

# LOCAL RULES

## 1. Policy

- a) Southwest Inter-League Baseball Alliance, SIBA, shall establish local rules appropriate to the age group, consistent with the player's advancement through the various division of play and as allowed by the official rules of PONY Baseball, Inc.
- b) SIBA reserves the right to modify or add local rules that may not be covered in this document at any time. Any amendments to the local rules will be addressed in a timely manner and any rule changes will be created based upon what is in the best interest of the leagues and the safety of the players.

## 2. Procedures

- a) SIBA may establish rules specifically for use during League play ("local rules"), which supersedes the official PONY and Major League rulebooks. The official PONY and Major League rulebooks shall take precedence unless otherwise stated in the following document. These rules shall be approved by the members of the SIBA Committee and stated in this document. The SIBA committee will consist of one representative from each of the three leagues that make up SIBA, Menifee, and Murrieta Valley Pony leagues. Rules for SIBA teams and games, and any necessary discipline for rules violations, will be determined by the SIBA Committee.

## 3. Team Rosters and Transactions

- a) Teams will be limited to a maximum of 15 rostered players.
- b) Through out the season injuries and dropped players do occur. Teams will be limited to four transactions throughout the season and will be subject to SIBA Committee approval. All player transactions will be documented and disclosed to each team in their respective division.
- c) Rosters will be frozen early in the season and all managers will be given official rosters of each team. The information will consist of player's name and jersey number.
- d) **Teams are allowed up to four roster transactions prior to Nov 1st** of the season and all changes must be reported to all members of the SIBA Committee. Removing one player to add another player equates to two roster transactions: one for each player. A team can request a roster transaction beyond the fourth transaction or after two-thirds of the season has transpired in situations where their roster has dropped below 11 players. A team making such a request must submit a full explanation to the SIBA Committee, where each transaction will be handled separately and in the best interest of all leagues.
- e) A manager that fails to disclose an added or dropped player will be subject to disciplinary action by the SIBA Committee in the form of possible multiple game suspension or permanent removal from managing in the league.
- f) A team may borrow a player from another team only if they are at *less than* 9 players for their game. The manager of the borrowed player must have given permission and proof (email, etc) must be given to the SIBA Committee before the borrowed player can play for the other team. Penalty for borrowing player without *proof* of consent may result in a 1-game suspension for manager and a warning for player. Further violations will lead to additional consequences.
- g) A borrowed player may come from another SIBA team or from a rec team. Note: *Your local league may have a separate policy regarding this rule. Check with your own league representative for their local rules policy.*
- h) Borrowed players may not play pitch or catch and they must bat last. Penalty for violating this rule is a 2-game suspension for the manager.

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### 4. Safety / Malicious Play / Slide or Avoid (not must slide)

- a) A player may be warned or ejected from the game for play deemed by the umpire(s) to be un-sportsmanlike, unsafe, or intended to harm an opposing player. Such instances of malicious play may be unnecessary contact by a runner on an attempted putout, intentionally throwing at a batter, swearing, throwing of equipment, etc. It is the responsibility of the manager to ensure that their players maintain good sportsmanship throughout the entire game.
- a) Any player that demonstrates intent to harm or injure another player, while in the process of running the bases, will be ejected from the game if the umpire deems necessary and he may be subject to further suspension from the SIBA Committee.
- b) Any runner is out when the runner does not slide or attempt to get around a fielder **“who has the ball and is waiting to make the tag”**. Contact between the runner and fielder is essential to consider the slide or avoid rule. It is up to the umpire to determine if the actions of the runner were avoidable or if the actions of the defense (i.e. bad throw) were the cause of the collision.
- c) Collisions do occur in baseball and the intent of the slide or avoid rule is to protect the fielder, but at the same time we are not forcing the runners to make unnecessary slides with the potential to injure themselves.
- d) At the time of the “slide or avoid” violation the runner will be considered an automatic out, the ball will become dead, and no other runners can advance beyond the last base touched at the time of the collision.

### 5. Pitch Count Pitch Smart Rules (for all divisions)

- a) SIBA has adopted a pitching guide in accordance with Pitch Smart Pitch Count Rules. This shall be in effect for the following age groups:

<u>AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>						
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>	
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A	
9-10	75	1-20	21-35	36-50	51-65	66+	N/A	
11-12	85	1-20	21-35	36-50	51-65	66+	N/A	
13-14	95	1-20	21-35	36-50	51-65	66+	N/A	
15-16	95	1-30	31-45	46-60	61-75	76+	N/A	
17-18	105	1-30	31-45	46-60	61-75	81+	N/A	
19-22	120	1-30	31-45	46-60	61-75	81-105	106+	

- Rest is calculated as **per calendar day**.
- No pitcher shall appear in a game as a pitcher for three consecutive calendar days, regardless of pitch count.
- Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- Managers in violation of violation of altering their players pitch count may be suspended from future games depending on the severity of the pitch count alteration .

