WWPB LOCAL Rules 2023 - COMMON TO ALL DIVISIONS

President: Luke Schugren

Vice President Recreational League - Older Divisions: Joel Rubin
Vice President Recreational League - Younger Divisions: Theo Shu
Vice President All Stars: Jake Greene
Vice President Club Program: Will Vogl

Rules Committee: Michael C. Mahon **(Chairman)** Cris D'Annunzio, Tom Eisenhauer, Matt O'Brien, Matt Rips, Josh Schechter, Luke Schugren

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1	At any time during the season the Board may make changes to Local Rules as it deems necessary, in consultation with the Rules Committee.
2	• In all divisions, no player shall sit out for a second time (inning) until every player on their team has sat out for one full inning (3 consecutive outs). If you bring a player off the bench mid-inning, then it's as if you didn't sit him at all that inning (and ditto for the kid you bring off the field). (a) However, if a kid must be replaced from the bench due to injury, then the replacement player gets credit for having spent that inning on the bench. (b) If the injured player cannot continue, then s/he is an automatic out in his/her next at bat - and doesn't count for the purposes of sitting players. (c) If the injured player can resume play, then s/he must bat and s/he must follow the substitution rules. • Further, no player shall sit out a third time (as defined above) until every player has sat out for two full innings. • The manager must make every effort, subject to valid safety concerns, to play each player at least one inning in an infield (IF) position during each regular season, playoff and championship games. ❖ Managers are discouraged from using catchers who have not previously shown aptitude in practices or games. • The manager shall be responsible for ensuring that the **"Minimum/IF Play Rule"** is enforced. ❖ Failure to comply will result in the forfeiture of the game and suspension of the offending manager for one game. • Flagrant abuse of the **"Minimum/IF Play Rule"** or repeated line up card violations shall be brought to the attention of the Disciplinary Committee for action.
3	Bat-a-round is in effect in all divisions. (Bat-a-round is defined as putting the entire roster into the batting order and batting accordingly, from the first at bat to the last.)
4	All players must be in proper league issued uniforms for games without alteration with the exception of last names in block letters across the back above the uniform number.
5	Use of an athletic protector (cup) is required for all male players in all divisions.
6	The use of metal cleats is **NOT PERMITTED** in the Shetland, Pinto, Mustang or Bronco Divisions. The use of metal cleats is **NOT PERMITTED** on the pitching mound in the13/14 PONY Division.

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7	Protective helmets are required for base coaches under the age of 18, only. • Pitching helmets are allowed. ❖ *All batters and baserunners must wear protective helmets.*
8	USA Bat – All 2 ¼ and 2 5/8 inch bats must have a USA Bat stamp a. 2 5/8 BBCOR bats do not require the stamp. b. 2 ¼ Tee-Ball bats can have either the USA Bat stamp or the USA Bat sticker in Shetland only when using the safety ball. ❖ The use of 2¾" barrel bats are **PROHIBITED** in ALL divisions of PONY baseball. In *WWPB league play*, all levels (Pony, Bronco, Mustang, Pinto, and Shetland) may use metal or composite bats provided the barrel diameter does not exceed **2 ⅝".** c. If a batter steps into the batters box with an illegal bat, the umpire shall remove the bat from play. If the ball is hit in fair territory and its discovered that the bat was illegal before the next pitch is thrown then the umpire will call the batter out. The use of wood bats is permitted. ❖ The umpire will do a bat check every game. For *PONY All Star play*, all bats must also bear the USA Baseball certification stamp, indicating they meet the USABat standard adopted by PONY. More information is available at USABat.com.
9	Three (3) innings constitute a complete game in the case of a rainout or other early termination.
10	**NO** head first slides are allowed into home plate at anytime. Any violation will result in an automatic out.
11	**NO** hidden ball tricks.
12	Intentional walks are **NOT** allowed in any division.
13	The ten (10) run mercy rule is **NOT** in effect.
14	No defensive pre-inning instructional meeting is permitted on the mound.
15	To minimize delays between innings, with two (2) outs Managers may use a courtesy run for the catcher or pitcher, who must start the next inning. ❖The courtesy runner shall be the player who made the most recent out in that inning.
16	All Rec Managers are required to report pitch count to their Division Commissioner at the conclusion of each game. Division Commissioners are required to report travel players' pitch count to their respective Wilshire Warriors travel team managers.
17	In order to be eligible for All Stars, a player must participate in at least 50% of his/her team's Rec games.
18	When playing an inter-locking schedule with another league, the local rules of the **"HOST"** league shall apply.
19	Coaches are **NOT ALLOWED** to negotiate a different set of rules with the umpire.

