

**CHPBA DIVISION RULES
CHEVIOT HILLS PONY BASEBALL ASSOCIATION (CHPBA)¹**

1. DEFAULT TO MAJOR LEAGUE RULES:

Play is governed by Official Baseball Rules: "The Sporting News" edition. These Divisional rules of play contain only those exceptions to Official Baseball Rules that the Board of Directors has deemed are reasonable and necessary for this Division. Umpires may not impose their own personal or local rules, unless agreed to by both managers before the game.

All players, managers, coaches and spectators are subject to the CHPBA Code of Conduct & Sportsmanship, Disciplinary Rules and Protest Procedures which are incorporated herein by reference.

Pinto specific rules below will be headed in red. Mustang specific rules will be headed in green, and Bronco specific rules will be headed in blue.

2. LEGAL PLAYERS:

Players will be assigned to teams only by the CHPBA office or the Division commissioner. Teams may only play legal players. A team may assume that a player has met all the conditions of legality for purposes of league play if the player's name appears on a team roster issued by the CHPBA office or Division commissioner, or if the team receives official written notification by the CHPBA office or Division commissioner that the player may be added to the team. Players may only play for their assigned team (except as may be permitted by Rule 6C(4)(d) below). Any team who, knowingly or unknowingly, uses an illegal player during a game exposes its coaching staff to discipline and may be later deemed to have forfeited the game.

Players will be assigned to teams according to their skill level and the following age guidelines:

PINTO

Pinto Division is for 7- and 8-year-old players. No player turning 9 earlier than May 1 or turning 7 later than April 30 of the season in question shall be eligible for Pinto division unless specifically approved by the Pinto Division Commissioner and the Executive Committee.

Any player who has played 2 years previously in Pinto at CHPBA, was an All Star, and is eligible to enter a 3rd year of Pinto may opt to play in Mustang if such player conducts a Mustang tryout and is determined to have the requisite skills to play at the Mustang level (a "Qualifying Pinto Player").

If the player is deemed eligible to play up in the Mustang division and plays in such division, that player is eligible to play on the All Star team for the Mustang Division only.

MUSTANG

Mustang Division is for 9- and 10-year-old players. No player turning 11 earlier than May 1 or turning nine (other than a Qualifying Pinto Player) later than April 30 of the season in question shall be eligible for Mustang division unless specifically approved by the Mustang Division Commissioner and the Executive Committee.

¹ Updated December 2023

BRONCO

Bronco Division is for 11- and 12-year-old players. No player turning 13 earlier than **May 1** or turning 11 later than **April 30** of the season in question shall be eligible for Bronco division unless specifically approved by the Bronco Division Commissioner and the Executive Committee.

ALL DIVISIONS

Only players whose residence, as determined by the residence of their parents or legal guardians, (supported by school records), is within the approved league boundaries shall be considered "legal" players for league and tournament competition.

Each player shall be accompanied by a parent or guardian, have his or her birth certificate and pay the Registration Fee to be eligible to participate in the league. Players previously registered may not have to bring birth certificates. Players are not eligible to receive uniforms or to play until all fees are paid.

Registration and evaluations will be scheduled prior to the season to assign players to divisions and teams. Players registering after normally scheduled evaluations and assignments may be assigned to a team by the CHPBA Executive Committee and Division commissioner if it is in the interests of the league and Division to do so.

Players registering after normally scheduled evaluations and assignments may be subject to an evaluation by the Evaluations committee before assignment unless a player evaluation form from the immediate prior season is on file. The assignment of new players after April 1 should only be done if the Division Commissioner believes that this player is necessary to improve the competitive balance or integrity of the Division.

3. **PLAYER DROPS/WAIT LIST:**

If a player appears to have "dropped" from a team, the manager must notify the Division Commissioner within 24 hours. "Dropped" means (i) failure to show up to 3 team events (practices or games) without notice, or (ii) an affirmative comment that the family intends for the player to drop from the team. The Division Commissioner shall attempt to contact the family to confirm if the player has dropped or intends to drop. If a player is dropped, a new player shall be added to the team from the wait list. The Commissioner and the Executive Committee, in their discretion, may choose not to add players from the wait list after the season has progressed if they believe, for example, that adding a wait listed player would upset the competitive balance of the teams. The Division Commissioner shall maintain the wait list of all players who are eligible to be placed onto a team but have not yet been placed. This list shall be kept confidential by the Division Commissioner.

