



The "Official Rules of Major League Baseball" distributed by the Sporting News and the "Rules and Regulations of PONY Baseball", completely revised, will govern all play unless modified by these Westlake Baseball Association (WBA) League Rules.

For any team participating in the Conejo Valley Interleague (the Pinto American, Mustang American, Bronco American, Bronco National and Pony divisions), Conejo Valley Interleague rules will govern all play and will supersede these WBA Rules.

All Managers, Coaches, Players, substitutes, attendants, or other bench personnel are required to adhere to these rules and may not add, modify or change these rules.

The primary goal of The Westlake Baseball Association is to teach the fundamentals of Baseball, sportsmanship and Team play, while also teaching the importance of developing competitive spirit. Enlightened adult supervision is essential to attain these goals.

#### ARTICLE I - WBA POLICY

1. Smoking is not permitted on school property.
2. Animals are not permitted on school property.
3. Alcoholic beverages are not permitted at any WBA Baseball facility.
4. Standing and/or climbing on top of the dugout or any other structures on the facilities is not permitted.
5. Bat Boys and mascots are not allowed on the playing field.

#### ARTICLE II - GENERAL WBA RULES

1. All Ground Rules will be stated/reviewed by the umpire(s) prior to the start of each game. "Ground Rules" are defined as and limited to "Rules specially adopted for dealing with situations or circumstances arising from the physical nature or boundaries of the Playing

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field and/or equipment, or the interference of spectators". Ground rules may vary depending on the Division. It is incumbent on the Division Directors to ensure the ground rule information is being conveyed properly at the start of each game.

2. Game time limits (eg: no new inning and drop-dead time limits) will be reviewed as part of the pre-game meeting prior to the start of all games.

3. All Managers, Coaches, Players, parents, and spectators are asked to support their Team and are encouraged to cheer. Negative comments including jeering, chanting, or making noises that may distract the Pitcher, Batter, or other Players are subject to disciplinary action by the Umpire.

4. Should an Umpire fail to appear, the Home Team Manager shall notify the Division Director. The game must proceed utilizing the best available people as Umpires.

### ARTICLE III - TEAMS

1. Teams shall have rosters of an appropriate numbers of Players based on the number of teams per division and related Player enrollment.

2. A minimum of 8 uniformed Players and one adult Coach constitutes a legal Team. A Team failing to field 8 uniformed Players within 15 minutes after the scheduled start time will forfeit the game. A practice game is recommended with the Players who are present; however, it is not mandatory.

3. All Players of each Team not actively involved in the game shall remain in the dugout. Only Managers, Coaches, Scorekeepers, Players and Substitutes are permitted in the dugout or designated dugout area.

4. The Home Team will use the 3rd-base dugout (except at Oaks Christian Pony field).

### ARTICLE IV - LEGAL PLAYERS

1. The Shetland Division will be open to children who will be ages 3, 4, 5 or 6 as of August 31 of the playing year.

2. The Pinto Division will be open to children who will be ages 7 or 8 as of August 31 of the playing year.

3. The Mustang Division will be open to children who will be age 9 or 10 as of August 31 of the playing year.

4. The Bronco Division will be open to children who will be ages 11 or 12 as of August 31 of the playing year.

5. The Pony Division will be open to children who will be ages 13 or 14 as of August 31 of the playing year.

6. Any player with a hard cast is ineligible to play.

7. Any player unable to bat due to injury becomes ineligible to play.

ARTICLE V - BOUNDARIES

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE VI - SELECTION OF PLAYERS

1. Player Tryouts (Evaluations & Ranking)

a. The WBA Player Evaluation & Ranking process will be managed by the appropriate Division Director. The purpose of the Evaluation/Ranking sessions is to give all Players the opportunity to be evaluated and to rank all Players for the Draft. These evaluations will be provided to Managers for the draft, as appropriate.

b. All Players are expected to attend their assigned Evaluation & Ranking sessions.

EXCEPTION: Players interested in the Shetland National Division do NOT need to attend an Evaluation/Ranking session, as there is no draft in this Division. The Shetland National Division permits Managers to submit a list of Players they would like to have on their Team to their Division Director.

c. The Base Running scores will not be factored into the player's total evaluation score and ranking.

d. Players who do not attend their Evaluation & Ranking session and receive a score at the Hitting, Infield, and Outfield stations will not be eligible to be drafted onto an American Team.

2. Evaluators

a. WBA Board Members will be positioned at specific stations to evaluate all Players and will be solely responsible for evaluating and ranking all Players.

b. Each Evaluator will strive to consistently and fairly rank all of the Players at his/her station.

c. At the hitting station, the Batters will face live Pitching. Each player will receive approximately ten (10) Pitches at a speed appropriate for each Division.

3. Player Eligibility

a. All registered Players will be assigned to a team.

b. The American League player pool will be a multiple of 1.5 times the number of Players required for each Division's American Teams. For example, if a Division has four (4) American Teams consisting of 11 player rosters, the player pool will end at the

66th ranked player:

{{4 Teams \* 11 Players each = 44 Players x 1.5 = 66 Players}}

c. Players who played on an American League Team in the same division last season shall be eligible for the American draft (regardless of their draft ranking) provided s/he attended an Evaluation session and was ranked in all mandatory stations.

#### 4. Player Draft

##### a. American League

i. If a Manager's son/daughter does not attend an evaluation session and receive a ranking score at all of the mandatory evaluation stations, that Manager is ineligible to manage an American League Team.

ii. Managers may NOT pre-select Coaches unless an agreement is reached between all of the Managers present at the draft.

