

CHEVIOT HILLS PONY BASEBALL ASSOCIATION

2023 MEMORIAL DAY TOURNAMENT RULES

The tournament will be governed by the most recently published Official Rules of Baseball as promulgated by the Sporting News except for the rules contained in this document.

Division	Time Limit	Mercy Run	Pitching and Base Distances	Bats	Metal Cleats
PINTO (8U)	<ul style="list-style-type: none"> ● 6 innings ● 1:40 - No New Inn. ● No Drop Dead 	<ul style="list-style-type: none"> ● 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings ● Also see Pinto-specific rule 5 below 	<ul style="list-style-type: none"> ● 3 innings per game ● 6 innings per day ● 38' mound/ 60' bases 	2-5/8" max. diameter USABat or BBCOR certified only	NO
MUSTANG (9U & 10U)	<ul style="list-style-type: none"> ● 6 innings ● 1:40 - No New Inn. ● No Drop Dead 	<ul style="list-style-type: none"> ● 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings 	<ul style="list-style-type: none"> ● 3 innings per game ● 6 innings per day ● 46' mound/ 60' bases 	2-5/8" max. diameter USABat or BBCOR certified only	NO
BRONCO (11U & 12U)	<ul style="list-style-type: none"> ● 6 innings ● 1:40 - No New Inn. ● No Drop dead 	<ul style="list-style-type: none"> ● 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings 	<ul style="list-style-type: none"> ● 6 innings per game ● 6 innings per day ● 50' mound/ 70' bases 	2-5/8" max. diameter USABat or BBCOR certified only	NO
PONY (13U & 14U)	<ul style="list-style-type: none"> ● 7 innings ● 1:40 - No New Inn. ● No Drop Dead 	<ul style="list-style-type: none"> ● 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings 	<ul style="list-style-type: none"> ● 7 innings per game ● 7 innings per day ● 54' mound/ 80' bases 	2-5/8" max. diameter USABat or BBCOR certified only	Yes- Fielders NO- Pitchers

1. **Team Rosters:** All teams entered shall be LEAGUE ALL STAR teams, made up of no more than 15 players that are no older than the applicable age for that division as determined by Pony, registered and playing in the league for the current season. All players must be listed on the team's official roster that has been submitted to tournament officials. Players may only be on one team roster. Any exception to these rules shall be requested and approved by tournament officials in advance.
2. **Game Times:** All games are official regardless of length. All game times are based on umpire's time keeping and shall be recorded by the scorekeeper in the scorebook. If the umpire believes that a team is intentionally delaying the game to take unfair advantage of the Time Rule, the umpire may warn that team and if the condition persists, may declare a game forfeiture. New inning starts upon recording of 3rd out in prior inning. Umpire's calling of last inning makes it the last inning in the game even if time remains after completion of the inning. **Time limit rules do not apply to championship games.**
3. **Protests:** Umpire judgments are final. Because the tournament schedule does not allow games to be replayed, any rules protest must be made to the umpire and resolved by tournament officials before the next pitch, play or attempted play, unless tournament officials have instructed play to resume notwithstanding the protest. A protest of a game-ending play must be made by the losing team before the umpires leave the field after the end of the game. If the protest involves the use of an illegal player, the team manager is to inform the umpire of the protest, have the umpire sign the official scorebook at the time of the protest and inform tournament officials of such actions. All rules protests will be resolved by tournament officials at the fields. Tournament officials' decisions cannot be appealed.
4. **Ejections:** Any manager, coach, player or spectator ejected by an umpire **must leave the field area** and shall be suspended from the next game.
5. **Pitching Rules:** Pitching Rules are listed in the table above. A violation of the pitching rules is cause for game forfeiture and manager suspension.

6. Scorekeeper and Scorebook:

- a. Official Scorekeeper will monitor each team's pitching in the scorebook for the purpose of compliance with rule 6 above. Teams also will be required to provide their Pitching Record form to the Official Scorekeeper prior to the start of the game for purposes of compliance with Rule 6 (pitching rules) above.
- b. CHPBA intends to provide an official scorekeeper. If no one from CHPBA is serving as scorekeeper, then the Home team is the official scorekeeper and is responsible for reporting the final score to tournament officials immediately after the game ends.