4. **PLAYING FIELDS:**

PINTO

Distance between bases: 60 feet
Pitching distance: **40** feet

MUSTANG

Distance between bases: 60 feet
Pitching distance 46 feet

BRONCO

Distance between bases: 70 feet

Pitching distance: 50 feet

A. Boundaries:

The boundaries are the first and third base fences projected to the outfield. Any batted ball leaving these boundaries is a “dead” ball and is not playable. Any thrown ball leaving these boundaries, or going into the dugouts, into the backstop wings, over or under any fence or screen bounding the field, into the equipment on the field except a bat in play, is a dead ball. The runner or runners are awarded two bases—the base they are proceeding toward plus one additional.

B. Fences:

PINTO

Fences may be used in the discretion of the Executive Committee and the Division Commissioner. If fences are used, they should be placed as near as possible to **130** feet down the first and third base lines, and **130** feet in centerfield.

MUSTANG

Fences may be used in the discretion of the Executive Committee and the Division Commissioner. If fences are used, they should be placed as near as possible to **155** feet down the first and third base lines, and moving out to **170** feet in centerfield.

BRONCO

Fences may be used in the discretion of the Executive Committee and the Division Commissioner. If fences are used, they should be placed as near as possible to **200** feet down the first and third base lines, and moving out to **240** feet in centerfield.

5. EQUIPMENT AND UNIFORMS:

A. Players must wear league-approved uniforms.

B. Players may wear shoes with molded rubber or flat soles only. Metal cleats are not permitted. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the game.

C. All players must wear protective helmets while on deck, batting and as runners. Helmets may not be removed deliberately while running the bases. Penalty—runner is ruled out by umpire. If a player adjusts a helmet when a time out is called this should not be considered removing the helmet. The intent of the rule is safety.

D. All catchers must wear protective cups and protective helmets. No skullcaps are allowed.

E. Managers and coaches must wear jerseys and caps with their team insignias during the game, although it does not have to be a league issued jersey or cap. Non-adult base coaches (younger than 18 years of age) are required to wear helmets during the time they are coaching a base.

F. Equipment

All bats must conform to the Equipment standards set forth in Rule 8.C of the Official Rules Promulgated by National PONY organization. (See www.pony.org.) PONY Baseball has adopted the USA Baseball Bat Standard (USABat). 2-3/4" barrel bats are not allowed. All 2-1/4" or 2-5/8" bats must be certified with the USABat licensing stamp (shown below). Please note that bats bearing the USABat licensing stamp first went on sale on or about September 1, 2017. Any bat purchased before that time will not have a USABat stamp and may not be used in league play. The Pony National Equipment Rules – as they are updated - shall override any inconsistency contained in these rules.

G. Each manager is to provide one game ball to the umpire prior to the start of the game. Managers should have additional game balls available in the event the umpire needs more balls.

H. No jewelry shall be worn by any player, except for medical identification.

I. Players who do not wear protective headgear and catching equipment as required by these rules shall be removed from the game.

J. All equipment must remain outside the 1st base and 3rd base fences, with the exception that bats and a bat rack may remain in the "on deck triangle" between the fences and the backstop fence. The only person allowed in the on deck triangle is the on deck batter.

K. Any player having an injury that requires the use of a cast or similar (in the judgment of the umpire) device to support such injury shall not play in a game.

L. Sunglasses (plastic frames only) are deemed by the league to be safety equipment. Players are allowed to wear such equipment on the field of play.

6. UMPIRES:

A. The league provides umpires. If no umpire shows up for the game, and either manager chooses not to play then there is no game. If both managers agree on an alternate umpire, then the game is official.

B. All managers shall meet with the umpire before the game to discuss the ground rules for the diamond. During games, a team's manager or coach may sit on a bucket outside the dugout to give instruction to players.

C. No discussion with the umpire will be allowed except by the manager, or in his or her absence, by the appointed acting manager. At times, "junior umpires" may serve as base umpires during games. Junior umpires are generally Pony age (13-14 year olds) to high school age kids who are playing in the Pony division or have previously played baseball at CHPBA. If a manager (or appointed acting manager, if applicable) would like to discuss a call made by a junior umpire, the manager (or appointed acting manager, if applicable) must first approach the senior (adult) umpire to request a discussion with the junior umpire and the senior umpire must be present during any discussion with the junior umpire. No other discussions with junior umpires are allowed, nor should any derogatory or negative comments be directed at **any** umpires (especially junior umpires) at any time. All umpires should be treated with respect at all times – **remember, the junior umpires are just kids**. Upon manager (or appointed acting manager, if applicable) appeal to the senior umpire, the senior umpire **must overrule** a call made by a junior umpire if the senior umpire believes the junior umpire made the wrong call.

