

## **KEMPSVILLE PONY BASEBALL**

### **Local Playing Rules and Manager/Coach Responsibilities**

#### **General Playing Rules**

The playing rules for Kempsville Pony Baseball, with the exceptions and variations contained in Pony Baseball Rules and Regulations and in this document, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball. The following local playing rules apply to all regular season games, including the league tournament.

#### **Minimum Playing Times**

1. Pinto and Mustang Leagues - At the start of the game there will be a continuous batting order of all players present. Once the batting order is established it cannot change. The first nine players in the batting order will be the nine defensive players starting the game. Players arriving late will be added to the end of the batting order. Every player must enter the game at a defensive position by the top of the third inning and will play at least two complete innings in the field. Players not in the starting line-up must start the next game.
2. Bronco League - For the visiting team, all players not in the starting line-up must enter the game no later than the bottom of the third inning. For the home team, all players not in the starting line-up must enter the game no later than the top of the fourth inning. If a player does not get a minimum of one at bat and two innings in the field, the player must start the next game and play a minimum of four innings and get two at bats. Players not in the starting line-up must start the next game. Teams violating the Bronco league playing rules will have the games in which the violations occurred forfeited.
3. Pony League - All players must get a minimum of one at bat per game and play a minimum of two innings in the field per game. Any player who did not start the previous game and who is present 15 minutes before the next scheduled game must start that game.
4. Colt League - Managers are expected to get each available player into the game for at least one inning in the field and one at bat.

#### **Special Playing Rules - All Leagues**

1. Intentional Walks - Intentional walks will be announced to the umpire and the batter will be awarded first base without pitching four balls. Intentional walk shall not be used to repeatedly avoid pitching to certain players.
2. Pitcher and Catcher Speed Up Rules - Anytime the pitcher is on base, the pitcher may be replaced with another runner. With two outs and the catcher on base, the catcher will be replaced with another runner. With fewer than two outs and the catcher on base, the catcher may be replaced with another runner. For the Mustang league, the player making the last out will be used as a runner for the pitcher, catcher, or any other player injured while running the

bases. For Bronco/Pony/Colt leagues, any player not currently in the line-up may be used as a runner for the pitcher, catcher, or injured player. The same player cannot be used to run for both the pitcher and catcher.

3. Sliding Plays - Close plays at the plate should be sliding plays. If the runner does not slide and more than incidental contact is made, the umpire may declare the runner out and the run does not count. In addition, the runner or the fielder may be ejected from the game for unsportsmanlike conduct if the umpire deems any contact to be intentional and/or malicious.
4. Eight Player Rule - Teams may play with eight players to prevent a forfeit. The missing player(s) will bat in the ninth (Pinto ninth and tenth) batting positions and will be automatic outs each time those positions come up in the batting order. If additional players arrive, they will be assigned to the vacant batting positions and normal rules will be followed. If for whatever reason a team starts with nine (Pinto – ten) or more players and ends up with eight players, the game may continue. The last player(s) to leave the lineup will be automatic outs each time the player should have batted in the batting order.
5. Forfeit Time - In the event that a team has only seven players at the scheduled start time, they will be afforded a grace period of fifteen minutes to field the minimum team of eight players. If additional players arrive, the game will be played as scheduled. The start time for the game will revert to the scheduled time.

### **Special Pinto Playing Rules**

1. A team is allowed ten defensive players on the field at a time. Four defenders must be outfielders and must be positioned beyond the normal configuration of the infield. Free defensive substitution is allowed for all players and all positions. When a runner is injured while on base, the player making the last out will replace the injured runner.
2. Coach pitchers must pitch from the Pinto pitching distance of 38 feet. Player pitchers shall take position to the rear of the pitching rubber and to the left or right of the coach pitcher. Player pitchers may not position themselves near the other infield positions and must stay near the coach pitcher.
3. The distance between bases is 50ft.
4. The ball remains in play until it is in possession of an infielder and in the umpire's judgment all play on the runner or runners has ceased. The umpire will call time to indicate stop of play. The ball is then dead and shall be returned to the coach pitcher.
5. Batters must drop the bat. Penalty – each team is allowed one warning. After the second bat throwing incident, the batter is out and runners shall not be allowed to advance.
6. Batters do not take a base when hit by a pitch.

### **Mustang Lead-off and Base Stealing Rules**

1. For the first half of the spring season and during Fall Ball, KPB will adopt PONY Baseball's Option (3) for leading off and stealing bases. Option (3) states that runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball

has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.

