

LA MIRADA PONY
BASEBALL ASSOCIATION
2010 RULES

The purpose of the Association is to promote the welfare of the community of La Mirada by sponsoring baseball and related activities with the objectives of developing sportsmanship, character, and principles of fair play and the integrity in the youth of the community.

All games will be played in accordance with the current years' "Pony Baseball Rules and Regulations" and the current edition of the Major League Rules as printed by the "Sporting News".

EXCEPTIONS TO THESE RULES ARE NOTED BELOW:

75% Residency Requirement: For all players listed on the Official team rosters in the T-Ball through the Bronco divisions, a minimum of 75% MUST be La Mirada residents. For the purposes herein, a La Mirada resident is someone that has shown proof of residency to a League official prior to being placed on an Official Team Roster for the current playing season. Nothing in the following rules exceptions shall supersede the 75% Residency Requirement. In a case of discrepancy, the 75% Residency Requirement shall prevail.

1. TEAM ROSTERS

- 1.1. All team rosters (except Foal and Shetland) shall consist of a maximum of thirteen (13) players and a minimum of eleven (11) players.
- 1.2. Players shall be placed on team rosters in accordance with guidelines in section Player Acquisition.
- 1.3. Removal of players from the roster (after the draft): If a player is to be taken off a team roster, the manager will notify the division Commissioner within forty-eight (48) hours. Note: Managers in violation of this rule will be subject to the loss of his team or a one or more game suspension, depending on the severity of the violation. Managers must notify Commissioner if a child misses 2 consecutive games.
- 1.4. The Commissioner will then notify the Player Agent that a vacancy exists and he shall fill the vacancy from the waiting list (if a player is available). Teams will not select the player. The Player Agent assigns the player.
- 1.5. Players who quit after being placed onto a team will not be placed on the waiting list. The player may be re-instated or may be placed on another team only by board action. The player placed on a new team will incur all costs due to the move.
- 1.6. A complete and accurate preliminary TEAM ROSTER must be submitted by all teams to their Commissioner prior to leaving the draft room following the draft. All Managers

are required to use the “Official Team Roster” format provided by their Commissioner. Any changes (with respect to Managers, Coaches, or Team Mom’s) made to the Official Team Roster must be made, and approved by the Commissioner, prior to the start of the fourth regular season game. Any changes made to the Official Team Roster, after the start of the fourth game, must be reviewed and approved by the Rules Committee. Among other things, the Official Team Roster properly identifies the player’s place of residency and school attended.

1.7. Foal and Shetland teams must submit their rosters within two weeks of receiving their player list.

1.8. A roster must include the name and phone number of the Team mom.

2. WAITING LIST

2.1. Players who register after the draft has started will be placed on the waiting list.

2.2. Players will be assigned by the Player Agent and Division Commissioner as the need arises, not recruited by the Managers.

2.3. If no players are on the waiting list, the teams will not be informed as to their priority in receiving the next player to sign up.

2.4. The 75% La Mirada residency requirement will not be in effect when placing “waiting list players” on teams. Placement will be done by the Player Agent in accordance with all other rules as stated herein.

3. THE GAME

3.1. *LENGTH OF GAME*

3.1.1. Foal games will be 1 hour, drop dead or (3) innings. Batting the whole line-up consist of 1 inning.

3.1.2. Shetland games will be 1 hour 30 minutes, drop dead or (6) innings.

3.1.3. Pinto and Mustang games will be six (6) innings.

3.1.4. Bronco, Pony and Colt games will be seven (7) innings.

3.1.5. A game is considered official, if the required numbers of innings listed below have been completed.

3.1.6. Foal and Shetland – no minimum innings required.

3.1.7. Pinto and Mustang – three (3) innings required.

3.1.8. Bronco, Pony and Colt – Five (5) innings minimum.

NOTE: If the home team is ahead in the last inning, and the visiting team has completed their at bat, it is not necessary for the home team to complete their at bat. If the visiting team is ahead or the game is tied in the last inning and the home team can not complete their final at bat, the score reverts back to the last COMPLETE inning.

3.2. **TIME LIMIT**

3.2.1. No new inning shall start after the following elapsed times from the OFFICIAL START of the game.

3.2.2. Foal – 1 hour.

3.2.3. Shetland – 1 hour and 30 minutes.

3.2.4. Pinto, and Mustang – Two (2) hours.

3.2.5. Bronco, Pony, and Colt – Two (2) hours and fifteen (15) minutes.

3.2.6. The umpire shall inform both Managers of the OFFICIAL START of the game and the time shall be recorded in the official scorebook.

3.2.7. Any inning that begins prior to the elapsed time limit must be completed (even if the completion takes the game beyond the time limit – unless darkness or weather prevents it).

3.3. **TIE GAMES**

3.3.1. If the score is tied at the completion of a regulation game, the game will be played at the first available date deemed by the Commissioner (without exceptions).

3.3.2. **PINTO AND MUSTANG DIVISIONS**

3.3.2.1. Regulation time limit permitting.

3.3.2.2. If it is the last game of the day, play shall continue past the time limit but must not exceed the maximum number of eight (8) innings OR weather, darkness or any other cause that makes play impossible.

3.3.3. **BRONCO DIVISION**

3.3.3.1. All tie games must be played off, but must not exceed the maximum number of innings, nine (9) in the same day.

3.3.4. **PONY AND COLT DIVISIONS**

- 3.3.4.1. All tie games shall be played off but must not exceed the maximum number of nine (9) innings.
- 3.3.5. A game shall be declared a tied game if the maximum number of innings has been played or the umpire has terminated play due to weather, darkness, time limit or any other cause that makes play impossible.
- 3.3.6. The time limit shall be lifted for a tied playoff game or ALL-STAR game. The game will be completed.
- 3.3.7. If the game has direct implications on a Memorial Day, Play-Off, All Stars or other time sensitive situation, the maximum inning limit can be lifted by the Commissioner or Rules Committee.