##### b. National League (excluding Shetland National)

i. If a National League Manager's son/daughter does not attend an evaluation session and receive a ranking score, or is unable to arrange a private evaluation, the Manager MUST draft his/her son/daughter in the 1st round of the draft with a ranking score equal to that of the highest ranked player in the Division.

ii. In the National Division, Managers may pre-select one Coach, subject to the consent of all the National Division Managers present at the draft. If consent is unanimous, each Manager must select their Coach's son/daughter in the appropriate round based on his/her ranking score (or a higher round). If the Coach's son/daughter does not have a ranking score, the player MUST be drafted in the 1st round of the Draft with a ranking score equal to that of the highest ranked player. Any Manager who has a child ranked in the 1st Round may not pre-select any Coach who has a child who is also ranked in the 1st Round.

iii. National League Players who do NOT attend an evaluation session and/or do NOT receive a ranking score at the mandatory stations will be assigned to a Team at the sole discretion of the Division Director. The Division Director will use his/her knowledge to balance the Teams as evenly as possible.

##### c. Shetland National Teams

i. Shetland National Teams are not drafted. Teams shall be determined as follows:

1. Each Manager is required to submit a list of Players to the Division Director who they wish to draft on their Team.

2. In the event of a conflict, such as if more than one Manager wishes to draft the same player, the Division Director will determine which Team will draft the

player based on

- a) Registration
- b) The player's school as compared to other Players on the Team (especially the Manager's son/daughter's school).
- c) A discussion with the player's parents
- d) A coin toss

5. Requirements for Players wishing to "PLAY UP" a division.

- a. Parents must submit their request to the Director of Operations in writing before the first day of evaluations.
- b. The player must attend tryouts and be evaluated at each and every station for his current age and division, not the upper division.
- c. The player must be ranked in the top 5% of the Players in that division.
- d. An American manager from an upper division must draft the player onto his/her team. Players are not permitted to be drafted up to a National team.
- e. If drafted, the player will receive a ranking equal to the highest player drafted in that particular round.
- f. A player may not 'skip' any division. eg: Players may not play Pinto and jump to Bronco. They must play at least one year in each division.
- g. Special requests are not permitted for Players wishing to 'play up'. In other words, they cannot request to be placed or 'not placed' on a person's team for any reason whatsoever.
- h. American managers may "reach down" and select only one (1) player from the next lowest division.
- i. American managers must select the player within 2 rounds of each other in the draft.
- j. All requests are subject to E-Board approval.

#### ARTICLE VII - PLAYING FIELDS

1. The Home Team shall be responsible for pre- and post- game field preparation.
2. It is the responsibility of both Team Managers to make sure that the field, stands and dugouts have had all trash picked up at the end of their game.
3. Pitching Distance and Distance

between Bases shall be as follows:

**SHETLAND DIVISION**

Bases will be fifty (50) feet apart. The  
Pitching rubber will be 38 feet.

**PINTO DIVISION**

Bases will be sixty (60) feet apart. The  
Pitching distance will be 40 feet.

**MUSTANG DIVISION**

Bases will be sixty (60) feet apart. The  
Pitching distance will be 46 feet.

**BRONCO DIVISION**

Bases will be seventy (70) feet apart.  
Pitching distance will be 50 feet.

**PONY DIVISION**

Bases will be eighty (80) feet apart. The  
Pitching distance will be 54 feet.

**ARTICLE VIII - EQUIPMENT, UNIFORMS & ATTIRE**

1. All Players must be in full uniform including Team jersey, Team hat and pants. Team jerseys shall not be covered. Exception: Pitchers while on Base and Players (or Substitutes) while in the dugout, may wear a jacket or a sweatshirt.
2. Metal cleats may be worn in the Pony American and Pony National Divisions ONLY.
3. Players may not wear jewelry except for medical identification. Permissible medical identification jewelry must be taped down under the jersey if a necklace, and/or covered and secured so as not to present a danger to the player wearing it or to other Players.
4. All male Players MUST wear a protective cup. Players in the Shetland Division may wear a soft protective cup. Players in all other Divisions MUST wear a hard protective cup.
5. Runners, Batters and youth baseline coaches, and on-deck hitters MUST wear a helmet.
6. **Pony Bat Rules.**
  - (a) In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball has adopted the new USA Baseball bat standard. As such, effective January 1, 2018, all 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play.

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- (b) Bats that are 2 5/8 minus 3 (-3) BBCOR certified bats are exempted from this rule.
  - (c) Wood bats are always allowed to be used, however if the bat is a wood COMPOSITE bat, it must have the USABat Stamp.
  - (d) Tee ball bats (which are for use in the Shetland division only) are not required to undergo lab testing to receive approval under the USABat program. However, to be approved for play, tee ball bats must carry the USA Baseball mark accompanied by the following text: "Only For Use With Approved Tee Ball Bats." If you already have a tee ball bat you would like to continue using, all you have to do is purchase a USA Bat sticker directly from USA Baseball and place it on your bat. Tee ball bats manufactured after the new rule was adopted will already include the USABat Baseball mark.
  - (e) Softball bats are not permitted.
  - (f) All non-wood bats must have a handle grip and may not be dented or misshapen.
7. A glove/mitt, worn by the Pitcher that includes the colors white or gray, shall be illegal.
8. Defensive Players are permitted to wear face/head protection in the field. If a Pitcher or any defensive player wears face/head protection, its outer covering shall have a non-glare surface.

ARTICLE IX – PLAYING RULES

1. If a Bat is unintentionally thrown by the Batter, a warning will be given by the Umpire on the first offense. If a Bat is subsequently thrown by the same player, the Batter will be declared out.
2. Runners may not remove their helmets while on the Bases.
3. Sit Out & Rest Rules:
- a. No player shall sit out two (2) innings of a regulation game before all Players have sat out one (1) inning.
  - b. No player shall sit out three (3) innings of a regulation game before all Players have sat out two (2) innings.
  - c. The starting Pitcher is exempt from this rule until he/she is removed from the Pitching position.
  - d. A perceived violation of this rule must be brought to the attention of the Umpire-in-Chief by way of a "Protest". During a Protest of this kind:
    - i. the game clock shall be stopped for the duration of the discussion,
    - ii. the Manager against whom the Protest is lodged will be given the opportunity to either correct the infraction without penalty or continue play under Protest. If the Protest is upheld, the game will be declared a forfeit.

e. During regular season, playoff and championship games, both Team's sit out rotation may be audited by the opposing Team.

