batter. The Adult Pitcher shall pitch from the other end of the pitcher's plate.
5. Defensive coaches must remain in the dugout or as described below.
6. Pinto American - No coaches are permitted on the playing field.

7. Pinto National- No coaches are permitted on the playing field. One coach is allowed in each foul area down the left field and right field lines, respectively.
8. Shetland- Three (3) coaches are permitted on the playing field. All must be positioned in the outfield area.
9. Each team shall provide one scorekeeper.

E. The Umpire

1. The umpire will not call balls and strikes, except during player pitching for Pinto, but will record the number of swings and/or pitches.
2. At this age level, umpires must be alert to ensure that catchers are in a safe position before a batter swings.
3. When the umpire makes a call, the umpire must be sure the players understand why that call was made.

4. The umpire shall not allow infielders other than the pitcher and catcher to play any closer to home plate than three (3) feet inside the base line. The umpire shall also make sure all outfielders play on the outfield grass. Only four (4) infielders shall be used plus a pitcher and a catcher. Infielders must be positioned on the infield dirt until ball is put in play by the offensive team and the Player Pitcher must remain in contact with rubber until ball is put in play by offensive team.
5. Up to six (6) outfielders must be positioned on the outfield grass until the ball is put in play by the offensive team.

F. Rules of Play

1. Batters are not permitted to bunt or “swing easy” at the ball. PENALTY: The batter shall be called back to the plate and the swing counted either as a strike or against the allowed maximum number of pitches, as applicable. The ball is dead and no runners may advance.
2. Base runners are not permitted to steal or lead-off base and must remain in contact with the base until the ball is hit. PENALTY: The runner is called out.
3. There is no infield fly rule.

4. Pinto National- There shall be no automatic dead ball areas for Pinto National. Pinto time-outs will only be granted by the umpire when called by an infielder and all play has ceased, if (i) the lead runner cannot advance because of the position of the player with the ball calling the time out or (ii) the lead runner, in the judgment of the umpire, has decided not to advance regardless of the location of the player with the ball calling the time-out; i.e., “the progress of runner.”
5. Pinto American- There shall be no automatic dead ball areas for Pinto American. Pinto time-outs will only be granted by the umpire when called by an infielder and all play has ceased, if (i) the lead runner cannot advance because of the position of the player with the ball calling the time out or (ii) the lead runner, in the judgment of the umpire, has decided not to advance regardless of the location of the player with the ball calling the time-out; i.e., “the progress of runner.” EXCEPTION: If the ball hits a fence on an overthrow, the ball is dead. If a runner is more than halfway to the next base, the base runner shall be awarded that base. If the base runner is less than halfway to the next base, the base runner must return to the previous base unless the base runner is forced to advance.
6. Shetland- When the ball is in the possession of the catcher or pitcher in the dead ball area, all play must stop. If a runner is more than halfway to the next base, the base runner shall be awarded that base. If the base runner is less than halfway to the next base, the base runner must return

- to the previous base unless the base runner is forced to advance. EXCEPTION: If a base runner is more than halfway home when the catcher receives the ball, a play may be made on that runner only. All other runners must hold their base even in the case of an overthrow.
7. A dead ball is to be declared by the umpire if a ball is thrown to and caught by (i) the Adult Pitcher regardless of location or (ii) by the Player Pitcher in the dirt area of the pitcher's mound.
 8. It is extremely important that batters learn good hitting habits, therefore, batters hitting off a tee may not shift their feet in an effort to deceive the fielders. PENALTY: The batter shall be called back to the plate and the swing counted against the allowed maximum. The ball is dead and no runners may advance.
 9. All fielders must maintain their positions in relationship to each other. Shifts are allowed but all infielders or outfielders must shift.
 10. When a defensive player takes the field at the beginning of an inning, he must play that position until the side is retired. EXCEPTION: If injury.
 11. There shall be four (4) infielders not counting the pitcher and catcher. All infielders shall play no closer to home plate than as permitted above.