3.4. **FORFEITS**

- 3.4.1. A team, failing or refusing to field at least nine (9) UNIFORMED players within fifteen (15) minutes after the scheduled starting time of a game, or at any time during the game, shall forfeit the game. If both teams are unable to place nine (9) UNIFORMED players on the field, it shall be a double forfeit.
- 3.4.2. Games will not be rescheduled due to lack of players. NO EXCEPTIONS.

3.5. **MINIMUM PLAYING RULES:**

NOTE: Violation of the minimum playing rules will result in AUTOMATIC FORFEITURE – NO PROTEST IS REQUIRED.

- 3.5.1. Players arriving late to games will be added to the bottom of the roster.
- 3.5.2. Players arriving after the team has batted through their entire rotation will not be eligible to play in the game.
- 3.5.3. In the Pinto through Pony Divisions with FREE SUBSTITUTION – each player who is present and physically able to play must be included in the batting order the entire game and no player shall sit out defensively more than one complete inning consecutively (3 outs). The only exceptions for the player not to fulfill the minimum playing time are as follows:
 - 3.5.3.1. The player must leave early.
 - 3.5.3.2. The player is removed from the game due to injury or illness.
 - 3.5.3.3. A player removed from the batting order will be skipped with no penalty. But under no circumstances may return to the batting order after being removed.

3.5.3.4. Penalty: A violation of the minimum playing rules will result in an AUTOMATIC FORFEIURE – NO PROTEST IS REQUIRED.

3.6. **DISCIPLINARY ACTION**

- 3.6.1. When taking disciplinary action or benching a player, the Manager must notify the division Commissioner at least twenty-four (24) hours before the scheduled game time (direct verbal contact without exception).
- 3.6.2. Both Managers must note that the player did not play and why on their game reports.
- 3.6.3. If the Commissioner could not be notified within the twenty-four (24) hours before schedule game time, the player can not be disciplined that game and must play.
- 3.6.4. A player being disciplined (his parents and commissioner) must be told prior to the game that he will not be playing and the reason why.
- 3.6.5. A Player being disciplined must be present and in uniform and on the bench for the complete game in which he or she is being disciplined. If he or she does not attend that game, the action will be carried over to his or her next game or until the discipline has been carried out. THE COMMISSIONER MUST BE NOTIFIED OF ANY CHANGES.
- 3.6.6. Full and complete Official Rosters must be turned into the respective commissioners by Opening Day or the manager will be suspended each and every game until turned in (without exception).
- 3.6.7. Any Manager, Head Coach or Ass. Coach who is thrown out of a game via the Umpire will serve a one (1) game suspension effective the following game.

3.7. **MISCELLANEOUS**

- 3.7.1. Starting line-ups should be exchanged by both managers at least fifteen (15) minutes before the game. All registered players must be listed on each line-up, including a disposition for players not in attendance.
- 3.7.2. Only one (1) offensive time out per team per inning TO TALK TO THE BATTER OR THE RUNNER.
- 3.7.3. L.M.B.A. prohibits players from wearing jewelry such as watches, rings, earrings, necklaces, etc. while engaged in the game. NOTE: If a player refuses or cannot remove his or her jewelry, he or she shall be removed from the remainder of the game. THIS RULE IS TO PREVENT INJURY TO ALL PLAYERS IN THE GAME.

3.7.4. L.M.B.A., through its Rules Committee, has the authority to suspend, discharge or otherwise disciplines any player, manager, coach, umpire, League Officer or other persons whose conduct is in violation of the Rules and Regulations of L.M.B.A. and/or is considered detrimental to the best interest of the league.

3.7.4.1. Persons, youth or adult, who refuse to comply with the rules of baseball, or the League may be considered for disciplinary action.

3.7.4.2. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended one (1) or more games.

3.7.4.3. Any player removed from the game by an umpire must sit out the remainder of that game and the following game. **EVEN IF THE GAME MUST BE FORFEITED DUE TO LACK OF PLAYERS.**

3.8. Umpires must be eighteen (18) years of age or older to umpire behind the plate or on the field for Mustang through Pony divisions. Umpires may be sixteen (16) years of age or older (as of August 1st) to umpire behind the plate or on the field for Pinto division games. Special permission must be obtained by the Umpire in Chief, prior to the start of the season.

3.9. Home team will always occupy 3rd base dugout.

3.9.1. Exception: double headers, teams will not change dug outs.

4. MANAGERS AND COACHES

4.1. Managers must be twenty-one (21) years of age or older and coaches must be eighteen (18) years of age or older and of good moral character. They must have an honest interest in the players, and the ability to provide fair leadership, maintain discipline, build team loyalty, and demonstrate good sportsmanship through their own actions. All Board Members are eligible to manage or coach a team.

