

Camarillo Pony Baseball Association 2020 League Rules

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The Board of Directors of
Camarillo Pony Baseball Association

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Special League Rules

The game rules are governed by PONY Baseball Rules except as follows below.

1. All League Rules
 - a. No inning shall begin within 30 minutes of scheduled start time of the next game on that field, or as daylight permits.
 - b. A team must have a minimum of eight players at the start of the game and must not drop below eight players throughout the game, to avoid forfeiture. When a team has only eight players, an out shall be recorded when the missing ninth player is due to bat the first "at-bat" only; subsequent at-bats by the missing ninth player shall be skipped without penalty.
 - c. Forfeiture is 15 minutes after scheduled starting time of the game.
 - d. The names of all players absent from a league game shall be noted on the lineup card before it is given to the opposing manager and scorekeeper.
 - e. Round robin batting will be used in all leagues. Any player arriving late will be inserted at the end of the batting order as it appears in the official scorebook.
 - f. Coaches must be 18 years or older.
 - g. Home Team occupies the THIRD BASE dugout, regardless of which team arrives to the game first.
 - h. The **home** team is responsible for **all field setup before the game and take down after the game**. If it is the final game of the day, take down includes putting away the bases and any benches / equipment used in the game.
 - Before: putting in bases, chalking lines, raking & watering as needed, etc.
 - After: raking the mound and home plate
 - i. Pre-Game Infield / Outfield (IF-OF) Procedures:
 - 30 Minutes before: Visiting team takes IF-OF for 10 minutes
 - 20 Minutes before: Home Team takes IF-OF for 10 minutes
 - 5 Minutes before: Manager / Umpire meeting at home plate

If the Visiting Team is delayed in starting their pre-game due to delays in field set-up, their pre-game duration shall be reduced, such that both teams have equal amounts of pre-game prior to the manager / umpire meeting at home plate which will NOT be delayed and occurs 5 minutes before game time.
 - j. Intentional walks are not permitted in the CPBA at any time.
 - k. If a play is being made at home plate, or at any base, the runner must either slide or attempt to avoid collision with the fielder, or he is out. Determination of whether a play was being made, and whether the runner could have reasonably known a play was being made, shall be made solely by the umpire(s) and shall be the basis for determining whether the runner is safe or out. If the umpire decides a runner maliciously collides with the fielder while not attempting to slide, the runner is out and ejected from the game. THIS IS NOT A MUST-SLIDE RULE! If in the opinion of the umpire, the runner could not have reasonably known a play was being made on him, and a collision occurs with the fielder and the runner, the runner is out if put out, and safe if ruled safe (e.g. the play stands as played) without risk of penalty.
 - l. When a player throws one or more pitches to a batter in a given inning, that player will have an inning pitched recorded.
 - m. Pitching: CPBA uses a hybrid pitch count / innings rule. Once the allowed pitch count or innings threshold per calendar day is reached, the pitcher must be replaced. If the pitch count is reached in the middle of an at-bat, the pitcher may finish facing that hitter and then be replaced.

Pitch Count per Calendar Day

<u>League</u>	<u>Max # of Pitches</u>
Pinto	50
Mustang	75
Bronco	85
Pony	95

n. Pitching: Required Rest Days

**Required Rest Days
Pinto to Pony**

<u>Pitches Thrown</u>	<u>Days Rest</u>
21-35	1
36-50	2
51-65	3
66 +	4

**Required Rest Days
17U**

<u>Pitches Thrown</u>	<u>Days Rest</u>
31-45	1
46-60	2
61-75	3
76 +	4

Note* Rest days constitute a full day, so if a pitcher needs one day of rest after pitching on Monday, he will not be available to pitch again until Wednesday. Tuesday will be his rest day.

