



WALNUT PONY BASEBALL RULES - 2026

CODE OF CONDUCT:

The code of conduct shall apply to all board members, managers, coaches, regular members, players and spectators. On the field, the umpire will enforce it. Elsewhere in the park and at all practices, it will be enforced by board members, approved managers and approved coaches.

*All managers and coaches shall abide by the rules set forth by the Board of Directors of Walnut PONY Baseball.

NO MANAGER, COACH, REGULAR MEMBER, PLAYER OR SPECTATOR SHALL

- a. **Verbally abuse any player, official, volunteer or spectator.**
- b. **Physically attack any player, official volunteer or spectator.**
- c. **Be tolerated in using profane, obscene or vulgar language or gestures in any manner at any time.**
- d. **Demonstrate dissent by throwing gloves, bats, balls, equipment or any other forceful action for any reason.**
- e. **Appear on the field of play at any time, in an intoxicated condition or under the influence of any illegal substance.**
- f. **Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.**
- g. **Refuse to abide by the Official's decision.**
- h. **Gamble on any play or the outcome of the game with any spectator, player or opponent.**
- i. **Not smoke in the park.**
- j. **Allow any player to mingle with or fraternize with the spectators during the course of the game but shall remain on the player's bench or on the field of play.**
Exception: Between innings, a player may get a drink of water or visit the restroom.
- k. **Bring in or consume candy, food or drink in the dugout or on the field during the game (sports drink and water excluded).**
- l. **Be permitted on the field out of uniform (Exception managers and coaches).**
- m. **Be allowed to wear short pants on the playing field (Exception managers and coaches).**
- n. **Protest a judgment decision by an umpire.**

Violations of this code of conduct, rules "a" through "f", by a board member, manager, coach, or player will be referred to the protest/decisions committee for appropriate action. Regular members or spectators will be removed from the park.

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Violations of this code of conduct rules “g” through “n” should initially be addressed informally by managers. In cases of severe or repeated violations, the same may be referred to the protest/decisions committee for appropriate action.

The protest/decisions committee may ask other persons, including persons alleged to be in violation of this code of conduct, to appear before the committee, prior to deciding on the appropriate action.

Appropriate action can include, but is not limited to: verbal admonishment, letter of admonishment, temporary suspension, or permanent suspension. Suspension will served on the next playable game after the committee’s decision.

Note: *It is the manager's responsibility to make sure there are responsible adults present to handle the team upon such a suspension. Failure to do so will result in a forfeiture of said game.*

Note: *Any player ejected shall sit on the bench until parent or guardian assumes responsibility.*



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2. MANAGER SELECTION:

All approved managers shall sign an affidavit as to their understanding of the League and Pony Baseball Rules

All managers must attend one mandatory coaches' clinic and submit to a background check. Managers are selected and approved on an annual basis as per the by-laws. Written requests are required each year from all prospective managers. This rule applies to returning as well as prospective new managers.

Considerations for recommendation in priority are:

- Previous Walnut Pony Baseball managers.
 - Previous Walnut Pony Baseball coaches, as listed on the official team roster.
- All other applicants.

Note: The respective Divisional Player Agent must receive all applications by the date determined by the Board for the upcoming season. If the application of a previous year manager requesting the same team is not received by the said date, he or she may be replaced based on the applications received prior to the receipt of his/her application.

*In any case, it should be understood that the receipt of an application by other Board Members **does not** constitute receipt by the Divisional Player Agent, only that it will be passed on to the respective Divisional Player Agent. In **all** cases, the received date will be that of when the application is received by the respective Divisional Player Agent.*

Manager recommendations are made by the respective Divisional Player Agent and are subject to Board approval.

Manager applications meeting the deadline will be presented to the Board for approval by the first meeting in January.

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All managerial candidates will be informed of the Board's decision regarding their application no later than one (1) week following the Board's decision.

3. TEAM SELECTION:

Team selection priority shall be determined by managerial tenure within Walnut PONY Baseball. Managers with the greatest length of service to the league will be afforded first priority during the team selection process.

4. COACH/COACHES SELECTION

All coaches will be selected by the approved team managers, must submit a written application, and are subject to Board approval.

Manager's approved Assistant Coach must attend one mandatory coaches' clinic and submit to a background check before draft in order to lock a player. Failure to comply would place locked player back into open draft.

Junior coaches can be selected but they must be at least the league age of a Pony Division player and they must be approved by the WPB Board.

All approved coaches shall sign an affidavit as to their understanding of the League and PONY Baseball Rules prior to the draft. Failure to comply may result to the loss of eligibility to coach a team.

All coaches must attend one mandatory coaches' clinic and submit to a background check. Coaches are selected and approved on an annual basis as per the By-laws. Written requests are required each year from all prospective coaches. This rule applies to returning as well as prospective new coaches.

