WGGYB Battle of the West Pre All-Star Tournament
June 2nd – June 5th, 2016
General Rules (All Divisions)

- Divisions are based upon a player's 2016 League Age. Players may play up in age, but **not** down.
- Players may only play on one team entered in the Tournament.
- Major League Baseball Rules will apply with the exceptions noted in the Pony Rulebook.

Metal cleats will be allowed.

- The Home Team will be determined by a coin flip during pool play prior to the start of the game or the higher seeding team during the playoffs.

The home team for the Championship Game will be determined by the higher seed between the two (2) teams.

- Each team needs to supply a scorekeeper.
- Managers **do not** have to be in full uniform.
- All bats must be USSSA or PONY approved.
- In the event of weather – if no games played there will be a 100% registration refund, 1 game played there will be a 50% refund, 2 games played there will be no refund.

Pitching restrictions are as follows:

- **Pinto and Mustang** – 6 innings may be pitched in a day, 9 total innings may be pitched in the Tournament.
- **Bronco** – 7 innings may be pitched in a day, 12 totals innings may be pitched in the Tournament.

No 40 hour rest rule is necessary. Violation of pitching rules or not completing the Pitching Log will result in automatic ejection of the Team Manager and a forfeit of that game. Once a pitcher is removed from the mound he may **not** pitch again in that game.

- Pinto thru Bronco teams may elect to bat 9 players and/or bat 10 players with the 10th player being an EH. The EH is considered a defensive player and can switch in and out defensively. **Teams may also bat their entire roster**. Shetland teams will bat their entire roster. An ejected player will be an out every time in their order of the lineup. An injured player will not be an out. (**NO SHETLAND THIS YEAR**)

Amount of defensive Players on the field:

- **Pinto thru Bronco** only **9** defensive players will be allowed on the field during their defensive portion of the inning. **No extra fielder is allowed.**

Length of Games:

- **Shetland** teams will play 5 innings or 1 hour and 30 min. whichever comes first. No new inning will start after 1 hour and 30 minutes. (**NO SHETLAND THIS YEAR**)
- **Pinto and Mustang** teams will play 6 innings or 1 hour and 30 min. whichever comes first. No new inning will start after 1 hour and 30 minutes.
- **Bronco (12u)** will play 7 innings or 1 hour and 45 min. whichever comes first. No new inning will start after 1 hour and 45 minutes.
- **If a tie score exists once the inning is complete as well as the allotted time of game is up, each team will receive .5 for a win and .5 for a loss**

Pinto Base Running Rules:

- Stealing home is **not** permitted.
- A player is allowed to take a lead off of the base once the ball gets to home plate.
- Runners are able to advance in the event there are errant throws with the exception of home.
- If a runner at 3rd leads off and there is a throw from a defensive player and they are tagged out prior to getting back to the base, the runner is out. If there is an overthrow while trying to get the runner at 3rd, the runner is **not** allowed to advance to home.

Protests:

- All protests will be ruled on **immediately** and all decisions are **final**. To protest a game the umpire must be informed that a manager wants to protest. Once a protest has been made the Tournament Director or Directors and Umpire will make a decision based on rules. No judgment calls may be protested. The protest must happen immediately before the next pitch is thrown. Once a pitch is thrown there will be no protests allowed.
- Courtesy runners will be the last out made and are allowed for the pitcher and catcher that had just previously played that position.
- Managers are responsible for the conduct of their players, coaches and fans. There will be no verbal abuse or poor sportsmanship directed to umpires or opposing teams.
- Any manager or coach ejected from a game will also sit out the next scheduled game and will have to leave the vicinity of the field immediately.
- **Intentionally Walks:**
  - A coach needs to inform the umpire and point to 1st base (Pinto).
  - For Mustang and Bronco, the pitcher must throw 4 pitches to the catcher in the intentional walk position by standing up while holding out their arm and once the throw is made, they will go to the side to retrieve the ball.

- Teams are allowed one offensive timeout per inning and one visit to the mound. The second visit to the mound in the same inning will result in the pitcher being pulled from the mound or pulled on the 3rd total visit while they are the pitcher of record.

Mercy Rule: A ten run mercy rule is in affect after the 4th inning or bottom of the 3rd if the home team is a head by 10 runs (Pinto / Mustang), 5th inning or bottom of the 4th (Bronco 12u).

In addition to the above General Rules, the following rules will apply to Shetland teams only: (NO SHETLAND THIS YEAR)

- The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland Tournaments and is the only pitching machine approved for Shetland Tournament Play.
- All Shetland Players listed on the Affidavit will bat.
- There shall be a minimum of 9 players used defensively, with a maximum of no more than 10 for Shetland and or Pinto Divisions. There will be free defensive substitutions.
- There shall be a maximum of 4 outfielders, stationed not less than 15 feet behind the baseline when the coach pitches the ball.
- Batters are not permitted to bunt.
- The batter is out if failing to hit a fair ball after a maximum of 4 pitchesfrom the coach pitcher feeding the machine. If a batter fouls off the 4th pitch, the batter will receive a 5th pitch that must be hit in fair play or they will be out.
- Runners are not permitted to steal or lead off, and shall remain in contact with the base until the ball crosses the plate. (Penalty-the runner is out.)
- On a batted ball runners may advance until an infielder has control of the ball in the infield or at a base and holds the ball up. Once the ball becomes dead and in the judgment of the umpire the runner has not gone entirely beyond the half way point between the bases, the runner will be required to return to the base in which they are coming from.
- There is no Infield Fly Rule.