- o. Pitch count rules are per day. Therefore, a player may pitch in multiple games per day, provided the player does not exceed his respective league's age appropriate maximum allowable pitches per day.
- p. Pitch Count Violation Policies:
- i. First Infraction - A written warning will be issued to the Manager.
The Violation of any pitching rule may result in the forfeiture of the game in which the violation occurred. When the use of a pitcher who is ineligible, or about to become ineligible is evident, it is the Manager's responsibility to check with the home scorekeeper on the total pitches thrown. The home scorekeeper may notify the umpire and both Managers when the pitch count is within 10 of the maximums allowed.
 - ii. Second Infraction – 1 Game Suspension
See above
- q. Bat Rule Violation Policies:
- i. If detected before the first pitch of an at-bat the bat shall be removed from the game. An out will be recorded, and the next batter in the order will take his / her at-bat. If the recorded out is the 3rd out of the half inning, then the next half-inning will begin. The offending team will be warned, and any subsequent infractions for that game will result in offending player and team manager ejections. Both player and / or manager will also be subject to further disciplinary action.
 - ii. If detected after the player sees one pitch without putting the ball in play, the batter will be ejected, and an out recorded for the batter. If any runner(s) have advanced during the course of that pitch they will be returned to the base they occupied. The manager will also be ejected, the bat will be removed, and further disciplinary action may be attributed to both the player and / or manager. If the illegal bat is discovered after multiple pitches without the ball being put in play, the aforementioned penalties will still be applied. However, runner(s) only return to the base(s) they occupied prior to the pitch in question.
 - iii. If detected after the ball is put in play, the penalty and methods are the same as rule 1.q. ii.
- r. Rainouts and Reschedules (Pitching)
- i. In the event of a rain out or reschedule of a game that would affect a team due to pitch count, the executive board will make a ruling on the pitching guidelines.

2. Quarter Horse Rules

Machine pitch w/ optional tee ball league (Coaches use discretion based on individual players).

- i. Playing Field:
 - i. Machine pitching distance: 38 feet
 - ii. Distance between bases: 50 feet
- ii. Equipment:
 - i. The Louisville Slugger UPM 45 Pitching Machine will be used
 - ii. Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required. RECOMMENDED: Diamond Flexi Ball – level 5.
 - iii. Tee ball bats may be used but must carry the USA Baseball mark accompanied by the following text: "Only for Use with Approved Tee Ball Bats." The sticker may be purchased through USA baseball.
- iii. Pitching:
 - i. Settings for machine: Power Lever = 2; Micro Adjust = 3; Release Block = 4.
 - ii. The coach / pitcher will feed five (5) pitches to a batter. If the batter cannot put the ball in play, a batting tee will be used at that time.
 - iii. If a batted ball strikes the pitching machine, the ball is in play.
- iv. Offense:
 - i. The batter and runners will advance one base at a time. (No lead offs. Runners advance when the ball is hit.)
 - ii. All players will bat to complete an inning. No outs are recorded.
 - iii. The 4th batter and the last batter of every half inning will hit a home run
 - iv. Offensive coaches will be stationed in the coach's boxes (at first and third base), as a coach feeding the pitching machine, and at the catcher position.
- v. Defense:
 - i. All players will play defense, except at the catcher position.
 - ii. Each player will play at least one inning in the infield within the first 3 innings.
 - iii. The player / pitcher shall take a position five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine
 - iv. Defensive coaches may include two (2) adult coaches positioned on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.
- vi. Playing Rules:
 - i. Four (4) to Five (5) innings shall be played (both team managers will use their discretion).
 - ii. 1 hour 15-minute time is suggested (both team managers will use their discretion).
- vii. Coaches must be 18 years or older.

3. Shetland League Rules

Machine pitch league

- i. Playing Field:
 - i. Machine pitching distance: 38 feet
 - ii. Distance between bases: 50 feet
 - iii. A 2-foot vertical line will be drawn halfway between each base to assist the umpire with where to place the runner when a batted ball is dead.
 - iv. Ten-foot horizontal lines will be drawn 15 feet from the base lines and second base to determine where the outfield begins, and the infield ends.

- ii. Equipment:
 - i. The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland and is the only pitching machine approved for Shetland play.
 - ii. The ball must weigh not less than 5 or more than 5-1/4 ounces & measure not less than 9 or more than 9-1/4 inches in circumference.
 - iii. Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required. RECOMMENDED: Diamond Flexi Ball – level 5.
 - iv. Tee ball bats may be used but must carry the USA Baseball mark accompanied by the following text: "Only for Use with Approved Tee Ball Bats." The sticker may be purchased through USA baseball.
 - v. It is recommended that "rubber molded cleats" or "tennis shoes" be used for Shetland play.
 - vi. The Batter, players in the on-deck batter area, and base runners, are required to wear protective head gear which gives protection to the top of the head, temple, ears, and base of the skull.
 - vii. Catchers are required to wear a mask with throat guard (Hockey style masks generally meet this requirement, otherwise a throat guard must be attached to the mask, and extend to top of chest protector), chest protector, shin guards, protective athletic cup, and protective head gear, which gives protection to the top of the head and both ears when catching behind the plate.
 - viii. Extended Safety base will be used at first base. Defensive first basemen must have foot on white part of the safety base to make an out