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5. PLAYER/PLAYERS DEFINITION AND QUALIFICATION:

A player is a youth who meets the age requirements as set forth by Walnut PONY Baseball Bylaws and PONY Baseball

The parents of a player may, at their option request in writing that their child not be drafted by a specific manager (only one manager may be exempted). This letter must be submitted to the proper Divisional Player Agent prior to the respective division try-out of the player. The exempted manager may not draft said player. This includes All- Stars selection, should the exempted manager be selected to manage an All-Star team, the exempted player will not be eligible for draft to that team as well.

6. PLAYER DRAFT AND TRY OUT RULES:

Before each player draft the divisional player agent will explain the process and draft order. All teams will be divided up as evenly as possible. The goal is to eliminate unfair trades, to help managers who are new to the league to have an even chance at a successful season as other more experienced managers and to offer close competition for all league members.

A. **Shetland, Pinto, Mustang, Bronco, and Pony Divisions** will be drafted in the following manner:

1. All prospective players **MUST** tryout.

- a) All players who do not tryout on scheduled days will be placed on a waiting list.
2. On the day of TRY-OUTS, all managers, coaches, and the player agent of each division will evaluate each player that is participating in that division. This will be a numerical rating system. Player agents are responsible for tallying evaluations.

Tryouts will consist of:

- a) Batting (min. 3 pitches.)
 - b) Fielding/throwing from short stop to first base (min 3)
 - c) Fielding /throwing from left field to second base (min. 3)

3. Rate and rank all players. Frozen players (4 allowed per team), are placed in appropriate round. The frozen player will now be placed by their evaluations number at tryouts. Being all-star player from the previous year will automatically place you in rounds 1-4. *Once players are ranked, managers are then allowed to draft any player within the range of each round and will continue round for round.*

B. **Team roster** – Shetland to Pony divisions will consist of a maximum of twelve (12) players, manager option to take thirteenth player, and a minimum (10) players per team. The Foal Division will consist of a maximum of eight (8) and a minimum of five (5) players per team. The number of players per division per team will be determined by the respective Division Player Agent.

1. The number of available managers and players for each respective division will determine actual roster size.

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2. Teams will not be given new players after more than half of the regular season has been completed.

- C. **Loss of Player-** All managers must report the loss or drop of a player to the Divisional Player Agent within 72 hours. The Divisional Player Agent shall monitor the electronic scorebook to ensure this is done, and violators will be addressed under the Code of Conduct. Failure of the Manager to report the loss of a player will be subject to review by the Board and penalties up to suspension will be imposed.
- D. **Waiting List** - All player candidates signing up or registering after all team rosters are filed or any player not selected in the open draft will be placed on a waiting list. These players will be distributed on a team-need basis. Equal competitive balance of the teams will be taken under consideration as to the player placement. The "Equal Balance" will be determined by a majority consensus of the divisional player agents and the executive board, all team managers must report to the Divisional Player Agent any time he/she loses a player. A monitoring of the electronic scorebooks will be made to assure this. Players on the waiting list shall be used to replace dropped players only.

Note: the sibling option will not be guaranteed for waiting list player.

- E. **Sibling Option** - The Sibling Option will be honored, unless the parents request in writing that they not be drafted on the same team, managers must abide by this request. If sibling signed up after the other sibling, they may be placed on different teams.

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SAMPLE DRAFT:

Note: For the purpose of clarification this sample draft will apply to the child (step, adopted, or foster) of a manager/coach or the sibling (step, adopted, or foster) of a player who is already a member of an existing team.

The following players are listed in descending point order. The boxed names are "Frozen" players. In this example, there are eight (8) teams.

All "Frozen" players ranked in the 1 - 8 range will go in the first (1st) round. The following "Frozen" players ranked in the 9 - 16 range will go in the second (2nd). This process will continue until all "Frozen" players are placed in their appropriate teams.

First year division players who are frozen cannot be ranked higher than the 3rd round for Shetland, Pinto Mustang, and Bronco 2nd round for Pony.



RND 1	RND 2	RND 3	RND 4	RND 5
1 Joe	1 Chris	2 Matthew	4 Bryan	53 Zack
2 Jake	1 Xavier	2 Rafael	4 Miguel	54 Cody
3 Steve	1 Jose	2 Rene	4 Spencer	55 William
4 John	1 Juan	3 Dennis	4 Asad	56 Esteban
5 Dave	1 Andrew	3 Sean	4 Frank	57 Fausto
6 Pete	1 Jason	3 Preston	4 Jimmy	58 Jossue
7 Jerry	2 Jacob	3 Kevin	4 Devin	59 Everardo
8 Mark	2 Joseph	3 Eric K.	4 Henry	60 Klye
9 Adrian	2 Jordan	3 Paul	4 Rick	61 Aaron
10 Anthony	2 Jared	3 Luke	4 Charlie	62 Jesse
11 Mike	2 Nomar	3 Caleb	5 Alfonso	63 Gabriel
12 Michael	2 Nick	3 Moses	5 Cameron	64 Parker
13 Gilbert	2 Eric	3 Diego	5 Nolan	65 Wood