12. In the Pinto National and American Divisions all games shall consist of six innings. The top half of an inning cannot start later than one-half hour before starting time of the next game. Once started, the full inning shall be completed unless the home team is leading. The next inning starts when the last out is made in the prior inning. The Chief Umpire's or Official Scorekeeper's watch is official. From Sunday through Friday, no new inning may begin after 7:40 p.m. If a game is tied at the end of six (6) innings, it may continue but not passed eight (8) innings. If the game is still tied, it will be considered a tie. The time limit for Pinto National shall be no new inning shall begin after 1 hour and 30 minutes. The time limit for Pinto American shall be no new inning shall begin after 1 hour and 30 minutes.
13. In the Shetland Division a game shall consist of six innings or a time limit of 1-1/4 hours. The game shall stop at 1 hour and 15 minutes drop dead.
14. A game will be considered a complete game after four (4) full innings or 3-1/2 innings if the home team is ahead. Time starts at end of last inning and the scorekeepers shall record the time of the game.
15. It shall be solely the umpire's judgment as to whether it is too dark to continue to play safely.
16. The use of tobacco in any form in the dugout or on the field is not permitted by any manager or coach.

17. The use of profanity shall result in an immediate ejection.
18. Throwing of equipment shall be cause for ejection.
19. If a player is ejected, such player shall be benched and subject to Westhills disciplinary action.
20. A runner may not intentionally run into a fielder or try to knock the ball loose from him. PENALTY: The runner shall be out..
21. Any deliberate attempt or act of a player to injure another, in the opinion of the umpire, shall result in the ejection of the player from the game and shall be subject to Westhills disciplinary action.
22. All managers, coaches and players shall be familiar with rules regarding obstruction.
23. All players present on each team shall be in the field when that team is the defensive team.
24. If a player is withdrawn from a game for disciplinary action, such player must remain out for the balance of the game. An announcement must be made at the time of the withdrawal to the scorekeeper, opposing manager, umpire and at first opportunity to the playeragent.

25. A batting order shall be presented to the scorekeeper that includes all players present. A notation of absentees must be made with reasons of absence. Any player arriving after the batting order has been submitted to the scorekeeper shall be placed last in the batting order. The late arriving player may enter the game only at the beginning of a full inning.
26. The scorekeeper shall notify the umpire anytime the wrong batter comes to bat. The correct batter shall be called up without penalty.
27. Pinto National- A half-inning will consist of three (3) outs or will terminate when a team scores five (5) runs. No more than 5 runs can be scored in a half inning except the 6th inning. In the 6th inning, three (3) outs are necessary to end a half-inning.
28. Pinto American- A half-inning will consist of three (3) outs or will terminate when a team scores five (5) runs. No more than 5 runs can be scored in a half inning except the 6th inning. In the 6th inning, three (3) outs are necessary to end a half inning.
29. Shetland- The maximum number of runs that may be scored in any inning is five (5). If and when that fifth run scores, that half-inning is over.
30. Pinto - Each half of the sixth (6th) inning and any extra innings shall be played until three (3) outs have been

recorded regardless of the number of runs. (The winning run in the bottom half of the last inning also ends the game.)

31. There shall be no more than one (1) offensive and two (2) defensive time-outs per halfinning called for the purposes of a manager or coach conferring with players either on or off the field.
32. At no time will any kind of stalling tactics be tolerated.
33. A team must have a minimum of nine (9) players to start and eight (8) players to complete a game. There shall be a ten (10) minute grace period from the scheduled starting time of the game.
34. If the umpire fails to arrive, anyone agreed upon by both managers shall become the umpire.
35. On all plays at home plate the catcher is the primary defensive player. Defensive players (other than the catcher) are not permitted to assume the catcher's role on throws to home plate. The intent of the rule is to encourage the development of the catcher position. You are not allowed to have a position player (i.e. pitcher or 1st baseman), assume the catcher position during the course of a play.

36. [DELETED]

37. Any rules not covered here are to be referred to Official Pony Baseball Rules and to Westhills Baseball Rules. In case of conflict, Pinto rules shall prevail.

38. **Player Participation - Pinto.**

In the Pinto American division, for teams with greater than nine (9) players present, those teams shall field ten (10) players while on defense by fielding four (4) outfielders, each set equidistant from home plate and spaced equally amongst each other before each pitch.

