

# French Valley PONY Baseball

## Local Playing Rules and Regulations

Approved by the FVBSA Board of Directors

1/7/2019



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These are the local playing rules and regulations for French Valley PONY Baseball. These rules take precedence over both the PONY (except in PONY Sanctioned tournaments) and Major League Official Baseball Rules.)

The rules and regulations combined with the French Valley Baseball Softball Administrative Rules and Regulations govern all aspects of French Valley PONY Baseball. The FVBSA Board of Directors will have the final ruling when a rule or situation is not specifically defined within the documented rules and regulations.

# FV PONY Baseball Local Playing Rules and Regulations

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# FV PONY Baseball Local Playing Rules and Regulations

# Article I. Baseball League Division Organization

## Section 1 -Organization

- A. French Valley Pony Baseball Association (FVBP) shall be governed by the current rules and regulations for PONY Baseball, Inc. (available on the Pony.org website) and by these local rules and regulations of FVPB. PONY Baseball, Inc. allows local leagues to modify national rules where necessary to operate their leagues. These FVPB local rules, approved by the French Valley Baseball Softball Association (FVBSA) Board of Directors, govern FVPB rules of play.

## Section 2 - Division Team Composition

- A. FVPB shall consist of a 4 year old division (referred to as Filly), a 6 and under division (referred to as Shetland), an 8 and under division (referred to as Pinto), a 10 and under division (referred to as Mustang), a 12 and under division (referred to as Bronco), a 14 and under division (referred to as Pony) and a 16 and under division (referred to as Colt).

- B. Per PONY rules, division composition is determined by the player's age as of August 31st of the playing season.

C.

1. 4-year-old division (Filly) - shall be comprised of boy 4 to 5 years of age.
2. 6 and under Division (Shetland) - shall be comprised of boys 5 to 6 years of age.
3. 8 and under Division (Pinto) - be mostly comprised of boys 7 to 8 years of age. However, 6-year olds may play in Pinto if approved by the Board via a special assessment.
4. 10 and under Division (Mustang) - shall be mostly comprised of boys 9 to 10 years of age. However, 8-year olds may play in Mustang if approved by the Board via a special assessment.
5. 12 and under Division (Bronco) - shall be mostly comprised of boys 11 to 12 years of age. However, 10-year olds may play in Bronco if approved by the Board via a special assessment.
6. 14 and under Division (Pony) - shall be mostly comprised of boys 13 to 14 years of age. However, 12-year olds may play in Pony if approved by the Board via a special assessment.
7. Upper Division (Colt) - shall be mostly comprised of boys 15 to 16 years of age. However, 14-year olds may play in Colt if approved by the Board via a special assessment.

*For Fall Ball Season Only, players in the senior year of their age bracket MUST play up to the next age bracket. This is to prepare the player for the division in which they will be required to play in during the next Spring Season. Any players requesting to play in the same (lower) age division will require board approval.*

## Section 3 - Playing in an Older Division (“Assessing Up”)

- A. FVPB has adopted PONY Baseball's “And Under” age program. Under the “And Under” age program, a player can move up one age division. However, FVPB has modified the rule as follows: any player, who wishes to move up to a division before the appropriate age, must be at least the even year designation (i.e., oldest age of division they are playing up from) by May 1<sup>st</sup>. Example: Boys ages 6, 8, 10, 12, etc. as of May 1<sup>st</sup> can play up one (1) age division. Any exceptions would require the Executive Board's approval.

Any players requesting to play up in an older division must attend a special Executive Board assessment conducted during their correct divisional tryout/assessment (e.g., an 8-year-old

player wishing to play in the Mustang (10U) division must attend the Pinto (8U) divisional tryout/assessment. If he is deemed eligible to play up in Mustang division by the Executive Board, he will also need to attend the Mustang divisional tryout/assessment for draft purposes). If the player is unable to attend the Executive Board assessment, they will automatically be placed in their correct division. (Note: if a player has successfully assessed and played up with the older age group during a previous season(s), they will not need to assess again.) Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.

To determine if a player is eligible to play in an older division they have to meet the following criteria:

1. Those who are assessing up must score in the top 50% of that age appropriate players assessing. *Example: A 10U player assessing up to 12U must score in the top 50% of those age appropriate 12U players who assess and record a score.*
2. If they achieve a score in the top 50%, they will be allowed to assess up.
3. If they do not achieve a score in the top 50%, they will stay in their age appropriate divisions.
4. This safety rule is still in effect and may over rule the scoring process if in the unlikely event a player achieves a >50%.

#### **Section 4 - Playing in a Younger Division**

- A. As a general practice playing in a younger division will not be allowed. However, under special circumstances the Executive Board may approve playing down to a younger division. This would typically only be allowed for safety reasons or to accommodate a player that does not have a division to play in. Any player, who wishes to move down to a younger division, can only be one year older than the division they want to play in (i.e., youngest age of division they are playing down from) by May 1<sup>st</sup>. Example: Boys ages 7, 9, 11, 13, etc. as of May 1<sup>st</sup> can play down one (1) age division if their special circumstance is approved by the Executive Board.

If a player decides to play down to a younger division and the request is approved, they will not be eligible for All Star play in the younger division or the division they are playing down from.

Any players requesting to play in a younger division must attend the tryout/assessment for the division they would like to play in (e.g., a 9-year-old desiring to play in the Pinto 8U division must attend the 8U Pinto assessments). The child will be evaluated during the tryout/assessment. If the player is unable to attend the tryout/assessment, they will automatically be placed in their correct division. If after the tryout /assessment, it is determined that that player is eligible to play in the younger division the Executive Board will direct the Player

Agent to move the player to the younger division. Advanced players will not be allowed to play down to a younger division.



## Article II. General League Playing Rules

### Section 1 - General

The Playing Rules for games shall be of the Official rules of Baseball published by the PONY Baseball except as specifically modified by the following rules:

A. The official diamond for each division shall have distances as follows:

Division	Pitching Distance	Baseline	Foul line Distance	Center Field Home Run Distance
4-year-old - Filly	30 Feet	50 feet	125 Feet	150 Feet
6U - Shetland	38 Feet	50 feet	125 Feet	150 Feet
8U - Pinto	40 Feet	60 Feet	135 Feet	165 Feet
10U Mustang	46 Feet	60 Feet	170 Feet	195 Feet
12U Bronco	50 Feet	70 Feet	225 Feet	255 Feet
14U Pony	54 Feet	80 Feet	275 Feet	315 Feet
16U Colt	60 1/2 Feet	90 Feet	300 Feet	350 Feet

Note: home run distances are based upon local FVPBA rules and may be adjusted at any time at the Board's discretion and upon Rules Committee approval. If a team is inter-league with another the league, the other leagues rules/ distances etc. will apply.