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Draft Procedure Summary:

- a)* All players must try out
- b)* Rate and rank all players.
- c)* Frozen players are removed from the pool of players and are placed in the appropriate round.
- d)* Managers are allowed to draft any player within the range of each round.
- e)* There will be a contingency of players twice the number of teams plus five per round regardless of the number of teams in each division.
- f)* Under this example, the UCLA, USC, and LB St. must draft from the remaining players in the round range (4, 6, 8, 10, 12, and 13).
- g)* This procedure ensures that each team draft the highest ranked players available.
- h)* Immediately after the draft, a manager may initiate one player trade one round up or down subject to the Division Player Agent's approval.
- i)* If a Manager is not available during the draft the board will pick a team

7. TRANSFER CLAUSE:

Any player may transfer providing the following conditions are met:

- A.** Players transferred must be of the same league age.
- B.** Before a transfer is consummated, a written application must be filed with the Divisional Player Agent, and it must be approved by the Board and be mutually agreed upon by all parties involved including parents.
- C.** The transfer initiation deadline will be five (5) days following the draft of the division involved or the day after the first practice of the regular season, whichever is sooner, and must be initiated by the player, not the manager. Players will be placed on a new team at Player agent's discretion.

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- D. If the clause has been used, the transfer clause will not be allowed.
- E. Player initiating transfer must pay uniform fees \$50.

8. GAME SCHEDULES:

- A. **Season** - Each team, in their respective division, will play a season consisting of a minimum of twelve (12) and a maximum of twenty-two (22) games. Back-to-back games will not be scheduled unless necessary as part of a suspended/rain game reschedule. Each team in each division will play an equal ratio of home to visitor games, when possible.
- B. **Pinto Division** – No new inning is to start after 1 hour and 45 minutes (1:45) Four (4) innings constitutes a complete game. If less than four (4) innings are played, the game is suspended. Unlimited scoring is allowed in the last inning (6th inning)
- C. **Mustang Division**– No new inning is to start after 1 hour and 45 minutes (1:45) Four (4) innings constitutes a complete game. If less than four (4) innings are played, the game is suspended. Unlimited scoring is allowed in the last inning (6th inning)
- D. **Bronco and Pony** - No new inning is to start after two hours (2:00). Five (5) innings constitutes a complete game. If less than five (5) innings are played, the game is suspended. Unlimited scoring is allowed in the last inning (7th inning).

Note: A new inning begins as soon as the 3rd out is recorded in the prior inning.

*Note: **Official start time is the scheduled time. No exceptions.** No game can start 30 minutes after the scheduled start time if there is a game to follow. Should umpire(s) not arrive at the designated scheduled time, an umpire(s) must be selected by both managers from the league members within 15 min. They shall umpire the game until the designated umpire(s) arrive at which time they will be relieved of their duties. Exception: all Play-off games.*

D. Suspended Games:

- a. Games that are stopped in which the minimum number of innings has not been completed (Shetland, Pinto and Mustang - 4 innings. Bronco, and Pony - 5 innings) due to time limit, weather and/or darkness.
- b. Games are stopped due to time limit, weather and/or darkness and the scores tied.
- c. Games are stopped due to time limit, weather and/or darkness in an uncompleted inning after the minimum innings have been completed and both of the following conditions exist:
- d. The visitor tied or took the lead during the uncompleted inning.
 - i. The home team did not tie or retake the lead.
 - ii. Suspended games will be rescheduled by scheduled coordinator if need be.
- e. Games resume at point suspension – current playing rules in effect.
 - i. Eligible players are any team players listed on the original line-up sheet, present and available to play in the original game who is not deemed ineligible.
 - ii. Ineligible player:
 - 1. Subs that have been replaced by starters or other original subs in the original game.
 - 2. Injured players in the original game.
 - 3. Ejected players in the original game.
 - 4. Lower division players (maximum of 3) unless they played in the original game and enough other eligible players are present. Players not on a team roster at time of the original game.

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E. Pitching:

- a. Any player who pitched in the original game may not pitch in the continuation game unless he was the current pitcher when the game was suspended, had pitches available in the first game and has pitches available in the week the continuation game is scheduled. The player may not exceed his allowable pitches from the first game or the week of the continuation game.
- b. The official pitch count will be recorded in the leagues Game Changer App.

9. PLAYOFFS:

A. Shetland, Pinto, Mustang, Bronco, and Pony Divisions - All teams in each division will make the playoffs. In leagues with evenly balanced divisions (American & National), each division winner receives a first-round bye. In unbalanced divisions, the player agent will either place teams in the appropriate division or will give byes to the 1st and 2nd place teams. Playoffs will be single

elimination. All teams will be seeded 1-8 (eight- team division).