7. Mercy Rules: Mercy Rules are listed in the table above.

8. Lead-offs/Balks: Lead-offs are allowed in Mustang, Bronco and Pony. See Pinto-specific rule 4 below. Please note that MLB rule 6.02(a)(2) will be enforced: "If there is a runner, or runners, it is a balk when – The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw." In Mustang, umpires have been encouraged to briefly instruct the pitcher on the reason for the balk but the base will nonetheless be granted to the base runner.

9. Sliding: Base runners must slide or avoid contact. Intent to injure will result in the ejection from the game, and possibly the tournament.

- a. Head first sliding is allowed in Pony.
- b. Head first sliding is allowed in Mustang and Bronco at all bases except home.
- c. Head first sliding is **not** allowed in Pinto at any base.

A player who violates the head first sliding rules shall be deemed automatically out.

10. Minimum Play: There is no minimum innings of play rule.

11. Batting Order/Defensive Play Options (please see substitution rules in rule 13 below):

- **You may bat 9 players** and all of whom play defense, or
- **You may bat 10 players, one of whom is designated an Extra Hitter (EH).** The EH may be freely substituted on defense along with the other players in the line-up. However, the use of substitute players for the starting 10 and the re-entry of any of the starting 10 shall be subject to rule 13, or
- **You may bat everyone on your roster**, with free defensive substitution. If batting your full roster and a player needs to come out of the game due to injury, that player's spot in the batting order will constitute an "automatic out" only for the first plate appearance following the player's removal from the game. Every subsequent at-bat simply goes to the next batter in the order.

12. Substitution Rules:

- a. A starting player who has been removed for a substitute may re-enter the game one time. The starting player shall return to the line-up in his/her original place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitutions shall be made that shall alter the original batting rotation of any of the starting or substitute players.
- b. After making a pitching appearance, a pitcher may return to the lineup but shall not pitch again in the same game. Throwing one warm-up pitch constitutes a pitching appearance.

13. Determination of Home Team: Home team will be determined by coin-flip PRIOR to start of the game. In playoff rounds, the home team will be the higher seeded team.

14. Courtesy Runner: May use a courtesy runner for catcher with 2 outs. Must be a player not in the game, or last out if batting entire roster. Player pulled must start as catcher and complete the inning as catcher unless injured.

15. Forfeits: A forfeiting team will be charged with a loss and the game score will be deemed to be 6-0 in Pinto, Mustang and Bronco and 7-0 in Pony. However, neither the forfeiting team nor the team benefitting from a forfeit will be eligible to receive the highest seed in its respective playoff round (whether gold or silver bracket). If seeded first, the forfeiting team will be seeded second.

16. Playoffs: After the first 2 games are played, teams will be seeded for a single elimination playoff round. Divisions with 8 or more teams will be seeded into separate gold and silver playoff rounds.

Tie-breaker in standings will be determined in the following order:

- a. Overall Record
- b. Head-to-Head Record (Only used if resolves all tie-breaking questions between all tied teams. If not all tied teams played head to head, tie-breaking moves to fewest runs allowed.)
- c. Fewest Runs Allowed
- d. Run Differential (Runs For minus Runs Against up to a maximum of 8 runs per game)
- e. Coin Flip (performed by Tournament Officials not in the presence of team managers or representatives)

17a. Tie-Breaker System (Elimination rounds): Used only in playoff or Championship games. If the game (playoff or championship) is tied after all innings have been completed, the "California" tie breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.

17. Managers & Coaches: Only uniformed players, manager and coaches are allowed in the dugout and on the playing field: before, during and after games. No more than the manager plus 3 other coaches are allowed for any game. Only the manager is permitted to protest umpire calls.

18. Behavior:

- a. Each manager is responsible for the behavior of himself/herself, coaches, players and fans. Ejection of a fan will also cause the manager to be suspended for the remainder of that game plus the next game.
- b. The use of artificial noise makers is prohibited.
- c. There shall be no harassment or taunting by the teams or fans of the opposing team.
- d. There shall be no banging fences during pitches, or raising voices at time pitch is thrown.