2. For the second half of the spring season, KPB will adopt PONY Baseball's Option (1) which states that runners may lead-off and steal bases, as in Official Baseball Rules.
3. The Mustang VP will coordinate with the Player Agent to ensure that managers and EOA officials are notified in advance of the specific date for the rule change.

### **Scheduling/Game Starting/Ending Times**

1. Pinto games are six innings and a complete game is four innings or 3 ½ innings if the home team is ahead by 15 or more runs. Mustang games are six innings and a complete game is four innings or 3 ½ innings if the home team is ahead by 10 or more runs. Bronco, Pony, and Colt games are seven innings and a complete game is five innings or 4 ½ innings if the home team is ahead by 10 or more runs.
2. All games should start at their scheduled start time and all games should be played until completed, the 10 run rule (15 runs for Pinto) is invoked, the game is declared a tie, or the game is suspended. All games are time limited such that no new inning shall start after two hours (Pinto & Mustang - 1 + 45) of elapsed playing time. A new inning begins when the last out is made in the previous inning.
3. For planning purposes teams will normally be scheduled for one game on Saturday and one or two games during the week. Monday through Friday games will be scheduled at 6:00 PM and 8:15 PM (8:00 PM for games following Mustang games). Saturday games will be scheduled to start at 9:00 AM, 11:15 AM, 1:30 PM, 3:45 PM, 6:00 PM and 8:15 PM. When required, Sunday games will be scheduled to start at 1:00 PM, 3:15 PM, and 5:30 PM. Games will not normally be scheduled on holidays. In the event preceding games finish early and when following Mustang games with shorter time limits, managers should be prepared to start games 15 minutes earlier than scheduled game times.
4. Rainouts will be rescheduled at the earliest time available on the schedule. In most cases rainouts will be rescheduled on Sundays, but if fields and umpires are available games may be rescheduled during the week.
5. If at the end of a completed inning following two hours of playing time (Pinto & Mustang - 1:45) a winner has not been decided, the game will be declared a tie. Ties will be counted as half a win and half a loss in the standings. The only tie games that will be rescheduled are those needed to resolve a tie for first place in the League. The exception is for league tournament games which will be played until a winner is determined.
6. Games that are not official as defined in official baseball rules will be suspended and rescheduled only if necessary to resolve ties for first place in the League.
7. Weeknight games require special attention in order to ensure that games are completed at a reasonable hour. The game clock will start at 6:00 PM for weekday 6:00 PM games, no matter what time the game actually begins. If, for any reason, the start time is delayed past 6:00 PM, the allotted playing time will be shortened by the period of the delay. No new

inning for a 6:00 PM weekday game will begin after 8:00 PM (7:45 PM for Mustang games). On nights preceding a school day, a new inning may not start past 10:30 PM.

8. If at least one umpire is present at scheduled game start time, the game shall begin as scheduled.
9. When a game is completed within the two hour time limit, the following game should start no later than the scheduled start time. However, if both teams and umpires are ready to play, the game may start early. Games that start early are still subject to a two hour time limit which begins when the umpire-in-chief calls "Play".
10. If circumstances do not allow at least fifteen minutes between completion of a game and the scheduled start of a following game, teams shall be given fifteen minutes for warm-up and field preparations. Managers and umpires should confer and agree on the revised game start time which in most circumstances will be 15 minutes after conclusion of the preceding game.
11. For consecutively scheduled games both managers are responsible for getting the field ready for play and for team warm up within the time allotted between games.
12. In the event of rain or poor playing conditions prior to the start of the game, the decision to start the game is up to the managers. Once the game starts the decision to suspend play is up to the head umpire. For rain delays during the 6:00 PM weekday game, the game clock keeps running during the rain delay. For other games the game clock may be stopped during the delay but if the delay continues for more than 30 minutes the game should be suspended. Games that are complete games at the time of suspension will not be rescheduled.

### **Official Score Book/Game Clock**

The home team manager is responsible for the official score book and keeping the game clock. Game start time will begin when the umpire-in-chief calls "Play" or the official game start time is modified by the conditions outlined in the following section.