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20	(1) The catcher MAY NOT block the pathway of a runner attempting to score **UNLESS** he has possession of the ball. a) If the catcher blocks the runner **BEFORE** he has the ball, the umpire may call the runner safe. (2) Runners MUST SLIDE on any Close Play at home plate. a) A Close Play is one in which the ball arrives to a fielder attempting to make a play at home plate BEFORE the runner's entire body has completely crossed home plate. b) However, if the ball leaves the home plate area (via an errant throw, for example) before the runner is close enough to home plate to begin his/her slide, then it SHALL NOT be a Close Play. c) Whether the conditions of a Close Play have been met shall be determined by the umpire, in his/her judgement. d) The umpire shall call the player out if s/he does not slide on a Close Play at home. (3) Managers are strongly advised to teach players to slide on all potentially close plays at home (as well as second and third bases).
21	Any player, who in the judgment of the umpire, is observed abusing equipment may be ejected from the game and is subject to suspension, or other discipline.
22	Any player, who, in the judgment of the umpire, throws their bat as part of their swing will be given one (1) warning and may be called "out" if he throws the bat again.
23	• No official, player, manager, coach, spectator, or fan shall lay a hand upon, push, shove, strike, threaten, verbally abuse, or otherwise endanger the safety of any other official, player, manager, coach, spectator, or fan. • Any such conduct must be reported to a member of the Board of Directors or Division Commissioner of the League within 48 hours of the alleged offense. • The offending party or parties may be subject to disciplinary action to be taken by the Disciplinary Committee and/or the Board of Directors, in accordance with the By-laws of this organization.
24	• If any player, manager, coach, spectator, or fan is ejected from a game, an automatic and mandatory one game suspension shall be imposed against that individual following that individual's ejection from any league, travel or tournament game. ❖ The mandatory one game suspension is the minimum discipline to be imposed. ❖ Imposition of the mandatory suspension does not substitute for, limit, or restrict the Disciplinary Committee's authority to review and investigate all allegations of misconduct and, when appropriate, recommend additional disciplinary action to be taken by the Board of Directors, in accordance with the By-laws. • Managers are required to report an ejection of any party from their game to the Board of Directors or Division Commissioner of the League within 48 hours of the conclusion of the game. ❖ Failure of a manager to report an ejection may result in additional disciplinary action against the manager.

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25	• Notwithstanding any other rule, a manager may bench a player for any number of innings the manager deems necessary to address a disciplinary issue with that player. ❖ Any manager who benches a player must notify the umpire and the opposing team's manager at the time he imposes the discipline. ❖ If a manager benches a player and that player's turn at bat comes up, the manager can elect to have the player re-enter the game to bat or take an out for each at bat the benched player misses. At the conclusion of the game the manager **MUST** notify the division commissioner within 24 hours.
26	A player arriving late to a game (after the scheduled start time) and who is not in the original line-up, shall be inserted at the end of the batting order.
27	The loss of a player during a game due to injury, illness or any other reason, shall result in an automatic out **ONLY** on the first occurrence of that player's turn at bat. ❖ This rule **DOES NOT** apply to SHETLAND and PINTO.

