

MID-MICHIGAN PONY LEAGUE

LOCAL RULES 2019

14 and Under

1. Official PONY Baseball rules to be followed unless superseded by these rules. 2. If a specific rule is not discussed in the PONY rulebook, the last set of rules used are from Major League Baseball. 3. MMPL does not use MHSAA or NFHS baseball rules. There is a link to the official PONY baseball Rulebook on mmplbaseball.com website.

MULTIPLE TEAM PARTICIPATION

Players may not participate on two teams in the same age group. Players may participate on two teams in different age groups. For example, a player age eligible to participate in U12 may participate on a U13 or U14 Team by playing up. Players may not play down. That is a U13 or U14 eligible player may not play on a U12 or lower age group team.

U13 DIVISION ROSTERS

Teams participating in divisions designated for U13 Players must be made up exclusively of players who are 13 years old or younger on April 30, 2019 except on approval by the MMPL based on need for players or other demonstrated circumstances.

FIELD DIMENSIONS

- 1) The distance between bases is 80 feet.
- 2) The distance from the pitching rubber to home plate is 54 feet.

LENGTH OF GAMES

- 1) MMPL games will be 7 innings in length or six and a fraction if the home team is leading after the top of the 7th, unless one of these events happens before the conclusion of 7 innings
 - a. **10 Run MERCY Rule:** If the visiting team is leading by at least 10 runs at the end of 5 or more complete innings, the game shall be declared complete. If the home team is leading by at least 10 runs after the visiting team has completed batting in the 5th inning or later the game shall be declared complete.
 - b. **Two hour time limit.** MMPL games shall have a time limit of two hours. The time of the first pitch of the game should be announced by the umpires to both teams. There shall be no additional innings after the inning in which the time limit is exceeded. There will be no tie breakers if the game is tied at that time and the game shall be declared a tie.
- 2) An inning will be considered complete if a team has made three outs or if 6 runs have been scored
- 3) Unlimited runs will be permitted in the last inning or in any tie breaking inning. The last inning shall be declared by the umpire prior to the start of the inning based on the umpire's judgment the time limit will be exceeded before the inning is completed. If the time limit has not been exceeded when the inning is complete an additional inning or innings shall be played with unlimited runs allowed until the time limit is exceeded.
- 4) If a game is tied when the regulation number of innings is completed **before** the time limit is reached the following Game Tie Breaker Rule shall be followed:

- a. If at the end of the regulation number of innings the score is tied and the time limit has not been reached, **ONE** extra inning will be played utilizing “**International Rules**” to determine a winner, if the game is still tied, it will be ruled a tie.
- b. **International Rule:** The last out in the lineup from the previous inning is placed on second to start the extra inning; the game is then played as usual. After the visitors bat and three outs have been made, the home team does the same thing.

PLAYING TIME AND SUBSTITUTIONS

- 1) Each team shall bat all players on the roster who are present.
- 2) Each player must play a minimum of two innings defensively.
- 3) Free defensive substitutions will be used except for the pitcher.
- 4) If a player arrives late they will be added to the end of the lineup.
- 5) Eight players will constitute a legal lineup. However, the batting order shall consist of 9 positions with the vacant position being an out each time through the order.
- 6) If batting all players and a player becomes injured during a game (who is removed from the game and cannot continue), the player will be skipped over in the batting lineup without being considered an out.
- 7) Nine players are to be used defensively unless only 8 are available.
- 8) Coaches may use a courtesy runner (the last batted out) for the catcher.

PITCHING RULES

- 1) We will follow the MLB Pitch Smart Guidelines for the age group, which are as follows:

Age	Daily Pitch Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
13-14	95	1-20	21-35	36-50	51-65	66+

Teams must

exchange pitching records before every game and be approved by an umpire. Both teams shall count pitches for pitchers of each team. Upon a pitching change the pitching count shall be verified and approved by the umpire. Where the count does not match and cannot be reconciled, the higher count shall be used. The umpire shall sign both team's records at the conclusion of the game.