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### 6. Bat Rules for All Divisions

- a) For 13u and below, all bats must have the permanent USSSA Mark on its taper or a BPF ratio of 1.15, or be BBCOR or wood. 2 5/8" or 2 3/4" are allowed, as long as they meet all safety requirements as noted on the USSSA website. A list of banned bats are listed on the USSSA website at: <https://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>
- b) For HSP/14u only BBCOR or wood bats are allowed.

### 7. General Regular Season Rules for All Divisions

- a) There are no minimum play time rules in Mustang, Bronco and Pony divisions.
- b) **All teams shall bat the entire roster every game** and employ free substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed from the pitching mound.
- c) The official starting line-up shall include, at a minimum, the players number, first name, and last name. This line-up card (batting order) shall be given to the opposing team's scorekeeper prior to the start of the game. Changes to the line-up can be made prior to the official start time as determined by the umpire. Once the game has started the line-up cannot be modified, except to add players that show up late.
- d) Any player that shows up late to their game will be placed at the end of the line-up card.
- e) A player who misses an at bat due to a game related injury (i.e. sprained ankle, pulled muscle) will be removed from the line-up and the team **"will not be penalized"** for this game related injury. The injured player, who is now officially removed from the game, will not be allowed to re-enter the game and he will be skipped in the batting order.
- f) A player that becomes sick during a game does not constitute a game related injury and they will be considered an out the next time up to bat (one-out penalty). Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game and they will not be allowed to re-enter the game.
- g) A player missing an at bat due to an ejection will be considered an automatic out each and every time up to bat. Any ejection, by an umpire, must be followed up with an ejection report to their associated league representative.
- h) A player missing an at bat, other than a game related injury or ejection (i.e. restroom break), will be considered an automatic out and the next batter in the line-up shall proceed to bat. If that same player misses their second official at-bat they shall be removed from the line-up entirely, no out will be recorded for the 2<sup>nd</sup> missed at bat, and the next batter in the lineup shall proceed to bat. Once removed that player will not be allowed to re-enter into the game.
- i) Any player, unable to play defensively for three consecutive innings, shall be ineligible to play and will be removed from the batting lineup. The player will be considered an out the next time up to bat (one-out penalty). Thereafter they will be scratched from the lineup with no further penalty. The player will be removed from the game and they will not be allowed to re-enter the game.
- j) Courtesy runners, for a player injured while in the process of running the bases, shall be allowed and can occur only once during the game for such player. The courtesy runner shall be the last official recorded out in the scorebook. Injuries to a player, unrelated to the game being played are not eligible for a courtesy runner and must run the bases (i.e. prior skateboard or bicycle accident).
- k) Any player with a hard cast or splint is ineligible to play and must submit an official medical release form to the league in order to be eligible to play.
- l) It is the obligation of the manager and coaches for each team to address any unacceptable behavior by their players or parents.

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- m) All managers, coaches, players, parents, and spectators are asked to support their team, as well as the opposing team. Negative comments including jeering, chanting, or making noise in an effort to distract the pitcher, batter, or other players from the other team are subject to disciplinary action by the umpire if deemed to be excessive. Violators will be warned, and the manager may be subject to an ejection for failure to maintain his/her players or spectators.
- n) Should an umpire fail to appear, the home team manager shall notify their SIBA representative immediately. The SIBA representative will make every attempt to get an umpire to the game, but it is important that the game begin at the scheduled start time. The teams are instructed to start the game and utilize a manager, coach, or parent to assist with the umpiring duties.
- o) Noisemakers are not permitted at any time during a game.
- p) The pitcher shall wear rubber cleats when a commercial grade portable mound is being used.
- q) Managers and coaches are instructed to hustle their teams on and off the field. Coaches are encouraged to warm up the pitcher while the catcher puts their gear on. The umpires will be instructed to allow 1 minute between innings or eight warm-up pitches between innings, whichever comes first.
- ⇒ A team failing to field 8 or more players within 15 minutes of the scheduled start time shall be forced to forfeit the game. No team shall play with 7 players. If any team, at any time during the game, cannot field 8 uniformed players the game shall be a forfeit.
- s) The umpires shall publicly announce the official game start time prior to the first pitch of the game or when the catcher has thrown the ball down to second base. The managers and scorekeepers should make a note of the official start time. In situations where the official start time was not announced, and no one interjected to find out the official start time the start time will revert automatically to the scheduled start time.
- t) The mercy rule will be in effect, unless otherwise specified. It is encouraged that all managers abide by the "Coaches Etiquette Guidelines" provided to each manager at the beginning of the season when a game is inevitably going to be a blowout.
- u) ***The mercy rule will consist of a 15-run Mercy Rule after 4 innings and 10-run Mercy Rule after 5+ innings for all divisions.***
- v) The ensuing catcher or ensuing pitcher may be substituted with a courtesy runner with two outs in the inning. The courtesy runner shall be the player who made the last out. In situations where there will be no other inning, the courtesy runner cannot be used. The ensuing pitcher and ensuing catcher are defined as those players fielding that position in the "NEXT" half inning. Managers, in violation of manipulating this rule, will be ejected from the game and may be subject to further suspension from the league.
- w) Any player, ejected from a game by the umpire, shall be suspended from play for the rest of the game. The ejected player may be automatically suspended from the next scheduled game or games. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The SIBA Committee may impose further penalties based upon the severity of the offense.
- x) Any manager, coach, or spectator ejected from a game by the umpire shall be suspended from play for the rest of the game from which they were ejected, plus one additional game. There will be NO EXCEPTIONS to this rule. The ejected party must immediately leave the field of play or else the game is subject to forfeit. Any subsequent ejections may result in multiple game suspension or permanent suspension for the remainder of the season, including post-season and all-star play. The SIBA Committee may impose further penalties based upon the severity of the offense.
- y) Any local board member, who observes inappropriate behavior or unsports-manlike conduct on the part of any player or adult, will report their observations to their SIBA representative and those individuals may be subject to further sanctioning from the SIBA Committee.
- z) Both teams are responsible for preparing the fields before the start of the game and may also be responsible for repairing the field at the end of the day. Field preparation may include dragging the field, watering the field, chalking the field, setting the bases, and setting the portable pitching mound.