4.2. Any Manager or coach who is accused of having used any type of obscene language and/or violence or participated in any unnecessary physical contact and/or actions, while in the presence of any player and/or spectators, while at any League function or on League facilities or at any function he or she may represent our League at, will appear before the Rules Committee. If the coach or manager is found by the Rules Committee to have committed any of the items above, he or she shall be subject to expulsion from the League. **NO WARNING IS REQUIRED.**

4.3. Foal through COLT MANAGER SELECTION APPROVAL:

4.3.1. All potential managers must fill out an application.

- 4.3.2. All managers must be ratified by the Rules Committee.
- 4.3.3. All managers must be approved annually by a majority vote of the Board of Directors.
- 4.3.4. Priority for the selection of managerial candidates shall be in the following order:
 - 4.3.4.1. Returning Managers to the same division.
 - 4.3.4.2. Returning Head Coach to the same division.
 - 4.3.4.3. Returning Managers moving up to the next division.
 - 4.3.4.4. Returning Head coach moving up to the next division.
 - 4.3.4.5. All other candidates, based on the BEST-qualified applicant.
 - 4.3.4.6. The applicant can request a team, however, the team the applicant is given shall be selected by the Board of Directors based on the needs of the League. Managers changing teams must be assigned by the Rules Committee and approved by the Board.
- 4.3.5. Managers and coaches must be knowledgeable of and abide by the League Rules, rules and regulations of the community, League By-Laws, City Usage Agreement, Youth Sports Code of Conduct and PONY Rules.
- 4.3.6. Managers must have a child in the league and the division that they are managing.
- 4.3.7. Managers must attend all scheduled managers meetings including field maintenance day or have a qualified representative in attendance. Violations will result in a one game suspension without exception.
- 4.3.8. Managers must have a parents meeting prior to their first practice to discuss League rules and team rules and city usage agreement.
- 4.3.9. Managers must have all medical release forms completed by the parents of each player on the team BEFORE receiving his equipment. Forms must be filled in completely. NO EXCEPTIONS.
 - 4.3.9.1. A copy of the emergency authorization (sign up form) is to be retained by the manager, and must be present at all games, practices, and team functions.
- 4.3.10. Managers must attend and observe the try outs for his division and remain in attendance until completed.

- 4.3.11. Managers must obtain a team mom and inform the Commissioner of her identity no later than two (2) weeks after the draft.
- 4.3.12. Managers should maintain close contact with the team sponsor (one or more if any). The manager shall be responsible for providing the sponsor with a team roster, team schedule, time and date of the team pictures; (the sponsor must be invited to be in the team picture) and prior notification of an invitation to all team and League functions.
- 4.3.13. Managers are required to support the L.M.B.A. in all activities, including fund-raisers.
- 4.3.14. Managers must arrange for the clean up of the area around and under the bleachers and the dugout on his side of the field after each game. Failure to do so will result in a one (1) game suspension of the manager.
- 4.3.15. Each manager in the Pinto, Mustang, Bronco, Pony and Colt divisions shall file an "OFFICIAL GAME REPORT" with the division Commissioner prior to leaving the Los Coyotes Athletic Facilities after their game. Game reports may be filed at the Snack Shack in the proper slot by division. Failure to turn in a completed Official Game Report by the end of the Playing Day shall result in a one (1) game suspension of the Manager. NOTE: For this paragraph, the term "Playing Day" shall be defined as the day in which the game is played, for which the Official Game Report is due. If the Snack Shack is closed, Manager should make every attempt to turn in their Official Game Report to their Division Commissioner or an Executive Committee member.
 - 4.3.15.1. Any player ejected from the game or suspended by his manager must be listed on the back of the game report.
 - 4.3.15.2. All pitchers used in the game must be listed by each manager with the number of innings pitched.
 - 4.3.15.3. At bats listed should include any plate appearance whether or not the player got a hit.
 - 4.3.15.4. Failure to turn in game reports on time will result in suspension of one (1) game for the manager.
 - 4.3.15.5. All registered players must be listed on each game report, including a disposition for players not in attendance.
- 4.3.16. Managers of the home team of the FIRST game of the day are required to set up the field, chalk the base lines, halfway lines, batters boxes and set up the bases. Managers of the visiting team of the FIRST game of the day are responsible for

putting up the outfield fences. This should be done at least forty-five (45) minutes prior to the start of the game.

4.3.17. Managers of the visiting team of the LAST game of the day must return all league owned equipment to its proper storage area, such as bases, chalkers, rakes, shovels, etc. Managers of the home team of the LAST game of the day are responsible for putting the outfield fences away. The penalty for not putting equipment away shall be a warning on the first offense and a one (1) game suspension for the manager of each offense thereafter.

4.4. **ATTIRE**

4.4.1. Managers and coaches shall wear baseball attire, which includes a team hat in team colors. Managers and coaches not complying shall not be allowed on the field during the game. Covered/closed toe shoes required at all games. Exception: Must have commissioner approval or designated board member and or UIC.

4.4.1.1. Failure to comply verbal warning awarded to the team manager, 2nd offense 1 game suspension to manager (next scheduled game).

4.4.2. Only roster players and league finger printed personnel limited (4) may be in the dugout during the game.

4.4.2.1. Failure to comply, verbal warning to team manager, 2nd offense 1 game suspension to manager (next scheduled game).

5. **EQUIPMENT**

5.1. ***FOOTWEAR***

5.1.1. Players shall provide their own footwear.

5.1.2. Foal, Shetland, Pinto, and Mustang players are NOT allowed to wear metal spiked cleats.

5.1.3. Foal, Shetland, Pinto, and Mustang players must wear all-purpose shoes or nylon no spiked shoes. Bronco, Pony, and Colt players may wear metal spike cleats.

5.2. ***UNIFORMS***

5.2.1. The League shall furnish each player with a uniform jersey and team hat. The player will keep these at the end of the season. There will be no upgrading of jerseys.

5.2.2. The players must provide their own baseball pants, belt, stir-ups and team coordinated baseball sleeves.

- 5.2.3. Protective cups are required. The minimum of a soft-cup is required for the Foal and Shetland division.

5.3. ***LEAGUE EQUIPMENT***

- 5.3.1. Managers shall pick up and sign for the equipment at a time and place designated by the equipment manager after teams have been selected.
- 5.3.2. All league owned equipment must be turned in to the equipment manager at the end of the season in order to get the teams' participation awards (without exception).
- 5.3.3. Managers are responsible for the proper care of all League equipment. Under no circumstances should anyone mark or paint on any League equipment.
- 5.3.4. Failure to return equipment at the conclusion of the season will result in loss of eligibility to manager or coach the following season (subject to Rules Committee review). The league will make every legal effort to recover league property.