- B. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall be informed of the illegal distance and is to be corrected at the top of the inning. Once corrected the game will continue from that point.
- C. The home team is responsible for providing the official scorekeeper. Each team is required to provide the final score and recorded pitchers innings within thirty-six (36) hours to the Head Scorekeeper or designated League Agent. **Exception:** *twenty-four (24) hours in tournament play.*
- D. All teams shall be responsible for picking up all trash in the dugouts, stands and vicinity after the games. Home team shall be responsible for field prep prior to the start of the game.

### Section 2 - Equipment

- A. A full set of equipment will be distributed to each team coach after the formation of teams. All equipment remains the property of FVBSA and is to be returned to the League Equipment Manager upon close of season. Equipment will vary per division.
- B. Each team may elect to play with additional or coordinated equipment. This is optional for each team. The teams shall be responsible to provide any optional or additional equipment. If additional equipment is purchased with team sponsor funds, the equipment must be either given back to the league at the end of the season or raffled off to a team member. Under no circumstance shall a coach keep equipment purchased with team sponsor funds. Additionally, no mandatory requests shall be made to the players or family to purchase additional equipment. No financial burden shall be imposed on any player or their family. This applies to the Spring, Fall and All-Star seasons.
- C. Full coverage helmets must be worn by the batter, base runner(s) and on-deck batter. Use of properly fastened protective face masks, jaw guards and chin straps on protective headgear is recommended. Altering protective headgear is prohibited. As a matter of hygiene, we strongly recommend, but it is not mandatory, that parents provide helmets for their boys.
- D. Game balls will be provided by the league that will comply with current PONY Baseball certification requirements. They will be stored in the snack bar and retrieved by the umpire prior to the game.
- E. The Filly and Shetland home team shall be responsible for supplying the batting tee to be used in the game.
- F. Wooden or metal bats manufactured for baseball play, which are round and cannot be more than two and five eighths inches in diameter at the thickest part, not more than 42 inches in length, are acceptable. No bat shall be used if dented, cracked, modifies or misshaped.
  - 1. 2 ¼” and 2 5/8” barrel bats with a minus factor of (-5, -7, -9, etc.), must be “USA bat” certified with the “USABat” licensing stamp on the bat in order to be used for league and tournament play.
  - 2. Bats manufactured specifically for use in tee ball play shall not be used when the ball is pitched by a player, coach, or pitching machine, unless using a safety ball (soft core). Tee ball bats manufactured prior to 2018 are authorized to be used with a safety ball ONLY.
  - 3. Two and one fourths BARREL bats are legal in all divisions.
  - 4. Two and five eighths BARREL bats are legal in all divisions.
  - 5. Two and three fourths BARREL bats are prohibited in all divisions.

### Section 3 - Uniforms

- A. The uniforms for each player on a given team shall be similar in color, style and trim. Each player must wear identification numbers. Uniforms will vary by division.
- B. The league will furnish a basic uniform. Uniform components will vary by season (i.e. Spring season uniforms may contain different components than Fall season).

1. Teams shall be responsible for optional clothing, with purchases being made with team sponsor funds. No requests shall be made of any player or their family to purchase additional clothing. No financial burden shall be imposed on any player or their family. This applies to both the rec. ball and All-Star Seasons.
  2. Any non-standard modifications or additions to the league-furnished uniform must be approved by the League Executive Board prior to modification or addition.
- C. A player must have their designated uniform shirt on/available at a game. If not, the manager must inform the scorekeeper so that it is to be recorded by the official scorekeeper and reported to the VP of Baseball. If the pitcher is not wearing their original designated #, the scorekeeper must report the innings pitched with the pitcher's original #. **PENALTY:** Upon notification to the UIC, the manager in violation will be suspended from the following game. Additionally, the result of the game in which the violation occurred will be ruled as a forfeit against the team in violation.

## Section 4 - Players and Substitutes

- A. Players should be on the playing field no later than 30 minutes before game-time to enable the coach to prepare the line-up and conduct a pre-game warm-up.
- B. Lineup cards must be submitted to the Umpire at the pre-game meeting. Lineup cards shall include only players present at game time (player's numbers) and designated starting pitcher.
- C. Copies must be given to the opposing coach, official scorekeeper and the Umpire. This will be the official batting order for the game.
- D. Every player shall be listed in the scorebook and shall become a batter in order in which their name appears in the scorebook.
- E. All defensive players must play a minimum of every other inning. **Exception:** in Filly and Shetland divisions, every player shall play every inning defensively.
- F. Once the batting order is established, it shall remain the same throughout the game.
- G. If a player is removed from the game, an out will be recorded each time the removed player's turn comes up in the batting order. **Exception:** If the player is removed due to an injury, illness, or emergency, an out will be recorded for that batter for the first time only that the batter's name is reached, unless it causes the line-up to drop below nine (9) players (shorthand rule).
- H. If a player is injured during the game, but reaches a base safely, the last recorded out will be allowed to pinch run for the injured player and an out will be recorded for the injured player's next at bat. The injured player may not return to the game (The coach has the option of taking the one-time out at the time of the injury).
- I. Any player who is not present at the playing field at least 15 minutes prior to game time may be ruled absent at the team coach's option.
- J. Any player who is not present at the official start of the game may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, it will be the coach's discretion whether to add that player or not. **Exception:** Filly and Shetland may be added regardless of arrival time.
- K. Team coaches shall report all pitching changes to the umpire.

1. If not reported, this is considered an illegal substitution. If the opposing coach protests the illegal substitution, then the pitcher in question may no longer play in the pitching position for the duration of the game.
- L. A team coach may bench a player for a game for reason of their attitude, manner of dress, tardiness, and/or other conduct not becoming a member of league during practices and games. This must be reported to the Baseball Player Agent within twenty-four (24) hours.
- M. Minimum play requirements shall be observed as appropriate in each division.
1. 4-Year-Old-Filly, 6U-Shetland - Every player shall play the entire game offensively and defensively.
  2. Pinto, Mustang and Bronco - Player rotation is highly important in our league. See the individual divisional play rules for specific rules by division. **PENALTY:** *Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game. Additionally, for the benefit of the players play will continue, but the outcome of game will be ruled a forfeit.*
  3. Minimum play rules will change for the End of Season tournament. Refer to End of Season tournament section in the sections below.
- N. A team must start and finish with a minimum of eight players except in the event of an injury during the game, and the team may finish the game with seven. If a team uses eight players, that team must take an out each time the batting order passes the missing ninth player's at bat. If a team falls below the required number of players, the game shall be declared a forfeit.
- O. Pool Players
1. A team may use a lower division pool player only when they have less than nine (9) players at game time.
  2. A pool player is one who has volunteered to play on a team other than his own and they may only play for a team no more than one division higher. A pool player cannot play in their own division. The Baseball Player Agent shall establish a pool player list per division. **Exception:** *players playing up in an older division can act as a pool player so long as they are the correct age for the division. These pool players may **ONLY** play outfield and bat last in the lineup.*
  3. A pool player is only a temporary player for a team. Pool players will be assigned upon request by the Divisional Coordinator.
  4. A pool player may only play in the outfield, may not pitch or play in the infield.
  5. All pool players must be placed last in the batting order. (Exception: late arrival of original team player)

