

MID-MICHIGAN PONY LEAGUE LOCAL RULES 2019

10 and Under

1. Official PONY Baseball rules to be followed unless superseded by these rules. There is a link to the official PONY Baseball Rulebook on <http://mmplbaseball.com/> website.
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.

MULTIPLE TEAM PARTICIPATION

Players may not participate on two teams in the same age group. U9 and U10 teams are in the same age group. Players may participate on two teams in different age groups. For example, a player age eligible to participate in U10 may participate on a U11 or U12 Team by playing up.

U9 DIVISION TEAM ROSTERS

Teams participating in divisions designated for U9 Players must be made up exclusively of players who are 9 years old or younger on August 31, 2019 except on approval by the MMPL based on need for players or other demonstrated circumstances.

FIELD DIMENSIONS

- 1) The distance between bases is 60 feet.
- 2) The distance from the front of the pitching rubber to the back tip of home plate is 46 feet.

LENGTH OF GAMES

- 1) MMPL games will be 6 innings in length, or five and a half if the home team is leading after the top of the 6th, unless one of these events happens before the conclusion of 6 innings:
 - a. **10 Run MERCY Rule:** If the visiting team is leading by at least 10 runs at the end of 4 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 4th 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 5 runs have been scored.
- 3) Unlimited runs will be permitted in the last inning and during any tie breaker inning. The last inning shall be declared by the umpire prior to the start of the inning based on the umpire's judgment whether the time limit will be exceeded before the inning is completed.
- 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 Rules:** The last out in the lineup from the previous inning is placed on second to start the extra inning, and the game is then played as usual. After the visiting team bats and three outs have been made, the home team repeats the same procedure as above.

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
9-10	75	1-20	21-35	36-50	51-65	66+

- 2) One 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) Clarification on daily max of 75: If a pitcher starts pitching to a batter with 74 pitches or less, he can finish pitching to the batter and go over the DAILY max of 75, but this must be the last batter he faces.
- 4) Once removed from the mound, a pitcher may not return to the mound to pitch.
- 5) No balks will be called.
- 6) A dropped third strike is considered an out.

BASE RUNNING RULES for U9 A and B, U10 A, B, C, and D Divisions

- 1) Runners may steal second and third base, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has crossed the plate. Penalty: A runner who leaves before the ball crosses the plate will be ruled out and the pitch shall be considered a dead ball.
- 2) A runner can only advance one base on an overthrow of second or third base during an attempted steal at either base. There is no penalty for this violation. Runner is simply returned to correct base by umpire when the ball is dead.
 - a Scenario: Runner on first. This runner steals second and there is an overthrow of second base. This runner can only attempt to advance to third base. If the defense makes a throw to get the runner out at third base, then the runner may advance home at his own peril (see below rule).
 - b Scenario: Runner on second base. This runner steals third and there is an overthrow of third base. This runner may attempt to advance home at his own peril (see rule below).
- 3) Players may not advance from third to home unless the ball is put into play by the batter, there is a bases loaded walk/hit batter, or the runner at third is played upon.
 - a Clarification: Playing on the runner at third means the defense attempts to make an out at third base by throwing the ball to third, or a defensive player attempts to tag the runner who is at third base.
- 4) A batter who has just walked may attempt to advance to second base at his own peril as long as play is still live. The runner must not stop at first base before attempting to advance, or time is considered called.
- 5) A dropped third strike is considered an out.
- 6) 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. Penalty: 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.
- 7) The infield fly rule is not enforced at this age level.
- 8) No metal cleats allowed in this age group.

BASE RUNNING RULES for U10 E, F, and G Divisions

- 1) Runners may steal second and third base, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has crossed the plate. Penalty: A runner who leaves before the ball crosses the plate will be ruled out and the pitch shall be considered a dead ball.
- 2) A runner can only advance one base on an overthrow of second base during an attempted steal. There is no penalty for this violation. Runner is simply returned to correct base by umpire when the ball is dead.
 - a Scenario: Runner on first. This runner steals second and there is an overthrow of second base. This runner can only attempt to advance to third base. If the defense makes a throw to get the runner out at third base, then the runner may advance home at his own peril (see rule 4 below).
- 3) A runner can attempt a steal of third base, BUT can NOT advance home on an overthrow. The runner must stay at third base. (New rule for 2019 and only for above age divisions)
- 4) Players may not advance from third to home unless the ball is put into play by the batter, there is a bases loaded walk/hit batter, or the runner at third is played upon.
 - a Clarification: Playing on the runner at third means the defense attempts to make an out at third base by throwing the ball to third, or a defensive player attempts to tag the runner who is at third base.
 - b Clarification: see rule 3 above if runner is attempting to steal third base from second. A runner can NOT advance home on an overthrow of third.
- 5) A batter who has just walked may attempt to advance to second base at his own peril as long as play is still live. The runner must not stop at first base before attempting to advance, or time is considered called.
- 6) A dropped third strike is considered an out.
- 7) 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. Penalty: 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.
- 8) The infield fly rule is not enforced at this age level.
- 9) No metal cleats 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) Phantom, ghost, or fake tags will result in an obstruction call.

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 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) Ten players are to be used defensively if 10 or more players are participating in the game. Four players must be stationed in the outfield if 10 players are playing defensively.
- 8) Coaches may also use a courtesy runner (the last batted out) for the catcher.

BAT RULES

- 1) All 2 3/4 bats are illegal.
- 2) 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.)
- 3) All 2 5/8 bats that are -3 ratio (length/weight) must be BBCOR certified. (See PONY Rule Book for more information.)
- 4) Wood bats that are no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.
- 5) Bats must be checked by the umpire prior to the start of a game.
- 6) 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.
- 2) 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.
- 3) Any player, coach, scorekeeper, parent, fan or spectator ejected shall leave the field immediately or face further disciplinary action.
- 4) 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.
- 5) 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.
- 6) 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 24 hours they are welcome to add it themselves or contact the division coordinator for assistance.

RESCHEDULING GAMES

- 1) Suspended games will be continued from the exact point of suspension. The 2 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.