6. **FIELD CONDUCT**

- 6.1. An adult manager or coach must be present at all practices and games. A female adult must be present when a female player is present on the team's roster (for both practices and games).
- 6.2. There shall be no articles thrown on the field except equipment that is thrown in the normal course of the game.
 - 6.2.1. Team members and adult managers and coaches throwing equipment in anger shall be ejected from the game. **NO WARNING IS REQUIRED. UMPIRE'S JUDGEMENT.**
 - 6.2.2. If a player improperly releases the bat, after having swung at a pitch, in a manner deemed unsafe (UMPIRE'S JUDGEMENT), that player shall be given one (1) warning to stop. If that same player improperly releases the bat a second time, the batter will be called out – regardless of the pitch count or contact with the ball.
- 6.3. **THERE SHALL BE NO ALCOHOLIC BEVERAGES ALLOWED AT LOS COYOTES. VIOLATORS WILL BE EJECTED FROM THE GAME OR FROM THE FIELD, AND WILL RESULT IN SUSPENSION OR EXPULSION FROM THE LEAGUE.**
- 6.4. Any player who is ejected from any game must adhere to the following rules:
 - 6.4.1. He must sit out his next game.

- 6.4.2. Second offenders and their parents must appear before the Rules Committee.
- 6.4.3. Any player who participates in a game while under suspension must be in uniform and remain on the bench the entire game.
- 6.5. Any manager, coach or spectator ejected from two (2) games must appear before the Rules Committee. Managers are responsible for the file conduct of the team, coaches and fans.
- 6.6. Players are not allowed to leave the dugout during the game without permission from the manager. Managers are encouraged to keep players in the dugouts.

7. DIVISION RULES

7.1. Field Dimensions	Base Distance	Pitching Distance
Foal	50 feet	none
Shetland	50 feet	none
Pinto	55 feet	38 feet
Mustang	60 feet	44 feet
Bronco	70 feet	48 feet
Pony	80 feet	54 feet
Colt	90 feet	60 feet, 6 inches

7.2. *PLAYING AGES*

7.2.1. The official playing age of a player shall be his age as of April 30th of the playing year, as prescribed in the PONY Rules:

- 7.2.1.1.Foal 3 1/2 & 4 years old.
- 7.2.1.2.Shetland 5 & 6 years old
- 7.2.1.3.Pinto 7 & 8 years old
- 7.2.1.4.Mustang 9 & 10 years old
- 7.2.1.5.Bronco 11 & 12 years old
- 7.2.1.6.Pony 13 & 14 years old
- 7.2.1.7.Colt 15 & 16 years old

7.3. *PITCHING RULES*

7.3.1. A player shall be charged with an inning pitched in any inning that he has taken his position on the mound and makes one (1) warm-up pitch.

7.3.2. **MAXIMUM PITCHING INNINGS**

7.3.2.1. Foal and Shetland do not pitch.

7.3.2.2. Pinto Four (4) per game or per week (whichever comes first)

7.3.2.3. Mustang Six (6) per game or per week (whichever comes first)

7.3.2.4. Bronco Seven (7) per game or per week (whichever comes first)

7.3.2.5. Pony Seven (7) per game or per week (whichever comes first)

7.3.2.6. Colt Ten (10) per game or per week (whichever comes first)

7.3.3. Any pitcher working four (4) or more innings in one game must have forty (40) hours rest before he can pitch again. The official start time of the game shall be used for interpretation of this rule.

7.3.4. A pitching week shall begin on 12:01 AM Monday and ends on midnight Sunday.

NOTE: VIOLATION OF THE PITCHING RULES WILL RESULT IN THE FORFEITURE OF THE GAME. NO EXCEPTIONS.

7.3.5. In the Pinto and Mustang divisions: Any pitchers hitting three (3) batters, in the same inning, must be removed from the mound. Failure to do so will result in automatic forfeiture of the game.

7.4. **Foal and Shetland (SEE PAGE 23 SEPARATE T-BALL RULES)**

7.5. **PINTO DIVISION**

7.5.1. A Safety base will be used at first base in the Pinto Division for the first half of the season.

7.5.2. A batter is out in a dropped third strike.

7.5.3. Balks shall not be called in the Pinto division.

7.5.4. The pitcher must be relieved on the third (3rd) trip to the mound by the manager or coach in the same inning.

7.5.5. The ball shall be considered "DEAD" when the umpire has called "time out" or when the pitcher has the ball in the "vicinity of the pitching rubber" and is not

making any further attempts on any runner. The vicinity of the pitching rubber shall be in the judgment of the umpire.

7.5.6. Home Plate is CLOSED (runners may only score on a hit ball or when awarded home.)

7.5.7. Base Runners

7.5.7.1. A runner, who is less than halfway to the next base when the ball is declared dead, shall return to the previous base unless he is forced to advance to the next base.

7.5.7.2. Runners leaving the base early or failing to return will be called out for interference and the pitch shall be “NO PITCH”.

7.5.7.3. Runners shall not be allowed to steal bases, advance on passed balls, wild pitches or errant throws from the catcher to the pitcher.

7.5.7.4. There shall be no “leading off base in the first half of the season.

7.5.8. When chalking the field, the first home team manager of the day shall make the halfway lines between the bases to assist the umpire in calling this rule.

7.5.9. The inning will be considered over after three (3) outs have been recorded or after a team has extended the lead 5 by runs

7.5.9.1. In the last inning the 5 run ahead rule is discarded, three (3) outs must be recorded to end the inning.

7.5.9.2. If the last inning is not the sixth (6th) inning (due to the time limit the 5 run ahead rule will not be waived unless both teams have an opportunity to bat without this rule in force. It is up to the umpire to notify both managers when the 5 run a-head rule is to be discarded for games less than six (6) innings.

