



2021 South Bay PONY Memorial Day Invitational Official Rules

Section 1. GENERAL INFORMATION.

1.1 Code of Conduct. Please keep in mind that this is intended to be a FUN tournament for the players and their families. Confrontational actions by coaches, players or family members will not be tolerated and will result in ejection of the manager, game forfeiture, and/or removal from the tournament, at the discretion of the tournament director. We do have paid umpires but umpire abuse will not be tolerated in any fashion.

1.2 General Rules. The tournament will be governed by the Official Rules of Baseball as published by the Sporting News, as modified by the most current PONY Baseball rulebook and information provided in this document. The tournament director has the final decision-making power in regard to rule changes for this tournament.

1.3 Team Book. All teams will need to bring a notebook (3 ring binder) with the following items in plastic sleeves for easy viewing:

- **Proof of league/ team insurance** (this must be current and cover the team/league registering)
- **Printed Roster and Signed Medical Release**
- **Copy of a birth certificate** for each player (this may be from any country, if not available-some sort of government paperwork is required, i.e. passport or medical paperwork from a doctor)

Teams will be required to share a copy of their proof insurance, roster, and signed medical release form prior to the start of each team's first game. Copies of birth certificates must be available for viewing by the tournament director at all times during the tournament.

1.4 School District and City Property. Most of the fields that South Bay PONY uses are on Manhattan Beach Unified School District or Manhattan Beach City property. Therefore, the following regulations apply:

- No RVs or overnight parking is allowed.
- No dogs are allowed.
- No alcohol or drugs are allowed.
- No BBQs are allowed.

1.5 COVID-19 PROTOCOLS. All participants, coaches, and spectators must follow all applicable local, state, and federal health safety protocols.

Section 2. PLAYING RULES.

2.1 Summary of Playing Rules. The tournament is governed by the most recently published Official Rules of Major League baseball, with exceptions covered in the PONY Rule book in addition to the below rules.

Division	Complete Game / Time Limit	Per Inning Run Limit/Mercy Rule	Pitching Limits and Base Distances	Bats	Metal Cleats
SHETLAND (6U)	<ul style="list-style-type: none"> 6 innings 1:15– no new inning 	<ul style="list-style-type: none"> 5 run limit per inning other than last or extra inning NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game 	<ul style="list-style-type: none"> 38 ft. mound 50 ft. bases Level 5 Ball Blue Flame Machine 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
PINTO (7U MP)	<ul style="list-style-type: none"> 6 innings 1:30 – no new inning 	<ul style="list-style-type: none"> 5 run limit per inning other than last or extra inning NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game 	<ul style="list-style-type: none"> 38 ft. mound 60 ft. bases Low Seam Ball 40 mph Single Wheel JUGS Machine 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
PINTO KID PITCH (8U KP)	<ul style="list-style-type: none"> 6 innings 1:30 – no new inning 	<ul style="list-style-type: none"> 5 run limit per inning other than last or extra inning Mercy rule is 10 runs after 4 innings 	<ul style="list-style-type: none"> Pitch Smart pitch count limits/days rest using league age 40 ft. mound 60 ft. bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
MUSTANG (9U)	<ul style="list-style-type: none"> 6 innings 1:45 – no new inning 	<ul style="list-style-type: none"> 5 run limit per inning other than last or extra inning Mercy rule is 10 runs after 4 innings 	<ul style="list-style-type: none"> Pitch Smart pitch count limits/days rest using league age 46 ft mound / 60 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
MUSTANG (10U)	<ul style="list-style-type: none"> 6 innings 1:45 – no new inning 	<ul style="list-style-type: none"> 5 run limit per inning other than last or extra inning Mercy rule is 10 runs after 4 innings 	<ul style="list-style-type: none"> Pitch Smart pitch count limits/days rest using league age 46 ft mound / 60 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
BRONCO (11U)	<ul style="list-style-type: none"> 7 innings 1:45 – no new inning 	<ul style="list-style-type: none"> NO PER INNING RUN LIMIT Mercy rule is 10 runs after 4 innings 	<ul style="list-style-type: none"> Pitch Smart pitch count limits/days rest using league age 50 ft mound / 70 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
BRONCO (12U)	<ul style="list-style-type: none"> 7 innings 1:45 – no new inning 	<ul style="list-style-type: none"> NO PER INNING RUN LIMIT Mercy rule is 10 runs after 4 innings 	<ul style="list-style-type: none"> Pitch Smart pitch count limits/days rest using league age 50 ft mound / 70 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO

2.2 Playing Age. All teams entered shall be approved by the tournament director, made up of no more than 15 players. All players must be listed on the team's official roster that was submitted to tournament officials. Players may only be on one team roster. Refer to 2021 PONY Baseball age chart for team classification. Note the birthday cutoff is August 31 unless otherwise approved by the tournament director in his or her discretion. PENALTY Determined by Tournament Director.

2.3 Team Composition. Tournament teams shall consist of a minimum of 9 and a maximum of 15

players, one manager, one coach and one business manager, which will be permitted on the field or bench. All players must be registered with a PONY league or otherwise have permission to play from the tournament director.

2.4 Games 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. The umpire should announce the start time at the beginning of the game and will determine the last inning declaration based on his time keeping.

2.5 No New Inning Time Limits.

(a) A new inning shall not start after the No New Inning limit. Once started, the inning shall be played to completion. **New inning starts upon recording of 3rd out in prior inning.** Umpire's declaration of last inning makes it the last inning in the game even if time remains after completion of that inning.

(b) If it appears to the umpire that a team is purposely delaying the game to reach no-new inning status, then the umpire can speed up the game by calling players out or declaring a forfeit after issuing one warning.

(c) There will be no extra inning games in pool play games and/or games announced by the tournament director and a tie at the end of regulation play will be recorded as such.

(d) For all playoff/elimination games, if the game is still tied after the time limit, then the California Tie Breaker will be in effect.

(e) California tie breaker - Starting the new inning, after the no-new time limit has expired, a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.

(f) The tournament director reserves the right to shorten any game for any reason.

2.6 Protests. Protests are not allowed. If you have a problem with a call, an interpretation or anything what-so-ever, you need to call time out during the game and the manager only, may quietly discuss it with the umpire. Each coach is responsible for having a copy of the PONY rules and these rules to reference when in discussion with the umpire. **THE UMPIRE'S DECISION IS FINAL.**

2.7 Ejections. Any manager, coach, player or spectator ejected by an umpire must leave the field area and shall be suspended from the next game.

2.8 Pitching Rules.

(a) Pitch count rules regarding limits and number of days rest shall be governed by the Pitch Smart guidelines as adopted in the PONY Rule book and as clarified or adjusted below:

(1) There is no limit on the number of consecutive days a pitcher may pitch so long as the pitcher is in compliance with the daily maximum and days of rest rules.

(2) The number of pitches pitched for compliance with the daily maximum and the number of calendar day(s) of rest a pitcher must observe shall both be calculated using the number of pitches reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter. The foregoing rule shall apply to each appearance a pitcher makes, including each appearance made on the same calendar day.

(b) An official pitching log shall be maintained by each team using Tourney Machine and shall be entered immediately following each game. The log must be presented to the opposing team following each game and to the tournament director upon request. Failure to maintain or present on request a pitching log

may disqualify the team from the playoff rounds or any pitcher in question from being allowed to pitch.