D. Managers and coaches must not go onto the playing field to question an umpire's decision involving accuracy of judgment. A manager will be allowed to question or formally protest an interpretation of the playing rules only.

E. All umpires working league games must follow CHPBA rules. CHPBA rules trump PONY rules, MLB rules, and any umpire's "local" rules.

7. **OFFICIAL GAME:**

A. **Scheduling:**

(1) All games are to be played on the date, at the time, and at the place designated in the official league schedule.

(2) If an official game is not completed, the Executive Committee shall determine if the game is to be rescheduled, resumed and completed, or if it shall be called a completed game.

(3) The Executive Committee will make reasonable attempts to reschedule games called because of rain or other reasons. This may require previously scheduled practice times to be cancelled in favor of rescheduled games. Games scheduled as make-ups carry the full force and effect of games appearing on the official printed league schedule and all forfeiture considerations otherwise mentioned in these rules apply.

B. **Completed Games:**

(1) Pinto and Mustang games will be scheduled for **six** innings, but will be considered completed any time after 3 innings (or 2.5 innings if the home team is ahead) should the game be called because of time or other reasons. Bronco games will be scheduled for **seven** innings, but will be considered completed any time after four innings (or 3.5 innings if the home team is ahead) should the game be called because of time or other reasons.

(2) There is a two-hour time limit (except in the case of a weekday game) from the beginning of a game to the start of the last official inning. ***The new inning begins upon the third out of the previous inning.*** No new inning can start after this time limit. For weekday games, no new inning may start after 6:40 p.m., regardless of start time. However, once an inning has begun, the home team will be given its turn to bat if necessary. Prior to the expiration of the two-hour time limit (or the 6:40 p.m. mark for a weekday game) the umpire may officially announce the start of the "last inning" if the umpire determines that it is not probable that a subsequent new inning could commence within the time allowed. All weekday games must finish before 7:00 p.m. (drop-dead limit). If an inning is not concluded by 7:00 p.m. of a weekday game, the score shall revert to the last completed inning, regardless of which team is at bat as of the drop-dead time. **There is no drop-dead rule for weekend games. On weekends there is no new inning after two hours, but the game will be completed.** Once the "last inning" call is made, no additional inning(s) will be played regardless of any remaining time. If no official "last inning" is announced by the umpire, then a new inning is to begin as long as there is time still remaining within the two-hour limit (or the 7:00p drop-dead limit for weekday games).

(3) No Stalling: Managers, coaches, players and umpires should cooperate in eliminating game delays and stalling tactics especially in the "drop dead" period after which no new inning may be begun and the time when the game must end approaches. In the event the ***visiting team*** takes the lead in any game beyond the time for a new inning to begin and the possibility exists of the score reverting back to the previous inning's score as a result, (causing those runs to be lost), the ***visiting team*** shall have the option of conceding the remaining outs and declaring their half of the inning over in order to give them a chance to finish the game before the drop dead time is reached.

(4) Any playoff game which ends in a tie will be completed as soon as feasible according to the league schedule. If time runs out on a mid-week playoff game where the score would otherwise revert back to a tie due to an inning that could not be completed, the game will

resume from the exact point where time ran out and the game will not revert back to the previous inning.

C. Forfeitures:

(1) A team not ready to play within ten minutes after the scheduled start time will forfeit the game provided that the opposing team is ready to play and there has been no other delay in the start of the game.

(2) In the event there has been a delay in the start of the game beyond ten minutes of the scheduled starting time when play is called, a team not ready to play at once will forfeit the game.

(3) If both teams are not ready to play, each team shall be in forfeit.

(4) A forfeited game shall be declared by the umpire if, because of the removal of a player or players from the game by the umpire, or for any cause, there are fewer than eight players participating on the team that forfeits the game. There is no "automatic out" penalty for any team that starts with more than eight players but loses its extra player(s) during the course of the game for any reason provided that the opposing team manager is notified of the loss of the player, except in the following situations:

(a) If a team loses a player by ejection, except in the case of unintentionally throwing a bat, the player's spot in the order will be considered to be an "automatic out" during each subsequent time that position comes up during the game.