- 2) 1 day of rest means 1 day off between outings. For example, if a pitcher threw 21 pitches on Tuesday, Wednesday would be their 1 day of rest and they would be eligible to pitch again on Thursday.
- 3) Once removed from the mound a pitcher may not return to the mound to pitch.
- 4) A dropped third strike is considered a live ball.
- 5) Balks will be called without warning

BASE RUNNING RULES

- 1) Runners may lead off and steal any base including home plate.
- 2) A dropped third strike is considered a live ball.
- 3) Base runners must slide or avoid contact at every base, so as to avoid a collision if the defensive player has or would have had possession of the ball in order to make a play. The slide must be a legal foot first or headfirst slide. Runners in violation will be called out and also receive a warning or an ejection from the game if in the umpire's judgment it was a flagrant attempt to cause injury. The 2nd violation will be an automatic ejection from the game.

- 4) Metal cleats **are** allowed in this age group.

BENCH AND FIELD CONDUCT

- 1) All players, coaches, assistant coaches and scorekeepers shall conduct themselves in an appropriate manner.
- 2) The head coach may question calls from time to time. Only the head coach is allowed to discuss a play call with the umpire.
- 3) A head coach may request an umpire to seek help from a second umpire, the request does not necessarily have to be recognized.
- 4) Coaches that belabor the point and continue to argue may be ejected.
- 5) 5) Phantom, ghost, or fake tags will result in an obstruction call.

BAT RULES

- 1) All 2 3/4 bats are illegal.
- 2) All 2 5/8 bats that are -3 ratio (length/weight) must be BBCOR certified. (See PONY Rule Book for more information.)
- 3) All 2 1/4 bats as well as non BBCOR 2 5/8 bats must be stamped with USA Bat stamp (See PONY Rule Book (8- C -2) for more information.)
- 4) Only certified 2 5/8 (-3) BBCOR bats are allowed at the Colt age level and above.
- 5) Wood bats that are no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.
- 6) Bats must be checked by the umpire prior to the start of a game.
- 7) Players caught using an illegal bat once a game starts shall be ejected from the game, along with the head coach of that team.

EJECTIONS

- 1) Players, coaches, scorekeepers, parents, and team fans or spectators are subject to ejection by an umpire if in the umpire's sole judgment the player, coach, scorekeeper, parent, fan or spectator has broken a MMPL rule meriting ejection or is behaving in a belligerent, disruptive, or threatening manner.
- 1) Any player, coach, scorekeeper, parent, fan or spectator ejected in a MMPL game including tournament games will be barred from participating in the game from which he or she is ejected plus the next regularly scheduled game.
- 2) Any player, coach, scorekeeper, parent, fan or spectator ejected shall leave the field immediately or face further disciplinary action.
- 3) Both coaches should email the MMPL Division Coordinator that an ejection has occurred as soon as practical after the game so that the team playing in the next game can be notified.
- 4) The MMPL reserves the right to take further action including permanently barring further participation of an individual(s) if warranted in the MMPL's sole judgment due to the nature of the offense and/or history of behavior.
- 5) There shall be no appeals to the ejection rule.

SCORE REPORTING

- 1) The HOME TEAM should post the score of the game to the MMPL website.
- 2) All scores should be reported within 24 hours.
- 3) If the visiting team does not see the game's score posted on the website within the three days, then they should contact the division coordinator to report the score.

RESCHEDULING GAMES

- 1) Suspended games will be continued from the exact point of suspension. The two hour time limit will start over when the game is resumed.
- 2) A makeup date for a suspended or rained out game shall be scheduled within three days. The League Coordinator shall be notified once the game has been rescheduled.
 - a. If the two coaches cannot agree on a date within 3 days, then both home community coordinators should notified to seek a resolution.
 - b. If a resolution still cannot be reached within 7 days, then both community coordinators shall contact the MMPL division coordinator for a final determination.
 - c. Failure to reschedule a suspended games may result in forfeiture of the game by the team deemed by the MMPL to have prevented the game from being rescheduled.
- 3) The **12-game record** (division dependent) with the most wins including forfeits wins the division, so make sure to reschedule any suspended or rained out games to be eligible for trophies. Ties count as one half win.