2.9 Official Score Recording and Scorebook.

*** GAMES MAY BE SCORED ELECTRONICALLY OR BY HAND**

- (a) Both teams will keep score.
- (b) The HOME team scorekeeper will be the official scorekeeper of the game.
- (c) Both scorekeepers will confer after each half inning.
- (d) If a disagreement arises the umpire will be the final arbiter for any disputes.
- (e) The official score will be submitted by the winning team immediately after the game to MDTscores@southbaypony.com in the following manner:

The division name (Shetland 6U, Pinto 7U, Pinto 8U, Mustang 9U, Mustang 10U, Bronco) shall be listed in the RE: line, and then in the body of the email, the winning team name and score then the losing team name and score shall be listed. (Example: RE: Mustang 10U; Body of Email: South Bay PONY Gold 10, South Bay PONY Green 8)

2.10 Lead-offs/Balks. Lead-offs are allowed in Mustang and Bronco. 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.

2.11 Slide or Avoid Rule. Players MUST slide or AVOID contact to injure or disrupt a defensive player. If the runner elects to slide the slide must be legal. The runner must slide directly to the base or away from the play. A slide with the cleats above the fielder’s knee, or if the umpire determines that a player intended to harm the defensive player, is considered malicious contact. The player will be recorded as an out and the player ejected from the game. The catcher or other defensive player may not block any base or home plate without possession of the ball. The fielder will be guilty of obstruction as in “Official Baseball Rules.”

2.12 Lineup Choices. Mustang and Bronco divisions may bat either (A) your entire lineup and substitute freely defensively, or (B) bat 9 and substitute in accordance with the substitution rules below. An extra hitter (EH) may be used with option B. You must announce before each game what your choice is. Both managers don't need to agree (i.e., one may bat 9 while the other bats the entire lineup, etc.) If you choose to bat your entire lineup, you may not change once the game is underway. This does not apply to the Shetland and Pinto divisions - in these divisions all batters must bat the entire game.

2.13 Substitution Rules.

- (a) The following substitution rules apply unless the team bats its entire lineup: 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) A manager must change the pitcher on the second trip in the same inning to the same pitcher.
- (c) 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 and an inning pitched.

(d) If a team bats 9 or 10 and has no subs when a player is injured or ejected, then an out is recorded only on the first time the player's spot comes up in the batting order. Used subs are eligible to re-enter in this instance only. If a team bats the entire order and a player is injured or ejected, that player is removed from the lineup without penalty as long as the team has 9 or more players remaining. If below 9 players an out is recorded only on the first time the player's spot comes up in the batting order. Once a player is removed due to injury, he may not return.

2.14 Determination of Home Team and Dugout Assignment.

(a) Teams listed second in pool play and lower seeded teams in bracket play will occupy 1st base dugout, except when a team plays back to back games, in which case a team may remain in the same dugout.

(b) Home team for pool play will be decided by a coin toss.

(c) The higher seed in elimination bracket play will be the home team.

(d) For Championship games home team will be the higher seed in the event that both teams have the same seed then home team will be determined by coin toss.

2.15 Courtesy Runner. Teams may use a courtesy runner for catcher with 2 outs at the manager's option. 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.

2.16 Forfeits. A forfeiting team will be charged with a loss and the game score will be deemed to be 7-0.

2.17 Tie-breaker. Standings will be determined in the following order.

- Overall Record
- Head-to-Head Record
- Fewest Runs Allowed
- Run Differential (RF-RA = RD) Runs For minus Runs Against up to 8 per game max
- Coin Flip

2.18 Managers & Coaches. Only players, manager and coaches are allowed in the dugout and on the playing field. before, during and after the games. No more than the manager plus 2 (or in the case of machine pitch divisions, 3) other coaches are allowed for any game.

2.19 Player and Fan Behavior.

(a) Amplified sound systems and artificial noise makers are prohibited.

(b) Any player who intentionally throws bats or protective headgear in a dangerous manner 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.

(c) Each manager is responsible for the behavior of himself/herself, coaches, players and fans. If a fan becomes unruly the manager will be warned by the umpire or SOUTH BAY PONY personnel one time. The second warning will result in the immediate removal of the manager; the next warning will be the removal of the asst. coach. If the problem persists, the game will be forfeited by the team whose fan is causing the problem. SOUTH BAY PONY HAS A ZERO TOLERANCE POLICY WHEN IT COMES TO FAN BEHAVIOR.