B. Seeding – Best record plays worst record. 6 team brackets; one seed plays winner of five and six winner. Two seeds play with the winners of three and four. Odd number brackets: one seed gets a bye and plays the winner of six and seven. Two seeds play

Three seed play four. i.e., one (1) seed plays eight (8) seed; two (2) seed plays s **C.**

Ties - In the event of ties, playoff berths will be determined in order of:

1. Results of head-to-head competitions.
2. Total runs allowed in head-to-head competitions.
3. Least runs allowed in regular season.
4. Coin Flip.

D. Rules - Playing rules, playing time and pitching rules will be the same as the regular season.

1. No time limit for playoff games.

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10. PROTEST:

- A. Filings** - Rule disputes that affect the outcome of a game shall be deemed protests and must be in writing.
- i. The written protest and \$75.00 CASH protest fee must be filed with a Divisional Player Agent or Executive Board Member within twenty-four (24) hours of the alleged infraction. If notifications are not properly executed, as herewith instructed, then the protest shall become null and void. If protest is upheld \$75 will be returned.
- B. Resolution** - Resolution shall be made within a week after notification to the committee of a protest. All resolutions will be in writing with copies to the League President, Executive V.P., Divisional Player Agent and involved managers. The resolution will not only include the decision of the committee, but if the protest is allowed, it will also state the necessary conditions for play to resume from the point of protest.
- i. **Appeals** - Should an involved manager disagree with the Protest/Decision Committee's decision or conditions, he/she may file a written appeal which will include a \$50 CASH appeal fee with the League President. This must be done within twenty-four (24) hours following notification of the protest decision. The President will then submit the appeal to the Board of Directors to resolve the issue. All decisions by the Board regarding appeals will be final. Written notification of the Board decision will follow the same format as the protest decision. If the appeal is upheld, all fees will be refunded.

11. PLAYING RULES:

A. General

- i. **Participants:** Only Twelve (12) players, one (1) manager and three (3) coaches will be permitted on the field or bench per team unless otherwise authorized by the Board for the Shetland division. Pinto and upward you will be allowed (1) manager and two (2) coaches.
- ii. **Playing Time** – Pinto, Mustang, Bronco and Pony will require that no player sit out more than 1 consecutive inning. An inning constitutes 3 defensive outs. Scorekeepers MUST record all changes. The only excusable exceptions are if the player is injured, becomes ill, is ejected by the umpire or leaves on his/her own accord. These players CANNOT re-enter the game. These excusable exceptions must be recorded in the official electronic scorebook.

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Every Player MUST start every other game. If player is absent during his /her scheduled start they must start the next scheduled game. The only excusable exceptions to the three (3) inning playing time are if the player is injured, becomes ill, is ejected by the umpire or leaves on his/her own accord. These players CANNOT re-enter the game. These excusable exceptions must be recorded in the official electronic scorebook.

Pony requires (3) innings of play.

Note: Managers who do not allow players to complete the required game playing time when game time is available, will be in violation and subject to the same penalties as those for failure to start a required player.

The penalty for failure to start a required player will be immediate suspension of the manager for his team's next game and until he/she appears before the Board and the player must play the next game in its entirety. Penalty for a second violation will be loss of game.

iii. **Continuous Batting** – Shetland, Pinto, Mustang, Bronco and Pony Divisions will use continuous batting. A temporary excuse for a bathroom break (1 per game) will be allowed with NO OUT recorded. Batter who misses his or her at bat resumes original spot in the line-up upon his or her return from the bathroom break.

iv. **Pitching Regulations: Pinto thru Pony must abide by PONY pitch smart Guide (see attachment for rest days)**

- a. Pinto and Mustang division cannot more than 50 pitch count per game for Pinto and 75 + for Mustang (to finish the batter)
- b. Bronco Division can only have one pitcher cannot pitch more than 85
- c. Pony Division cannot pitch more than 95+ pitch count (to finish batter) unless interleague games may be allowed to follow PONY rules.
- d. Innings per week will follow PONY **2024** Rules and Regulations.
- e. Baseball rule book shall apply. The penalty section under Section 18 will apply with the exception of the player becoming ineligible to play in the team's next game.

Violations of these rules will result in immediate suspension of the manager for the team's next scheduled game. Violations of the rule shall be monitored by the respective Player Agent and may be discovered and enforced at any time during the season. If the violation is detected upon the examination of the official electronic scorebook, the team in violation will forfeit the game in which the violation occurred (if won) or the win immediately preceding or following (if lost).

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Note: It is the manager's responsibility to make sure there are responsible adults present to handle the team if there is a suspension. Failure to do so will result in forfeiture of said game

- v. **Scorekeeping** – In the event an assigned scorekeeper is not present. The home team will be responsible for scorekeeping. They will need to sign out the tablet as well as leave their driver's license as collateral with the snack bar.
- vi. **Loss of Player** – If a team is not able to field nine (9) players (ten (10) players for Pinto) from its roster for a game due to absences, injuries, illness, suspension, or ejection by the umpire of a regular team member(s), a manager may call up from the next lower division a maximum of 3, second year players, subject to approval by the same player's parents on a game basis in order to field nine (9) players. If a team calls up a player from lower division to complete a team of 9/(10 Pinto); if by the start of the game the team is able to fill 9/(10 Pinto) roster players, the lower division player will only be listed as a sub and can only enter the game to replace an injured player. The official line-up at the start of the game will hold throughout the entire game. The team will receive an out for any player that does not come to bat during his/her spot in the lineup.
The manager can remove an absent player from the line-up before his/her first at-bat.

