

Santa Ynez Summer Classic 2009

Tournament Rules and Guidelines

Since we are just beginning the 2009 all-star season, some of the Pony rules may be new and different for many coaches. In order for games not to be delayed or forfeited, do not hesitate to ask questions to an umpire or tournament director. **Good rule of thumb: Announce all your changes to the umpire and the official scorekeeper. The official scorekeeper must be notified of all changes and sometimes it is good to ask an umpire before you do something so it's done correctly.**

The Sporting News Baseball Rules, Pony National Rules, and our local guidelines will be used this year. Only the SYVPB guidelines listed below will be used and Pony National Rules will be used if there are any conflicts.

Age Cut-off

The age cut-off followed will be April 30 according to Pony National Guidelines.

Tournament Pitching

Pinto (U8)pitchers can pitch in 4 innings per day, 2 max per game and 6 total for the tournament.

Mustang (U10)pitchers can pitch in 6 innings per calendar day, 3 max per game and 9 for the entire tournament.

Bronco (U12) and Pony(U14) pitchers can pitch in 7 innings per calendar day, 4 max per game and 12 for the entire tournament.

In all divisions, one pitch constitutes an inning pitched.

There is no re-entry into the pitcher position once they have been removed from the pitcher position.

Pitching records will be kept, so please don't jeopardize your team's chances by violating the pitching rules. The record sheet will be given to each manager and we are requesting that it is filled in every game. Please be prepared to show the completed record when it is requested.

Tournament Batting and Defense

This year we will allow teams to choose one of three options; 1) list 9 batters, 2) list 10 batters (an EH or extra hitter), or 3) bat the entire lineup. That means when you turn in your official lineup to the scorekeeper, you can list either 9,10, or all batters. Once you begin the game, you cannot change (meaning remove the EH or add an EH, etc.). The rules for the EH are very specific. The EH will bat, and play no defense for the entire game, except for the following circumstances: If the EH becomes ill or injured, he will not be replaced with another EH. We will simply skip over his turn at bat for the remainder of the game, with no penalty. Be sure to inform the official scorekeeper (and

the opposing coach out of courtesy) as soon as you know the EH is no longer able to play. The only other time an EH can enter the game on defense is if enough players get injured or sick to the point where the EH becomes the 9th player remaining who is able to play, in which case he will play defense. Simply stated, let's try and keep this as simple as possible.

A non-starter can be inserted into the lineup to replace a starter any time during the game, and will remain in that position until replaced. A starter can re-enter the game, but it must be in the same spot in the batting order. Once a non-starter, who has been inserted into the lineup is removed from the game, he cannot re-enter.

We will allow free defensive substitution if you choose to bat all the players. If you chose to bat 9, then you must follow Pony All-Star substitution rules. If you chose to bat 10 (EH), the EH is not able to play defense at all and Pony All-Star rules will still apply to the other players.

Length of games

Mustang(U10) and Pinto(U8) – 6 innings. Mercy rule – Ten (10) run lead after 4 innings.

Bronco(12) and Pony(U14) – 7 innings. Mercy rule – Ten (10) run lead after 5.

Slide to avoid contact at all bases. Please stress with your all-star managers to discuss this rule prior to the start of the game. Umpires may interpret this rule differently, so ask them. All players must slide at home plate when a play can be made. Any player that does not slide can be called out on the discretion of the Umpire.

Scorekeepers The home team will be required to supply a scorekeeper at each game.

Time limits

No new inning past 1 hour 45 minutes. Drop dead at 2 hours.

A new inning begins with the last out of the previous inning, not when the defensive team takes the field.

Your team must be ready to play 30 minutes before the scheduled game time. Games will begin early, if possible.

A 10-minute grace period will be used in order to avoid forfeit only. The grace period begins once the umpire is ready to start the game.

Tie games Games can end in a tie and will be counted as a ½ win and a ½ loss for seeding purposes. In this tournament, we will play extra innings (**with no maximum**) in all divisions, with time limits and darkness as the only limitations. During the Elimination Phase, all games must be played out.

Uniforms - Metal cleats are allowed in Mustang, Bronco, and Pony. Players must be uniformed in like colors with non-duplicating numbers.

Additional Rules for Pinto Division ONLY

- 1) No infield fly rule.
- 2) Ball four is a live ball. Runners may steal on the throw back to the catcher but once the Pitcher has the ball on the mound area the ball is dead until the next pitch is delivered...umpires discretion.
- 3) Base Stealing. A runner may lead off the base once the ball crosses the plate. If the runner leaves too soon, the ball is dead, and the runner is called out.
- 4) No bunting or soft swing allowed. In the event a batter bunts or soft swings, the batter out and the ball is dead.
- 5) A maximum of 9 defensive players in the field and a minimum of 8 required.
- 6) Third base is frozen. Runners on Third base can only advance home, through a batted ball, forced walk in or forced hit batter. A play may be made on a runner on third if the runner is leading off and the runner is jeopardy of being tagged out. If a runner leads off and makes it home without being tagged the runner will be awarded the third base the runner came from. This will be a delayed dead ball call.
- 7) 5 runs maximum per inning until the 6th inning and any extra innings