2.20 Practice on Fields. No practice is permitted on the infields. If there is time, warm ups on the grass is

permitted. Baseballs cannot be hit against the fences. (Practice space is limited at most fields)

2.21 On Deck. On deck batter must remain in the on deck circle until ball is put in play. He is then allowed to help instruct a base runner heading to home plate.

2.22 Bat Specific Rules (All Divisions).

(a) All bats must be 2 1/4" to 2 5/8" barrel bats and, except for wood bats, USABat certified with the USABat licensing stamp on the bat.

(b) Wood bats are legal

(c) Tee Ball Bats cannot be used in this tournament except for the Shetland division.

(d) A violation of the bat rules is cause for up to game forfeiture and manager suspension which will be at the discretion of the umpire and tournament officials.

Section 3. ADDITIONAL PINTO 8U KID PITCH RULES

3.1 Pitching. There are no balks. There is no dropped third strike rule. A third strike is recorded as an out even if the catcher drops the ball. The strike zone will be expanded at the discretion of the umpire.

3.2 Fielding. On a walk - ball is live. Bunting is allowed. Nine players on defense, 3 outfielders.

3.3 Scoring & 5 Run Rule. For all innings other than the final inning, an inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and umpire shall agree on the final inning. If managers are unable to agree, then the umpire shall decide. The final inning for each team at bat is complete when (a) three outs are recorded or (b) the offensive team bats their entire lineup, provided that each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order).

3.4 Base Running. Stealing is allowed. A runner may steal home. Base runners are not permitted to lead off and must remain in contact with the base until the ball has left the pitcher's hand. A player who leaves a base before then shall be called out if the ball is hit in play. If the ball is not hit in play and the runner leaves early, the ball is dead and the runner returns to the original base. If the runner leaves early and gets out, then the runner is out.

Section 4. ADDITIONAL PINTO MACHINE PITCH RULES

4.1 Scoring & 5 Run Rule. For all innings other than the final inning, an inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and umpire shall agree on the final inning. If managers are unable to agree, then the umpire shall decide. The final inning for each team at bat is complete when (a) three outs are recorded or (b) the offensive team bats their entire lineup, provided that each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order).

4.2 Pitching Machine. Players are NOT ALLOWED to operate the pitching machine in any manner.

4.3 Number of Pitches. A batter shall be declared out after failing to hit a fair ball after 6 pitches are delivered. The batter is out if there are 3 strikes before the 6th pitch. Missed swings are counted as strikes as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip even if it is the 6th pitch. Bunting is not allowed. A batter must take a full swing. PENALTY: Dead ball strike.

4.4 Base Running. Base stealing is not allowed. Runners must remain in contact with the base until the ball is hit or crosses home plate. PENALTY: If a runner is off base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the ball is dead and the runner must return to base.

4.5 Dead Ball. When the ball is in possession of an infielder and in the umpire's judgment, all play on the runners has ceased; the umpire will call "Time". The ball is then dead and will be returned to the pitching coach of defensive pitcher.

4.6 Overthrows. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.

4.7 Pitcher Position. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.

4.8 Ball Hitting Machine. If a batted ball hits the machine or bucket and remains fair - the ball is in play. If the batted ball strikes the machine or bucket and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base. If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.

4.9 Positioning. Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and shortstop. Teams are limited to three (3) players in the outfield: left field, center field and right field. Outfielders may participate in infield play. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play.

4.10 Coaches. On offense, teams should a max of three coaches on the field, one feeding machine and two in the coaches' boxes. All/any other coaches must remain in the dugout. The defensive team shall position a coach near the backstop behind the catcher to assist in collecting and storing pitched balls in a ball bucket. Defensive catchers should not throw pitched balls back to the mound area. This defensive coach shall not provide any instruction to the defensive players - his/her sole purpose is to assist with the pitched balls and keep the game moving along. All other defensive coaches shall remain in the dugout.