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- After the last game both teams are responsible for removing and storing the portable pitching mound, pitching machine and all field preparation equipment.
  - All teams are responsible for ensuring storage bins are locked and secured before they leave the field at the end of the day.
- aa) It is the responsibility of each team to clean out their dugouts, stands, and surrounding areas after each game. Please dispose of all trash in the designated trashcans or dumpsters.
- bb) Pre-game warmups are not allowed on the infield. Teams must warm up in foul territory, or outfield grass. Teams must not warm up in outfield grass while a game is in play.
- cc) Any team failing to show without 48-hour notice to SIBA Committee is subject to the following penalties:
- 1st-offense – Team pays umpire fees for that game. Payment must be made prior to next scheduled game.
  - 2nd-offense – Team pays umpire fees for that game and also loses an additional (3<sup>rd</sup>) game.
- dd) All managers, coaches, players, and spectators MUST use good sportsmanship at all times on and off the playing field or at any and all SIBA games. Failure to do so may result in disciplinary actions at the discretion of the SIBA Committee. A manager will be held responsible for the actions of his coaches, players, and their families during the game, possibly leading to a warning and ejection himself.
- ee) Any manager, coach, player, or spectator who is ejected from a game will be suspended for the next scheduled game. If ejection came after the game had ended, then the suspension will be for the next two scheduled games. Additionally, all ejections will be subject to a review by the SIBA Committee who may, at its discretion, further discipline the offender.
- ff) An appeal of disciplinary actions may be made but statement of appeal must be received by SIBA representative within 24 hours of the incident. In cases of appeal, managers statement will be retrieved by that teams SIBA representative, and umpire incident report will be retrieved by the games host-league SIBA representative. The SIBA Committee will review all statements and make a determination within 72 hours. Each individual league also reserves the right to impose additional penalties on its own teams' managers, coaches, players, or spectators .
- gg) If playing at the MVPB Complex, you must lock ALL dugouts and GATES prior to leaving. Failing to do so will result in you not being able to play at that complex.

## 8. 9/10U Mustang, 11/12U Bronco, 13u Pony and HSP Division Rules

- a) Games shall be played under official PONY Baseball Rules and Regulations, subject to the general League rules defined in this document.
- b) ***There will be a maximum of 6 runs in Bronco and Mustang allowed per inning for the first 3 innings.*** The 4th inning & beyond will be subject to unlimited runs. The only exception to the 6-run limit is in the case of a home run over the fence that puts the team over the maximum run limit. The offense will be entitled to all runs scored. There is no per-inning run limit in Pony. There is no run limit in the EOS (End of Season) Tournament.
- Teams are not allowed to “run the bases” on a non home run hit for the sole purpose of adding runs beyond the maximum allowed
- c) Game duration / time limit
- Mustang 9u/10u: 6 innings. No new inning or extra innings shall start after 1:45 hours and drop dead at 2:05
  - Bronco 11u/12u: 7 innings. No new inning or extra innings shall start after 1:45 hours. And drop dead at 2:05
  - Pony-13u: 7 innings. No new inning or extra innings shall start after 1:50 hours. And drop dead at 2:10

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- HSP/14u: 7 innings. No new inning or extra innings shall start after 1:50 hour. And drop dead at 2:10
  - Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 7 innings and there are 10 minutes left on the clock then another inning will be played until the new inning rule has taken effect. CA tie breaker is not in effect during the regular season.
- d) Metal cleats are not allowed in the Mustang division. Metal cleats are allowed in the Bronco and Pony divisions (but NEVER on portable mounds!).
- e) Balks shall be enforced for ALL divisions.
- f) Balks will be called in Mustang and enforced after the pitcher has been given one warning. One warning per pitcher.

## 9. End of Season League Tournament

- a) All teams are eligible for the end of season tournament.
- b) The SIBA committee will determine all tournament rules and format prior to tournament.
- c) All team seeding will be established by a blind draw. In instances where schedules or time is of the essence the brackets will be established by the SIBA Committee.