7.5.10. Bunting is allowed.

7.5.10.1. If a batter “squares to bunt” and then swings or “slap bunts”, they shall be declared out even if they miss the ball.

7.5.10.2. A batter shall be permitted to “square the bunt” and then pull the bat back to “take the pitch”.

7.5.11. If one team leads by twelve or more runs at the middle of the 4th inning (21 outs) (home team leading) then the Mercy Rule is in effect and the game will be called. 10 run’s in the 5th (27 outs).

7.5.12. No infield fly rule in the Pinto division.

7.5.13. When batting, use of a batting helmet with a protective shield shall be optional.

7.5.14. No intentional walks in the Pinto division. PENALTY: If a batter is intentionally walked ALL base runners and batter shall be awarded HOME PLATE. (UMPIRE'S JUDGEMENT).

7.5.15. Every team shall bat their entire roster.

7.5.16. Defense: FREE substitution.

NOTE: NO PLAYER SHALL SIT OUT TWO (2) CONSECUTIVE INNINGS.

The beginning of an Inning starts when the first pitch is thrown to a batter.

7.5.17. All base runners must slide or avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE'S JUDGEMENT).

7.5.18. Catcher Speed Up Rule: Mandatory with catcher on base and two outs. Last out pinch runs for catcher.

Second Half of the Season. (Determined by the League)

7.5.19. A base runner shall steal only one base at a time on a passed ball, wild pitch or an errant throw from pitcher to catcher.

7.5.20. There will not be a Safety base used at first base in the Pinto Division for the second half of the season.

7.6. **MUSTANG DIVISION**

7.6.1. Exception to the Pony rule book (section 8, paragraph K):

7.6.1.1. Home plate will remain **Closed** from the start of the season; Ball must be in play to advance to Home

7.6.1.2. No drop 3rd strike in the first half of the season

Second Half of the Season

7.6.1.3. Home plate will be OPEN with exceptions; **NO** straight steals to Home Plate will be permitted.
(A straight steal is off the wind-up of the pitcher)

- 7.6.1.4. Runners may also score if the throw from the catcher to the pitcher is overthrown or missed by the pitcher. (Unless time has been called).
- 7.6.2. Runners may score from first or second in the event of a passed ball or wild pitch.
- 7.6.3. Batter may run on a dropped third strike.
- 7.6.4. Balks will not be enforced in the first half of the season.

NOTE: If the pitcher does balk, the umpire should let the manager and the pitcher know what the pitcher did to balk, and if in the UMPIRE'S JUDGEMENT the runner was stealing BEFORE THE BALK OCCURRED, there will be no penalty to the runner and he will be awarded the next base.

- 7.6.5. The pitcher must be removed in the second trip to the mound, in the same inning.
- 7.6.6. If one team leads by twelve or more runs at the middle of the 4th inning (21 outs) (home team leading) then the Mercy Rule is in effect and the game will be called. 10 run's in the 5th (27 outs).
- 7.6.7. Bunting is allowed.
 - 7.6.7.1. If a batter "squares to bunt" and then swings or "slap bunts", they shall be declared out even if they miss the ball.
 - 7.6.7.2. A batter shall be permitted to "square the bunt" and then pull the bat back to "take the pitch".
- 7.6.8. All base runners must slide or avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE'S JUDGEMENT).
- 7.6.9. The runner on third still may not cross the half way line until the ball crosses the plate. If the runner crossed the halfway line before the ball crossed the plate the runner shall be called out. (UMPIRE'S JUDGEMENT).
- 7.6.10. Balks will be enforced in the second half.
- 7.6.11. Catcher Speed up Rule: Is optional, with catcher on base and two outs, last out may pinch run for catcher.

NOTE: NO PLAYER SHALL SIT OUT TWO (2) CONSECUTIVE INNINGS.

The beginning of an Inning starts when the first pitch is thrown to a batter.

7.7. **BRONCO DIVISION**

- 7.7.1. If one team leads by ten or more runs at the middle of the 5th inning (27 outs) (home team leading) then the Mercy Rule is in effect and the game will be called. 10 runs in the 5th (27 outs); 8 runs in the 6th (33 outs).
- 7.7.2. The pitcher must be removed in the second trip to the mound, in the same inning.
- 7.7.3. Bunting is allowed:
 - 7.7.3.1. A batter shall be permitted to “square to bunt” and then pull the bat back to “take the pitch”.
 - 7.7.3.2. Slap Bunts are allowed
- 7.7.4. All base runners must slide or avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE’S JUDGEMENT).
- 7.7.5. Catcher Speed up Rule: Is optional, with catcher on base and two outs, last out may pinch run for catcher.

NOTE: NO PLAYER SHALL SIT OUT TWO (2) CONSECUTIVE INNINGS.

The beginning of an Inning starts when the first pitch is thrown to a batter.

7.8. **PONY DIVISION**

- 7.8.1. If one team leads by ten or more runs at the middle of the 5th inning (27 outs) (home team leading) then the Mercy Rule is in effect and the game will be called. 10 runs in the 5th (27 outs); 8 runs in the 6th (33 outs).
- 7.8.2. All base runners must slide or avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE’S JUDGEMENT).
- 7.8.3. Slap Bunts are allowed.
- 7.8.4. Catcher Speed up Rule: Is optional, with catcher on base and two outs, last out may pinch run for catcher.

NOTE: NO PLAYER SHALL SIT OUT TWO (2) CONSECUTIVE INNINGS.

The beginning of an Inning starts when the first pitch is thrown to a batter.