(b) If a player is injured during the course of an at-bat so that he or she cannot continue the at-bat, any attempt by that player to get back in the batter's box for another pitch before declaring the injury will be considered an "automatic out" if the player cannot complete the at-bat.

(c) Any player who cannot complete an at-bat because of an injury, who is replaced for that at-bat (pursuant to Rule 6C(4)(c)(i and ii below), but then subsequently recovers to play defensively, will be deemed an "automatic out: if, upon coming up to bat again in the game is unable to complete that at-bat.

(i) Any player who is not considered an "automatic out" pursuant to Rule 6C(4)(a&b), above, and is injured during the course of an at-bat may be replaced for that at-bat only by the player who made the "last out" for the team. The replacement batter inherits the count existing when the injury took place.

(ii) Any player who is not considered an "automatic out" pursuant to Rule 6C(4)(a&b), above, and is injured before his or her at-bat so that he or she cannot bat, will have their place skipped in the batting order and the next batter will bat without penalty.

(d) Player Substitutes

PINTO

Any team anticipating having nine (9) players or less for any game may make a request to have another Pinto-age player play on that team for such game so as to avoid a risk of forfeiture. The manager must make the request in writing within a reasonable time to the Pinto Commissioner and must notify the manager of the player's team as well as the opposing team's manager of the request. Upon approval of the Pinto Commissioner and the parent of the substitute, the substitute shall be eligible to play in the Pinto game. The substitute may not pitch in the game, may only play

outfield, and must bat last in the order. In no event shall any regular member of the team play fewer defensive innings than the substitute. If a team has ten eligible players ready to play at game time, the substitute may not be used in that game. In no event can a substitute be used on a team where doing so would result in more than a ten-person roster unless the eleventh player is a late arriving player originally on the short-handed team. The Commissioner will actively discourage using the substitution process to obtain a competitive advantage in a game.

MUSTANG

Any team anticipating having eight (8) players or less for any game may make a request to have a first year Mustang age (9U or younger) player play on that team for such game so as to avoid a risk of forfeiture. The Manager of the team must make the request in writing within a reasonable time to the Mustang Commissioner and must notify the Manager of the player's team of the request. Upon approval by the Mustang Commissioner and a parent of the substitute, the substitute shall be eligible to play in the Mustang game. The substitute may not pitch in the game, may only play in the outfield, and must bat last in the order. In no event shall any regular member of the team play fewer defensive innings than the substitute. If a team has nine eligible Mustang players ready to play at game time, the substitute may not be used in that game. (In no event can a substitute be used on a team where doing so would result in having more than nine players on the roster for a game unless the regularly rostered player is a late-arriving player.) The Commissioner will actively discourage using the substitution process to obtain a competitive advantage in a game.

BRONCO

Any team anticipating having eight (8) players or less for any game may make a request to have a second year Mustang-age player (10U) elevated to play on that team for such game (the "Mustang Substitute"), or a first year Bronco-age player (11U), so as to avoid a risk of forfeiture. The Manager of the team must make the request in writing within a reasonable time to the player's manager and to the Bronco Commissioner. If a Mustang Substitute is sought, the requesting manager must also submit the request to the Mustang Commissioner. Upon approval by the Bronco Commissioner (and the Mustang Commissioner and a parent of the Mustang Substitute if appropriate), the substitute shall be eligible to play in the Bronco game. The substitute may not pitch in the Bronco game, may only play in the outfield, and must bat last in the order. In no event shall any player on the team using the substitute player play fewer defensive innings than the substitute. If a team has nine eligible players ready to play at game time, the substitute may not be used in that game. (In no event can a substitute be used on a team where doing so would result in having more than nine players on the roster for a game unless one of the team's player arrives late.) The Commissioner will actively discourage using the substitution process to obtain a competitive advantage in a game.

D. Ejections and Discipline:

Any player, coach, manager or spectator who is ejected from the game must leave the immediate field area at once. An ejection shall also result in the suspension of said person from the subsequent game. The suspension may be appealed to the protest committee by contacting the division commissioner within 48 hours. At the sole discretion of the division commissioner and protest committee, a suspension may be stayed until the completion of the protest.

E. Standings:

(1) "Tie game:" In the event that the teams are tied at the completion of a regular season game, each team will receive half a win and half a loss. The game will not be replayed or continued.

