

VALLEY CHRISTIAN ATHLETIC ASSOCIATION
ENDLESS SUMMER
 RULES

VCAA's **Patriot Games** will be governed by the most recently published Official Pony Rules of Baseball except for the rules contained in this document.

Division	Innings/Time Limit (No time limit in Championship games)	Mercy Run	Base Distances	Bats	Metal Cleats
PINTO (8u)	<ul style="list-style-type: none"> • 6 innings • 1:40 - No New Inn. • 2:00 Drop Dead 	<ul style="list-style-type: none"> • 10 runs after 4 innings (3 ½ if home team is ahead. If home team behind, home team bats) • Also see Pinto-specific rule 4 below 	38' mound/ 60' bases	2-5/8" max. diameter	NO
MUSTANG (10u)	<ul style="list-style-type: none"> • 6 innings • 1:40 - No New Inn. • 2:00 Drop Dead 	<ul style="list-style-type: none"> • 10 runs after 4 innings 	42' mound/ 60' bases	2-5/8" max. diameter	NO
BRONCO (12u)	<ul style="list-style-type: none"> • 6 innings • 1:40 - No New Inn. • 2:00 Drop Dead 	<ul style="list-style-type: none"> • 10 runs after 4 innings 	46' mound/ 70' bases	2-5/8" max. diameter	NO
PONY (14u)	<ul style="list-style-type: none"> • 7 innings • 2:00 - No New Inn. • No Drop Dead 	<ul style="list-style-type: none"> • 10 runs after 5 innings 	54' mound/ 80' bases	2-5/8" max. diameter	Yes

1.Age Cut-Off The age of a player is determined by that player's age as of April 30, 2017.

2. 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. 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 the Championship game in each Division, although Mercy Rules do apply in Championship game in each Division.

3. Drop Dead Time Limit: Game shall end and the score reverts back to the last complete inning.

4. 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.

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

6. Pitching Rules: There is no pitch count or inning limit for pitchers. The number of pitches or innings pitched is within the coach's discretion. Coaches are **STRONGLY ENCOURAGED** not to risk any injury to any player **FOR ANY REASON WHATSOEVER**.

A manager may make two trips to the mound per inning, however, pitcher must be removed on the second trip to the same pitcher in the same inning. A manager may make a total of three trips to the mound to the same pitcher during the game, however, the pitcher must be removed on the third trip.

7. Scorekeeper and Scorebook:

VCAA 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.

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

9. Lead-offs/Balks: Lead-offs are allowed in Mustang, Bronco and Pony. See Pinto-specific rule 5 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.

10. Sliding: Base runners must slide or avoid contact. Intent to injure will result in the ejection from the game, and possibly the tournament. Head first sliding is permitted in all divisions (EXCEPT Pinto, see Pinto specific rules, below) at all bases.

11. Minimum Play/Ties after 6 (or in Pony, 7) innings: There is no minimum innings of play rule. During “pool play”, and the game is tied after the scheduled number of innings have been played, a tie will be declared. In single elimination rounds (except for Championship game, where game continues in normal/regular format until someone wins), a California tiebreaker is played whereby the last out of the last inning begins the inning as a runner on second base with no outs.

12. Batting Order/Defensive Play Options (please see substitution rules in rule 13 below. Additionally, a team may play with as few as seven players, in which case, all players must play defense and bat):

- 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.
- Bunting is allowed in all Divisions.

13. 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 and an inning pitched.

14. 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.

15. Courtesy Runner: Must 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. Please attempt to have catcher in gear for start of next inning in order to accelerate pace of game.

16. Forfeits: A forfeiting team will be charged with a loss and the score of the game will be determined by the average game score of the division in pool play.

17. Playoffs: After the first 2 games are played, teams will be seeded for a single elimination playoff round.

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

- a. Overall Record
- b. Head-to-Head Record
- c. Fewest Runs Allowed
- d. Run Differential (Runs For minus Runs Against up to a maximum of 8 runs per game)
- e. Coin Flip

18. Managers & Coaches: Only uniformed players, manager and coaches are allowed in the dugout and on the playing field: before, during and after the games. Only the manager is permitted to protest umpire calls.

19. 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. May we all model exemplary behavior and sportsmanship to our children and to each other. Our children are watching us.
- 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.

20. 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 does not 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, the next time the ejected player's position is reached in the batting order shall constitute an out. This applies only on the first time the position comes up in the batting order, subsequent at bats will not constitute outs.

d. This rule shall be enforced upon the discretion/judgment of the umpire.

21. Practice on Fields: No batting practice is permitted on the fields. Baseballs cannot be hit against the fences. There are batting cages available adjacent to all fields and a soft toss/tee area available between Fields 1 and 2.

22. On Deck: At umpire's discretion, on deck batter may stand in on-field on deck circle or be confined to fenced in ON DECK area adjacent to each dugout.

BAT SPECIFIC RULES (ALL DIVISIONS):

1. No 2-3/4" barrel bats are permitted.
2. 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.
3. 2-1/4" BARREL bats are legal in all divisions of PONY Baseball. They must have a Bat Performance Factor (BPF) of 1.15 stamped on the bat. In addition the bat must be stamped "Approved for play in PONY Baseball".
4. 2-5/8" BARREL bats are legal in all divisions of PONY Baseball. If a 2-5/8" is -3, it must be BBCOR certified (stamped on the bat). Currently all 2-5/8" bats -5, -7, -9, etc. are legal.
5. A violation of the bat rules is cause for game forfeiture and manager suspension in the discretion of the umpire and tournament officials.

PINTO-Specific:

1. Infield Fly Rule is NOT in effect.
2. No headfirst sliding is allowed at any base or home.
3. No balks on pitchers. "Dropped Third Strike" rule is NOT in effect (batter is out on third strike even if ball hits dirt or catcher drops ball).
4. 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.
5. Stealing:

a. Stealing is allowed of 2nd and 3rd base. No leading off until 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 5c and 6 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.

6. Scoring from third base may only occur on (a) batted ball, (b) bases loaded walk or hit batter, or (c) continuation play on a batted ball.

7. No Dropped Third Strike.

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