4. Batting Order;

a. A continuous batting order and free substitution will be used in all divisions.

b. The batting order may not change after the game starts, except for Players arriving late who must be added to the end of the Batting Order.

c. If a player has pre-arranged plans to leave a game early, the player's Manager must inform the Manager of the Opposing Team and the Umpire in Chief during the pre-game conference of both the name of the player and the time the player will be leaving the game. A player may leave the game at the pre-arranged time without penalty. If a player is removed for any other reason, an out shall be recorded for his/her next scheduled turn at bat. This out shall be recorded only once per player, per game.

d. No out will be recorded when a player is removed from the continuous batting order when such removal is due to a game related injury or illness or is otherwise exempted by Section 4c (above).

e. If a player is at bat at the time the player is scheduled to leave, he/she must complete the at bat. If the player is in the field, the player must leave the game and any legal substitute player may replace him/her.

5. Time Outs:

a. The Team "at bat" is limited to one offensive time-out (conference) per inning.

b. Injuries, defensive time-outs or time called by the Umpire are not included as an Official offensive time-out.

c. No more than three Players and one Manager/Coach may huddle on the playing field at one time.

d. A Batter is allowed to remove only one foot from the Batter's Box between Pitches.

e. On all plays at any Base, including at Home plate, Runners must slide or avoid contact. If the runner does not slide, but there is no contact, there is no penalty. If the runner does not slide and contact is made, the runner is out. If, in the Umpire's judgment, there was intent to injure (throwing of elbows, stiff arming, etc.) then the runner is also subject to ejection from the game.

f. A Manager is allowed one (1) trip to the mound per Pitcher per Inning to visit with the Pitcher without replacing him/her. On the second trip to the mound with the same Pitcher during the same inning, the Pitcher must be replaced.



- g. PINTO DIVISION ONLY: A Manager is allowed two (2) trips to the mound per Pitcher per Inning to visit with the Pitcher without replacing him/her. On the third trip to the mound with the same Pitcher during the same inning, the Pitcher must be replaced.

6. Courtesy Runners:

- a. Courtesy runners will be allowed to take the place of a runner that is injured during the course of the game. The courtesy runner will be the player having made the last out prior to that play.

- b. A runner replaced by a courtesy runner may re-enter the game one time only, and if substituted for by a courtesy runner again, may not return.

- c. Consideration for a courtesy runner will NOT be given to Players who have an injury that existed prior to the start of the game. If such a player is substituted for, he may not return.

- d. In any situation in which a player may not reenter the game due to the Courtesy Runner rule (6b and 6c above), an out will be recorded for the player's next scheduled at bat. After that, the player's spot in the batting order shall be skipped without further penalty.

- e. Catcher Hurry Up Rule (National Division Only - excluding Pony National): In the interest of speed of play and time management, a courtesy runner will be allowed for the offensive Team's Catcher if the Catcher for the next inning is on Base with two outs and was the Catcher in the prior half-inning (Catcher of record). The courtesy runner will be the player having made the last out. The offensive Team's Catcher will then return to the dugout to put on the Catcher's gear and must be the Catcher at the start of the next defensive outing and Catch for at least three (3) Batters (the Batters being put out or awarded a Base(s)).

7. Mid-Season Rule Changes:

The Division Director will notify the Managers & Umpires (in writing) of any rule changes, including any rules that apply for the first half of the season and/or the second half of the season.

ARTICLE X - PITCHING RULES

1. Rest Rules for Pitchers:

- a. WBA's Pitching Rules apply to all Division play. The penalty for violating this rule will be ejection of the Manager from the game and suspension for one additional game.

- b. A calendar week is from 12:01AM Monday to 12:00 Midnight the following Sunday.

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c. A Pitcher is charged with the number of innings Pitched in the specific calendar day and week in which they are Pitched, regardless of whether they are local league games, make-up games, practice games, playoff games, postponed or suspended games, inter-league games, district or division games, sanctioned or non-sanctioned games, tie games, tournament games, PONY games, Little League, exhibition games or organized games of any other nature whatsoever.

d. It is the responsibility of the Manager and Coaching staff, including any substitute to follow the WBA published rest rules for Pitchers. Any Manager, Coach, (including Acting Manager or substitute) who has knowledge that a Pitcher has not sufficiently rested will be subject to disciplinary action.

e. If a Pitcher appears in a WBA Game, he/she must adhere to the following Rest and Pitch limitations. Once any of these limits are reached, the Pitcher may not Pitch to a new Batter. Pitchers are allowed to pitch in multiple games in a single day, provided the pitcher has available pitches remaining in accordance with any Pitch Smart Guidelines and abides by the Pitch Smart rest rules.

SHETLAND DIVISION

American:

**See the 2019 Conejo Valley Interleague Rules**

Shetland National West:

The first half of the season will be played as follows: using a batting tee at all times. There is NO STRIKING OUT. In the second half of the season each batter gets 5-coach pitches. If the batter fails to put any of the pitches in play, they get to swing from the tee until the ball is hit into play. All players hit during each at bat.

Shetland National East:

The first half of the season will be played as follows: Each batter gets 5-coach pitches. If the batter fails to put any of the pitches in play, they get to swing from the tee until the ball is put into play. During the second half of the season, managers and division director will agree on an appropriate format based on progression to that point.

PINTO DIVISION

American: **See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.**

National:

i. Pitchers are limited to a maximum of 35/50\* Pitches per game. (\*Max Pitch count increases to 50 on April 1<sup>st</sup>.)

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- ii. It is prohibited for any player in the Pinto Division to appear in a game as a pitcher in **more than three** consecutive games (rainout or bye weeks do not count as a game).