(2) If both teams forfeit a game as specified in Rule 6C(3), above, each team will be charged with a one-half game loss.

(3) Final league standings will be based upon win-loss percentage (i.e., the amount of wins a team has divided by the amount of wins and losses totaled together). Reasonable attempts will be made to ensure that every team has played an equal number of regular season games. In case of a tie in record among two or more teams during the regular season, for purposes of calculating regular season standings winner and playoff seeding, ties will be broken first by referring to aggregate head to head record; second, by referring to total runs allowed during the regular season; and third, if necessary, by coin flip. Aggregate head to head means the combined record of wins and losses against all tied teams.

(4) Official standings are to be kept and posted each week by the Division commissioner.

(5) The manager of the winning team is responsible to report the game result to the Division commissioner (via the CHPBA website) immediately after a game. In the event of a tie, the home team manager will make the report. (6) The manager is responsible for keeping accurate records of his or her team's games. The home team scorebook is official.

PINTO SPECIFIC

No regular seasons standings will be kept in the Pinto Division. Seeding for the playoffs for the Pinto Division will be set forth below.

8. PRE-GAME ROUTINE:

A. Warm up:

No team may warm up on the infield before a game. The home team shall have rights to the batting cage from 60-30 minutes before game time. The visiting team shall have rights to the batting cage from 30-0 minutes before game time. Either team may use the batting cage during the game on a first-come, first-serve basis. For the safety of our community, Pony teams have priority over Pinto teams for cage use prior to a game.

B. Line up:

(1) Exchange of line up cards:

Five minutes before game time, each manager shall give the opposing manager his or her lineup and substitution list. Managers must notify opposing managers of the pitching eligibility for each player. Managers may not list a player in the batting order unless that player is actually at the field and ready to play. If the player subsequently arrives, he or she can be added at the bottom of the batting order and can participate pursuant to Rule 8A, below.

(2) Continuous batting order:

IN ALL REGULAR SEASON & PLAYOFF GAMES all teams must bat their entire roster of players eligible to play that day, all players batting in consecutive order. The batting order shall be followed throughout the game.

9. GUARANTEED PLAYING TIME:

A. A player who arrives after the start of the game must be added to the team's roster at the bottom of the batting order. The opposing manager must be notified of his or her arrival.

B. Each player who is eligible to play must play in at least *half* of the defensive innings of the game. Each player's initial defensive appearance shall be no later than the *third* inning. Players

arriving after the start of an inning shall be deemed to have "played" all innings previously started for purpose of minimum play rules. The game is deemed to have started when the umpire summons the mangers to home plate for the pre-game meeting and a new inning is deemed to have started upon recordation of the third out of the previous inning. A player shall be deemed to have "played" an inning if the player is on the field during such inning from the time the team takes the field until the time the fielding team records three outs and returns to the dugout.

PRE-GAME INJURY RULE

Any player who is injured, such that they cannot participate in both the defense and offense of the game without restriction is not eligible to play in a CHPBA game or to participate in a CHPBA practice. Players who have such restrictions placed on them may not participate until they provide their manager and the division commissioner with a note from a physician stating that they have been cleared to play both offense and defense without restriction. This rule is not intended to prevent a player who is not able to pitch from playing other positions, so long as the player may throw from another defensive position without restriction.

PINTO SPECIFIC

Each player shall play a minimum of one inning in the infield in each game. If a player does not play the minimum one defensive inning in the infield, that player must start defensively in the infield in the next game and play at least two consecutive defensive innings in the infield in that game.

C. If a player does not play the minimum number of defensive innings, that player must start in the next game and play at least three consecutive defensive innings in that game.

D. A player who is removed prior to playing minimum time either because of an injury or because of ejection by the umpire shall be considered as having been given the minimum playing time. If an injured player is re-inserted in his original line up position, it must not be at the expense of any other player's minimum playing time.

10. SUBSTITUTIONS:

A. Free defensive substitution will be allowed, subject to Rule 11, Pitching.

B. Substitutions must be announced to the scorekeeper at the time of substitution. No advance substitutions are allowed.

C. If a base runner suffers an injury that necessitates a substitution, the player who made the last out becomes the substitute.

11. DEFENSIVE POSITIONING AND PLAYING RULES:

A. The regular rules of baseball positioning apply to all divisions except Pinto.

PINTO SPECIFIC

Each team shall field ten defensive players at a time, four of whom shall play the outfield.