All Pinto American players must play a minimum of 2 defensive innings by the end of the fourth inning and the 3 defensive inning by the completion of the sixth inning. In the case of the visiting team which does not take the field in the bottom of the sixth, all players must have played two complete defensive innings. No player may sit two consecutive innings. The Batting order shall consist of all eligible players in attendance. Managers failing to comply with the above will be suspended for a minimum of one game and may forfeit the game in question.

All Pinto National teams shall play a minimum of 7 players in the infield for a minimum of 3 innings by the completion of the 5th inning. For purposes of this rule the catcher position shall not be considered an infield position. Managers failing to comply with the above will be suspended for a

minimum of one game and may forfeit the game in question.

G. Draft Procedures

1. Each manager at try-outs shall fill out a rating sheet as may be prescribed by Westhills Rules. The rating sheet shall be submitted to Division Player Agent upon completion of try-outs.
2. Manager's children shall try out and be evaluated as prescribed in Westhills Rules.
3. The Player Agent shall develop a composite rating for each player. Manager's children shall be included in the composite. Players shall be listed on a high to low ranking basis. If players are tied for a ranking position and one of the players is a manager's child, the manager's child shall be ranked highest. If more than one manager's child is tied for a ranking position, the order of tie breaking shall be
 - 1) catching ability, 2) fielding ability, 3) throwing ability, 4) batting ability, 5) running ability and 6) playing age by year (younger age player to receive the higher ranking). If tie cannot be broken by previous criteria, a coin toss shall be used.
4. Player Agent shall make composite rankings available to all managers at the time of draft.

5. At the beginning of the draft each manager shall select a number out of a hat except for those managers whose child is ranked in the top two (2) rounds as set forth in section 7 below. The numbers representing the selection placement of such managers shall be removed from the hat. The numbers shall be from one to whatever the total number of teams there shall be in the division. The numbers shall indicate the order of selection in each odd round of the draft. The reverse order shall be the case in each even round of the draft.
6. The Player Agent shall see what number each manager's child falls in the composite ranking. He will then take the number of teams to be drafted and draw a line under the name of each player that is a multiple of the number of teams to be drafted. The line indicates which round is assigned to the manager's child in the draft, (i.e., if there are eight (8) teams and a manager's child ranks 23rd, he is a third (3rd) round selection by that manager).
7. To avoid the inequity of a manager who may have a child ranked high or low in a particular round thereby causing him to be at either an advantage or disadvantage in the first two (2) rounds, the Player Agent shall calculate the total number of teams times two and add one (if eight teams the number calculated is 17). If a manager has a child in either the first or second round, the Player Agent shall subtract the player's ranking from the calculated number and this shall determine selection position in either the previous or subsequent round in which the

manager's child is assigned. This will avoid a situation of a manager having an early second round draft position with a high first round ranked child giving him in essence first pick in both first and second rounds. This will also avoid a manager having a low first round choice and a low round ranked child.

8. The Player Agent shall assign draft positions to managers who have children in either the first or second rounds of the draft. That position shall be determined by the formula of two times the number of teams in the draft plus one less the players ranking. If the result of the subtraction is greater than the number of teams, subtract the total number of teams from the previous result; this will determine draft position in the second round, (i.e., if eight teams and a player is ranked 14th, the manager shall select in the third position of the first round and each odd round and in the sixth position of each odd round ($17-14=3$). If a player is ranked second the manager will select second in each odd round and 7th in each even round ($17-2=15-8=7$)).
9. Rounds three through twelve shall be in rotation based on even or odd round position.
10. Managers shall be allowed up to 30 seconds per selection.
11. Each team shall be balanced as far as possible by age. If there are eight teams and 44 eight-year olds in the draft, no team may have more than five eight-year olds. If there are seven six-year olds in the draft, no team shall have

more than one six-year old.