### **Umpires**

1. The umpire for the Pinto leagues is provided by KPB. Pinto umpires will be young adults with KPB or High School baseball playing experience. Managers and coaches must respect the decisions of the umpires in all cases and only matters concerning rule interpretations may be addressed in a civil manner with the umpire during games. There are no protests in the Pinto League and all rule interpretation issues must be settled during the game. If a manager has a complaint concerning an umpire, it should be reported to the Pinto Vice President or to the KPB League President with all the pertinent information needed to resolve the issue.
2. Umpires for Mustang, Bronco, Pony, and Colt leagues are provided by EOA. Managers and coaches must respect the decision of the umpires in all cases. Disputes over rule interpretations may be addressed in a civil manner with umpires on the field. All judgment calls are final unless the manager can convince the umpire making the call to consult with the other umpire. The decision to appeal for help lies completely with the umpire making the call. If managers have a complaint concerning an umpire, they should report the complaint to the League Vice President or the KPB League President with the umpire's number and the

pertinent facts. Managers will not call the Commissioner of EOA umpires to complain about officiating. Pay of an umpire may not be withheld for any reason except refusal of the umpire to take the field or late arrival. Late arrival is defined as after completion of the third inning. Umpire evaluation forms are available in the Concession Stand and should be completed for good performance as well as problems with umpires during games. Completed umpire evaluation forms may be turned in to League Vice Presidents, the Player Agent, or to the KPB League President.

3. Ejection of managers, coaches, or players will be dealt with according to the by laws of KPB.

### **Score Booth and Meeting Room**

1. If playing at KPB #1, the home team manager is responsible for the operation of the scoreboard provided a responsible adult is available to remain in the score booth for supervision. When the score booth is used, the home team manager is responsible for ensuring all trash is picked up and deposited in field trash cans, not left in the score booth.
2. If the home team's scorekeeper is not located in the score booth and the scoreboard is being operated, another adult (at least 18 years old) must remain in the score booth during the game. This is to ensure that the scoreboard is being operated properly and that the score booth is kept clean. No more than two people may be in the score booth during a game.
3. The public address system in the score booth is not for use during regular season games. League officials are responsible for using the public address system during tournament games.
4. Aside from the two people authorized to use the score booth, the meeting room, the score booth, and the stairs leading to them are off limits.

### **Uniforms/Equipment/General**

1. Managers, coaches and scorekeepers on the field (inside the fence, including dugouts) during the game will wear long white pants or white baseball pants, athletic footwear, and socks and shirts that match the team's colors. Striped baseball pants are not permitted.
2. Players will be in a full KPB uniform – white baseball pants, team hat, team jersey, team socks, and athletic footwear. If baseball pants with belt loops are worn, a belt that matches the team's colors must be worn.
3. Players are not allowed to wear metal cleats in Pinto, Mustang, and Bronco Leagues.
4. Playing fields are declared tobacco and alcohol free by Virginia Beach Schools. Alcohol and chewing or smoking tobacco are prohibited anywhere on school property.
5. Do not hit off the tee or hit soft toss into ball field fences.
6. To prevent injuries, do not allow players to dig holes or scrape away grass in the outfield.
7. Enlist the support of parents to prevent the following:
  - Younger children playing in the storage areas and around heavy equipment

- Younger children climbing fences or batting cages
- Younger children playing in the clay and sand piles used to prepare the infield
- Careless tossing of trash – encourage using the trash cans provided!!
- Balls being thrown in areas crowded with spectators, particularly the area behind the bleachers on the third base side of KPB#1.

## **Parking**

1. Parents and players who drive should park across the street from the KPB fields at the former Kemps Landing School. The only safe place for crossing Kempsville Road is the crosswalk at the stop light located near KPB#2. The parking areas adjacent to the KPB fields are private property and KPB has no authority to permit or manage parking there.
2. Parents should be cautioned not to park in areas where hit or thrown balls may impact their vehicles. KPB is not responsible for damage to parked vehicles.
3. Managers are responsible for notifying team parents of any parking restrictions put in place for special events such as opening day, tournaments, etc.

## **Field Preparation and Maintenance**

1. Both the home and visiting teams are responsible for preparation of the field prior to the first game of the day. Preparation includes:
  - Place bases on the field at the proper distances for your league
  - Wet down the field, pitching mound, and batter's box as necessary and smooth out depressions in the batter's box and pitching mound
  - Line the infield foul lines and batter's box but do not line the outfield foul lines that are spray painted on the grass. When putting down the foul line, attach string to point of home plate and extend to outside edge of painted foul lines in the outfield grass. The string should lie along the outside edge of first/third base with the bases installed. The line you put down with field marker lime should be to the inside of the string... remember the foul line is in fair territory. To save lime, make sure you are using the narrower two inch setting vice the four inch setting.
  - Teams on KPB #1 will open the score both and raise the American flag
  - Home team provide at least two game balls to the home plate umpire
2. At the end of the game, both managers must have players pick up trash in the dugouts and on the field. If time permits assist the next team in field preparation.
3. After the last game of the day, both teams are responsible for securing the field and the facilities. This includes:
  - Remove the bases and reinsert the anchor plugs flush with the ground.
  - Wet down the area around the bases, mound, and home plate.