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28	a) If only eight (8) players are playing at the scheduled game time, the ninth spot in the batting order shall constitute an automatic out and **ONLY** on the first occurrence. The opposing team shall not loan a ninth player to the shorthanded team. ❖ This rule **DOES NOT** apply to SHETLAND and PINTO. b) A minimum of seven (7) players must be present at the scheduled game time in order for a team to play a regular game. In this situation, the opposing coach will loan one (1) player to that team for each defensive inning. The eighth player must play the outfield, and must do so to his best ability. The loaned player will play the field for the other team, but will NOT bat for that team. When it's his time to bat for his normal, regular team, his coach will loan another one of his players to replace the outfielder. c) When only seven (7) players are playing for a team, the eighth spot in the batting order shall constitute an automatic out on the **FIRST** occurrence and again on the **SECOND** occurrence. d) Six (6) players or less in attendance at the scheduled game time shall constitute a forfeit. However, even if a game is forfeited, it **MUST** be played as an exhibition game. The coaches can share players as they see fit, to better the experience for all players involved. Players may now bat for the team they are playing for in the exhibition game. Regardless of the number of players available, the game **MUST** be played, in some agreed upon format, as an exhibition game. e) Both managers and all available players are expected to attend each game as scheduled. **NO** manager has the authority to reschedule, postpone or cancel a scheduled game. • All managers are reminded that an important goal of our league is to have the kids play as much baseball as possible. Even if a manager knows he or she will not have a sufficient number of players to avoid forfeiting a game, the manager, whether or not in agreement with the other manager, **MAY NOT** cancel the game, direct his players that they need not show up for the game, or suggest they need not show up for the game, or anything of the kind. Managers are reminded that even if they have SOME players at the game, and forfeit the game, they can still arrange an exhibition game with the opposing team, even by mixing the teams up, and the players on both teams who do show up will get to play some baseball that day or night, rather than no baseball if the manager were to advise his players to not show up at all. • Any team whose manager advises his players, directly or indirectly, not to show up for a game, will be assessed a **"FAILURE TO SHOW UP" (See RULE #29)** in the standings. The only exception to this rule is where the manager gets prior approval from his or her Division Commissioner to direct his players not to show up. In order to grant such permission, the Division Commissioner must consult with, and get approval from, the Rec Baseball Commissioner. • In the event that both teams know they will not have a sufficient number of players to field a team, they both must still show up with as many players as they can and play the game as an exhibition game. . If they do so, they will receive a **"FORFEIT"** in the standings, as opposed to a **"FAILURE TO SHOW UP".** ❖ The President or Vice President of WWPB may overrule this when deemed necessary.
29	In all divisions where score is kept and in all seasons when standings are kept, points are assigned as follows: 1. WIN equals two (2) points. 2. TIE equals one (1) point. (Ties will not be replayed.) 3. LOSS equals zero (0) points. 4. FORFEIT equals zero (0) points. 5. FAILURE TO SHOW UP (-2) points. Each team's point total shall be divided by the team's total number of games played to determine the team's winning percentage and standings for playoffs.

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30	• A team shall not be allowed more than **four (4)** coaches collectively on the field and/or in the dugout during any game. • When a team is at bat, a maximum of **two (2)** coaches are allowed on the field. ❖ The coaches must be stationed in the first base and third base coaching boxes. • When a team is on defense, no more than **two (2)** coaches are allowed immediately in front of their team's dugout. ❖ All other coaches must remain in the dugout. • If a coach is in violation of any of these rules, the umpire shall stop the game until the coach is in compliance. ❖ The umpire maintains discretion to eject a coach for continued non-compliance. **For PINTO only**, during COACH-PITCH innings, a **third (3rd)** coach is allowed on the field as appropriate to pitch. ❖ This rule **DOES NOT** apply to SHETLAND.
31	Games in all divisions are subject to **TIME LIMITS** (see specific divisions). A. **START TIME** of each game shall be immediately following the managers pre-game meeting with the umpire at home plate. (It is recommended to write the START TIME down at pre-game meeting) B. **NO NEW INNING** time refers to the time after which a new inning may not begin (see specific divisions). (It is recommended to write the NO NEW INNING TIME down at pre-game meeting) ❖ A new inning is deemed to begin immediately upon the **third (3rd)** out of the previous inning being recorded. C. Once the **"DROP DEAD TIME"** (see specific division) has elapsed, the game will end immediately. (It is recommended to write the DROP DEAD TIME down at pre-game meeting) ❖ The official result shall be the score at the conclusion of the previous full inning unless the home team has batted in the last, partial inning and scored enough runs to tie or win the game.