These lower division players must be listed on his/her game line-up sheet prior to game time no player may be added after the first pitch of the game (except for suspended game situations). A lower division player may not pitch or play any infield position in a higher division game.

If a manager substitutes a lower division player for a regular team member and the substitution is not due to absences, injuries, illness, suspension, or ejection by the umpire, the manager will forfeit the game and receive an automatic one game suspension (that team's next scheduled game).

Note: It is the manager's responsibility to make sure there are responsible adults present to handle the team if there is a suspension. Failure to do so will result in the forfeiture of said game.

- vii. **Throwing of Equipment** - Any player who intentionally throws equipment may be ejected from that game upon discretion of the umpire and will serve an additional one game suspension
- viii. **Discipline of Player** - Any manager may request the suspension of a player for one game through the respective Divisional Player Agent in writing, within forty-eight (48)

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hours with the reason for the suspension. A player may not be suspended a second time (game) without the manager appearing before the Board of Directors to explain his/her reasons and the respective Divisional Player Agent has investigated the matter.

Failure to notify the respective Divisional Player Agent in writing will result in a two (2) game suspension of the manager.

Note: A suspended player must be in uniform and present (on the bench) at his/her suspended game. If he/she is not, then next scheduled game he/she attends shall be defined as his/her suspended game.

- i. **Uniforms and Equipment**– Uniforms, hats & jerseys, will be provided to all players by the League (see Article X - Section 12 of the By-Laws). All male players Shetland and up must wear a hard protective cup. (NO SOFT CUPS).

It is the responsibility of the manager to make sure each male player on his/her team has a protective cup for each practice and/or game. If a player does not, he is considered out of uniform and is not allowed to play. If at any time during the game a player is found to be out of uniform (playing without a protective cup, for males only) by the umpire, the player is to be removed from the game until he is properly equipped.

Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and NOCSAE approved headgear which gives protection to the top of the head and both ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

Appropriate shoes, as defined by the League, are also required. Tennis shoes are not allowed.

Exception: Metal cleats may be worn in Bronco and Pony Divisions. Tennis shoes may be worn in Shetland.

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Full uniforms for managers will not be issued but managers and coaches will receive team hats. It is suggested that the manager and coaches wear shirts of the team's colors.

- ii. **Manager's Responsibilities** - Each manager will be responsible for the team he is assigned. His/her primary contact to the League on matters pertaining to players shall be through the appropriate Divisional Player Agent. On all other matters, his/her primary contact shall be the chairman of the appropriate Protest/Decision Committee. Failure to comply may result in a one game suspension.

Other responsibilities include, but are not limited to:

- a) Players during and after practice until their parents pick them up.
- b) The proper use and prompt turn in of equipment as directed by the Equipment Manager.
- c) Limit the maximum practice days, at an authorized practice field, to two (2) school nights (Sunday through Thursday night) per week. Under no circumstances can a team practice more than three (3) times per week. **No team shall meet 4 times within a week.**
- d) The submission of a list of coaches for Board approval, one of whom must be eighteen (18) years or older.
- e) The conduct of his/her players, coaches, and team spectators during the course of the game.

The clean-up of his/her dugout and bleacher following the game. Failure to do so will result in a written warning. Subsequent occurrences will result in a one game suspension per offense.

- f) The provision of a line-up sheet as supplied by the League to the official scorekeeper and the opposing manager prior to the start of the game. All players on his/her roster must be listed with uniform number and position (if starting).
- g) The support of all fund raising activities where it concerns his/her team. Responsible for obtaining and ensuring Board approved fund-raising requirements are completed by stated deadlines, if not it will be an automatic suspension until all requirements are fulfilled.

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- h) The last two teams playing will ensure that:
There is at least (1) male adult to walk out auxiliary person(s).
Ensure that all field set up equipment has been put away and all doors are closed and locked.
- i) Two coaches will be allowed to coach, one (1) at first base and one (1) at third base, as long as an adult is also in the dugout.
- iii. **Missing at bat** - Once a player leaves a game due to injury and misses his/her next "at bat", he/she is ineligible to play for the remainder of the game.

Note: In ALL Divisions, starting pitchers may not resume pitching after having been removed from that position, but may return at another position.