B. The "Infield Fly Rule" will not apply to the Pinto Division.

C. Rules against tricking the runners:

(1) The "Hidden Ball Trick" is illegal.

(2) The umpire may call a delay of game if a defensive player continually throws or fakes a throw to an occupied base when the runner is standing on the base. If a delay of game is called the runners will advance one base.

(3) Any defensive player, without the ball, who fakes a tag on a base runner in a deliberate attempt to induce the runner to slide shall be warned and the runner given an additional base. Another fake by any fielder on that team shall have the same penalty plus expulsion of the fielder.

D. Fielder Obstruction:

Generally, fielders have right of way over base runners. A fielder must not impede progress of a runner when not in possession of the ball or not about to make a play on the ball.

12. PITCHING:

A. Pitching Limits

The league will enforce the pitch count limits adopted by PONY Baseball (as modified by the league for the Mustang division). The pitch count rules are set forth in the Table below. After each game, managers must circulate to the Division Commissioner and all other division managers the pitch counts for their team's players, and indicate when each pitcher is next eligible to pitch. Any team that pitches an ineligible pitcher without prior permission from the Division Commissioner will forfeit the game. Managers shall be responsible for tracking their own player's pitch counts. In the event of a dispute, the home team's count is the official record. If a pitcher reaches a pitch count limit during an at bat, any pitches necessary to complete the at bat will not count. For example, if a pitcher has 18 pitches when an at bat begins, the at bat takes five pitches, and then that pitcher is removed from the game, that pitcher's pitch count for the game is capped at 20, and he or she would be eligible to pitch the next day.

Division	Daily Max Pitches	Required Rest (0 days)	Required Rest (1 day)	Required Rest (2 days)	Required Rest (3 days)	Required Rest (4 days)
Pinto (7-8)	50	1-20 pitches	21-35 pitches	36-50 pitches	Not applicable	Not applicable
Mustang (9-10)	60	1-20 pitches	21-35 pitches	36-50 pitches	51-60 pitches	Not applicable
Bronco (11-12)	85	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+ pitches

For the purposes of this rule, a day is one calendar day. Thus, for example, if a pitcher in the Mustang division throws 38 pitches on Saturday, he or she must rest on the next two calendar days (Sunday and Monday), and would next be eligible to pitch on Tuesday. Regardless of pitch counts, no pitcher may pitch on three consecutive calendar days.

PINTO SPECIFIC: Player Pitching and Coach Pitching

There will be live pitching by a player from the fielding team throughout the season. However, if the count against the batter reaches ball four before the batter either strikes out or hits the ball in fair territory placing the ball in play, **the manager or a coach from the batting team throws three more pitches to the batter.** The fielding pitcher shall remain on the field to continue their defensive fielding duties while the manager or coach is pitching, and shall position him or herself to the rear of the mound and on the left or right of the mound. The manager or coach who is pitching shall make every effort not to interfere with any defensive play, once the batter puts the ball into play. The manager or coach may not field the ball.

The manager or coach who is pitching may pitch from the mound, or from the front of the mound. If the manager or coaches chooses to pitch from the front of the mound, they must do so from knee. If the manager or coach pitches from the mound they may do so either from one knee or standing upright. In either situation, the manager or coach who is pitching shall throw overhand. Except in the case of injury to the manager or coach, the manager or coach who is pitching may not change during an at bat, but can change between innings or between at bats.

When the manager or coach for the batting team comes onto the field to complete the at bat, he or she assumes the count already in place against the batter. For example, if the count is four balls and one strike, the manager or coach begins to pitch with the count as four balls and one strike.

The manager or coach may throw up to, but not exceed, **three pitches** to the batter. If the batter reaches three strikes before the manager or coach has thrown three pitches, the batter is out. If the batter hits the ball into fair territory putting it in play, he or she has completed their at bat, even if the manager or coach has not thrown three pitches to that batter. If the manager or coach throws **three pitches to the batter, and the batter has not put the ball into play, the batter is out regardless of the strike count, unless the last pitch results in a foul ball in which case the manager or coach would throw pitches until the batter receives a ball, a strike, or puts the ball into play. If the manager or coach throws three balls to the batter, the batter is out.**

Pitching by the manager or coach to complete an at bat as described above, is not considered a trip to the mound, as discussed in section B below.