6. If a regular player for the team arrives after the start of the game, the manager must immediately decide whether or not to insert the player into the game. If the player is allowed to play they must be added to the bottom of the line-up prior to batting through the order. The manager must immediately notify the official scorekeeper.
7. The manager may decide at the start of the game not to use a player arriving late and tell the scorekeeper at that time the player will be ineligible.
8. If the manager violates any of these rules, the game can be ruled a forfeit. This ruling can only be made as a result of a protest and decided upon by the Umpire in Chief. The game will not be stopped for an alleged violation. The official scorekeeper should mark in the official scorebook at the time and place of the alleged violation.

## Section 5 - The Game

- A. The home team shall be as designated by the established league schedule. The home team shall occupy the 3<sup>rd</sup> base dugout and the visiting team shall occupy the 1<sup>st</sup> base dugout. (Exception: Playoffs see playoff rules.)
- B. Unless the league provides a designated scorekeeper, the home team shall be responsible for the official scorebook and shall furnish a scorekeeper who will secure the signatures of the umpire(s) and both managers on the scorebook.
- C. Scheduled game time is forfeit time.
- D. With the exception of tied games, a Pinto and Mustang game shall consist of six (6) innings. The Bronco and Pony divisions games shall consist of seven (7) innings. Tied games shall be continued until time limit is reached.
- E. In the Pinto and Mustang divisions, no new inning shall start after 1 hour and 30 minutes and a drop-dead time of 1 hour 45 minutes regardless of the score, and Bronco division, no new inning shall start after 1 hour 40 minutes and a drop-dead time of 2 hours regardless of the score. For the Pony division, no new after 2 hours.
- F. A game must be at least one hour and fifteen minutes in length to be deemed official.
- G. At the umpire's discretion, an official game may be delayed, called, or canceled due to inclement weather, darkness or unsafe conditions.
  1. If such a game has completed at least one hour and fifteen minutes, the game shall revert to the last completed inning and be considered official.
  2. No team shall intentionally delay a game in order to take advantage of the reversion rule stated above. If, in the Umpire's discretion, a team is calling excessive time outs, or

employing other dallying tactics to delay a game's conclusion, the umpire can award a forfeit after one warning.

3. Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute on Sundays, holiday weekends, early afternoon, and late evenings or on practice fields. Games that need to be made up are not guaranteed to be rescheduled if the league has a non-availability of fields or season length.
4. If games are canceled due to inclement weather, the VP of Baseball and/or Field Manager will attempt to contact all coaches. Teams that are not contacted must show for their scheduled game or risk a forfeit. The League Board of Directors will not take responsibility for teams that are not informed of cancellations.
5. It is the team manager's responsibility to report cancelled games to the VP of Baseball and/or Field Manager.

## Section 6- Pitching Regulations

- A. PONY has implemented a new pitching rule (PITCH SMART), recommended by MLB. All player pitch divisions will use the following chart listed below.

# PITCH CHART

AGE DAILY MAX PITCHES		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-50	61-75	76+	N/A
17-18	105	1-30	31-45	46-50	61-80	81+	N/A
19-22	120	1-30	31-45	46-50	61-80	81-105	106+

**DAYS REST = FULL CALENDAR DAYS**



## Section 7 - Standings

- A. Standings will be kept in all Divisions except in the Filly and Shetland divisions. The Manager of both teams is responsible for reporting the score and pitcher's innings within thirty-six (36) hours after each game by emailing the League Head Scorekeeper. (Exception: 24 hours for playoffs.) A failure to report game scores and innings within the required time period will result in a one game suspension of the non-reporting team's head coach. The Head Scorekeeper will notify the UIC of any violations of this rule. The UIC (with assistance of the FVPB VP of Baseball) will notify the head coach of his/her suspension.
  
- B. Standings will not be kept for Fall.

## **Section 8 - Conduct at the Playing Field**

- A. Any player, manager, coach or parent who makes un-sportsmanlike remarks towards team members, fans or umpires will be subject to ejection. If the problem persists, the umpire will eject the offender from the premises. If the offender refuses to desist or to leave the premises, the umpire will forfeit the game in favor of the team not causing the disturbance.
  
- B. Coaches and team parents may not use tobacco products or drink alcoholic beverages during games or practices.
  
- C. Scorekeepers will not be interfered with during the game unless they are asked for assistance by the umpire or coaches.
  
- D. Any conduct issues will be addressed as defined by FVBSA Code of Conduct and Disciplinary policies.

## **Section 9 - Protests**

- A. Intent to protest must be indicated to the plate umpire in accordance with FVBSA, FVPB and PONY Baseball rules. The official scorekeeper will note the time of the protest in the scorebook. Protests may be made on rule interpretation calls only, not judgment calls by the Umpire.
  
- B. A written protest must be submitted to the league Umpire in Chief within forty-eight (48) hours after scheduled time of the game being protested. If the Umpire in Chief is not reachable, the written protest may also be given to the league President within the same forty-eight (48) hours. If neither is reachable, the written protest may lastly be given to the VP of Baseball within the same forty-eight (48) hours. No other Board Members may accept a written protest.
  
- C. Protests shall be recorded on a League protest form and contain all pertinent information relating to the protested situation.
  
- D. Protests shall be accompanied by a \$75.00 protest fee, which is refundable if upheld.

- E. The League Umpire in Chief will convene a Protest Committee and handle the protest in accordance with the League Bylaws. If the protest is denied by the Protest Committee, the game will stand as played. If the protest is upheld, the game will be replayed from the spot of the protest.