In addition, I and ii above, Pitchers shall adhere to the Required Rest Rules in the chart below:

	Required Rest (Pitches)				
Daily Max (Pitches)	0 Days	1 Day	2 Days	3 Days	4 Days
35/50*	1 to 20	21-35	36-50	51-65	N/A

- v. The official scorekeeper of each Pinto game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.
- vi. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 35/50\* per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat. Penalty for ignoring this rule will be ejection of the manager from the game and suspension for one additional game.
- vii. If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 35/50\* pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. Repeat violation of this rule by a coach will be subject to disciplinary action, as determined by the Disciplinary Committee, including ejection, suspension and/or removal as coach.
- viii. A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- ix. A catcher who has caught at least one regulation pitch in a game and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter.
- x. The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 60 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 3 days and would be eligible to pitch starting Wednesday.

MUSTANG DIVISION

American: *See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.*

National:

- i. Pitchers are limited to a maximum of 60/75\* Pitches per game. (\*Max Pitch count increases to 75 on April 1<sup>st</sup>.)
- ii. It is prohibited for any player in the Mustang Division to appear in a game as a pitcher in **more than three** consecutive games (rainout or bye weeks do not count as a game).

In addition, I and ii above, Pitchers shall adhere to the Required Rest Rules in the chart below:

Daily Max (Pitches)	Required Rest (Pitches)				
	0 Days	1 Day	2 Days	3 Days	4 Days
60/75*	1 to 20	21-35	36-50	51-65	N/A

- v. The official scorekeeper of each Mustang game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.
- vi. No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 60/75\* per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat. Penalty for ignoring this rule will be ejection of the manager from the game and suspension for one additional game.
- vii. If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 60/75\* pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. Repeat violation of this rule by a coach will be subject to disciplinary action, as determined by the Disciplinary Committee, including ejection, suspension and/or removal as coach.
- viii. A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- ix. A catcher who has caught at least one regulation pitch in a game

and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter.

x. The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 60 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 3 days and would be eligible to pitch starting Wednesday.

#### BRONCO DIVISION

**See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.**

#### PONY DIVISION

**See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.**

#### ARTICLE XI - LENGTH OF GAMES

1. Time limits (including the drop-dead rule) begin with the game's actual start time. For games played on non-WBA fields, the host team will enforce its league's published time limit.
2. Managers, Coaches, Players, Substitutes, Attendants, Umpires or other bench personnel may NOT mutually agree to the continuation of the game past the published time limit.
3. An inning (or half-inning) begins upon the 3rd Out of the prior inning (or half-inning).
4. The decision to continue or end a game on the basis of the Time Limit is a judgment call by the Home plate Umpire and may not be appealed, challenged or protested.
5. In all divisions (except Shetland National), an inning that has begun shall be completed. There are two exceptions:
  - i. If the Home Team is ahead after the completion of the top half of the inning, the bottom half of the inning will not be played.
  - ii. A game may be 'called' by the Umpire at his sole discretion due to unsafe playing conditions, including darkness.
6. These time limits are for games played at Westlake Baseball fields.

SHETLAND NATIONAL

a. No new inning can begin after 1-hour from the actual start time of the Game. All Games are subject to the 'Drop Dead' rule.

b. All play shall cease at 1 hour 15 minutes from the actual start time of the Game.

SHETLAND AMERICAN

***See the 2019 Conejo Valley Interleague Rules.***

PINTO NATIONAL

a. Game length shall be six (6) innings. There will NOT be extra innings - even in the event of a tie.

b. No mercy rule will apply. There is a 5-run limit per inning, except during the 6th inning which will have unlimited runs.

c. No new inning can begin after 1 hour 45 minutes from the actual start time of the Game.

d. There is no 'Drop Dead' rule.

PINTO AMERICAN

***See the 2019 Conejo Valley Interleague Rules.***

MUSTANG NATIONAL

a. Game length shall be six (6) innings.

b. No new inning can begin after 2-hours from the actual start time of the Game.

c. For all games where field lights are not available, five (5) minutes past the posted sunset time shall be the drop-dead time and once this time has been reached, the umpire will call the game for darkness and no further game play shall occur (no exceptions). The sunset time should be agreed to during the plate meeting with the umpires prior to the start of the game. The website [www.timeanddate.com/sun](http://www.timeanddate.com/sun) can be used as a quick reference at that time. The game score will revert back to the last completed inning (unless the home team is ahead, or tied, at the time of the drop dead). However, if the game is tied at the time of the drop-dead, and the home team was ahead at the start of the inning, the game score will revert back to the last completed inning.

d. A 13-run mercy rule will apply after four (4) innings.

e. There is a 5-run limit per inning, except during the 5th, 6th, and all subsequent innings which will have unlimited runs.

MUSTANG AMERICAN

***See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.***

BRONCO NATIONAL

***See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.***

BRONCO AMERICAN

***See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.***

PONY NATIONAL

***See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.***

PONY AMERICAN

***See the 2019 Conejo Valley Interleague Rules Pitch Smart Guidelines.***

ARTICLE XII - SCHEDULE

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE XIII - UMPIRES

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE XIV - SCOREBOOK & SCOREBOARD

1. In the leagues where an Official Division Scorebook is kept, the Home Team shall be responsible for it. In other leagues, the Home Team's scorebook shall be Official. In games where there is an operational scoreboard, the visiting Team shall be responsible for it.
2. Tie games will be awarded a half win and a half loss for each Team.
3. It is the responsibility of the Manager of the winning Team to report the final game score to the Webmaster. If the game ends in a tie, it is the responsibility of the Manager of the Home Team to report the score to the webmaster. Final scores must be reported within 48 hours after the end of the game.
4. Tie Break Rules
  - a. If two or more Teams are tied at the end of the season, the tie break shall be determined in the following order:

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- i. Head-to-head competition;
    - ii. Run differential in the games played against each other;
    - iii. The fewest runs allowed during the season;
    - iv. The most runs scored in the season.
  - b. If two or more Teams are still tied, then the Teams will share the Championship and Playoff seeding between the two teams will then be determined by a coin flip.
5. The recorded score for a forfeited game shall be:
- a. Shetland 5-0
  - b. Pinto 6-0
  - c. Mustang 6-0
  - d. Bronco 7-0
  - e. Pony 7-0
6. Each Team's Scorekeeper (Except Shetland Division) shall maintain an Official Pitch Count Log (see attached). This will be kept with each Team's scorebook and exchanged at the beginning and end of each game. The home team is the official score keeper for the game.