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32	**WWPB PITCHING RULES:** 1. Three (3) consecutive defensive outs (whether in the same inning or consecutive innings) constitutes an inning, in regard to the pitching rules. 2. There is no minimum number of batters that a pitcher must face or minimum number of pitches that a pitcher must throw. 3. Once a pitcher who has thrown at least **ONE (1)** pitch (to a batter) and is removed from the position as pitcher, that player may not take the position of pitcher for the duration of the game, except as allowed in Rule 33a. 4. Once a pitcher has exceeded the maximum number of recommended pitches, the pitcher will be **ALLOWED** to finish the batter the pitcher is facing, but will be replaced with a new pitcher before facing another batter. 5. During the Regular Season play only, ALL pitchers shall be **LIMITED** to **the following limits:** **a) PINTO 7 & 8 Division** • Pitchers shall be limited to **one (1) inning**, but in no event may more than **35 pitches** be thrown. **b) MUSTANG 9 Division** • Pitchers shall be limited to **one (1) inning,** but in no event may more than **35 pitches** be thrown. **c) MUSTANG 10 Division** • Pitchers shall be limited to **one (1) inning,** but in no event may more than **35 pitches** be thrown. **d) BRONCO 11/12 Division** • Pitchers shall be limited to **one (1) inning**, but in no event may more than **35 pitches** be thrown. **e) PONY 13/14 Division** • Pitchers shall be limited to **four (4) innings**, but in no event may more than **65 pitches** be thrown. • All coaches are required to follow these rules to protect players' arms and to support pitching development of as many players as possible.
32a	**WWPB PLAYOFFS & CHAMPIONSHIP PITCHING RULES:** ❖ Due to the length of Playoff Games, which cannot end in a tie, and Championship Games, which also have no time limits, during those games the pitching rules for NON-Travel Players shall be as follows: **MUSTANG 9 Division** • Pitchers who are not Travel Players shall be limited to **two (2) innings,** but in no event may more than **50 pitches** be thrown. **MUSTANG 10 Division** • Pitchers who are not Travel Players shall be limited to **two (2) innings**, but in no event may more than **50 pitches** be thrown. **BRONCO 11/12 Division** • Pitchers who are not Travel Players shall be limited to **two (2) innings**, but in no event may more than **60 pitches** be thrown. ❖ **Travel Players are defined as players who were participating in the Wilshire Warriors Travel Program or ANY other Travel Program outside of our league (WWPB) as of the January 1st immediately preceding the current Rec season.**

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33	1. During the **Regular Season**, if a game ends in a tie (the amount of innings that constitutes a game has been played) and there is still time remaining, the game shall go into extra innings, provided no new inning starts after the **"NO NEW INNING"** time has been reached. a) If after time has expired and the last inning has been played there is no winner, the game shall end in a tie. 2. Before each **PLAYOFF Game**, the VP of Recreation shall set that game's **PLAYOFF TIME LIMIT**, which shall be 5 minutes prior to the expiration of the league's permit for that field or: a) The game shall be played according to **Rule 31**, except that the **PLAYOFF TIME LIMIT** shall replace DROP DEAD TIME for that **playoff game**, and except for the scenarios described below in this section. b) If the game would end in a tie due to the amount of innings that constitutes a game having been played, and if the NO NEW INNING limit has not elapsed, then the game shall go into extra innings — so long as no extra inning begins after NO NEW INNING has elapsed — until a winner is determined or until the **PLAYOFF TIME LIMIT** is reached. c) If the PLAYOFF TIME LIMIT is reached, then the official result shall be the score at the conclusion of the previous full inning, unless the home team has batted in the last, partial inning and scored enough runs to tie or win the game. d) If that official result would be a tie, then the game shall be immediately suspended, to be continued as a **CONTINUED GAME**, as described below. e) If the score is tied and the **NO NEW INNING** limit has elapsed — regardless of how many innings have been played — but that game's PLAYOFF TIME LIMIT has not been reached, then the game shall go into **California Tie Breaker** Innings (see BELOW), as described below in this section, until a winner is determined, or until that game's PLAYOFF TIME LIMIT is reached, in which case it shall be immediately suspended, to be continued as a **CONTINUATION GAME**, as described below. 3. The CONTINUATION GAME shall be played at the next available time (as determined by the VP of Recreation or Board). a) It shall consist of **California Tie Breaker** Innings until a winner is determined, and it shall have no time limits. b) If the original game WAS IN California Tie Breaker Innings when it was suspended, then the CONTINUATION GAME shall start from the exact game situation **existing when suspension occurred** (i.e., same score, same batter in the same spot in the lineup, same count, same outs, same number of runners on the same bases, etc.). c) If the original game WAS NOT IN California Tie Breaker innings when it was suspended, the CONTINUATION GAME shall start from the exact game situation **existing at the conclusion of the last full inning completed** in the original game. If the original game was suspended before a full inning could be completed, then the CONTINUATION GAME will proceed as if the original game's last, partial inning had not occurred at all; by way of example, this applies to the spot in the batting lineup where each team shall begin, and it applies to pitching during that last, partial inning, which will not count against pitch-count and innings limits. d) In all cases, to the degree allowed by players' attendance at the CONTINUATION GAME, each team shall use the same batting lineup it did in the original game. e) If any players attend the CONTINUATION GAME who did not attend the original game, they shall be placed in the batting lineup such that they will be the last to hit in the CONTINUATION GAME. Defensive substitutions shall follow normal rules. ❖ **All pitching rules, including pitch-count and inning limits, shall apply as if the game had not been suspended, except as outlined in Rule 33.3.c above.**