## **Section 10 - Tie breakers**

- A. Division tie breakers will be determined by the following in order that they appear:

- Head to head
- Runs allowed
- Runs scored
- Coin toss



## Article III. Special Rules for 4-Year-Old - Filly Division Only

- A. All sections of Article I shall apply to the 4-Year-Old - Filly Division.
- B. All sections of Article II shall apply to the 4-Year-Old - Filly Division.
- C. The primary purpose of the 4-Year-Old - Filly division is for instruction and fun. All players will play at all times.
- D. Goals to be obtained for 4-Year-Old - Filly players are as follows:
  - 1. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
  - 2. To learn how to run the bases.
  - 3. To learn the basic rules of the game.
  - 4. The emphasis will be on learning not winning.
- E. Players to start game: no requirements
- F. Coaches: Three (3) offensives outside base paths, three defensive inside base paths.
- G. Game time/Innings: One hour or four full innings, whichever comes first.
- H. Game Balls: A soft official PONY baseball will be supplied by the League.
- I. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1) Announce the last batter. The last player to bat in the inning will be permitted to run the bases in their entirety for a home run. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a home run.
- J. Position Rotation: Player rotations through all positions throughout season are mandatory.
- K. Player Participation: All players play the field each inning.
- L. There will be no catcher position played in this division.
- M. For the first half of the season all batters shall hit from a batting tee. At the second half of the season a batting tee or coach-pitch will be used at the manager's discretion and the player's ability. Coach-pitch must be done in an over-hand motion. If the ball hits the coach it is considered a live ball and should be played by the defensive team.
- N. When the coach is pitching, the batter will receive five pitches to hit the ball into play. If after the fifth pitch the ball has not yet been put into play, the tee shall be used until the ball is put into play.
- O. Putouts: A player who is out on the base paths returns to the dugout.

- P. No bunting, no stealing, no leadoffs, no infield fly, no courtesy runner.
- Q. Runners may advance only on a hit ball. All runners may advance home when last batter puts ball in play.
- R. Base lines shall be 50 feet in length.
- S. Coaches shall umpire the game.
- T. No score or standings shall be kept in this division.

## Article IV. Special Rules for 6U - Shetland Jr. Division Only

- A. All sections of Article I shall apply to the 6U - Shetland Jr. Division.
- B. All sections of Article II shall apply to the 6U - Shetland Jr. Division.
- C. Goals to be obtained for 6U - Shetland Jr. players are as follows:
  - 1. To learn the nine (9) positions, i.e. catcher, pitcher, etc.
  - 2. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
  - 3. To learn how to run the bases.
  - 4. To learn the basic rules of the game.
  - 5. The emphasis will be on learning not winning.
- D. Players to start game: no requirements
- E. Coaches: three offensives outside base paths, three defensive inside base paths.
- F. Game time/Innings: One hour and fifteen minutes or four full innings, whichever comes first.
- G. Game Balls: A soft official Pony baseball will be supplied by the League.
- H. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1). Announce the last batter. The last player to bat in the inning will be permitted to run the bases in their entirety for a home run. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a home run.
- I. Position Rotation: Player rotations through all positions throughout season are mandatory.
- J. Player Participation: All players play the field each inning.
- K. Batting
  - a. A "Machine Pitch" style of play will be in effect. The Coach shall throw five pitches to each batter from a PONY approved mechanical pitching machine.
  - b. During the first half of the season if the batter cannot put the ball in play after the first five (5) pitches they may use a tee until the ball is put into play.
  - c. During the second half of the season the batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball. If the batter foul tips the sixth pitch, they will get a 7th pitch. If the batter doesn't swing on the 7th pitch they are out.

- d. Pitching Machine Specifications: Pitching Distance: 38 Feet. Settings for Pitching Machine are as follows: Power level =2; Micro Adjust = 3; Release Block = 3
- e. Bats: Only USA bats are allowed.
  
- L. The Manager or Coach shall pitch to their own team. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team. If the ball hit the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.
  
- M. Putouts: A player who is out on the base paths returns to the dugout. (Play will continue until the last batter in the line-up has completed their at bat).
  
- N. No bunting, soft swinging, no stealing, no leadoffs, no infield fly, no courtesy runner.
  
- O. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to “chase” the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3<sup>rd</sup>. If a runner is less than halfway to the next base when the ball is declared dead, they must return to the last base touched. All runners may advance home when last batter puts ball in play.
  
- P. When the ball is in possession by an infielder with their hands up play will be ceased, a judgment must be made whether the runner has gone beyond the halfway point between the bases at the time the play was ceased. If not, the runner will be required to return to the base in which they are coming from.
  
- Q. Coaches shall umpire the game.
  
- R. No score or standings shall be kept in this division.

## Article V. Special Rules for 6U -Shetland Sr. Division Only

### Section 1 - Application of League Rules and Regulations

A. All Sections of Article I shall apply to the 6U- Shetland Sr. Division

B. All sections of Article II shall apply to the 6U- Shetland Sr. Division

#### C. General

1. This division is designed for advanced Shetland players.

2. Players to start game: no requirements. Game: no requirements. Teams may play with any number of players.

3. Coaches: Each team will have three coaches on the field.

a. Offense:

There will be two coaches outside base paths, and one at the pitching machine.

b. Defense:

There will be two coaches inside base paths, and one behind the plate

4. Game time/Innings: A game in the Shetland Sr. Division will be no more than five innings. No new inning will start after one hour and 15 minutes. Each team will switch sides once the run max or 3 outs have occurred.

5. Game Balls: A soft official Pony baseball will be supplied by the League.

6. Bats: Only USA bats are allowed.

7. Scoring: Both teams must keep track of the score during the game. Although useful, it is not necessary to keep an official scorebook. That will be left up to each coach's discretion. However, each head coach should confirm the game score with umpire-Board Member at the end of the game. Each team is required to email the game score to the league Head Scorekeeper immediately following the game, so the brackets can be updated promptly. The Head Scorekeeper will notify you if there is a reporting discrepancy

8. Umpires: Coaches shall umpire the game.

9. Halfway-point between bases shall be marked by the coaches/umpire. This is to determine if the runner(s) proceeds to the next base or returns to the last base touched when "time" is called to render the play dead.

10. Run Max Rule - No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.

11. The Pony Baseball "ten run rule" will be in effect, in which if a team is leading by 10 runs or more at any time after 4 innings and 3 ½ or more innings for the home team, the game will be considered complete.

12. No Infield fly rule is in effect.

#### **D. Defensive Positioning**

1. All players will play in the field. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched.

2. A catcher will be used during game play.

3. There will be free defensive substitutions.

4. Player Participation: All players play the field each inning and must bat.

5. Position Rotation: Player rotation into the infield is mandatory. However, coaches may leave advanced skill players at key positions such as pitcher, catcher and first base.

#### **E. Pitching and Batting**

1. All players will bat. Once a batting order is submitted to the scorekeeper it will not be changed, except for an injury.

2. A "Machine Pitch" style of play will be in effect. The Coach shall throw six pitches to each batter from a PONY approved mechanical pitching machine.

3. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip.