- xii. **Must Avoid Contact Rule** - Any batter/runner attempting to make contact with a base when the defender either has the ball or is in the immediate act of catching the ball, MUST ATTEMPT to avoid contact by sliding or the player will automatically be called out. Umpires should give some tolerance to base runners when they leave the base path in order to avoid contact. Any flagrant violation of the rule will result in the player being ejected from the game.
- xiii. **Mercy Rule** - Mercy rules will be applied as follows:
 - Pinto**- five (5) run limit per inning, ten (10) runs ahead after four (4) innings constitutes a mercy game.
 - Mustang** – seven-(7) run limit per inning, ten (10) runs ahead after four innings constitutes a mercy game.
 - Bronco/Pony** - No mercy inning, ten (10) runs ahead after five (5) innings constitutes a mercy game.

B. Shetland Division – Sanction rules apply.

- 1. The intent of the Shetland Division as an instructional league is to have all players learn all positions. During the game, the Manager shall rotate all players so that each player will play no more than two (2) consecutive innings in the infield and no more than three (3) innings playing the infield position. Sanction rules shall be applied. A minimum of 9 players is needed by the 2nd inning to avoid a forfeit.
- 2. If a team is short less than 9, then they can go to the lower division (foal) and request for a player to be used to prevent a forfeit. Foal players are to be used in

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- the outfield only and must bat last. If the manager plays a substitute in the infield he/she will be suspended.
3. Five (5) innings or Drop Dead at 1 hour 45 minutes (1:45). Score will revert to the previous completed inning.
 4. Play is dead when:
 - a. Possession of the ball is in control on the infield dirt and within the foul-lines by an infielder. The umpire will determine when the ball is in play and when the ball is dead.
 - b. Overthrows to first base, the batter and all base runners may only advance one base at their own risk. Beginning the second half of the season, runners may advance multiple bases until the infielder has properly stopped the play or the umpire rules the ball dead.
 5. Players advance at own risk:
Lines will be marked halfway between bases to determine the position of the runners, excluding home to first base.
 6. When the ball is hit, the coach is to remain by the pitching machine to protect the machine and kids from running into the machine.
 7. The batter will receive a maximum of 5 pitches to put the ball into play or 3 strikes whichever occurs first. Unlimited pitches are given if the last pitch is fouled off.
 8. There will be a ten (10) foot foul ball in the front of home plate. The ball must travel beyond the arc or make contact with the arc to be considered fair. If the ball lands on the chalk line, it is considered fair.
 9. A ball hitting the pitcher/coach is considered a dead ball and the pitch is not counted.
 10. Batting:
 - a. Sanction rules apply.
 - b. Scores and standings will be kept for this division.
 - c. Inning is over after three (3) outs or 5 runs have been scored, whichever occurs first. For the fifth and all subsequent innings, it is three (3) outs or 10 runs, whichever occurs first.
 - d. Each team must exchange a lineup card.
 - e. Pitching machine is considered in the field of play.
 - f. Bunting is not allowed.
 - g. Tee allowed for the 1st half of the season for no more than 3 players who have to be selected prior to start of the game. When hitting off the tee, the hitter and baserunners may only advance one base.
 11. Mercy rule is (10) runs after the 4th inning.
 12. There is no infield fly rule.
 13. No sliding headfirst at home.

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14. Base stealing is not allowed.

15. Defense:

- a. Two (2) defensive coaches will be allowed to stand in foul ground, 15 ft. beyond first base and third base in the outfield grass play area to provide instructions to the outfielders.
- b. Defensive coaches are not allowed to touch players from the time a ball is in play.
- c. After the break, the coaches will remain in front of the dugouts and will not be allowed down the foul lines.
- d. You are allowed to have no more than 6 infielders and no limit on the number of outfielders. There will be a painted line behind the pitchers circle in which the pitcher must play ON the line prior to the ball being hit.
- e. All outfielders must have both feet on the grass prior to the ball being struck.
- f. The player in the pitcher defensive role will take position TO THE REAR OF THE PITCHING MACHINE, ON THE LEFT OR RIGHT SIDE. It is best for the player to be a few feet away from the machine, so they have room to field the ball and make a throw. Do not have the player stand in front of the machine. Do not have the player stand close to the machine on either side.

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16. Offense:
 - a. Two (2) offensive coaches shall stand in the coach's boxes or designated areas adjacent to first and third bases during their half of the inning.
 - b. Coaches are not allowed to touch base runners until the play is called dead.
17. Batting Out of Order- Neither team shall allow the wrong batter to bat. If however, the incorrect batter does bat and is noticed before the turn is completed; the proper batter will assume batting with the new count. If the incorrect batter is put out or reaches base, then that batter will be legal and proper batting order will be resumed.
18. Both teams will set up the field and break down the field. Home team – set up and visiting team will breakdown.
 - a. Set up: Mark the field, drag the field and set up bases.
 - b. Breakdown: Drag the field, pick up the bases, place plugs back in if you are the last game of the day and return equipment to the shed.

(Note: Failure to comply with these regulations will result in a one game suspension for the manager.)
19. Each team is responsible for their side of the field and for their spectators.
20. Runners are not permitted to steal or lead-off.
21. When the ball is in play the runner may advance until an infielder has control of the ball and holds up both arms on the infield grass area.