12. There shall be a 30-minute period for trading at the conclusion of player selections. There is to be no discussion about any happenings at the draft once a manager leaves the draft meeting. Under no circumstances shall players be traded after the conclusion of said 30-minute period.
13. At the beginning of the draft, the Player Agent shall announce which children are siblings and any other pertinent announcements. The Player Agent shall see that all siblings are placed on the same team unless there is a specific request that the children be separated. At the time the first sibling is selected, the Player Agent shall announce that there is a sibling and that the other child is assigned to that team in whatever round his ranking position falls

H. Player Pitch – Pinto A (National) division

1. The rules of play set forth in Article XVI shall be followed, except as modified herein during those innings in which Player Pitch is permitted.
2. In the Pinto A division, Player Pitch is permitted during innings 1&2.
3. The distance between bases in the Pinto A division shall be set at 60' and the distance between the pitching rubber and home plate shall be set at 40.'
4. Player Pitch rules of play
 - a. The Coach Pitcher
 - i. The Coach Pitcher may wear a fielder's glove.
 - ii. When the Player Pitcher is pitching the Coach Pitcher shall remain in foul territory near that team's dugout.
 - b. The Home Plate Umpire
 - i. The Home Plate Umpire shall assume a position behind the Player Pitcher while the Player Pitcher is pitching and shall assume a position in the area behind home plate while the Coach Pitcher is

pitching.

- ii. The Home Plate Umpire shall call “balls” and “strikes” while the Player Pitcher is pitching and shall have the responsibility of keeping the count against the Batter.

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c. The Player Pitcher

- i. Pitching rules as set forth in Art. XIV must be followed.
- ii. A pitcher pitching in inning 1 or 2 may not return as a pitcher in inning 5 or 6.

d. The Batter

- i. A Batter can strike out. If, while facing the Player Pitcher, a third strike is called by the Umpire, or the third strike is a swing and not a foul ball or hit, the Batter is out.
- ii. Walks are not permitted. If the Batter receives ball four when facing the Player Pitcher, the Coach Pitcher shall inherit the “strike” count against the Batter and shall pitch to the Batter up to an additional 3 pitches. If the third “strike” is not a hit or foul ball, the Batter is out. If the third pitch is not a hit or foul ball, the Batter is out. The batter shall receive an additional pitch if he fouls the last pitch by the Coach Pitcher.
- iii. If the Batter is struck by a pitch thrown by the Player Pitcher, the Batter shall be awarded first base.

e. The Runner

- i. Each team is entitled up to three (3) steals per inning of Player Pitch. The runner may steal second base or third base. The runner must maintain contact with the base until the ball crosses the plate.
PENALTY: the runner is called out.

- ii. Stealing home is prohibited, even in the event of a dropped third strike, wild pitch or a throw back to the pitcher.

- iii. Dropped third strike is an out.

I. Player Pitch – Pinto B (American) division

1. The rules of play set forth in Article XVI shall be followed, except as modified herein during those innings in which Player Pitch is permitted.
2. In the Pinto B division, Player Pitch is permitted during innings 1 and 2.
3. The distance between bases in the Pinto B division shall be set at 60' and the distance between the pitching rubber and home plate shall be set at 40.'

4. Player Pitch rules of play

a. The Coach Pitcher

- i. The Coach Pitcher may not wear a fielder's glove.
- ii. When the Player Pitcher is pitching the Coach Pitcher shall remain in foul territory near that team's dugout.

b. The Home Plate Umpire

- i. The Home Plate Umpire shall assume a position behind the Player Pitcher while the Player Pitcher is pitching and shall assume a position in the area behind home plate while the Coach Pitcher is pitching.
- ii. The Home Plate Umpire shall call "balls" and "strikes" while the Player Pitcher is pitching and shall have the responsibility of keeping the count against the Batter.

c. The Player Pitcher

- i. Pitching rules as set forth in Art. XIV must be followed.

d. The Batter

- i. A Batter can strike out. If, while facing the Player Pitcher, a third strike is called by the Umpire, or the third strike is a swing and not a foul ball or hit, the Batter is out.
- ii. Walks are not permitted. If the Batter receives ball four when facing the Player Pitcher, the Coach Pitcher shall inherit the “strike” count against the Batter and shall pitch to the Batter up to an additional 3 pitches. If the third “strike” is not a hit or foul ball, the Batter is out. If the third pitch is not a hit or foul ball, the Batter is out. The batter shall receive an additional pitch if he fouls the last pitch by the Coach Pitcher.
- iii. If the Batter is struck by a pitch thrown by the Player Pitcher, the Coach Pitcher shall inherit the “strike” count against the Batter and shall pitch to the Batter as provided in subsection (b).