ARTICLE XV - SPONSORS

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE XVI - MANAGERS & COACHES

1. Manager Selection (All Divisions):
  - a. Manager candidates are required to submit an application to the WBA by the deadline published on the WBA Website.
  - b. The Division Director will review all applications and interview all candidates and will then rank the Manager Candidates Based on:
    - i. Parent rating & feedback from previous WBA season(s).
    - ii. Experience Managing/Coaching youth sports Teams, with emphasis placed on experience Managing/Coaching WBA Team(s).
    - iii. Player development skills
    - iv. Knowledge of the game v. Competitiveness
    - vi. History of Disciplinary action
    - vii. Success as a Manager/Head Coach
  - c. Candidates interested in Managing in the American Division must have a child who qualifies for the American Division Based on the evaluations that take place each season during Spring Tryouts.
  - d. Each Division Director will make Manager recommendations to the E-Board, all



Division Directors, Director of Manager & Coach Training and the Director of Umpires Based on the following criteria:

- i. Manager candidates who should be considered to Manage an American Team.
  - ii. Manager candidates who should be considered to Manage a National
  - iii. Manager candidates who should not be considered to Manage a Team
- e. The E-Board, all Division Directors, Director of Manager & Coach Training and the Director of Umpires will vote on the Division Director's recommendations by secret ballot.

2. Manager Responsibilities:

- a. The Team Manager has the ultimate responsibility for the behavior of the Players, Coaches, parents and fans. It is the Team Manager's responsibility to demand compliance by all of the above parties with the League Rules and Code of Conduct.
- b. It is the Team Manager's responsibility to immediately report all violations of the League Rules and/or Code of Conduct to their Division Director.
- c. No Manager shall have the authority to remove any player from the Team without approval from the Division Director.
- d. It is the Team Manager's responsibility to immediately inform their Division Director of any Player who misses 3 consecutive WBA appearances. An "appearance" is defined as "any team activity, including, but not limited to games and practices".
- e. All Team Managers are required to attend a mandatory pre-season meeting which will occur on Draft Day, to discuss specific details about each division, and to ensure that the expectations and goals of WBA are understood by everyone.
- f. All Team Managers are required to have team practices on a weekly basis. National divisions must have a minimum of 1 practice per week, and American divisions must practice at least 2 times per week. No more than one week of practice can be missed. Failure to meet these minimal practice requirements can result in a Manager being relieved of their duties. In the event a Manager is removed, the respective Division Director will be responsible for finding a suitable replacement immediately.

ARTICLE XVII - CODE OF CONDUCT & DISCIPLINE

1. Code of Conduct:

- a. WBA's policy and League Rules prohibit any Manager, Coach, Player, Parent or Spectator from any form of physical abuse, verbal abuse, or any other conduct that is deemed to be unsportsmanlike towards Umpires, Players, opposing Players,

Managers and Coaches, or league Officials.

b. WBA has a ZERO TOLERANCE policy of any abuse toward Umpires, especially youth Umpires.

c. The league has a ZERO TOLERANCE for any form of physical abuse towards Umpires, Players, Managers, Coaches, and league Officials. Any physical contact that is deemed inappropriate will result in immediate ejection and suspension for a minimum of two games and possible dismissal from the league. Physical abuse shall be defined as pushing, shoving, striking, spitting, or kicking another person or his property.

d. The league may demand the presence of an offending Player, Manager, Coach, Parent or fan at a disciplinary meeting to discuss issues arising from that person's behavior. Failure to appear may result in dismissal or any penalty as the Disciplinary Committee may decide.

e. The Disciplinary Committee shall consist of members of the WBA Executive Board, the Director of Umpires and the Director of Managers & Coaches.

## 2. Discipline:

a. Disciplinary action may be taken where any person including, but not limited to, Players, Parents, Coaches, Managers and spectators, who engage in unsportsmanlike conduct, fighting, publicly audible foul or abusive language, violent display of temper, or any other action or conduct which is otherwise considered detrimental to the best interest of WBA.

The Division Director may impose any penalty upon the offending party in accordance with these rules. The following is a list of the penalties that may be imposed:

i. Warning - The offending person is to be advised of the offense and that the repetition of the offense will result in a more severe penalty.

ii. Probation - The offending person is warned (as noted above) and also put on probation for the remainder of the season or specific time period. Probation may have a specific penalty for further violation or may be left to the league's discretion.

iii. Ejections - The offending person ejected from any WBA facility must leave immediately without further incident. Persons not doing so will be subject to additional penalty and disciplinary action by the Disciplinary Committee and will be considered as trespassing and subject to removal and possible arrest by the Sheriff's Department. If a player is ejected, an out is recorded for his/her next scheduled plate appearance. After that, the ejected player's spot in the batting order shall be skipped without further penalty.

iv. Suspensions - The offending person is to be advised that he/she has been suspended from all league activity for a specific number of games or days.

v. Dismissal or Expulsion - The offending person is to be advised that

he/she has been dismissed from the league for the remainder of the current year.

vi. Barred – The offending person is to be advised that he/she has been barred from present and future participation in the league permanently, or for a specific number of years.

b. Managers, Coaches & Players:

i. Any Manager, Coach or Player violating the Code of Conduct is subject to immediate ejection from the game by the Umpire in charge and subsequent suspension or disciplinary action from the Disciplinary Committee.