4. Pitching Machine Specifications: Pitching Distance: 38 Feet. Settings for Pitching Machine are as follows: Power Level = 2; Micro Adjust = 3; Release Block = 3

5. The manager or coach shall use the machine to his or her own team.

a. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team.

b. If the ball hits the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.

c. If the ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.

d. No dropped third strike rule.

e. There will be no bunting in this division.

f. The player fielding the pitcher's position shall take a position five (5) feet back from the rear of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.

g. When the ball is in possession by an infielder with his hands up play will be ceased. The umpire shall call "time". The ball is dead and shall be returned to the mound. If the lead base runner is not at least halfway to the base of intent when time is called, they must return to the prior base. A four (4) foot vertical chalk line will be

placed halfway between bases (1st/2nd, 2nd/3rd, 3rd/home) to assist the umpire in determining the base runners position at the time that time is called.

#### **F. Base Running**

a. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to “chase” the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than half way to the next base when the ball is declared dead he must return to the last base touched.

b. Once the ball becomes dead, a judgment must be made whether the runner has gone beyond the halfway point between the bases. If not, the runner will be required to return to the base in which they are coming from.

c. Scoring from third: Runners may only score from third on a batted ball.

d. Base stealing will not be allowed.

e. Over Thrown balls that are thrown into out-of-play territory are dead and the coaches shall award bases as noted below.

1. Base runners who are not past the mid-point between bases shall return to the base they left without liability to be put out.

2. Base runners that are past mid-point between bases shall advance to the next base without liability to be put out unless a preceding runner occupies that base.

3. Base runners shall be allowed to advance only one base after the first overthrow and there can only be one overthrow per batted ball.

## **Article VI. Special Rules for 8U -Pinto (Machine Pitch) Division Only**

### **Section 1 - Application of League Rules and Regulations**

A. All sections of Article I shall apply to the 8U Pinto Division.

B. All sections of Article II shall apply to the 8U Pinto Division except the following.

### **Section 2 - Playing Field Dimensions**

A. Distance between bases is 60 feet.

B. Pitching Machine is to be set 40 feet from home plate.

## Section 3 - Game Duration

- A. Games will be six innings. No new innings may start after one hour and thirty minutes. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 10 minutes left on the clock then another inning will be played until the 1hr 45min drop dead has been reached. Score will revert to the last inning unless tied.
- B. An inning started must be completed unless the time limit has expired, and the home team is at bat and ahead.
- C. A 15-Run Rule is in effect: If a team is leading an opponent by at least 15 runs after four or more complete innings, or after three and one-half innings, if the home team has the fifteen run lead, the game shall be terminated.

## Section 4 - Special Playing Rules for Pinto

### A. Run Max Rule

- 1. No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
- 2. The run max rule will not apply starting in the 4<sup>th</sup> inning and beyond.

### B. Pitching and Batting

- A. "Machine Pitch" style of play will be in effect.
  - a. There will be no walks issued to any batter. There will be a maximum of 6 pitches per at bat. The Machine will be fed by a coach from the offensive team. The batter shall be declared out after three (3) swinging strikes OR after failing to put the ball into play after the maximum of six (6) pitches.
  - b. Pitching Machine (wheeled style machine) to be placed approximately 40 feet from home plate. The speed of the machine will be set at 37 MPH. It is not allowed to agree to pitch slower than 37 MPH. Both coaches and the umpire must, before the start of the game, agree that the machine is properly set with pitches over the plate and within the strike zone. It is not permitted to adjust the machine every inning or even between batters within an inning. Only the umpire may adjust the machine after the start of the game and shall consider fairness for each team prior to making any adjustments. **(37mph for the first half of the season, and 40mph for the second half).**
  - c. A properly equipped catcher will be positioned behind the plate. A coach from the defensive team will be positioned behind home plate to back up the catcher.
  - d. The Coach must stay near the pitching machine after the ball is hit but must make an attempt to avoid causing interference.



1. If a batted ball strikes the pitching machine and remains in fair territory it is a live ball. If a batted ball strikes the pitching machine and goes in foul territory the ball is dead, the batter is awarded first base and all other runners advance one base (if forced). If the batted ball hits the coach feeding the pitching machine, the ball is dead, and the pitch is a foul strike, and runners may not advance. If the batter foul tips the ball on the 6th pitch they will be allowed a 7th pitch. If they do not hit the 7th pitch, they are out.

2. The Umpire will not call balls and strikes but will keep a count of pitches and swinging strikes on the batter. A batter can strike out swinging, strike out not swinging at the last available pitch or hit the ball into play. A caught foul tip third strike by the catcher will be considered a strike out. A dropped foul tip third strike will be called a foul ball and a batter will continue to bat.

3. The player fielding the pitcher's position shall take a position five feet (5') to the rear of the pitching machine and three feet (3') to the left or right. It is recommended but not required that the pitcher wear a batting helmet or other protective headgear.

- B. There will be no bunting or soft swinging. Should this occur the pitch is a strike and the ball is dead. Runners shall not advance.
- C. Base runners shall be allowed to advance only one base after the first overthrow and there can only be one overthrow per batted ball. Advancement on a 2<sup>nd</sup> overthrow, which remains in the field of play, shall be at the base runners own risk and the runner may be thrown out. If the runner advanced safely, the runner must return to the base where the second overthrow was made.
- D. The Manager or coach may call one defensive time out per inning.

### C. Base Running

- 1. When a ball is hit in play, base runners may advance until the umpire calls time and the ball is returned to the coach pitcher / Umpire. (**Exception: one base per overthrow and only one overthrow per batted ball**).
- 2. Base runners must remain in contact with the base they occupy until the machine pitched ball passes the plate or is hit. There will be no stealing allowed. Penalty for leaving the base early is the runner will be called out.
- 3. Thrown balls that are over thrown into out-of-play territory are dead and umpire shall award bases as appropriate.
- 4. Players must slide feet first.

### D. Defensive Positioning

- 1. There will be ten (10) defensive players allowed. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge

of the grass. Outfielders must be on the outfield grass when the ball is pitched. Field positions are as follows:

### Infield

1. Pitcher
2. Catcher
3. First Baseman
4. Second Baseman
5. Third Baseman
6. Shortstop

### Outfield

7. Left Fielder
8. Center Fielder
9. Right Fielder
10. Left Center Fielder (between left and center field)

2. All field position designations above except for the basic nine (1-9) are alternate positions, and the coach may adjust their player's positions as required by game situation and number of players available. The above positions are only suggested positions and are not mandatory.

## E. Minimum Play Requirements

1. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** *Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.*
2. Every player plays the entire game offensively and no player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect. **PENALTY:** *Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.*
3. Any player, positioned in the infield that is moved to the outfield or the bench in the middle of an inning will not be considered as having played in the infield. Conversely, a player positioned in the outfield that is moved to the infield in the middle of an inning will not be considered as having played in the infield. Therefore, such player must play an "entire" inning in the infield.
4. Any bench player, that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
5. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.

6. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
  - a. The manager is suspended from the next scheduled game and/or games.
  - b. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
  - c. The Board of Directors may further sanction repeat offenders.
7. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the Player Agent shall be notified in writing with 24 hours to explain the circumstances.
8. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
9. Minimum play rules will change for the End of Season tournament. Refer to End of Season tournament section in the sections below.

**F. No Infield fly rule is in effect.**

**G. Dropped third strike does not apply.**

## **Section 5 - General Rules**

- A. A maximum of three offensive coaches (one in each coach's box, and one feeding the pitching machine) and three defensive (two only on along the outfield foul lines at the edge of grass and one coach backing up the catcher) coaches are allowed on the field during play. Midway through the season the VP of Baseball will notify all managers and coaches that no coaches will be allowed on the field defensively with the exception of a coach to back up the catcher on pitched balls.
- B. An official PONY baseball will be supplied by the League.
- C. No metal cleats will be allowed in the division.
- D. Protective cups must be worn in this division.
- E. It is highly recommended that all batters in the Pinto division wear a helmet with a facemask when batting.
- F. No more than four badged volunteers allowed in each dugout.

## **Article VII. Special Rules for 10U - Mustang Division Only**

### **Section 1 - Application of League Rules and Regulations**

- A. All sections of Article I shall apply to the 10U Mustang Division.
- B. All sections of Article II shall apply to the 10U Mustang Division except the following.

### **Section 2 - Playing Field Dimensions**

- A. Distance between bases is 60 feet.
- B. Pitching is 46 feet from home plate.
- C. Home Run field dimensions are reduced. See Article II, Section A.

### **Section 3 - Game Duration**

- A. Games will be six innings. No new innings may start after one hour and thirty minutes. Drop dead at 1 hour forty-five minutes. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 10 minutes left on the clock then another inning will be played until the no new inning or drop dead rule has taken effect.
- B. An inning started must be completed unless the time limit has expired, and the home team is at bat and ahead.
- C. The PONY Baseball 10-Run Rule is in effect: If a team is leading an opponent by at least ten runs after four or more complete innings, or after three and one-half innings, if the home team has the ten run lead, the game shall be terminated.

### **Section 4 - Special Playing Rules for Mustang**

#### **A. Run Max Rule**

- 1. No more than five runs runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
- 2. The run max rule will not apply starting in the 5<sup>th</sup> inning and beyond.

#### **B. Base Running**

- 1. When a ball is hit in play, base runners may advance until the ball is declared dead.

- a. Runners at first and second bases may lead off and steal bases, as in Official Baseball Rules, but runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has passed the plate. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave base before the pitched ball reaches or passes the batter shall be called out and the pitch shall be considered as a dead ball. **EXCEPTION:** A runner on third may attempt to score on a passed ball and/or dropped 3<sup>rd</sup> strike, but does so at their own risk.
  - i. During the second half of the season, the runner may lead off on third base at their own risk. They can only lead off AFTER the ball is released from the pitchers hand.
- b. Base runners at first and second bases will be permitted to advance only one base per steal attempt. In the event of an overthrow from the pitcher on an attempted pick-off or an overthrow from the catcher on an attempted pick-off runners may only advance one base at their own risk and the runner may be thrown out. Runners who have advanced more bases than permitted will be returned to the appropriate base by the umpire

### C. Minimum Play Requirements

1. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game. **EXCEPTION:** If a game does not complete four full innings due to time limits, it is understood that some players scheduled to play infield in the fourth inning may not get rotated in. This should only happen on an exception basis. Should it occur, it is recommended that the player(s) that did rotate into the infield start the next game in the infield.
2. Every player plays the entire game offensively and no player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
3. Any player, positioned in the infield that is moved to the outfield or the bench in the middle of an inning will not be considered as having played in the infield. Conversely, a player positioned in the outfield that is moved to the infield in the middle of an inning will not be considered as having played in the infield. Therefore, such player must play an “entire” inning in the infield.
4. Any bench player, that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
5. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.

6. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
  - a. The manager is suspended from the next scheduled game and/or games.
  - b. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
  - c. The Board of Directors may further sanction repeat offenders.
7. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the Player Agent shall be notified in writing with 24 hours to explain the circumstances.
8. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
9. Minimum play rules will change for the end of season tournament. Refer to End of Season tournament section in the sections below.

#### D. Pitching

1. The pitcher will be allowed a maximum of 75 pitches per game. Any pitcher who has thrown 75 pitches in a day will not be eligible to pitch again for 4 calendar days. The 4-day rest period is MANDATORY. For example: If a game is played on Thursday and the player has reached their max, that player can not pitch until Tuesday. Please see the chart for MANDATORY number of rest days for the number of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*
2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
3. Number of pitches shall be recorded on the score report form when reporting the score to the league's head scorekeeper.
4. Once a pitcher is removed from the mound he may not return to the mound.
5. Balks will be called for learning purposes only during the first half of the season. Base runners cannot advance on a balk and all base runners must return to the base occupied at the time of pitch. Balks will be enforced during the second half of the season with one warning per pitcher.
6. The manager or coach may call one defensive time out per inning. On his second trip to the mound he must remove the pitcher.
7. The number of warm-up pitches between innings will be limited to five (5). New pitchers entering the game will be allowed a maximum of eight (8) pitches.
8. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.

E. Infield fly rule is in effect.

F. Dropped third strike is in effect.

G. Bunting is allowed.

## **Section 5 - General Rules**

- A. An official PONY baseball will be supplied by the League.
- B. No metal cleats will be allowed in the division.
- C. Protective cups must be worn in this division.
- D. No more than four badged volunteers in each dugout.

## **Article VIII. Special Rules for 12U - Bronco Division Only**

### **Section 1 - Application of League Rules and Regulations**

- A. All sections of Article I shall apply to the 12U Bronco Division.
- B. All sections of Article II shall apply to the 12U Bronco Division except the following:

### **Section 2 - Playing Field Dimensions**

- A. Distance between bases is 70 feet.
- B. Pitching is 50 feet from home plate.

### **Section 3 - Game Duration**

- A. Games will be seven (7) innings. No new innings may start after 1 Hr. 40 Minutes. Drop Dead time is 2 hours. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 10 minutes left on the clock then another inning will be played until the no new inning rule has taken effect.
- B. Games will be considered complete after a minimum of three (3) innings, and a maximum of seven (7)

### **Section 4 - Special Playing Rules for Bronco**

#### **A. Minimum Play Requirements**

- 1. No player shall sit two (2) consecutive defensive innings in a row.
- 2. No player shall sit defensively for a second inning until all players have sat out at least one inning.
- 3. Each player shall receive at least one (1) at bat in every game.