8. SIGN UPS AND REGISTRATION FEES

- 8.1. If a player drops out before the season begins, a fifteen (15) dollar deduction from their sign up fee will be imposed to cover the cost of insurance.

9. OFFICIAL PROTESTS

- 9.1. Protests may be made on Rule violations only. Judgment calls made by the umpire are not subject to protest.
- 9.2. Any manager protesting must follow the provisions in the Major League Rules and is required to post twenty-five (25) dollars deposit upon filing, no later than forty-eight (48) hours from the official game time. If the protest is upheld, the deposit will be refunded. If not, the deposit is held.

9.3. THE RULES COMMITTEE SHALL DECIDE ALL PROTESTS

- 9.3.1. The Rules Committee shall be the Vice President, the Player Agent, the Umpires in Chief, and the Commissioners.
- 9.3.2. Any member of the Rules Committee who may have a conflict of interest will not be allowed to vote on the protest.
- 9.3.3. Exception to Pony Rule 18, Section C (penalties and protest): ADD: If the Rules Committee decides that the manager removed his team from the field to prevent a violent act, the Rules Committee may decide to allow the protest to be heard.

10. LMBA Team Formation

- 10.1. All La Mirada Resident players signed up by the day of, or before the start of the Draft shall be placed on a team. **EXCEPTION:** Non-payment of registration. Players registering after start of the draft. These players will go on a waiting list. The Player Agent and the Division Commissioner may place added players on teams in the order of date and time of sign-up.
- 10.2. Returning LMBA Non-Resident players, from the previous year's "Spring Season" will be given priority to sign up, before, New Non-Residents. LMBA adheres to the city of La Mirada's 75% resident to 25% non-resident ratio requirement.
- 10.3. If a team is formed with more than 12 players, they must stay at that level for the balance of the season. If a team(s) must take more than 12 players at the time of the draft, the remaining teams in the respective division will get the same amount of players as late sign-ups come in.

- 10.4. Players added after the draft will be placed by the blind draft process (“hat pick”). The Player Agent and Division Commissioner will be present and the President and or the Vice president will be notified; All teams needing a player MUST be represented at the blind draft; NO EXCEPTIONS. Selections will be final.
- 10.5. Each team shall have a responsible adult manager. Managers will be selected in the following order/priority. **(See Section 4.3)**
 - 10.5.1. Each Manager shall be approved by the board.
- 10.6 A player evaluation will be held for divisions Pinto thru Colt. Each team will be allowed 2 representatives to evaluate players (Team Manager and Head Coach). Exception: any exception to this rule requires an approval by the Division commissioner or designated board member.
- 10.7 Returning LMBA players who do not participate in evaluations and are not frozen will be put in the regular draft and will not be part of the blind draft.
- 10.8 Any player choosing to drop from their drafted team will not be placed a on team, will not be placed on the waiting list, and *may not receive a refund (any refund, will be dependent on the drop date). The player may only be re-instated or placed on another team, by board action. A player placed on a new team will incur all costs due to the move. **(See 1.5)**
- 10.9 Players who register after the draft has started will be placed on the waiting list. They may be placed on teams by the Player Agent and the Division Commissioner if the need arises in each of the respective divisions.
- 10.10 A manager will be allowed a maximum of 2 freezes, one of which must be his/her Child, if the player is in the division. If any manager has less than 2 freezes, a supplemental round in the draft will be added after the first round is completed. In that supplemental round, only managers with less than 2 freezes will select a player in the order of their original draw.
- 10.11 Pony division a manager will be allowed a maximum of 4 freezes, one of which must be his/her Child, if the player is in the division. If any manager has less than 4 freezes, a supplemental round in the draft will be added after the first round is completed. In that supplemental round, only managers with less than 4 freezes will select a player in the order of their original draw
- 10.12 A Team Parent and up to 3 additional roster coaches will be named within 7 days of completion of the draft. All roster personnel must be finger printed.
- 10.13 Siblings eligible to play in the same division must notify the Player Agent(s) prior to the draft to be eligible for sibling combination. Sibling Combination to be drafted as follows:

Team Freeze: 1st sibling-3rd round

2nd sibling-5th round

3rd sibling-consecutive rounds after 5th round

Sibling Draft: 1st sibling-round chosen

2nd sibling-skip one round

3rd sibling-or sibling chosen after 5th round; consecutive round draft pick

10.14 Draft positions will be determined by a blind draw preceding the draft. Every team will enter the draft in the same round. The draft will start with the number one draft pick thru the last pick. Last pick will then select a second player and proceed from the bottom back to the number one draft pick.

10.15 No Trading of players is allowed. No Exceptions.

10.16. Foal and Shetland Division players will be placed on teams by the Player Agent(s) and Division Commissioner with geographical location of player residence as primary consideration. If returning teams are not balanced with the division, the commissioner and Player Agent(s) may request approval of the board to re-evaluate the distribution of returning players (Must have board approval).

10.17 If a Draft is used in the WINTER / FALL season- the draft procedure will be the same as spring season rules.

11. LMBA PLAYOFF RULES.

11.1 TEAM ELIGIBILITY

11.1.1 All teams in each division at the end of regular season will be eligible for playoffs.

All unfinished or make-up games that have a direct implication to the playoffs must be completed before seeding.