B. Trips to the mound:

(1) A pitcher must be removed on the second trip to the same pitcher in the same inning. The last out in the previous team's at bat is considered the beginning of a new inning. Any trip to the mound after that out is considered a trip to the mound.

(2) A manager or coach is prohibited from making a second trip to the mound while the same hitter is at bat; if a pinch hitter is substituted for this batter (pursuant to Rule 6C(4), above, or any other allowable way), the manager or coach may make a second visit to the mound but must remove the pitcher.

(3) A manager or coach is considered to have concluded his visit to the mound when he or she crosses the foul line after the visit.

(4) The following shall constitute a "trip" within the meaning of this rule: A manager or coach crosses a baseline and says anything to the pitcher or speaks to another player, who then talks to the pitcher.

C. A player who is used as a pitcher may play other defensive positions.

D. An illegal pitch is a ball. A batter who hits an illegal pitch has the option of batting again unless he reaches first base safely.

E. There is no "Balk" rule in Pinto. MLB "Balk" rules apply to Mustang and Bronco.

F. There are no intentional walks during the regular season or in the playoffs.

13. BATTING:

A. Dropped Third Strike:

Official Baseball Rules apply to Dropped Third Strike (Uncaught Strike) situations. To clarify, a batter-runner may advance on a dropped third strike except if there are less than two outs and a base runner is on first. With two outs, a batter-runner may try to advance to first, even if first base is occupied. On a dropped third strike, a batter-runner is not out for leaving the base path if he or she merely begins to return to the dugout or fielding position thinking, wrongly, he or she has been put out. The Batter-runner is out if he or she steps into the dugout or, in the judgment of the umpire, has given herself or himself up.

PINTO SPECIFIC

A batter may not run on a dropped third strike.

B. Batting out of Turn:

Upon appeal of the defensive team's manager for a batting order violation, the proper batter who should have batted shall be called out if an appeal is made before the first pitch to the next batter following the improper batter. The umpire will nullify all direct consequences of the improper batter's at bat. After a proper appeal, the next batter up shall be the player following the proper batter called out. If an appeal is made during the plate appearance of an improper batter, the proper batter may step in and assume the count of the improper batter. If an appeal is made after the first pitch to the batter following the improper batter, the improper batter and all consequences of his or her at bat shall become legalized.

C. No "Slash" Bunting:

No player may show bunt and then pull the bat back and take a full swing at the ball. A player who shows bunt must either follow through with the bunt or pull the bat back and not swing. Any player who attempts such a so-called "slash bunt" shall be declared out.

D. Mercy Rule:

PINTO

No team can score more than **four (4)** runs per inning, except in the last inning.

MUSTANG

No team can score more than **five (5)** runs per inning, except in the last inning.

BRONCO

No team can score more than **seven (7)** runs per inning, except in the last inning.

There is no game-ending (e.g., "10-run rule") mercy rule. Umpires may not change the way they call the game (e.g., widening the strike zone against a team with a significant lead) according to the score of the game.

14. BASERUNNING:

A. Lead-offs:

Runners may lead off from any base provided the ball is live and time out has not been called.

PINTO SPECIFIC

Runners are required to remain on their respective bases until the pitched ball leaves the pitcher's hand. PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, any runner who leaves the base before the pitcher has released the ball shall be declared out if the pitched ball is put into play by the batter. If the pitch is not hit, the runner must return to the base and the ball is dead (if the runner is put out trying to steal the out will supersede the dead ball).

B. Stealing:

Runners may steal second, third or home base provided the ball is live and time out has not been called.

PINTO SPECIFIC

Runners may only steal third base; they may not steal second base or home. However, during the entire season, runners may advance to second base (as well as third base) on a passed ball or wild pitch.

MUSTANG SPECIFIC

Runners may not steal home base after a pitch on the throw back from the catcher to the pitcher, unless the catcher makes a wild throw. A wild throw is defined as a throw which was not catchable by the pitcher.

The batter may not steal second base on a walk. If a batter is walked, he or she may only advance to first base, and may not steal on the throw back to the pitcher after ball four.

C. Sliding:

A runner, **at any base other than first**, must slide or get out of the way if the fielder either has the ball or has reason to expect the ball momentarily. **Any runner violating this rule will be called out automatically and the team will receive a warning.** For purposes of this rule, the runner's intent does not matter. Whether the fielder "has reason to expect the ball momentarily" is in the judgment of the umpire and cannot be protested. Any subsequent violation by the same team in the same game will result in the immediate expulsion by the player who committed the subsequent violation. Notwithstanding any of the above, any deliberate or malicious contact by a non-sliding base runner at any base will result in that runner's immediate expulsion from the game. This rule in the preceding sentence specifically applies to a catcher who is blocking the plate or the baseline while in the attempt to field the ball.

