

Yorkville Youth Athletic Association Pony League Rules 2013

I. GENERAL AND ADMINISTRATIVE

A. Baseball Rules - Major League Baseball Rules shall apply, except as specifically modified by these rules.

B. Playing Fields - Distance between bases: 90 feet; Pitching Distance: 60 feet, 6 in.; Home plate to center of second base: 127 feet, 3 in.

C. The Game

1. Number of Innings - There will be a maximum of (7) seven innings per game.

2. Time Limits - The time limit for a game will be (3) three hours. When (2) two games are being played in (5) five hours, the games will be limited to (2.5) two and a half hours. No extra innings will be played except in playoff games. And no new inning may start less than 15 minutes before the time limit expires

3. Mercy Rule - If one team is leading by (12) twelve or more runs at the end of the bottom of the (5th) fifth inning, the team which is ahead will be awarded the win. The game can continue if both teams wish to do so, however the result cannot be changed and any team that is ahead by 12 runs or more shall no longer be allowed to steal

4. Coach/Player Interference - No coach or player (not fielding or batting) are allowed on the field while the ball is in play. If any coach or player interferes with the game while the ball is in play, it will result in the following:

First Infraction - Warning to both teams and no pitch.

Second Infraction - An out will be assessed and the coach or player involved will be ejected from the game.

In the event that Coach/Player Interference results in a run being scored or prevented, an out will be assessed and the coach or player involved will be ejected immediately.

5. Equipment - Metal cleats are prohibited. Any player found wearing metal cleats after the second game of the season shall be ejected from that game. All players must wear a protective cup. All jewelry is prohibited. Religious medals must be taped to the chest. Nothing may be worn on the wrists other than medical alert bracelets. Each team must bring two unused Senior League baseballs to each game. Wooden and metal bats are permitted; however, metal bats cannot exceed a +3 differential (length/weight)

6. Uniform - Uniform shirt must remain tucked into the pants during the game.

D. The Teams

1. Minimum Number of Player - The minimum number of players to start a game is (7) seven. A team with less than (7) seven players will forfeit the game. There will be a 15-minute "grace" period after the scheduled start time, after which a forfeit will be called.

A team that starts a game with (7) seven or (8) eight players will play with (1) one or (2) two players short. They will not be assessed an out for the missing players in their batting order. If additional players arrive during the course of the game, they may be added to the field immediately, and to the end of the lineup.

A team with less than 10 players may borrow players from the opposing team, should both managers agree.

2. Substitutions – Teams may have the option to bat all of their players in the lineup. And all players must play a minimum of two innings in the field (not necessarily consecutive). Reentry is allowed. A substitute coming into the game as a pinch runner or pinch hitter (other than as a pinch hitter for the EH) must stay in the game and play at least one inning in the field. A batter who is replaced, cannot re-enter the game and bat in a different place in the batting order until the complete batting order has turned over and his original position in the batting order has passed. **A pitcher who is relieved cannot pitch again in that game**, but may play another position. It is the responsibility of the coach or manager to advise the opposing coach or manager of all substitutions.

E. Protests

1. A protest based on a play which involves an umpire's judgment shall not be permitted.

2. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league director.

3. When protests based on the interpretation of a rule are upheld by the league, both teams will be awarded a win with a score of 1-0.

4. Umpires should make a public announcement to the crowd when a game is being played under protest.

II. OFFENSE

A. Batters

1. EH - The Extra Hitter – A team has the option to bat 9 players, use an EH (Extra Hitter) and have a batting order of (10) ten batters, or to bat every player in the lineup. If one team uses the EH, or bats every player in the lineup, the other team

is not required to do the same. However, if a team starts the game with 10 batters, that team must use (10) ten batters throughout the game. If a team starts a game with 9 batters, that team must use (9) batters for the whole game. It cannot add the EH. A player who starts the game as an EH may be used in the field later in the game, but the batting order for that team must remain at (10) ten batters for the entire game.

2. Ten Batters - No Substitutes - If a team starts with 10 batters and no substitutes and one of the players from that team is injured or ejected from the game, that team may continue with 9 batters without being assessed an automatic out for the missing batter. Similarly, if a team opts to bat all of its players, and one of them must leave the game, the team may continue to bat all of its remaining players without an automatic out for the missing batter.

B. Base Runners

1. Slide or Give up - Base runners must slide or give themselves up when there is a play at the base the base runner is arriving at. A runner who intentionally initiates contact with a fielder will be called out. If the fielder initiates the contact, the penalty shall not apply.

2. Runners Coming Into Home Plate – A fielder may not block the plate if there is no play being made. A base runner may not attempt to run over or knock down the player covering the plate if there is a play. Runners must slide or give themselves up.

3. Courtesy Base Runner - if there are (2) two outs and a team's catcher is on base, a courtesy base runner must be used to run for the catcher. The courtesy runner is the player who made the last batted out.

4. Head first slides are illegal unless the runner is returning to a base and/or is involved in a rundown. A runner who makes a head first slide into a base (except as outlined above) will be called out.

III. DEFENSE

A. Pitchers

1. Batters Hit by Pitcher - If a pitcher hits (3) three batters in one inning the pitcher must be removed from the game by either the umpire, or by the coach of the defensive team. However, the umpire has the discretion to remove a pitcher before the pitcher hits (3) three batters in one inning if the umpire feels the removal is warranted. For example, a pitcher who does not have control over his fast ball, and who has hit several batters over a number of innings, but not (3) three batters in one inning, may be removed by the umpire.

2. Deliberately Throwing at a Batter - A pitcher is prohibited from intentionally throwing at a batter. If, in the umpire's judgment, a pitcher has

intentionally thrown at a batter, the pitcher will be ejected from the game, and may not be used in another position.

3. Pitchers cannot pitch more than seven innings on the same calendar day. One pitch constitutes an inning pitched.

IV. SPORTSMANSHIP

A. Fighting: A player who instigates a fight will be automatically ejected. A player who responds in a manner to defend himself will not be ejected. However, a player who responds to an instigated fight in a manner which escalates the fight shall be ejected as well.

B. Unsportsmanlike Conduct: This behavior which includes, but is not limited to, trash-talking, arguing with an umpire, purposely distracting the pitcher, and foul language, can result in suspension.

C. Suspension: If warranted, a player or a coach from any team can be suspended by the league or organizational directors. Coaches can bench their players, and can request that a player be suspended.

Sportsmanship rules apply to all parents and spectators, in addition to players, umpires, and coaches.

V. STANDINGS

Teams will be awarded two points for each game they play and win; one point for any victory earned by forfeit. Tiebreakers are head to head competition then coin flip. All teams will qualify for the playoffs.