When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live thrown ball hits the coach pitcher or in the umpires judgement the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way). If a batted ball hits the coach operating the pitching machine, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

Section 5. ADDITIONAL SHETLAND MACHINE PITCH RULES.

5.1 Pitching Machine and Balls. The pitching machine will be throwing regulation baseballs from 38 feet a approximately speed 2. Level-5 (RIF-5) safety balls will be used for this division. Pitching machine is a Slugger UPM 45 ("Blue Flame")

5.2 Scoring & 5 Run Rule. For all innings other than the final inning, an inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and umpire shall agree on the final inning. If managers are unable to agree, then the umpire shall decide. The final inning for each team at bat is complete when (a) three outs are recorded or (b) the offensive team bats their entire lineup, provided that each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order).

5.3 Pitching Machine. Players are NOT ALLOWED to operate the pitching machine in any manner.

5.4 Number of Pitches. A batter shall be declared out after failing to hit a fair ball after 6 pitches are delivered. The batter is out if there are 3 strikes before the 6th pitch. Missed swings are counted as strikes as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip even if it is the 6th pitch. Bunting is not allowed. A batter must take a full swing. PENALTY: Dead ball strike.

5.5 Foul Balls. There is a minimum distance that a batted ball must travel in order to be a fair ball; this area will be marked with a 10-foot arc in front of home plate. Ball is a foul-strike. (Remember, home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base.)

5.6 Base Running. Base stealing is not allowed. Runners must remain in contact with the base until the ball is hit or crosses home plate. PENALTY: If a runner is off base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the ball is dead and the runner must return to base.

5.7 Dead Ball. A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield, i.e. on the dirt in fair territory at most fields, calls for and is awarded timeout by the umpire at his/her discretion. The infield for purposes of this rule ends 15 feet beyond the baselines so on certain larger fields, players may need to move closer to the baselines to get a called time-out. The player with the ball must have control of the ball and call time with his hands in the air.

5.8 Overthrows. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.

5.9 Base Advancements. There will be chalked 5-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for base advancements. If a player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not reached the hash mark, they must go back to the previous base.

5.10 Pitcher Position. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.

5.11 Ball Hitting Machine. If a batted ball hits the machine or bucket and remains fair - the ball is in play. If the batted ball strikes the machine or bucket and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base. If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.

5.12 Positioning. Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and shortstop. Teams are limited to four (4) players in the outfield: left field, left center field, RIGHT center field, and right field. Outfielders may participate in infield play. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play.

5.13 Coaches. On offense, teams should have a max of three coaches on the field, one feeding machine and two in the coaches' boxes. All/any other coaches must remain in the dugout. The defensive team shall position a coach near the backstop behind the catcher to assist in collecting and storing pitched balls in a ball bucket. Defensive catchers should not throw pitched balls back to the mound area. This defensive coach shall not provide any instruction to the defensive players - his/her sole purpose is to assist with the pitched balls and keep the game moving along. All other defensive coaches shall remain in the dugout.

When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live thrown ball hits the coach pitcher or in the umpire's judgement the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way). If a batted ball hits the coach operating the pitching machine, the ball is dead. The pitch

is a foul strike and no runners may advance. If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

Disclaimer to all rules: there will be issues and situations that test the integrity of the above listed rules during the Tournament. Please note that the South Bay PONY Memorial Day Invitational tournament director and/or committee reserve the right to change or modify any of the above items at any time to better serve the tournament as a whole.

In the event of incomplete championship games on the last day of the tournament, for any division and for whatever the reason, the tournament director reserves the right to make all decisions on any final arrangements including, but not limited to, completing games on Monday or Tuesday or a later date TBD.