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33a	1. **CALIFORNIA TIE-BREAKER** Innings shall be played as follows: a) Each half inning will start with a runner on 2nd base and one (1) out (the previous inning's last batter to complete an at-bat shall be placed at 2nd base). b) Each team will continue the batting order from the previous inning. c) The automatic out that starts each California Tie Breaker Inning shall NOT count against the pitcher for the purposes of calculating his/her "innings" per WWPB Pitching Guidelines. d) In California Tie Breaker innings, all pitching and substitution rules apply, with these exceptions, which shall be followed in this progression: ◆ **Stage 1 (Utilizing as Pitchers Those Who Have Not Yet Hit their Innings Limit):** If every player on a team has already pitched and been removed from the game, then the team may pitch a player who has not yet reached his/her inning limit (and not yet reached his/her pitch count limit), and may do so until that player reaches his/her inning limit (or pitch count limit). However, once a pitcher is removed from the game in Stage 1, s/he cannot be re-inserted as a pitcher unless and until the game reaches Stage 2 (if s/he is still eligible under the Stage 2 criteria). ◆ **Stage 2 (Utilizing at Pitchers Those Who Have Not Yet Hit their Pitch Count Limit):** If every player eligible to pitch in Stage 1 has already pitched, then the team may pitch a player who has not yet reached his pitch count limit, and may do so until s/he reaches his/her pitch count limit. Once a team enters Stage 2, a player may pitch as many innings as needed until s/he reaches his/her pitch count limit. However, once a pitcher is removed from the game in Stage 2, s/he cannot be re-inserted as a pitcher. • **Note:** Inning and pitch count limits DO NOT re-set for California Tie Breaker innings, except as outlined in Rule 33.3.c above. So, for example, if a player threw 15 pitches in the 1st Inning and is inserted in a California Tie Breaker Inning, per the rules below, his/her first pitch in that inning will be his/her 16th pitch for the purposes of calculating his pitch count per WWPB Pitching Guidelines. • If a team cannot field an eligible pitcher during its defensive half-inning, then it is unable to field a team and shall concede the game, and the other team shall be the winner. Managers are strongly advised to manage their pitching to avoid this outcome.
33b	If a winner has not been decided after the completion of the number of innings that constitute a game according to that Division's rules, the game will continue into California Tie Breaker innings played as described above in Rule **33a**, until a winner is decided.
33c	During a **CHAMPIONSHIP** game, NO time limit applies. In the case of rain or other early interruption, the game will be continued at a later date as a CONTINUATION GAME.