ii. Any Manager, Coach, or Parent who instructs a player to behave in any manner that is considered unsportsmanlike shall be subject to Ejection and a minimum one-game suspension. Based on the report filed by the Umpire, the Discipline Committee may take further action against the offending party.

vi. Ejections – Any Manager or Coach ejected from any WBA facility must leave immediately without further incident. Persons not doing so will be subject to additional penalty and disciplinary action by the Disciplinary Committee.

iv. Suspensions – Any Manager or Coach can and may be advised by the Disciplinary Committee that he/she has been suspended from all league activity for a specific number of games or days.

v. Dismissal or Expulsion – Any Manager or Coach can and may be advised that he/she has been dismissed from the league for the remainder of the current year.

vi. Barred – Any Manager or Coach can and may be advised that he/she has been barred from present and future participation in the league permanently, or for a specific number of years.

c. Parents & Fans:

i. Any parent or fan violating the Code of Conduct will be warned by an Umpire (or other Official) that they are in violation of the league's Rules. In the event of a second violation during the same game, the offending party may be subject to ejection. In the event that the offending individual(s) refuse to comply, the Manager of the offending Team will be responsible for compliance. Failure to comply will result in a forfeiture of the game and subject the Manager of the offending Team to disciplinary action from the Disciplinary Committee.

d. Players:

i. Any player who maliciously throws or abuses any equipment may be subject to ejection from the game by the Umpire without prior warning.

ii. Any Player who, in the Umpire's judgment, intentionally tries to injure another player and is subsequently ejected from the game for unsportsmanlike conduct,

shall also be recorded as an "out" on the play unless he has already scored.

iii. Any player who is ejected from a game will be recorded as an out when his next scheduled time at bat occurs. This out shall be recorded only once per player, per game.

iv. Any individual who is ejected from a game will automatically be suspended for one additional game for the first infraction, two additional games for the second infraction, and dismissal for the remainder of the season for a third infraction.

v. The ejection of any individual (including, but not limited to Managers, Coaches and Players) shall be reported by the Umpire-in-Chief to the Director of Umpires by e-mail immediately following the game.

vi. The Director of Umpires shall notify the appropriate Division

vii. Managers are responsible for reporting ejection of Players to the Division Director within 48 hours of the end of the game the Player was ejected.

e. Suspended Players:

i. must be listed on the Manager's Official line-up card and length of suspension; noted.

ii. may serve his suspension in the dugout in uniform;

iii. having served his/her suspension shall be eligible to participate in all future games unless otherwise ineligible to play from the result of an Ejection. For clarification purposes, Ejections and Suspensions are cumulative and must be served independent of one another.

f. Benching Players:

i. A Manager may bench any player for disciplinary reasons at any time, but he/she must notify the Division Director in writing within 48 hours.

ii. If a player is benched during a game, the Manager must immediately notify the Umpire and Scorekeeper and the Player may not reenter that game.

iii. Any player who is benched during the game will be recorded as an out when his next scheduled time at bat occurs. This out shall be recorded only once per player, per game.

iv. The Manager and Umpire must notify the Division Director in writing within 48 hours after the conclusion of the game.

v. Benched Players are excluded from the Player Participation Rule from the time they are benched.

g. Rights & Remedies:

- i. Suspended Managers or Coaches may not attend games, even as spectators, during their suspensions.
- ii. Any player with three (3) disciplinary actions (ejection or suspension) shall not be eligible for All-Star selection.
- iii. Any Manager or Coach with three disciplinary actions (ejection or suspension) shall not be eligible for All-Star Managing or Coaching.
- iv. The party being disciplined has the right to appeal the penalty to the Disciplinary Committee, but must do so within 72 hours of imposition of the penalty by notifying the Division Director in writing.
- v. Upon request by the Division Director or by a party requesting an appeal of a penalty imposed by a Division Director, the Disciplinary Committee shall convene a hearing within 72 hours from notification. The purpose of the hearing will be to determine the appropriateness of the penalty imposed by the Division Director. The Disciplinary Committee shall notify all parties of the time, date and place of the hearing, and all parties shall have the opportunity to appear before the Disciplinary Committee. The Disciplinary Committee shall also hear the testimony of any relevant witness at their discretion.
- vi. The Disciplinary Committee shall have the right to impose any greater or lesser penalty when it deems appropriate.

h. Disciplinary Appeals:

- i. Either party to any Disciplinary hearing shall have the right to appeal the decision made by the Disciplinary Committee to the Disciplinary Appeals Committee.
- ii. The Disciplinary Appeals Committee shall convene at the earliest possible opportunity when notified of an Appeal. The Committee shall view the relevant evidence and hear from all concerned parties at their discretion. The Disciplinary Appeals Committee shall have the power to modify the Decision of the Disciplinary Committee and impose either a greater or lesser penalty. The decision of the Disciplinary Appeals Committee will be final.

ARTICLE XVIII - PENALTIES

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE XIX - PROTESTS

WBA follows Major League Rules and Pony Rules regarding when and how a protest may be filed. Those rules are supplemented or modified by the following:

- 1. In the event of a rule interpretation, time will be taken by the Umpire to consult with

the Managers to resolve the rule in question. If a resolution cannot be reached, a Manager may protest the game.

2. A Protest must be filed at the time of the incident prior to the next Pitch, with the Umpire, Official Scorekeeper, and the opposing Manager.

3. Protests cannot be made on an Umpire's judgment call.

4. Scorekeepers must note the exact point in the Official scorebook at which a Protest is made.

5. During regular season games, the protesting Manager must notify the Division Director (in writing) by the end of the next calendar day. During post-season or Playoff games, the protesting Manager must notify the Division Director (in writing) by the end of the current calendar day. If the Manager is unable to notify the Division Director, another league Official may be contacted in his/her place.

6. A written report along with a \$100.00 deposit must be given to the Division Director (or other league Official) within 48-hours of the published start time of the game being protested. The report must cite the rule in question, the ruling by the Umpire, the reason(s) forming the basis of the Protest and all supporting materials.