- iii. Pitching:
 - i. Pitching machine only. See Equipment 3b (i) above.
 - ii. Setting for machine: Power Lever = 2; Micro Adjust = 3; Release Block = 4
 - iii. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line until the start of the pitch. If the other foot is free it will be on the side of the line extending away from the pitching machine.
 - iv. If a batted ball strikes the coach/pitcher, the ball is dead, the pitch counts as a strike, and no runners shall advance.
 - v. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
 - vi. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
 - vii. The coach/pitcher shall not give coaching instructions to batters or runners *AFTER THE BALL IS HIT*. They may not in any way interfere with the defensive players. The coach must operate the machine in accordance with the operation manual. (PENALTY): The coach/pitcher shall be warned once; if a second infraction occurs the coach/pitcher must be removed for the remainder of the game, and a new coach/pitcher put in his/her place.
 - viii. On a batted or thrown ball that enters the outfield, the coach/pitcher must move to foul territory.

- iv. Playing Rules:
 - i. Game length shall be five (5) innings, or 1 ½ hours, whichever comes first. No new inning can start 1 ½ hours from game time. Games shall not end because a team cannot mathematically win due to the five (5) run per half inning rule.
 - ii. The entire roster of players present for the game shall bat in rotation. Once the batting order is submitted to the scorekeeper, it will not be changed, except for injury or ejection.
 - iii. A batted ball is called "dead" by the umpire when an infielder demonstrates control of the baseball by holding it over his head while standing within the infield, or upon a base.
 - iv. Defensive and Offensive Substitutions:

- a. Minimum of nine (9) players shall be used defensively with a maximum of twelve (12). There will be free defensive substitutions.
 - b. There shall be a maximum of five outfielders, stationed not less than 15 feet behind the baseline when the coach feeds the pitching machine.
 - c. Each player will play at least one inning in the infield within the first 3 innings.
 - v. Offensive coaches will be stationed in the coach's boxes, and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. One defensive coach will be behind the catcher, or designated area, as directed by the umpire. The other defensive coaches must remain in the dugout, or in the designated area (not along the fair/foul lines).
 - vi. Maximum five (5) runs per half inning. **Exception:** Home run over the fence, all runs will count.
 - vii. No infield fly rule.
 - viii. Mercy rule: Ten (10) run lead after 4 or more innings for the visiting team, or three and half (3 ½) or more innings for the home team
- v. Batters:
 - i. Batters are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead, and no runners may advance.)
 - ii. The batter receives no more than five (5) pitches. Batter is out if fails to hit a fair ball after five (5) pitches.
 - iii. A strikeout will be recorded as per traditional baseball rules if it occurs prior to the five (5) pitches maximum.
 - iv. No dropped third strike rule.
 - vi. Runners:
 - i. Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball *crosses the plate*. (Penalty: Runner is out if the ball is put into play, if ball is not put into play runner returns to base).
 - ii. On a batted ball, runners may advance until the umpire calls the ball dead by calling "time". If in the judgment of the umpire, the runner was beyond the halfway point at the time the ball was called dead, the runner will be awarded the next base. Conversely, if the runner had not reached the halfway point according to the umpire's judgment, the runner will be required to return to the base from which he came.
 - iii. Scoring from third:
 - a. On a batted ball.
 - b. Continuation play of a batted ball.

All coaches and players will treat the opposing team with respect and be considerate of their time on the field. Fair play is the ultimate goal at all times. All coaches will follow the rules as described here at all times. To keep the pace of play moving, coaches are encouraged to have lineups prepared ahead of time (both offense and defense) so they do not hold up play when making changes from inning to inning. Similarly, on-field instruction during games should be held to a reasonable amount of time. Coaches must all work to keep the momentum of the games going to help avoid players losing interest. (This happens primarily when the team at bat takes a lengthy amount of time to progress through its lineup, and players in the field lose focus).