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34	**PROTESTS** A. Protests are only permitted regarding an umpire's interpretation of the rules. No protest of an umpire's judgement can be upheld by the Protest Committee. B. To protest, a manager must, before the next pitch, play or attempted play occurs -- or before leaving the field, if protesting a game-ending play -- notify the head umpire, the opposing manager and official scorekeeper (if one is provided) that the game is being played under protest. The protesting manager must also submit the protest in writing via email to each member of the Protest Committee -- the League President, Recreation Commissioner and Rules Committee Chair -- by 12 noon the following day. C. The umpire(s) shall make a public announcement to both benches and the crowd when a game is being played under protest. D. Any Manager or other adult team leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game **shall forfeit the game, shall be subject to other discipline determined by the Board, and** shall forfeit the right to protests as prescribed in this section. E. The Protest Committee members shall consider the protest, and shall notify the protesting manager and the opposing manager of their decision. If the Protest Committee upholds the protest, it may choose the remedy it deems appropriate. In its consideration, it shall take into account, among other factors, the impact that the protested action had on the game. If a member of the Protest Committee is unavailable or was a coach or parent of a player in the game, then s/he shall be replaced on the Protest Committee as follows: the President would be replaced by the VP Club; one Recreation Commissioner would be replaced by the other; and the Rules Committee Chair would be replaced by another Rules Committee member, as selected by the President (or his/her replacement). If the Protest Committee member and his/her replacement were involved in the game or are otherwise unavailable, then the Board shall select replacements as necessary.

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35	**PLAYOFF FORMAT** All teams in Mustang, Bronco, and Pony divisions qualify for the playoffs. Teams in each division will be seeded for the playoffs in the order in which they finished in the regular season. (A) If there is a tie in the division standings, for purposes of playoff seeding, the higher seed shall be awarded to the team which won the head-to-head game between those teams if they only played one regular season game against each other, and to the team that won both games if the teams played each other twice in the regular season. (B) If the teams played each other twice, with each team winning once, the team to receive the higher seed shall be determined by a coin flip administered by the Division Commissioner. (C) In the case of a three-way tie, order for seeding shall be determined by each team's "winning percentage," as defined in **Rule 29**, in head-to-head games among all three. If still tied, the Division Commissioner will administer a simultaneous coin flip. The winning team is the one whose coin differentiates itself from the other two. Then, the other two teams will flip for 2nd and 3rd. If the teams cannot provide reps for the coin toss, the DC may use an online random-draw service like RandomPicker https://app.randompicker.com/Info/Help.aspx. In each playoff game, the **higher** seeded team will be designated the home team. I. In divisions consisting of five teams, the playoff format shall be as follows. In the first round, seed #5 will play seed #4. In the second round, which is the semifinals, the winner of the #5 vs. #4 game will play seed #1, and seed #3 will play seed #2. The winners of those second round, or semifinal games will play for the championship. II. In divisions consisting of six teams, the playoff format shall be as follows. In the first round, seed #6 will play seed #3, and seed #5 will play seed #4. In the second round, which is the semifinals, the winner of the #5 vs. #4 game will play seed #1, and the winner of the #6 vs. #3 game will play seed #2. The winners of those two second round, or semifinal games, will play for the championship. III. In divisions consisting of seven teams, the playoff format shall be as follows. In the first round, seed #7 will play seed #2, seed #6 will play seed #3, and seed #5 will play seed #4. In the second round, which is the semifinals, the winner of the #5 vs. #4 game will play seed #1, and the winner of the #6 vs. #3 game will play the winner of the #7 vs. #2 game. The winners of those two second round, or semifinal games, will play for the championship. IV. In divisions consisting of eight teams, the playoff format shall be as follows. In the first round, seed #8 will play seed #1, seed #7 will play seed #2, seed #6 will play seed #3, and seed #5 will play seed #4. In the second round, which is the semifinals, the winner of the #8 vs. #1 game will play the winner of the #5 vs. #4 game, and the winner of the #7 vs. #2 game will play the winner of the #6 vs. #3 game. The winners of those two second round, or semifinal games, will play for the championship. ❖ The Division Commissioner shall appoint an independent scorekeeper for each PLAYOFF and CHAMPIONSHIP game to record LINE UPS, SUBSTITUTIONS, PITCH COUNT and STATS.

1) Any situation not covered specifically in these local rules is governed by PONY Baseball Rules.
2) Any situation not dealt with in either place is governed by the rules of Major League Baseball.

***At any time during the season the Board may make changes to Local Rules as it deems necessary, in consultation with the Rules Committee.