

TOLUCA BASEBALL LOCAL RULES

(Approved January 10, 2008)

RULES COMMON TO ALL DIVISIONS

1.	Each team shall have a maximum of twelve (12) players, when possible.
2.	All players must be in proper league issued uniforms for games.
3.	If 13 or more players are rostered on a team and 13 or more players are present at a game, all players must play a minimum of 3 defensive innings in the Pinto through Pony Divisions. If 12 or fewer players are present at a game, no players may sit out consecutive defensive innings. If a player fails to play the required defensive innings in a game, that player must start in the following game, make up the innings missed, as well as play the required innings in that game. The first violation of this rule will result in a warning to the manager of the team in question. A second violation will result in the team's automatic forfeiture of the game.
4.	Bat-a-round is in effect in all divisions. Bat-a-round is defined as putting the entire roster into the batting order and batting accordingly, from the first at bat to the last.
5.	A player arriving late to a game (after the scheduled start time) and who is not in the original line-up, shall be inserted at the end of the batting order.
6.	No defensive pre-inning instructional meeting is permitted on the mound.
7.	Any player, who in the judgment of the umpire, is observed abusing equipment may be ejected from the game and is subject to suspension, or other discipline.
8.	A team may have only two (2) offensive coaches, one each in the first and third base coaching boxes. All other coaches are to remain no closer to home plate or to the outfield than the end of the dugout. (This rule does not apply to Shetland.)
9.	There is no mercy rule in effect.
10.	Toluca Baseball in an "all wood bat" league. Aluminum bats may not be used on Toluca's fields during games.
11.	When playing an inter-locking schedule with another league, the local rules of the "host" league shall apply.
12.	In all divisions where score is kept and in all seasons when standings are kept, points are assigned as follows: A win equals two (2) points. A tie equals one (1) point. (Ties will not be replayed.) A loss equals zero (0) points.
13.	If a game ends in a tie (the amount of innings that constitutes a game has been played) and there is still time remaining, the game shall go into extra innings, provided no new inning starts after time for a new inning expires.
14.	Except in Bronco, a minimum of eight (8) players present at the scheduled game time is necessary for a team to play. If only eight (8) players are playing, the ninth spot in the batting order shall constitute an automatic out only on the first occurrence. (This rule does not apply to Shetland)
15.	The loss of a player during a game due to injury, illness or any other reason, shall result in an automatic out only on the first occurrence of that player's turn at bat. If the player leaves the game prior to having an at bat, no automatic out will be imposed. (This rule does apply to Shetland)
16.	In Shetland and Bronco, teams may play a scheduled game with at least seven (7) players in attendance. In all other divisions, seven (7) players or less in attendance at the scheduled game time shall constitute a forfeit. However, the game may be played as a practice game.
17.	Games in all divisions are subject to time limits. No new inning may start after time has expired. A new inning

	begins as soon as the third out of the bottom of the previous inning is recorded.
18.	Any player who, in the judgment of the umpire, throws their bat as part of their swing, may be called "out."
19.	No official, player, manager, coach, spectator, or fan shall lay a hand upon, push, shove, strike, threaten, verbally abuse, or otherwise endanger the safety of any other official, player, manager, coach, spectator, or fan. Any such conduct must be reported to a member of the Executive Committee of the League within 48 hours of the alleged offense. The offending party or parties may be subject to disciplinary action to be taken by the Disciplinary Committee and/or the Board of Directors, in accordance with the By-laws of this organization.
20.	If any player, manager, coach, spectator, or fan is ejected from a game, an automatic and mandatory one game suspension shall be imposed against that individual following that individual's ejection from any league, travel or tournament game. The mandatory one game suspension is the minimum discipline to be imposed. Imposition of the mandatory suspension does not substitute for, limit, or restrict the Disciplinary Committee's authority to review and investigate all allegations of misconduct and, when appropriate, recommend additional disciplinary action to be taken by the Board of Directors, in accordance with the By-laws. Managers are required to report an ejection of any party from their game to the President of the League within 48 hours of the conclusion of the game. Failure of a manager to report an ejection may result in additional disciplinary action against the manager.
21.	Notwithstanding any other rule, a manager may bench a player for any number of innings the manager deems necessary to address a disciplinary issue with that player. Any manager who benches a player must notify the umpire and the manager of the opposing team at the time he imposes the discipline. If a manager benches a player and that player's turn at bat comes up, the manager can elect to have the player re-enter the game to bat or take an out for each at bat the benched player misses.
22.	All ties in the standings between teams in each division will be determined using the following tie breakers in the order they are listed: First - Head to head results for that half; Second - Number of wins (does not include ties) for that half; Third - Results against the 3 rd place team for that half; Fourth - Head to head results for the whole season; Fifth - Number of wins (does not include ties) for the whole season; Sixth - Coin toss.