4. Pinto League Rules

- a. Playing Rules
 - i. No inning can begin 1 ½ hours after the start time.
 - ii. No metal cleats are permitted.
 - iii. A team may score a maximum of five (5) runs in a half inning. **Exception:** Home run over the fence, all runs will count.
 - iv. Games shall not end because a team cannot mathematically win due to the five (5) run per half inning rule.
 - v. Bunting or fake bunting shall be allowed during player pitch. Bunting, fake bunting, or soft-swinging is not allowed during coach-pitch. The result is a strike on the batter.
- b. Pitching

- i. Players shall not throw more than 50 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the completion of that "at-bat". Days' rest will apply to the final pitch count for that outing.
 - ii. Players shall not throw more than two innings in a calendar day.
 - iii. If a pitcher hits 3 batters in an outing he must be removed. This pertains to the entirety of each outing and does not re-set each inning. For example, a pitcher who hits 2 batters in his first inning, and 1 batter in his second inning must be removed upon hitting the third batter.
 - iv. Each inning begins with kid-pitch.
 - v. Any combination of **3 batters reaching base due to base on balls** in a half inning triggers coach-pitch for the rest of that half-inning.
 - vi. A pitcher removed during his/her first inning of pitching (not including batters hit by pitch), for the coach to pitch, may return to pitch in his/her following inning, if coach elects to. This does not allow pitchers to exceed daily pitch-count limit.
- c. Coach-Pitch format
- i. A batter shall be declared out after failing to hit a fair ball after five pitches are delivered by a coach-pitcher. The batter is out if there are three strikes before the fifth pitch. Missed swings are counted as strikes, as are foul balls and foul tips unless it is also the fifth pitch. A batter cannot be called out on a foul ball or foul tip unless it is the fifth pitch.
 - vii. There are no walks or hit batters during coach-pitch.
 - viii. The coach-pitcher will be allowed 2 warm-up pitches. He / She will kneel or stand behind a line drawn 30 feet from home plate to deliver pitches. The coach-pitcher must throw the ball overhand. Please do not "lob" or "float" the pitch.
 - ix. The coach-pitcher may not coach the batter.
 - x. A batted ball that strikes the coach-pitcher is a foul ball, unless in the umpire's judgment, the coach-pitcher purposely interfered with the play; then the batter will be called out. The intent of this rule is to allow the coach to protect him or herself from being struck by a batted ball.
- c. Runners
- i. Runners may steal bases, but no leading off. Runners shall not leave the base they are occupying at the time of the pitch until the pitcher releases the ball. Runners may advance only one base per pitch. The runner is out if a batted ball is put into play. If the ball is not put into play the runner given a warning and goes back to the base.
 - ii. Until April 1st, home plate will be "cold". This means a runner may not advance home from 3rd base until the ball is put in play by the batter, or the runner is forced home via walk or hit-by-pitch. This does not prevent runners from scoring from first, or second on batted balls. A runner may be picked off of 3rd base even though he may not advance. The runner leaves the base at his / her own risk.
 - iii. No base stealing during coach-pitch play.
- d. Mercy Rule
- i. Ten (10) run lead after four (4) or more innings for the visiting team, or three and a half (3 ½) or more innings for the home team.
- e. Equipment
- i. USA Certified bats must be used.
- f. Minimum Defensive Playing Requirements
- i. All players will play at least half the defensive innings, subject to Article II, Item H of the By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. Likewise, no player may sit out 3 innings before all players have sat out 2 innings; so on and so forth.
 - ii. Each player will play at least one inning in the infield within the first 3 innings.
 - iii. May not bring relief pitcher off the bench

5. Mustang League Rules

- i. Playing Rules
 - i. No inning can begin 1hr 45min after the start time
 - ii. A team may score a maximum of five (5) runs in an inning. **Exception:** Homerun over the fence, all runs count.
 - iii. Games shall not end because a team cannot mathematically win due to the five (5) run per half inning rule.
 - iv. No metal cleats are permitted.
 - v. Runners may leadoff and steal bases as in Official Baseball Rules
- ii. Pitching
 - i. Players shall not throw more than 75 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the completion of that "at-bat". Days' rest will apply to the final pitch count for that outing.
 - ii. Players shall not throw more than three innings in a calendar day.
- iii. Mercy Rules
 - i. Ten (10) run lead after four (4) or more innings for the visiting team, or three and a half (3 ½) or more innings for the home team.
- iv. Equipment
 - i. USA Certified bats must be used.
- v. Minimum Defensive Playing Requirements
 - i. All players will play at least half the defensive innings, subject to Article II, Item H of the By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. Likewise, no player may sit out 3 innings before all players have sat out 2 innings; so, on and so forth. *In the event that the starting pitcher has not sat one inning prior to another player sitting out for their second inning, as soon as this player is removed from pitching, they must sit out the following inning.*