7. A Protest Committee will meet as soon as practical to review all evidence and will reach a Decision in accordance with all applicable Rules. Evidence will consist of oral and written information obtained from both Managers and the Umpire(s) appointed to the game. The Protest Committee shall consist of:

- a. The Vice Commissioner of Baseball Operations
- b. The Division Director(s) involved
- c. The Director of Umpires

If any member of the Committee has a conflict of interest, the Commissioner will appoint a replacement.

8. When a "Decision or Finding" is made, applicable Rules will be cited and both Teams will be notified in writing. Once written notification has been given, the matter is closed and further comment by the league is not permitted.

a. If the protest is upheld, the game shall be continued from the point of the Protest using the same lineups. The \$100.00 deposit shall be returned.

b. If the Protest is denied, the game results shall be Official, and the \$100.00 deposit is forfeited.

#### ARTICLE XX - GENERAL CONDUCT

INTENTIONALLY OMITTED - SEE MLB & PONY RULES

ARTICLE XXI – PLAYOFF RULES

1. In all divisions, for all play-off and championship games, there is no time limit. However, mercy rules are still in effect. Since a winner must be determined, a game that is tied at the end of the scheduled number of innings shall play one extra inning. Subsequent extra innings shall use the California tie-breaker in which each Team starts with the player who is scheduled to bat last during that inning as a runner on second base with one out. The California Tiebreaker Rule will be used in all subsequent innings of the Playoff and Championship Game until the tie is broken and a winning Team is determined.

ARTICLE XXII

[INTENTIONALLY OMITTED]

ARTICLE XXIII – SHETLAND NATIONAL DIVISION RULES

1. The Shetland National Division is designed to be instructional; all League activities must equally reward all participating Players. No standings will be kept or published for the Shetland National Division.

2. The Pitching rubber will be 38 feet from Home plate, however, Coach Pitchers may stand closer, as necessary.

3. Coaches on the field are considered a part of the field.

4. The Home Team is responsible for supplying the batting-tee and a parent volunteer Umpire.

5. Scorekeeping is prohibited in this Division. In each half inning, Teams shall bat through their entire order.

6. Defense:

a. All Players will be allowed to play defense at the same time.

i. The Infield will consist of six Players: First Base, Second Base, Shortstop, Third Base, Pitcher and Catcher. Infielders may not play more than six (6) feet in front of the imaginary line extending directly between the Bases until the Batter has put the ball in play.

ii. All other Players must be located in the Outfield during each Pitch. All Outfielders (and the Roving Fielder) must be positioned at least fifteen (15) feet behind the Baselines until the Batter has put the ball in play.

iii. The player(s) occupying the Pitcher position must have at least one foot on the Pitching Mound (as defined by a 6 foot circle that surrounds the Pitching Plate) until the ball is put in play by the Batter.

b. Defensive Rotation Rule:

i. The use of dedicated player positions is not permitted. In the first three

(3) innings of a regulation game, each player must play at least one (1) full inning at Pitcher, 1st Base, 2nd Base, Shortstop, or 3rd Base.

ii. Managers are required to use their judgment when positioning Players at various defensive positions (i.e., Pitcher, 1st Base). Safety first.

8. Coaching:

a. Offensive Coaching is permitted from the Baseline Coaching boxes and from behind Home plate only.

b. Up to two defensive Coaches will be permitted in the Outfield to assist the fielders in staying focused and for instructional purposes. Outfield Coaches must remain fifteen feet behind the Base lines.

ARTICLE XXIV - SHETLAND AMERICAN RULES

*See the 2019 Conejo Valley Interleague Rules.*

ARTICLE XXV - PINTO NATIONAL RULES

1. A third Strike is an out, even if the Catcher drops the ball.

2. There is no Infield fly rule.

3. Runners may not steal bases. Runners may not lead off. Baserunners may not leave their base before the ball is hit. If this occurs, the runner shall be declared out.

4. Offense:

a. For the first one-third of the season (specific dates to be defined by the Division Director), Players shall Pitch during the 3rd inning. Adult Coaches shall use the pitching machine in all other innings.

b. For the middle one-third of the season (specific dates to be defined by the Division Director), Players shall Pitch during the 3rd and 4th innings. Adult Coaches shall use the pitching machine in all other innings.

c. For the last one-third of the season (specific dates to be defined by the Division Director), Players shall Pitch during the 3rd, 4th, and 5th innings. Adult Coaches shall use the pitching machine in all other innings.

5. During the Pitching Machine Innings:

a. When the pitching machine is being utilized, the Player at the Pitching position must keep at least one foot in the dirt on the Pitcher's mound prior to the Pitch.

b. Each Batter shall receive at least five (5) Pitches (unless they put the ball in play prior to the 5<sup>th</sup> pitch). And an additional Pitch will be awarded each time the Batter fouls



off the last Pitch. **There are no strikeouts prior to the 5th pitch.**

- d. There shall be NO walks allowed.
- e. If the Batter is hit by a ball from the pitching machine, s/he shall remain at bat.

f. If a batted ball strikes a Coach utilizing the pitching machine, and in the Umpires judgment it is accidental, it shall be a 'no Pitch'. If in the Umpires judgment the Coach Pitcher has intentionally interfered with a batted ball, the lead runner shall be declared out and the Pitch shall be a Strike.

6. During Kid Pitch Innings:

- a. There shall be NO walks allowed.
- b. The Batter can Strike Out.

c. When a Batter is hit by a Kid-Pitcher or receives Ball 4 from a Kid Pitcher, no Base is awarded. An adult Coach shall Pitch to the Batter (not utilizing the pitching machine) from 1 to 3 additional Pitches. The number of Pitches to be determined by the formula of 3 minus the number of Strikes the Batter has at the time. If after the last Pitch the Batter has not put the ball in play, s/he is out. EXCEPTION: The Batter receives an additional Pitch each time he fouls off the last Pitch.

d. A ball that hits a Batter when Pitched by a Coach shall count as a ball or Strike (if struck at or in the Strike zone), and no Base is awarded.