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COACHES:

1. There are to be 4 coaches on the field when your team is at bat. Pitching coach (Machine). 1st base coach and 3rd base coach along with dugout coach. The pitching coach is to remain at the machine AT ALL TIMES!!! The pitching coach is not allowed to instruct players once ball has been hit. That is for the 1st and 3rd base coaches to instruct the players. The dugout coach is to get the batters ready to bat and is not permitted on the field during play. No exceptions!!
2. If a batted ball strikes the coach feeding the machine, the ball is dead, the pitch counts as a strike and no runners shall advance.
3. If a batted ball strikes the machine and stays in fair territory, the ball is live and is in play.
4. If a batted ball strikes the machine and goes into foul territory, the ball is dead and the batter is awarded 1st base and all runners may advance 1 base.

C. Pinto Division – Sanction rules apply.

1. **Objective** – Provide an environment in which the emphasis is placed on skill development and enjoyment of the game.
2. **Methodology** – Encourage coaches to teach fundamentals and develop a player's skill while also letting them enjoy the game!
3. **Rules** – Sanction baseball rules will apply with the following exceptions:
 - a. Each team is allowed ten (10) defensive players: Six (6) infielders and four (4) outfielders. When the ball is pitched, the outfielders must be on the outfield grass. If they are not, the umpire will declare “no pitch” and the ball is dead.
 - b. **Pitching** - Youth pitchers will be used for the entire season in the Pinto Division. Pinto PONY League Pitching Rules under current Edition of the PONY Baseball Book will be adhered to with the following exceptions:
 1. In any inning, a manager/coach may make one (1) trip to the mound without replacing the pitcher. On the second (2nd) trip to the mound in the same inning, the pitcher must be replaced. The game umpire will control the length of the visits to avoid excessive delays in the game.
 2. There is no penalty for a balk.

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c. **Hitting**

1. Any player who is holding a bat must wear a helmet. The facemask is strongly recommended but not required.
2. Players are not allowed to swing the bat outside of the playing area.
3. Bunting IS allowed.
4. If a batter throws the bat, the umpire shall give a verbal warning. Any subsequent occurrences by the same batter, the umpire will call the batter out.

d. **Walking and Stealing**

1. Ball is dead when: Umpire calls "Time", hit by pitch, the ball goes out of play.
2. Base on balls is not considered a dead ball.
3. No leading off. Runner must maintain contact with the base until the ball is released by the pitcher.
4. Runner at third (3rd) base may not steal home. If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if the attempt is successful, otherwise, if called out, the call will stand.
5. Stealing – RUNNER STARTING AT 1st. The base runner may steal

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2nd base only after the ball is released by the pitcher. A runner stealing 2nd base may advance to 3rd at his/her own risk. If an overthrow occurs at 3rd base, the ball is still live, and the runner may advance to home at his/her own risk.

6. **RUNNER STARTING AT 2ND.** The base runner may steal 3rd only after the ball is released by the pitcher. If an overthrow occurs at 3rd base, the ball is dead and the runner may not advance to home (first half of the season only). During the second half of the season, the ball is still live and the runner may advance home at his/her own risk. (Second half of the season is defined as March 15th)
7. **RUNNER STARTING AT 3RD/SCORING FROM 3RD.** A Player may only score from 3rd base if he/she is batted in, walked in with the bases loaded, or batter is hit by the ball with bases loaded.
8. After second half of the season, home is open.

e. Defensive play

1. After a ball has been batted, play will be allowed to continue until the umpire determines that a player within the infield has checked the progress of the lead runner. Play is not dead when player puts his/her hands in the air.

f. Mercy Rule

1. When a team scores five (5) runs in any inning, except the last, before three (3) outs are recorded, the team shall change sides as if three (3) outs were made. After the fourth (4th) inning, or any subsequent complete inning, if a team has a ten (10) run lead, then the game will be called a mercy. It will not be necessary for the home team to take or finish their at bat if they are ahead by ten (10) or more runs in the bottom of the fourth (4th) or any subsequent inning.

g. No infield fly rule.

D. Mustang, Bronco, and Pony Divisions.

1. **Rules** – Regular 2026 PONY Baseball Rules will apply with the following exception: *Pitching rules in Article XI Section A-4 will prevail.*

E. Foal Division

1. To follow sanction rules as stated under Shetland division

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12. ALL-STAR SELECTION:

- A. **Purpose** – WPB has an obligation to assemble the best possible team to represent the league, in addition to recognizing and rewarding players who had an outstanding season.
- B. **Eligibility** - All members of each division, who play for Walnut PONY Baseball League are regular members of the league, will be eligible for selection to any all-star team provided they adhere to Pony Baseball rules regarding tournament eligibility.
1. An All-Star fee (to be determined before All-Star season begins) will be paid online by each All-Star Player by designated date at the board's discretion.
- C. **Managers and Coaches Voting**
- Nomination** – Any manager or approved coach can nominate any player within the division.
1. For Shetland, Pinto, Mustang, Bronco and Pony Divisions, each team present will be given one ballot to select the best fifteen (15) players in that division based on their opinion. For the Bronco and Pony Divisions, they should select 12-year-old and 13 year old players, respectively. These players shall be listed on the ballot in order of selection.

