

# Pony League Rules

(April 2002)

1. All players present at a game must be in the batting rotation at all times, unless an injury prevents that player from taking his/her turn at bat.
  - A. If a player arrives after the start of the game, he/she is to be inserted into the last batting position in the lineup.
  - B. If a player fails to appear at the plate for his./her turn at bat due to an injury or situation beyond control of the manager, no out shall be recorded provided that nine players remain actively in the batting order.
  - C. A game may start with a team that has less than 9 players. No out will be recorded for the 8<sup>th</sup> or 9<sup>th</sup> spots in the order if only 7 or 8 players are present.
  - D. A forfeit is declared when a team cannot field seven eligible players.
2. All players present at a game must play a minimum of two complete innings on the field of play.
3. Each team must place nine players in defensive positions on the field, provided at least nine players are in attendance.
4. A regulation game is declared over when:
  - A. The visiting team is ahead after seven complete innings.
  - B. The home team is ahead at any time after the visitors have completed their seventh at bat.
5. A game is declared over according to the ten run rule when:
  - A. The visiting team is behind by ten or more runs at the conclusion of their fifth or sixth at bat.
  - B. The home team is behind by ten or more runs at the conclusion of their fifth or sixth at bat.
6. If a game is called by the umpire due to weather, darkness, etc. it will be a regulation game after four and one-half innings have been played if any of the following are true:
  - A. The visitors have completed their fifth at bat and are trailing at the moment that the game is called. (Regardless if they are at bat or not.)
  - B. The home team has had at least five full at bats, was behind when they completed their last full at bat, and remains behind, regardless if they are now further or less behind.
7. If a game is called by the umpire due to weather, darkness, while either the sixth or seventh inning is in progress, the game is a "suspended game" if:
  - A. The visiting team has scored one or more runs to tie the game, and the home team has not yet had it's full opportunity to take back the lead.
  - B. The visiting team has scored one or more runs to take the lead, and the home team has not yet taken back the lead, nor have they tied the game.

NOTE: The overall result of this rule is that if a game is called when at bats are not equal between the home and visiting team, and the visitors team gained the advantage of tie due to that inequity, the home team is given its full opportunity to win the game, or else the game is suspended. In the case where the visitors actually took the lead due to that inequity, the home team must be given its full opportunity to at least salvage a tie, or else the game is suspended

8. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point the game was suspended.
9. All games which do not reach the regulation four and one-half (home team ahead) or five complete innings as outlined previously shall be ruled "no game" are to be made up as a new game. Innings pitched do not count in any way.
10. Metal cleats are strictly prohibited.
11. Any player who throws his/her bat or helmet may be ejected from the game.
12. It is the base runners responsibility to minimize violent collisions with the fielder at all times and locations along the base paths, whether the fielder is in the act of fielding a hit ball, receiving a put out throw or awaiting a put out throw, by what ever means available (including sliding) when such a situation arises. Any base runner who does not attempt to minimize the collision (in the umpire's opinion) in such a situation will be called out, and if flagrant, ejected from the game.  
NOTE: When a fielder, in the umpire's judgement, is obstructing the runner's advance (without the ball), the runner is awarded that base which he/she would have advanced to had there been no obstruction. If, however the base runner chooses to "steamroll" the fielder rather than minimize the contact, he will be called out.
13. No head-first sliding into home plate.
14. Pitching limitations:
  - A. One pitch thrown in any inning is counted as an inning pitched for that particular pitcher.
  - B. A pitcher may pitch no more than seven innings in a single game.
  - C. A pitcher may pitch no more than ten innings in a calendar week.
  - D. A calendar week is Monday through Sunday.
  - E. If a pitcher pitches more than three innings in a single game, that pitcher must be rested for no less than forty hours from the start of the game.
  - F. A coach may make only one trip onto the field to talk with his/her player(s) per inning. If a coach makes a second trip onto the field in the same inning (not counting trips due to injuries or when opponents call time out), the pitcher must be removed from the mound.
  - G. A pitcher who is removed from the mound cannot return as a pitcher in the same game.
15. Re-entry: Except for the pitcher as it pertains to rule 13(G), re-entry of starters or substitutes are unrestricted.
16. Score book
  - A. In order for any player to be eligible to represent Chippewa Falls Youth Baseball as part of a Pony League tournament team we are required to provide proof through official league score books that the player chosen has played in at least half of the regular season games for his/her team. This proof is provided by the team score book. These books must contain only Pony League games. Please keep them accurate and in decent condition.
  - B. The score books must be turned in at the end of the season.

## 17. Time Limits

- A. Due to time limitations, the visiting team will not come to bat in the top of a new inning when there is less than fifteen minutes remaining prior to the start of the next scheduled game.
  - 1. Players are expected to hustle on and off the field of play.
  - 2. Coaches are reminded that intentionally stalling or giving outs while at bat to make strategic use of the time limit is not consistent with the spirit of the game.
- B. There is no time limit for the final game of the day.
- C. Time lost due to injury, rain delay, or late start of a previous game will be added to the next scheduled game time.