J. Machine Pitch – Shetland 1 division

1. In the Shetland 1 division, except as modified herein during those innings in which Machine Pitch is permitted, all provisions of Article XVI shall be followed.
2. Machine Pitch is permitted in all innings.
3. In those innings in which Machine Pitch is permitted, pitching will be accomplished by the Adult Pitcher using a pitching machine.
 - a. The leading edge of the pitching machine shall be set a 38' from homeplate.
 - b. A Louisville Slugger UPM 45 Pitching Machine, or other such machine as designated by the Director of Equipment, shall be used. The pitching machine shall be set as follows: Power Lever = 2; Micro Adjust = 3; Release Block = 4.
 - c. Settings may be made by the umpire only, such adjustment being made in his sole discretion in order to achieve a good strike pitch.
 - d. A pitching mat shall be placed directly behind the pitching machine.

- e. The Player Pitcher shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. The Player Pitcher shall keep one foot within a circle two (2) feet in radius from this point until the start of the pitch.
- f. If a batted ball strikes the pitching machine, the ball is dead, the batter is awarded first base and all runners advance one base.

ARTICLE XVII WINTER BASEBALL RULES

Except as modified below see Article II Sections A and F:

All Divisions.

1. All Games are to start and end at the scheduled time. If your game starts late it will still end at the regularly scheduled ending time.
2. In the Shetland Division, the game time is 1 hour and 15 minutes, drop dead time. In the Pinto Division, the game time is 1 hour and 30 minutes, drop dead time. In the Mustang, Bronco and Pony divisions, the game time is 2 hours drop dead time. These game times can be further reduced on certain weekends due to scheduling.
3. There is no “Mercy Rule” in winter ball. All Shetland, Pinto and Mustang games will be played to the scheduled ending time or the amount of innings allowed per division, whichever comes first.
4. There are no protests. Umpire decisions are final.
5. If a team cannot field nine players, manager may borrow a substitute player from another team in the same division or another player that played the previous spring. The substitute player may NOT pitch.

6. Any player is out and will be ejected for maliciously running into a fielder, regardless of obstruction.

Shetland.

7. Run limit of five (5) runs per inning.
In the case of a Shetland division not segregated into subdivisions, the Shetland 1 rules of play set forth in Art. XVI(j) shall be followed for League Age 6 players. The pitching machine will therefore be used for League Age 6 players. For League Age 5 players, use of the pitching machine is permissive at the discretion of the manager. In all cases, Art. XVI(B)(3)(a) and (b) shall be followed, i.e., the Batter shall receive 3 pitches from either the machine or coach pitcher followed by 3 swings from the tee.

Pinto.

8. Run limit of six (6) runs per inning.
In the case of a Pinto division segregated into subdivisions, Pinto 1 shall follow the Pinto A (National) rules of play, and Pinto 2 shall follow the Pinto B (American) rules of play.

Mustang.

9. Run limit of six (6) runs per inning, except no run limitation in the six (6) inning.

10. Each player is to play a minimum of three (3) defensive innings per game. The 2 innings played Rule by the 4th inning rule shall be followed.
11. Pitchers will pitch a maximum of two (2) inning per game.
12. Mustang “A” rules apply with the following modifications for the first 6 games only:
 - a. No stealing home; (even on wild pitches or throws back to the pitcher); and
 - b. Dropped third strike is an out.
13. Balks will be called. However, each pitcher shall be given 2 warnings before a balk penalty is imposed. If a balk warning is given the ball is dead. The manager can listen to what the umpire says but cannot talk to the player without a trip being called.

Bronco.

14. Run limit of six (6) runs per inning, except no run limitation in the seventh (7) inning.
15. Each player is to play a minimum of three (3) defensive innings per game. The 2 innings played Rule by the 4th inning rule shall be followed.

16. Pitchers will pitch a maximum of three (3) innings per game, subject to the forty (40) hour rule.

Pony.

17. Pitchers will pitch a maximum of three (3) innings per game, subject to the forty (40) hour rule.
18. Each player is to play a minimum of two (2) defensive innings per game. The 2 innings played Rule by the 4th inning rule shall be followed.