6. Bronco League Rules

- a. Playing Rules
 - i. No new inning can begin 2 hours after the start time.
 - ii. Metal cleats are permitted.
- b. Pitching:
 - i. Players shall not throw more than 85 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the completion of that "at-bat". Days' rest will apply to the final pitch count for that outing.
 - ii. Players shall not throw more than four innings in a calendar day.
- c. Mercy Rules
 - i. Ten (10) run lead after five (5) or more innings for the visiting team, or four and a half (4 ½) or more innings for the home team.
- d. Equipment
 - i. USA Certified bats must be used.
- e. Minimum Defensive Playing Requirements
 - i. All players will play at least half the defensive innings, subject to Article II, Item H of the By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. Likewise, no player may sit out 3 innings before all players have sat out 2 innings; so, on and so forth. *In the event that the starting pitcher has not sat one inning prior to another player sitting out for their second inning, as soon as this player is removed from pitching, they must sit out the following inning.*

7. Pony League Rules

- a. Playing Rules
 - i. No inning can begin 2 hours 15 minutes after the start time.
 - ii. Metal cleats are permitted.
- b. Pitching

- i. Players shall not throw more than 95 pitches in a calendar day. Pitch count will stop at the completion of that “at-bat”. Days’ rest will apply to the final pitch count for that outing.
 - c. Mercy Rules
 - i. Ten (10) run lead after five (5) or more innings for the visiting team, or four and a half (4 ½) or more innings for the home team. Eight (8) Runs after 6 innings
 - d. Equipment
 - i. USA Certified bats must be used.
 - e. Minimum Defensive Playing Requirements
 - i. All players will play at least half the defensive innings, subject to Article II, Item H of the By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. Likewise, no player may sit out 3 innings before all players have sat out 2 innings; so on and so forth. *In the event that the starting pitcher has not sat one inning prior to another player sitting out for their second inning, as soon as this player is removed from pitching, they must sit out the following inning.*
- 8. 18U Colt League Rules (Interleague rules supersede CPBA’s unless the game is between two CPBA teams)
 - a. Playing Rules
 - i. No inning can begin 2 ¼ hours after the scheduled start time
 - ii. Metal cleats are permitted.
 - iii. BBCOR bats, -5 USA bats and one-piece wood bats must be used.
 - b. Pitching
 - i. Players shall not throw more than 95 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the completion of that “at-bat”. Days’ rest will apply to the final pitch count for that outing.
 - c. Mercy Rules
 - i. Ten (10) run lead after five (5) or more innings for the visiting team and four and a half (4 ½) or more innings for the home team.
 - d. Minimum Defensive Playing Requirements
 - i. Free substitution will be allowed with all players. There is no minimum play requirement for 18U.
- 9. Advanced Baseball League Rules (ABL)
 - a. Playing Rules
 - i. ABL play will follow CPBA special league rules, PONY rules, and MLB rules, in that order, as determined by the age of those playing, or if otherwise noted below.
 - ii. A team may bat 9 players, 10 players w/ an extra hitter, or their entire roster. The team’s intention in this regard must be declared at the time the line-up is submitted to the umpire.
 - iii. Courtesy runners are allowed for pitcher / catcher regardless of the number of outs. The runner must be a substitute player unless the team is batting its entire roster. In that case the last out must be used. The pitcher / catcher being run for must return to either pitcher / catcher the following inning; unless injury prevents.
 - iv. Once the line-up is submitted the number of batters may not change except in the event of late arriving players, and their respective team is batting its entire line-up.
 - b. Pitching
 - i. ABL games scheduled by CPBA will follow CPBA pitch count rules only. (Unless playing Interleague in the 18U Colt, Pony and Pinto Division) *ABL teams are not subject to any form of innings limit regarding pitching. Please refer to the above table for limits based on age, and the corresponding days of rest, which is dictated by the number of pitches thrown.*
 - c. Minimum Play Requirement
 - i. There is no minimum play requirement for ABL play.(Unless playing Interleague in the Pony or Pinto Division.
 - ii. Starters may re-enter once in their original position in the batting order.
 - iii. Substitutes may not re-enter.
 - d. Pinto / Mustang

- i. During innings one through three, a team may score a maximum of five (5) runs in an inning. **Exception:** Homerun over the fence, all runs count.
- ii. During innings four through six there will be no run per inning restriction.
- iii. This rule does not apply to league playoffs.
- e. Metal spikes are permitted at the 11U and 12U levels.
- f. No intentional walks.