#### **B. Max Run Rule**



1. A “Continuation” RULE is in effect in the Bronco Division. On a play where the run-per-inning limit is reached, that play will continue with additional runs counting, until the umpire had determined it to be over. This may result in up to 3 additional runs being scored.
2. No more than 6 runs (plus continuation) in an inning will be scored in the first four (4) innings of play. In innings 5, 6, and 7 each team will be allowed to score a maximum number of runs that will be equal to the lowest roster present.
3. The “Ten run Rule” will be in effect, in which if a team is leading by 10 runs or more at any time after 5 complete innings (4 ½ if the home team is leading), the game will be considered complete.

Allowances may be made only for games shortened by rain, darkness or other unforeseen circumstance such as injury or illness. No allowances shall be made for any game played the regulation number of innings.

### C. Pitching

1. The pitcher will be allowed a maximum of 85 pitches per day. Any pitcher who has thrown 85 pitches in a day will not be eligible to pitch again for 4 calendar days. The 4-day rest period is MANDATORY. For example: If a game is played on Thursday and the player has reached their max, that player can not pitch until Tuesday. Please see the chart for MANDATORY number of rest days for the number of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*
2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
3. Number of pitches shall be recorded on the score report form when reporting the score to the league’s head scorekeeper.
4. The manager or coach may call one defensive time out per inning. On his second trip to the mound he must remove the pitcher.
5. Once a pitcher is removed from the mound he may not return to the mound.
6. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed a max of 8 pitches.
7. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
8. Metal cleats are allowed in the division.
9. **No metal cleats on portable mounds.** The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
  - (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of pitches pitched for that day.
  - (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
  - (Penalty) 3rd offense = same as above AND the Manager will appear before the board

## Section 5 - General Rules

- A. All games shall be played in accordance with official PONY Baseball Rules and Regulations and the Rules of Major League Baseball, subject to the General League Rules defined in this document.
- B. All divisions shall bat the roster and employ free defensive substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed.
- C. If a player is unable to bat due to injury, illness or other reason, that player shall be recorded as an out one time and one time only, then removed from the lineup.  
**EXCEPTION:** ONLY GAME RELATED INJURIES WILL NOT COUNT AS AN OUT.
- D. If a player is unable to bat due to ejection, that player shall be recorded as an out every time that spot comes up in the lineup.
- E. Once removed from the lineup, the player may not return to the game.
- F. Safety / Malicious Play
  1. Base runners shall slide or avoid contact with the defensive player during a play at any base, including home. Incidental contact, in the judgment of the umpire, may be allowed. PENALTY: The base runner shall be called out.
  2. A player may be ejected from the game for play deemed by the umpire to be unsafe or intended to harm an opposing player. Bronco games shall be played under official PONY Baseball Rules and Regulations, subject to the general league rules defined in this document.
- E. An official PONY baseball will be supplied by the league.
- F. Metal cleats will be allowed in the division. The pitcher shall wear rubber cleats or tennis shoes when on a portable mound.
- G. Protective cups must be worn in this division.
- H. No more than four badged volunteers in each dugout.

## Article IX. Special Rules for 14U - Pony Division Only

### Section 1 – Playing Field Dimensions

- A. Distance between bases is 80 feet.
- B. Pitching is 54 feet from home plate.

### Section 2 – Game Duration

- A. Games shall be seven (7) innings in duration. No new innings shall start after 2 Hours. Drop dead time at 2 hours and 20 minutes. **(Exception)** There will be no Drop Dead time when playing Inter-league games.
- B. Extra innings are allowed if there is time allowable after the end of regulation length.
- C. Run mercy will be 15 runs after 4 innings, 10 after 5 innings.

### Section 3 – Special Playing Rules for Pony

#### A. Minimum Play Requirements

- 1. Each player shall be required to play one-half of each game when in attendance at the start of a game. One-half game shall be defined as:
  - a. Four to 5-1/2 innings: Two (2) innings (6 defensive outs)
  - b. Six to seven innings: Three (3) innings (nine defensive outs)
- 2. No player shall sit two (2) consecutive defensive innings in a row.
- 3. No player shall sit defensively for a second inning until all players have sat out at least one inning.
- 4. Each player shall receive at least one (1) at bat in every game.

Allowances may be made only for games shortened by rain, darkness or other unforeseen circumstance such as injury or illness. No allowances shall be made for any game played the regulation number of innings.

#### B. Pitching

- 1. The pitcher will be allowed a maximum of 95 pitches per day. Any pitcher who has thrown 95 pitches in a day will not be eligible to pitch again for 4 calendar days. The 4-day rest period is MANDATORY. For example: If a game is played on Thursday and the player has reached their max, that player can not pitch until Tuesday. Please see the chart for MANDATORY number of rest days for the number

of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*

2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
3. Number of pitches shall be recorded on the score report form when reporting the score to the league's head scorekeeper.
4. The manager or coach may call one defensive time out per inning. On his second trip to the mound he must remove the pitcher.
5. Once a pitcher is removed from the mound he may not return to the mound.
6. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed a max of 8 pitches.
7. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
8. Metal cleats are allowed in the division.
9. **No metal cleats on portable mounds.** The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
  - (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of pitches pitched for that day.
  - (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
  - (Penalty) 3rd offense = same as above AND the Manager will appear before the board

## **Section 5 – General Rules**

1. All games shall be played in accordance with official PONY Baseball Rules and Regulations and the Rules of Major League Baseball, subject to the General League Rules defined in this document.

2. All divisions shall bat the roster and employ free defensive substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed.

3. If a player is unable to bat due to injury, illness or other reason, that player shall be recorded as an out one time and one time only, then removed from the lineup. **EXCEPTION: ONLY GAME REALTED INJURIES WILL NOT COUNT AS AN OUT.**

4. If a player is unable to bat due to ejection, that player shall be recorded as an out every time that spot comes up in the lineup.

5. Once removed from the lineup, the player may not return to the game.

6. Metal cleats will be allowed in the division.

7. **NO metal cleats on the portable mounds.** The short portable mound will be used for this division. If the shorter mound is not available, the extended mound will be used, and the pitcher shall wear rubber cleats or tennis shoes when on the mound.

8. Protective cups must be worn in this division.

9. No more than four badged volunteers in each dugout.

### **Safety / Malicious Play**

1. Base runners shall slide or avoid contact with the defensive player during a play at any base, including home. Incidental contact, in the judgment of the umpire, may be allowed. PENALTY: The base runner shall be called out.

2. A player may be ejected from the game for play deemed by the umpire to be unsafe or intended to harm an opposing player.