Number one (1) being the highest rated or best player and number fifteen (15) being the 15th highest rated or the 15th best player in the division. Managers and coaches will not be able to vote for players on their own team.

Each player will be given points based on the order in which they are listed on the ballot. The point will be as follows: #1 receives 15 points #9 receives 7 points
#2 receives 14 points #10 receives 6 points #3 receives 13 points #11 receives 5 points
#4 receives 12 points #12 receives 4 points
#5 receives 11 points #13 receives 3 points
#6 receives 10 points #14 receives 2 points
#7 receives 9 points #15 receives 1 point #8 receives 8 points

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2. For Mustang, Bronco and Pony Divisions, each team present will be given one ballot to select the best fifteen (15) 9-year-old, 11 year old and 13 year old players of those divisions based on their opinion. These players shall be listed on the ballot in order of selection.

Number one (1) being the highest rated and best player and number fifteen (15) being the 15th highest rated or 15th best 9-year-old, 11 year old or 13 year old players of those divisions based on their opinion. These players shall be listed on the ballot in order of selection.

Note: All-Star ballots will be tallied by Senior Vice President, Junior Vice President and Division Player Agents.

For All-Star nominees selected on Sections 1 and 2 above:

If any selected players, in any division, decline to play on the (A) team/ (1) team, they will not be eligible to play on the (B) team/(2)team, except for the 11- and 13-year-olds selected in Section 2.

In addition, the eligibility for All-Star players who decline or quit will be subject to review by the Board for the following year All-Star nominations.

- D. **Manager Selection** – The All-Star Managers will be nominated by the respective Player Agent and presented to the board. Manager All-Star Applications must be turned in prior to Spring Break. Consideration for All-Star Manager will be based on league conduct, player and parent relations, baseball knowledge and instructional ability. The Manager must exemplify Walnut Valley PONY Baseball Inc. All-star Managers will be selected on the first available date. Managers that don't participate in fundraising, sponsorship, field duties, etc. will not be allowed to manage an All-Star Team.

At midseason each manager and approved coach will be given an All-Star Manager Questionnaire.

Note: All-Star manager eligibility duties are required for the entire season or eligibility will be revoked.

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- E. **Team(s) Selection** - The Shetland, Pinto, Mustang, Bronco, and Pony Divisions will have two (2) selection pools (one pool per ballot). All candidates receiving votes will be placed in their respective pool.

The All-Star Team will be selected at the earliest available date after the end of the season.

1. The top six (6) nominees on the pool will automatically qualify for the "A" team (in case of ties, all affected players will be included). Manager is not obligated to take the number 7 vote getter if any of the top 6 vote getters are not available.
2. The "A" team manager will be allowed twenty-four (24) hours to submit an additional six (6) to nine (9) players from the list of nominees and submit them to the Divisional Player Agent. The roster will consist of a minimum of twelve (12) and a maximum of fifteen (15) players.
3. The Divisional Player Agent shall submit said roster to an All-Star Review Committee comprised of the Divisional Player Agent and the Divisional

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Vice President for approval. Upon approval of the final roster, the Divisional Player Agent will contact all team members to determine availability.

4. "A" team will have the first 24 hours to pick first 12 players. Once the "A" team roster has been finalized, the Divisional Player Agent will contact the approved manager for the "B" All-star team. Remaining players on the first ballot will automatically qualify for the "B" team.
5. The top six (6) nominees on the second ballot will automatically qualify for the "B" team (in case of ties, all affected players will be included).
6. The "B" team manager will be allowed seventy-two (24) hours to select after the "A" team has been finalized. An additional six (6) to nine (9) players from the first-year pool and submit them to the Divisional Player Agent. The roster will consist of a minimum of twelve (12) and a maximum of fifteen (15) players.
7. The Divisional Player Agent shall submit said roster to an All-Star Review Committee comprised of the Divisional Player Agents for approval. Upon approval of the final roster, the Divisional Player Agent will contact all "B" team members to determine availability.
8. Once a manager has selected his team, they will not be able to make any changes to their roster unless due to injury or removal by legal guardian. For any such situations, the League will use PONY Baseball Tournament Rules for replacing players. Said replacement players will come from the "B" team with that team's manager's approval or the next player in the selection pools. Any such action must be coordinated with the Divisional Player Agent.
9. C Team is subject to selection committee approval.

CERTIFICATE OF SECRETARY

I, the undersigned, certify that I am presently elected and acting as the Secretary of the Walnut PONY Baseball, Inc., a California Non -profit Public Benefit Corporation, and the above Code of Conduct and Playing Rules of this organization was adopted at a meeting of the Board of Directors held on January 5th, 2026.

Crystal Garcia
Secretary