19. No Throwing of Equipment:

- a. Any player who intentionally throws bats or protective headgear, or who intentionally discards protective headgear while batting or running the bases, may be ejected from the game following completion of any play in progress at the time the violation occurs. Such action will constitute an out and such player shall be substituted as the batter or the baserunner, if appropriate.
- b. Any player who unintentionally throws or discards a bat shall be given a warning in that game. If a warned player commits a subsequent violation, the player may be ejected from the game (subject to the remainder of this rule) following completion of any play in progress at the time the violation occurs. Such ejection does not constitute an out and such player shall be replaced as batters or baserunners, if appropriate. Rule 5 above shall not apply to an ejection for an unintentional act under this rule so the ejected player may continue to sit on the bench and is not considered ejected for the subsequent game.
- c. With respect to the ejected batter, the substitution rules in rule 13 shall apply and with respect to the ejected baserunner, the substitute runner must be a player not in the game or last out if batting entire roster. If the ejected player's team is batting a full roster, any subsequent time the ejected player's position is reached in the batting order shall not constitute an out.
- d. This rule shall be enforced upon the judgment of the umpire.

20. **Practice on Fields:** No batting practice is permitted on the fields. Baseballs cannot be hit against the fences except for areas with safety pads.

21. **On Deck:** On deck batter to remain in the dugout ON DECK area.

BAT SPECIFIC RULES (ALL DIVISIONS):

22. **Pony Baseball rules will be followed regarding the use of USA bats. No USSSA bats will be permitted. All bats in all divisions must be BBCOR or USABat certified.** Thus, with the exception of -3 (BBCOR certified), all 2 1/4" and 2 5/8" barrel bats with a minus factor (e.g., -5, -7, -8, -9, -10, -11, -12, etc.) must be USABat certified with the USABat licensing stamp on the bat.

23. No 2-3/4" barrel bats are permitted.

24. Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths inches in diameter at the thickest part, not more than 42 inches in length, are acceptable. No bat shall be used if dented, cracked, modified or misshaped.

25. **No illegal bat will be allowed in the dugout or used during a game.**

(a) If an illegal bat is detected before the first pitch of an at bat, the bat shall be removed from the game. An out is not recorded, and a substitute batter shall complete the time at bat. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.

(b) If an illegal bat is detected after the first pitch (whether the pitch is swung at or not), the batter is declared out and baserunners shall not advance. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.

(c) If an illegal bat is detected after a ball is hit, the batter is out and baserunners shall return to their original base prior to the hit. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.

PONY Specific:

1. **Pitcher may not wear metal cleats on the mound.** Metal cleats OKAY for all fielders.

PINTO Specific:

1. Kid pitch only. No machine pitch or coach pitch allowed.

2. Infield Fly Rule is NOT in effect.

3. No headfirst sliding is allowed at any base or home.

4. No balks on pitchers.

5. There is a maximum of five (5) runs that may score for a team during the first three innings. Exception: no maximum applied in the 4th and all subsequent innings, or in an earlier inning if the umpire declares at the start of the inning that it will be the last inning.

6. Stealing:

a. Stealing is allowed of 2nd and 3rd base. No leading off until after the pitcher releases the ball on the pitch. Runner must remain in contact with the base until the pitcher releases the ball on the pitch. **PENALTY:** Once the pitcher has stepped on the rubber with possession of the

ball, if a runner leaves base before the pitcher has released the ball and the pitch is subsequently hit, the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead, however, if the runner is put out trying to steal, the out will supersede the dead ball.

- b. Extra bases are allowed on any wild pitch, passed ball or overthrow of an attempted steal, but not home plate which is governed by Pinto-specific rules 6c and 7 below.
 - c. **Runner at third base may not steal home.** If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if he is successful. However, if called out, the call will stand.
7. Scoring from third may only occur on (a) batted ball, (b) bases loaded walk or hit batter, or (c) continuation play on a batted ball.
8. No Dropped Third Strike.