## Article X. Special Rules for End of Season Tournaments

### Section 1 - Seeding

- A. The teams will be seeded as follows:
  - 1. Higher seeded teams will play lower seeded teams. (1 is considered highest seed)
  - 2. Higher seeded teams may have a first round bye depending upon the number of teams in the division.
  - 3. The team with the higher seed will be the home team and take the 3<sup>rd</sup> Base dugout.
  - 4. Should a team with a lower seed advance to the championship game; the team advancing from the winner's bracket will be home team.
  - 5. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.

### Section 2 - Special Rules for All Divisions except Shetland

- A. Changes to Regular Season Rules - the End of Season Tournament is intended to be competitive competition; as such the following special rules apply only to French Valley PONY End of Season Tournaments.
  - 1. All regular season rules apply except for the following:
    - a. No on-field practices are allowed during the EOS Tournament. No fields will be assigned to teams once the divisional EOS begins. Player rotation into the infield is not mandatory. However, no player shall sit two consecutive innings defensively.
    - b. Official PONY Tournament rules will be used during the End of Season Tournament.
    - c. There will be no drop dead rule in EOS. The no new inning time will remain the same for all divisions and the inning will be allowed to be completed once the no new time is reached.
    - d. The format will be double elimination. FVBSA reserves the right to go to a single elimination schedule for the EOS Tournament for Pinto/Mustang/Bronco & Pony divisions when extenuating circumstances dictate (weather, field availability, etc.).
    - e. There will be no tie games. Should a tie occur at the end of regular play (as dictated by regular season game rules), an international tie breaker rule will be

employed to expedite play. Using the international tiebreaker, the last recorded out will occupy 2<sup>nd</sup> base.

### Section 3 - Special Rules for Shetland Division

- A. Changes to Regular Season Rules - the End of Season Tournament is intended to be competitive competition; as such the following special rules apply only to the FVPBA End of Season Shetland Tournament. Regular season Shetland rules are not in effect.

#### 1. General

- a. Players to start game: no requirements. Teams may play with any number of players.
- b. Coaches: Each team will have three coaches on the field.
  - a. Offense:  
Two coaches outside base paths, one at the pitching machine.
  - b. Defense:  
Two coaches inside base paths, one behind the plate
- c. Game time/Innings: A tournament game in the 6 and Under Shetland Division will be no more than five innings. No new inning will start after one hour and 15 minutes. Each team will switch sides once the run max or three (3) out have occurred.
- d. Game Balls: A soft official Pony baseball will be supplied by the League.
- e. Scoring: Both teams must keep track of the score during the game. Although useful, it is not necessary to keep an official scorebook. That will be left up to each coach's discretion. However, each head coach should confirm the game score with umpire-Board Member at the end of the game. Each team is required to email the game score to the league Head Scorekeeper immediately following the game, so the brackets can be updated promptly. The Head Scorekeeper will notify you if there is a reporting discrepancy
- f. Umpires: FVBSA Board Members will umpire Shetland tournament games. All calls are final. There will be no protests allowed in Shetland tournament play. Should a dispute arise, the umpire-Board Member and both team managers will meet to discuss and resolve the dispute.
- g. Run Max Rule - No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.

- h. The Pony Baseball "ten run rule" will be in effect, in which if a team is leading by 10 runs or more at any time after 4 innings and 3 ½ or more innings for the home team, the game will be considered complete.
- i. No Infield fly rule is in effect.

## **2. Defensive Positioning**

- a. All players will play in the field. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched.
- b. A catcher will be used in tournament play.
- c. There will be free defensive substitutions.
- d. Player Participation: All players play the field each inning and must bat.
- e. Position Rotation: Player rotation into the infield is mandatory. However, coaches may leave advanced skill players at key positions such as pitcher, catcher and first base.

## **3. Pitching and Batting**

- a. All players will bat. Once a batting order is submitted to the scorekeeper it will not be changed, except for an injury.
- b. A "Machine Pitch" style of play will be in effect. The Coach shall throw six pitches to each batter from a PONY approved mechanical pitching machine.
- c. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip.
- d. Pitching Machine Specifications: Pitching Distance: 35 Feet. Settings for Pitching Machine are as follows: Power Level = 2; Micro Adjust = 3; Release Block = 3
- e. The manager or coach shall use the machine to his or her own team.
  - 1. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team.



2. If the ball hits the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.
  3. If the ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.
2. No dropped third strike rule.
  3. There will be no bunting in this division.
  4. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.
  5. When the ball is in possession by an infielder with his hands up play will be ceased. The umpire shall call "time". The ball is dead and shall be returned to the mound. If the lead base runner is not at least halfway to the base of intent when time is called, they must return to the prior base. A four (4) foot vertical chalk line will be placed halfway between bases (1st/2nd, 2nd/3rd, 3rd/home) to assist the umpire in determining the base runners position at the time that time is called.

## **B. Base Running**

1. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to "chase" the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than half way to the next base when the ball is declared dead he must return to the last base touched.
2. Once the ball becomes dead, a judgment must be made whether the runner has gone beyond the halfway point between the bases. If not, the runner will be required to return to the base in which they are coming from.
3. Scoring from third: Runners may only score from third on a batted ball.
4. Base stealing will not be allowed.
5. Thrown balls that are over thrown into out-of-play territory are dead and the coaches shall award bases as noted below.
  - a. Base runners who are not past the mid-point between bases shall return to the base they left without liability to be put out.

- b. Base runners that are past mid-point between bases shall advance to the next base without liability to be put out unless a preceding runner occupies that base.

## Revisions Log

Date	Version	Revision Description
2/20/2013	2013.1	Removed admin rules that apply to both leagues. Re formatted document.
4/5/2013	2013.2	Added Mustang 2 <sup>nd</sup> half season rule opening 3 <sup>rd</sup> base. Also removed penalty for not announcing pitching change. Pitching change must still be announced but it is not considered an illegal substitution. Finally, tournament pitching rules were amended to reflect official PONY tournament rules for max innings and rest between games.
4/22/13	2013.3	Added back all-star rules
1/15/2016	2016.1	Added Playing rules to Shetland Sr. Division
2/16/2017	2017.1	Added time limit to EOS rules
1/30/2018	2018.1	Added 1) new bat rules, 2) new pitching rules, 3) mercy run rule for Pony division.
1/7/2019	2019.1	Updated PONY baseball rules. Updated allowed bats used for shetland jr. and shetland sr. divisions. Added during 2 <sup>nd</sup> half of Mustang season, batters are allowed to lead off 3 <sup>rd</sup> at their own risk after the pitcher has released the ball. Corrected Max number of warm up pitches for new pitchers coming into the game. Changed wording from recommended to mandatory for pitching rules.