DIVISION SPECIFIC RULES

SHETLAND DIVISION	
1.	Five (5) innings constitutes a game.
2.	A seventy-five (75) minute time limit is in effect. No new inning shall begin after seventy-five minutes has elapsed from the actual start time of the game.
3.	No scores or standings shall be kept during the regular season.
4.	An inning is defined as a bat-a-round (no less than eight (8) batters) or three (3) outs.
5.	No player shall be positioned at catcher. There shall be a maximum of nine (9) defensive players on the field and the ninth player shall serve as a fourth outfielder. No player shall sit out more than one consecutive inning per game. No player shall sit out a second inning in a game until each player has sat out at least one inning in that game.
6.	No player may play the same infield position for more than two (2) innings per game.
7.	The pitcher must wear a protective helmet

8.	Two (2) defensive coaches may be in foul territory beyond first and third base.
9.	One (1) offensive coach may assist in helping with the batting tee. One (1) offensive coach shall serve as a pitcher.
10.	If a batted ball strikes the coach-pitcher, the ball is dead and the batter is awarded a single. All runners may advance one (1) base.
11.	There shall be "coach pitch" for the entire season. Each batter shall get three (3) pitches from the coach. If the batter has not put a ball in play, the batter gets three (3) swings at the ball placed on the batting tee. If the batter has not put a ball in play, the coach can go to home plate and physically assist the batter to put the ball into play from the batting tee or it will be called a strike out. Exception: If the third coach pitched ball is a foul tip by the batter, then the batter gets a fourth coach pitched ball before using the batting tee.
12.	Sliding is allowed at any base or at home plate.
13.	A runner may advance only one (1) base at the runner's own risk on any overthrown ball to any base or the pitcher. If the runner does advance one (1) base, the ball will be considered dead and play will be stopped.
14.	The ball is dead when in controlled possession of an infielder who is in the infield area within the baselines. The player in controlled possession of the ball has to request time.
15.	Runners at least 2/3 of the way in each base path toward the next base may advance to the next base, subject to defensive play being called dead.
16.	There are no tag plays within the home plate circle.
PINTO DIVISION	
1.	Six (6) innings shall constitute a game.
2.	A ninety (90) minute time limit is in effect. No new inning may begin after ninety minutes has elapsed from the actual start time of a game.
3.	An inning is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted in the 6 th inning.
4.	The Pinto Division shall be comprised of two sub-divisions: The American League and the National League. The American League shall be comprised of league age seven (7) year-olds and the National League shall be comprised of league age eight (8) year-olds.
5.	Bases in the American League shall be 55' apart and the pitching distance shall be 38'.
6.	Bases in the National League shall be 60' apart and the pitching distance shall be 38'.
7.	A league-registered coach from the team that is at bat shall pitch during the 1 st , 5 th , 6 th innings and any extra innings for the entire season. Said coach shall also pitch during the 2 nd inning for the first one-half of the scheduled season.
8.	<p>Rules in Effect During Coach-Pitch at bats:</p> <ul style="list-style-type: none"> a. Each batter shall receive up to five pitches except the batter shall receive an additional pitch each time the batter fouls off the <i>previous</i> pitch. b. No base-on-balls (walks) allowed. c. A batter is out after three strikes unless the third strike is a foul ball or after receiving the fifth (5th) pitch unless the fifth pitch is a foul ball. d. If a batted ball hits the coach it will be a dead ball and the batter shall be awarded first base. All runners shall advance one base. If, however, in the Umpire's sole discretion, the Umpire determines that the Coach Pitcher intentionally interfered with the batted ball the batter shall be ruled out and all