D. No Head First Sliding:

Head first sliding is not allowed at home plate. Head first slides are allowed at any base other than home plate whether returning to or advancing to such base.

E. Pinch Runner for Catcher with 2 Outs:

When there are either one or two outs, the player who made the last out **may** run for the player who will be the catcher in the next inning. There is no pinch running for the pitcher.

15. TIMEOUTS:

One offensive time out is permitted per inning—injuries excepted.

PINTO SPECIFIC

At the completion of any play where the ball is "live," the return of the ball to the pitcher who controls the ball within 10 feet of the pitching mound will make the ball "dead," and no further advancement by base runners will be allowed. Any runners who are less than half way to the next base must return to the prior base once the ball has been returned to the pitcher in this manner. Any base runner more than half way to the next base will be allowed to continue to the next base.

16. SUPER SATURDAY:

Super Saturday games in all divisions shall be governed by the same rules as all other regular season games.

17. PLAYOFFS:

A. Home Team:

In any CHPBA playoff game, the team with the higher win-loss percentage during the regular season shall be the home team.

B. Format:

The format for all playoff games shall be the same as any regular season game. All playoff games shall follow the same rules as the regular season games, other than the exception below regarding extra innings or as determined by the executive committee prior to the commencement of the playoffs.

C. Extra innings allowed:

CHPBA playoff games will have extra innings until a winner can be determined.

PINTO SPECIFIC

The playoffs for the Pinto Division will be conducted in a round robin format, rather than based on regular season standings. Each team will play two seeding games to determine standings for the elimination game(s). The time limits, inning limits and mercy rule will be the same as in the regular season in the seeding games. The managers for the opposing teams will flip a coin to determine which is the home team for the seeding games.

Once the seeding games are completed, the teams will be re-seeded for elimination games, based on their record in the seeding games. Standings after the seeding games will be based on record in the seeding games. If after the seeding games two teams have the same record, seeding will be based on overall runs allowed during the seeding games.

After the teams are re-seeded, the playoffs will continue in a single elimination format, where the number of games played will be based on the number of teams in the Pinto division.

For the elimination games, the time limits, inning limits and mercy rule will be the same as in the regular season, unless they would cause an elimination game to end in a tie. If the score is tied at the end of regular play, the game shall continue in extra innings until a winner can be determined.

18. OUTSIDE COACHES:

Only managers and approved coaches may lead or participate in a team's practice. Approved coaches are those coaches who have been designated as coaches to the league and formally approved by the league. No "outside party" may participate in any team practice without approval of the Division Commissioner. "Outside party" means anyone other than an approved coach or relative or guardian of a player. Managers may want outside parties, whether instructors or friends

who are athletes or professional coaches or otherwise, to participate in one or more practices. Prior to doing so, managers should seek pre-approval so the league can be aware of any such participation.

19. SPORTSMANSHIP AND THE SPIRIT OF THE RULES:

All managers, coaches, players and spectators are expected to conduct themselves in a sportsmanlike manner, consistent with the spirit of these rules and the CHPBA Code of Conduct. Examples of such unsportsmanlike conduct include but are not limited to excessive arguing with umpires, opposing managers, coaches and spectators, pulling players off the field to protest an umpire's call, chanting or calling out when the pitcher comes set, or using language which denigrates CHPBA, the umpire, the opposing team, manager, coaches, players or spectators.

20. EXCEPTIONS:

Interpretation of these rules shall, with respect to any Division, be the responsibility of the applicable Division Commissioner. The Division Commissioners shall report any rule requests and decisions to the Rules Committee, which shall monitor the interpretation of the rules among all the Divisions to ensure consistent application. At any time, the Division Commissioner may request an opinion of the Rules Committee. The Executive Committee shall have the last word on anything not covered in these rules. The Board of Directors reserves the right to modify or add any rules after the season has started if the Board determines such modification(s) or addition(s) to be in the best interests of the league and its participants, including for reasons relating to the safety and well-being of the players (such as, for example, a determination that there should be a weekly limit on the number of pitches by a pitcher, or a mandatory rest period for pitchers based on the number of pitches).