11.1.2. Playoff tiebreakers for seeding will be used according to LMBA Rule.

11.1.3. Division Commissioner will designate official score keeper/book for playoff games.

11.1.4. Two umpires will be used in the Bronco and Pony Division Playoff Games.

11.1.5. Two umpires will be used in Pinto through Pony Division Championships Games.

11.2. PLAYOFF FORMAT

11.2.1. There will be a double elimination process with the following schedule:

1st place team will be assigned team A
2nd place team will be assigned team B
3rd place team will be assigned team C
4th place and so on to follow continuously

Odd Number of team's format

Game 1: Team B vs. Team C

Game 2: Winner Game 1 vs. Team A

Game 3: Loser Game 1 vs. Team A

Odd team's if after the first round all teams are 1-1 the schedule will start over from the top with Team B and Team C playing and the winner of that game plays "Team A.". If there are only two teams in a division a best two out of three will be played using the above pitching rules.

Even Number of team's format

Game 1: Team A vs. Team D

Game 2: Team B vs. Team C

Game 3: Team A vs. Team B

Game 4: Winning Bracket vs. Losing Bracket

Game 5: If needed for double elimination

11.3. PITCHING RULES

11.3.1. LMBA Rule 7.3.1-7.3.4 will be used for the duration of the playoffs regardless of the time frame.

11.3.1.1. A player shall be charged with an inning pitched in any inning that he has thrown one warm-up pitch or a legal pitch to a batter.

11.3.1.2. Maximum pitching innings.

Pinto: four (4) per game or (9) in tournament

Mustang: six (6) per game or (9) in tournament

Bronco: seven (7) per game or (10) in tournament

Pony: seven (7) per game or (10) in tournament

11.3.1.3. Any pitcher working four or more innings in one game must have forty hours rest before he can pitch again. Official game time is used for interpretation.

11.3.1.4. League officials will make every attempt to schedule the start of the first playoff game with a minimum of 40 hours after last regular season game play.

11.3.2. HOME TEAM

11.3.2.1. A coin flip prior to each game will determine home and visitors.

12. **TOURNAMENT TEAMS**

12.1. ***MANAGER SELECTION***

12.1.1 Only managers ratified by the Board prior to tryouts shall be eligible to manage the tournament team, unless the Board approves them. NOTE: Ratification after tryouts does not constitute approval to manager the tournament team.

12.1.2 All eligible managers for tournament teams are subject to Approval or Disapproval by the Rules Committee, after notification to the Board, and according to their conduct as stated in Rule V-1B, page 6.

12.1.3 Shetland Division Only: The commissioner shall appoint the best qualified Manager who has submitted an application for the selected team(s).

12.1.2. **PLAYOFF TIE BREAKERS**

12.1.2.1. Head to head.

12.1.2.2. Best record vs. top six (6) teams.

12.1.2.3. If there are two (2) or more teams tied for 1st through 3rd place, you play a three (3) inning playoff game, or (if time/field space does not allow), use the fewest runs allowed against the team the tie is with (subject to Commissioner's approval).

12.1.2.4. The tournament team manager shall select his official coach and business manager from qualified members of the association.

12.1.2.5. ANY MANAGER OR COACH PUT ON PROBATION (AT ANY TIME DURING THE CURRENT PLAYING SEASON), WILL NOT BE ELIGIBLE TO MANAGE OR COACH ANY TRAVELING ALL-STAR TEAM (without exception).

12.2. **TOURNAMENT PLAYER SELECTION**

12.2.1. The League President, Division Commissioner, and the Tournament Team manager shall comprise the Tournament Committee.

12.2.2. Player selection shall be as follows:

12.2.2.1. Managers put “A” team players and “B” team players on the board. (Exception is Shetland Division, will be selected by All-star Committee).

12.2.2.2. They have a total of 3 minutes to talk about the players.

12.2.2.3. Each manager has 15 votes

12.2.2.4. Managers rank players from “Best on down” using a point system:

- 1st – 150 pts
- 2nd – 140 pts
- 3rd – 130 pts
- 4th – 120 pts
- 5th – 110 pts
- 6th – 100 pts
- 7th – 90 pts
- 8th – 80 pts
- 9th – 70 pts
- 10th – 60 pts
- 11th – 50 pts
- 12th – 40 pts
- 13th – 30 pts
- 14th – 20 pts
- 15th – 10 pts

12.2.2.5. Top 9 – 12 players on the Team depending on the number of total players the manager wants on the team. Manager can select three (3) players of his/her own choice

12.2.2.6. In case of a tie: Players will be placed back in for another vote.

12.2.2.7. Depending on the number of players tied, determines the new point system.

12.2.2.8. If 3 players tied for 10th spot:

- 1st - 30 pts
- 2nd – 20 pts
- 3rd – 10 pts

12.2.2.9. All managers repeat voting process.

12.2.2.10. Unselected “A” team players will be moved over to the “B” team board. Repeat the above process.

12.2.2.11. For the protection of the “additional players” and for the benefit of all players on the Tournament team, any person with knowledge of the

team's compositions to remain silent until the "Official Announcement" of the team is made.

It is expected that all members of the Association support the

LA MIRADA BASEBALL ASSOCIATION

These rules govern as well as can be expected based on the collective expertise of the Rules Committee. They reserve the right to rule on any situation that may arise during the course of the season as long as it does not alter or oppose the basic purpose of the Association or its By-Laws.

Any person differing in their viewpoint, or having any suggestions as to any type of changes in the present rules, are required to submit their suggestions or questions in writing.

All submissions will be reviewed by the Rules Committee for possible interjection at the next revision meeting following the season.

REVISIONS MAY BE ATTACHED SEPARATELY.