- e. If the adult Coach Pitcher hits the Batter and it is the 5th Pitch, the Batter is out.

7. Defense:

a. Ten (10) defensive Players are permitted on the field of play. If ten (10) defensive Players are used, four (4) must be positioned in the Outfield. The Outfielders shall be in left field, left-center, right-center, and right field. Outfielders will ***not*** be positioned on the edge of the infield and may not (i) make a force out at first base, second base or third base by tagging the base themselves or (ii) by tagging the runner themselves.

b. Regardless of the number of Players in the game, a Player must be at the Catcher's position each inning regardless of whether the Pitcher is a Coach or a kid.

c. A Manager is allowed one (1) trip to the mound per Pitcher per inning to visit with the Pitcher without replacing him/her. On the second trip to the mound with the same Pitcher during the same inning, the Pitcher must be replaced.

d. The Half Way Rule. ~ This rule applies ONLY to batted balls that leave the Infield and is at the sole discretion and judgment of the Umpire:

i. The moment an Infielder has possession of the ball in the Infield, and elects not to make any further play, the Umpire shall call "time;" the ball is then "dead," and no further "action" is to be permitted.

ii. All runners, including the Batter/runner, shall return to the last Base that was legally touched when "time" was called.

iii. If the Batter/runner (and any preceding runner that is forced to advance) is at least half-way to the next Base, the Umpire will award the runner(s) the "next Base."

e. The Half Way Rule ~ Clarifications & Definitions:

i. An Infielder shall have "possession of the ball" as soon as he/she has control of the ball, either in his/her hand or glove.

ii. At the point the Umpire rules the ball dead, runners will be sent to the Base they were entitled to per the Half Way Rule (as stated above).

iii. "Possession of the ball" is to be determined by the Umpire and is a judgment call that cannot be appealed or protested.

iv. Whether a runner has advanced at least half way to the next Base is to be determined by the Umpire and is a judgment call that cannot be appealed or protested.

v. The outer limit of the "Infield" is the Infield/Outfield grass line; this "grass line" also extends into foul territory, up to the fences or fence lines.

vi. Any hit ball shall be limited to a maximum of one overthrow by the defense and all runners shall be allowed to advance, at their own risk, only one Base on that overthrow. Runners may be tagged "out" before reaching their next Base, and may not advance beyond the "next" Base on the one overthrow. The ball will be dead after the first overthrow and runners cannot advance any further bases.

3. The "Half-Way" Rule applies to all overthrow situations if the ball is gathered by an Infielder in the Infield before all runners reach the next Base.

f. Defensive Rotation Rule:

i. The use of dedicated player positions is not permitted. During the first 3 innings of a regulation game, each player must play at least one (1) full inning at Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base. **Catcher is not considered an infield position.**

ii. Managers are required to use their judgment when positioning Players at various defensive positions (i.e., Pitcher, 1st Base). Safety first!

8. Coaching:

a. The Coach who is Pitching may Coach the Batter only; he is not permitted to instruct the Base Runners.

b. A Coach may stand behind Home plate to back up the Catcher but may not instruct any offensive or defensive Players.

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c. Three (3) Coaches are allowed in the dugout. A fourth Coach may support bullpen Pitcher warm-ups and Batter preparation in the dugout.

d. During the first-half of the season only, one (1) defensive Coach is permitted and must remain in the Outfield at least ten (10) feet behind the Outfield grass.

e. During the second half of the season, Coaches are not permitted in the Outfield.

ARTICLE XXVI - PINTO AMERICAN RULES

**See the 2019 Conejo Valley Interleague Rules.**

ARTICLE XXVII - MUSTANG NATIONAL DIVISION

1. A third Strike is an out, even if the Catcher drops the ball.

2. The Infield Fly Rule applies.

3. Balks will not be called.

4. Stealing:

a. Runners may steal Bases, but may not leave the Base they are occupying until the Pitch has reached or passed Home Plate.

b. Once the Pitcher has stepped on the rubber with possession of the ball, runners who leave their Base before the Pitched ball crosses Home plate shall be declared out and any Pitch shall be declared a 'dead ball'.

5. Hidden Ball Trick: The Runner may not be put out using the hidden ball trick.

6. After a walk, the Batter may advance to first Base only and cannot advance to second Base on the same play.

7. A runner occupying Third Base at the time of a Pitch may NOT advance to Home on:

- i. a wild Pitch;
- ii. a passed ball;
- iii. the Catcher's return throw to the Pitcher;
- iv. the Catcher's throw to any Base after the Pitched ball.

EXAMPLE: With runners at 1st and 3rd, if the runner at 1st attempts to steal, the runner on 3rd is frozen and cannot advance on a throw from the Catcher to Second Base, even if there is a rundown or a throwing error.

OFFICIAL 2019 WESTLAKE BASEBALL ASSOCIATION RULES

8. Defensive Rotation Rule:

i. The use of dedicated player positions is not permitted. During the first 3 innings of a regulation game, each player must play at least one (1) full inning at Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base. **Catcher is not considered an infield position.**

ii. Managers are required to use their judgment when positioning Players at various defensive positions (i.e., Pitcher, 1st Base). Safety first!

9. Coaching:

a. Four (4) Coaches are allowed in the dugout.

ARTICLE XXVIII - MUSTANG AMERICAN DIVISION

**See the 2019 Conejo Valley Interleague Rules.**

ARTICLE XXIX - BRONCO NATIONAL DIVISION

**See the 2019 Conejo Valley Interleague Rules.**

ARTICLE XXX - BRONCO AMERICAN DIVISION

**See the 2019 Conejo Valley Interleague Rules.**

ARTICLE XXXI - PONY DIVISION

1. Sign-Ups:

a. A player with a league age of 15 may sign up and play in the Pony Division if the player is not participating and has not participated in High School Baseball within CIF, Southern Section, LA City, or other High School federation Team.