- Push the dirt back into the depressions where players take their leads and slide into bases.
- If different leagues play during the day it may be necessary to repair more than one area at each base.
- Use rollers and tampers to pack dirt firmly in batter's box, catcher's box, and pitcher's mound.
- Return all field equipment to the equipment storage areas and store properly.
- Lock the storage rooms and batting cages.
- On KPB #1, take down the flag, return the flag to the concession stand, and secure the scoreboard and score booth.
- Check trash cans... if full, remove the bag and replace with new liner, securely tie off the full trash bag and place behind batting cage on KPB #1.
- Empty dugout trash cans.
- Secure the water valves to outside spigots.
- If concession stand workers have not departed, one manager will remain and keep the field lights on until the workers finish cleanup and then escort the workers to their cars.
- The last manager to leave the field will check to ensure that concession stand workers have safely departed and that all doors are locked. The manager will then turn the field lights off.

## **LIGHTNING SAFETY**

1. In Virginia, most thunderstorms occur in the afternoon to early evening, which coincides with the highest reported lightning casualty times of the day. While the probability of being struck by lightning is extremely low, the odds are much greater when a storm is in the area and proper safety precautions are not followed. The keys to lightning safety are education and prevention. Education begins with the background information and physics of lightning. Prevention should begin long before any athletic event. The first responsibility for managers and coaches to heighten lightning safety is to check a weather report each day before a practice or event and be aware of the possibility of storms forming or moving into the area during the day. Lightning and thunder activity in the local area are the "alarms" for managers and coaches to begin monitoring thunderstorm activity.
2. The next measure is to know where the closest safe shelter is to the field or playing area, and to know how long it takes to get to that safe shelter. Safe shelter is defined as:
  - Any sturdy building normally occupied or frequently used by people. In other words, a building with metal plumbing and/or wiring that acts to electrically ground the structure. A shack or metal shed is not considered a safe shelter.

- In the absence of a sturdy, frequently inhabited building, any vehicles with a hard metal roof (not a convertible) and with the windows rolled up can provide a measure of safety. Taking shelter in the proper vehicle is certainly better than remaining outdoors.
3. Lastly, managers and coaches should be aware of how close lightning is occurring. The “flash to bang” method is the easiest way to estimate how far away lightning activity is occurring. Simply stated, count the seconds between seeing the lightning “flash” and hearing the clap of thunder (“bang”). Divide this number by five to obtain how far away (in miles) the lightning activity is occurring. The following guidance on lightning safety is in effect for all KPB activities.
- For safety purposes, a “flash to bang” time longer than fifteen (15) seconds is strongly recommended. Depending on the circumstances, flash-to-bang times of 20 – 30 seconds may be warranted to allow sufficient time for personnel to reach safe shelters. If the observer obtains a “flash to bang” count less than what has been determined to be safe; all individuals should immediately leave the area to seek safe shelter.
  - It is strongly recommended that all personnel involved wait at least 30 minutes after all lightning and thunder activity has stopped before resuming a games or practice.
  - Stay away from the tallest trees or lone objects (such as light poles or flagpoles), metal objects (such as metal fences or metal bleachers), individual trees, standing pools of water, and open fields. Avoid being the highest object in a field, and do not take shelter under a single, tall tree.
  - If there is no safe shelter within a reasonable distance away, crouch in a thick grove of small trees surrounded by taller trees, or in a dry ditch. Assume a crouched position on the ground with only the balls of your feet touching the ground, wrap your arms around your knees and lower your head. Minimize your body’s surface area, and minimize contact with the ground. Do not lie flat!
  - If a person feels his or her hair stand on end, or their skin tingle, immediately crouch as described in bullet above.
  - Do not use the telephone, except in emergency situations.
  - Lightning strike victims do not carry an electrical charge. Therefore, cardiopulmonary resuscitation (CPR) is safe for the responder. Lightning strike victims who show signs of cardiac or respiratory arrest need prompt emergency help. Prolonged and aggressive CPR is highly effective for the survival of many victims of lightning strike.