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**SHETLAND (T-BALL) RULES
2009**

1. **PHILOSOPHY:** The Shetland (T-Ball) Division is an instructional league. No "official scores" or standings shall be kept. During the games the managers, coaches, team moms and parents should remember that the T-Ball players are only 4, 5, and 6 year old children, not major league players in the seventh game of the World Series. The purpose of T-Ball is for the children to learn how to play ball and have fun doing it.
2. **AGE:** The normal age for T-Ball players shall be four (4), five (5), and six (6) years old.
3. **PLAYERS:** The team rosters shall not exceed fifteen (15) players. Players shall be assigned to teams by the T-Ball Division Commissioner.
4. **NUMBER OF PLAYERS IN THE FIELD:** Only ten (10) defensive players shall be allowed in the field at one time. The tenth player must be an outfielder.
5. **OFFENSIVE TEAM:** The batting order shall consist of all players present for the game. The only deviation from this rule shall be in the case of disciplinary action. The team at

bat shall be considered “retired” after three (3) outs, or a maximum of seven (7) player shave batted - - - NO EXCEPTIONS.

6. The team shall bat in numerical order (according to each player’s jersey number). For example: If number 6 bats last in the third inning, number 7 will be first to bat in the fourth inning. If number 10 bats last in the game, number 11 will “lead off” the next game.
7. BASES: Bases shall be fifty (50) feet apart.
8. FOUL BALLS: Any ball not traveling ten (10) feet from home plate shall be considered a foul ball. Other foul balls shall be the same as in conventional baseball.
9. BUNTING: Bunting, half swings or winging bunts shall not be allowed. If a bunt, half swing or swinging bunt is attempted, the ball shall be considered a foul ball.
10. DEFENSIVE COACHES: Two coaches shall be permitted on the field for defensive purposes during the first portion of the season only.
11. GAME LENGTH: The maximum length of the game shall be one (1) hour, forty-five (45) minutes or six (6) innings (whichever occurs first).
12. SUBSTITUTION AND PLAYING TIME: Free substitutions shall be allowed during the game. All defensive substitutions shall be made at the start of the inning unless the substitution is due to sickness or injury. Player substitutions shall be made numerically (according to the number of the player jerseys).
13. Example: A team has 14 players . . .
 - 13.1. First inning: Players with numbers 1, 2, 3 & 4 are on the bench.
 - 13.2. Second inning: Players with numbers 5, 6, 7 & 8 are on the bench.
 - 13.3. Third inning: Players with numbers 9, 10, 11 & 12 are on the bench.
 - 13.4. Fourth inning: Players with numbers 13, 14, 1 & 2 are on the bench.
 - 13.5. Fifth inning: Players with numbers 3, 4, 5 & 6 are on the bench.
 - 13.6. Sixth inning: Players with numbers 7, 8, 9 & 10 are on the bench.
 - 13.7. Next Game: Players with numbers 11, 12, 13 & 14 are on the bench to start the game.
14. No player shall play the same position two (2) consecutive innings or be allowed to play an outfield position the entire game.

15. PITCHING: During the first portion of the season all players shall bat off the Tee. There will be no “coaches pitching”. Starting in the second portion, “coaches pitching” will be allowed for those players whom the managers feel are ready. The coach may pitch over or underhand a maximum of three (3) pitches per hitter. If after three (3) pitches, the batter has not hit the ball, the Tee shall be used.
16. THE PITCHERS POSITION: The player occupying the defensive position of pitcher shall remain in the “Pitchers Circle” until the ball has been hit.
17. PROTESTS: There shall be no protests in T-Ball.
18. THROWING THE BAT: When a batter throws or let’s go of the bat while swinging, the play shall be called back and the batters team shall receive a team warning. The next batter on the team who throws or let’s go of the bat shall be called out. NOTE: For the safety of the player in the catcher’s position, the catcher may be removed during the batter’s swing to avoid being hit by a “Bat Thrower”.
19. CATCHER’S EQUIPMENT: The catcher shall wear a MASK AND HELMET.
20. BASE RUNNERS: The runners cannot leave the base until the ball is batted. After the ball is hit the play shall end when:
21. A throw has been made from the OUTFIELD to the INFIELD the throw crosses the base runners path of the infield, the infielder has the ball with their hands in the air showing the umpire control of the ball and is making NO attempt on the runner the ball is considered dead. NOTE: On a ball batted back to the pitcher, the ball shall be live until the pitcher shows intent to stop play.
22. The ball is dead. The ball is considered dead if it goes out of play; the umpire calls time out, or it strikes a defensive coach. (See Rule T for the ball striking the coach during the coaches pitch option).
23. Runners shall be permitted to advance only one (1) base on any ball that does not leave the infield.
24. When the ball is considered dead, any runner who is at least half way to the next base will be allowed to continue to the base. Runners who are less than half way to the next base will return to the base from which they were trying to advance from.
25. HITTING:
26. COACHES PITCH: If the coach’s pitch option is not being used, the batter shall be given five (5) pitches. If after five (5) pitches the batter has not hit a fair ball, he or she will be considered a strike out.

27. WITHOUT A COACHES PITCH: If the coach's option is being used, the batter shall be allowed a maximum of three (3) pitches and then the Tee. The batter shall get a maximum of three (3) swings from the Tee. If after three (3) swings from the Tee the batter has not hit a fair ball, he or she shall be considered a strike out.
28. UMPIRES: The team managers shall umpire, with the manager with the best view of the play making the call. It should be remembered that there are no standings and T-Ball is for the 5 and 6 year olds to learn to play ball, NOT for managers to win "The Pennant". . BE FAIR AND HONEST.
29. IF A BALL STRIKES A COACH: If a ball strikes a coach in fair territory when the coaches pitch option is being used, the play shall be called back and taken over without counting the pitch against the batter.
30. PRACTICES: Prior to the start of the season, a maximum of two (2) practices shall be allowed per week (3 hour MAX).
31. After the season begins, (weeknight games) a maximum of one (1) practice shall be allowed per week (1-1/2 hour MAX). EXCEPTION: THE WEEK PRIOR TO COACHES PITCH.

**Interpretation of T-Ball rules shall be made by the T-Ball Division
Commissioner and the LMBA Rules Committee.**