	<p>runners shall return to the base at which they began prior to the ball being put in play.</p> <p>e. Once the ball is put in play by the batter, the coach shall make his/her best effort to exit the playing area.</p> <p>f. A coach who is pitching MAY NOT instruct the batter or any baserunner or coach in any manner. The team shall receive a warning for the first offense. The second and any subsequent offense will result in an out being recorded against the team at bat but no player shall be put out.</p> <p>g. A batter who is hit by a pitch will not be awarded first base and will continue batting. That pitch will not count against the batter. For example, a batter struck with the third pitch will receive three additional pitches.</p> <p>h. A runner shall not advance except upon a batted ball. There is no base stealing while a coach is pitching.</p> <p>i. The pitching coach shall deliver the pitch, overhand, while standing and shall begin the delivery of the pitch from the pitching rubber. If, in the umpire's opinion, the coach does not adhere to this rule 8.h, the umpire will call "no pitch."</p> <p>j. One player shall serve as the defensive pitcher and shall be positioned with one foot in contact with the pitcher's circle</p>
9.	<p>During KID Pitch innings:</p> <p>a. No base-on-balls (walks) allowed. Batters can strike out.</p> <p>b. When a batter receives ball four during Kid pitch, the coach will pitch to the batter up to an additional 4 pitches. If the ball is not put into play after the 4th pitch, the batter is out unless the last pitch is a foul ball in which case the batter receives an additional pitch.</p> <p>c. Batter hit by KID pitch shall be awarded first base.</p> <p>d. Pitchers are allowed to throw a maximum of thirty (30) pitches per game or one inning whichever comes first. If a pitcher throws one pitch in an inning, then it constitutes an inning of work.</p> <p>e. Pitchers may complete pitching to a batter when the maximum count is reached. When the pitch count is reached, another KID pitcher must complete the KID pitch inning.</p> <p>f. Pitchers who hit more than one (1) batter in their inning of work, shall be removed from the mound and replaced with another KID pitcher.</p> <p>g. Pitchers may throw on consecutive days.</p> <p>h. Each team shall designate an official scorekeeper prior to the start of the game. Each scorekeeper shall record the number of pitches thrown by KID pitchers for both teams. In the event of a discrepancy between scorekeepers, the home team's scorekeeper's record shall be considered the official record of the game.</p>
10.	There is no infield fly rule in effect.
11.	Bunting is permitted.
12.	When the ball is in controlled possession of the infielder and, in the umpire's judgment all play on the runners has ceased, the umpire may call time.
13.	Free defensive substitutions for all players, including the pitcher, subject to rule 9.d above. However, no player may play the same defensive position for more than 4 innings in any one game.
14.	When the runner's point of origin is on first, second or third base at the time a pitch is made, the runner may only score on a batted ball. The pitch must cross home plate before the runner attempts to steal second or third base. The runner can be called out for leaving the base early. Runners may not advance once the catcher has possession of the ball and, in the opinion of the umpire, the play on the runner is dead and the catcher has started to return the ball to the pitcher. Furthermore, a base runner whose point of origin is first or second base cannot advance more than one base on anything other than a batted ball.

15.	If a base runner who is at 3 rd base attempts to advance to home on a non-batted ball, there will be no play on that base runner and the base runner must return to 3 rd base.
16.	All batters shall be required to wear a batting helmet with some form of protective face guard. The league shall provide helmets with face guards to each team. Once on base, a runner may replace his/her protective helmet with a helmet that does not include a protective face guard.
MUSTANG, BRONCO & PONY DIVISIONS	
1.	Each division shall have the following number of innings or stated time limit per game: Mustang - six (6) innings or a 105 minute time limit; Bronco - seven (7) innings or a 120 minute time limit; Pony - seven (7) innings or a 135 minute time limit. No new inning shall begin after the stated number of minutes has elapsed from the actual start of the game.
2.	An inning in Mustang is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted in the 6 th inning. In Bronco an inning is defined as three (3) outs or seven (7) runs. The seven (7) run rule shall be lifted in the 7 th inning. In Pony, an inning is defined as three (3) outs.
3.	Except for the pitcher, free defensive substitutions shall be allowed.
4.	There are no stealing restrictions.
5.	Balks will be called. In Mustang, each pitcher will be issued one (1) warning per game during the regular season. In Bronco and Pony, no warnings will be issued.
6.	Pitching Rules: Mustang: A pitcher may pitch a maximum of two (2) innings in any one (1) Spring season game, or in any one (1) Fall season game, for a maximum of five (5) innings in any one (1) week. Bronco & Pony: A pitcher may pitch a maximum of four (4) innings in any one (1) Spring season game, or three (3) innings in any one (1) Fall season game, for a maximum of eight (8) innings in any one (1) week. If a Bronco/Pony team must play three (3) games in any week, the one (1) week maximum innings shall be increased from eight (8) to ten (10) innings for that week. A week shall be defined as Monday through Sunday. One (1) pitched ball constitutes an inning.
7.	Bronco and Pony players may wear metal cleats. Mustang players may not.
8.	Pony players may use Aluminum bats. The use of wood bats is permitted.

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