

MARION BOYS BASEBALL – 2011 PONY DIVISION RULES

1. Eligibility -- Applicants must be 9 years old on or before June 1 of current year and no more than 10 years old by the same year.

Players may lose their eligibility as a result of false information given on their application form, for repeated offenses of sportsmanship, conduct or attendance, or for any single flagrant violation of sportsmanship, conduct or other rules of the game.

2. Sportsmanship –

Zero Tolerance - Unsportsmanlike conduct or inappropriate behavior by coaches, players or parents will **not** be allowed.

A game may be called by an umpire, League Director or board member for unsportsmanlike conduct from coaches or parents.

See also Coaches Conduct and Parent Conduct detailed at www.marionbaseball.com.

See also the Discipline Matrices for Players, Coaches, and Spectators detailed at www.marionbaseball.com

3. General Game Information –

Games are scheduled to start at **6:00pm** sharp unless otherwise noted. Coaches will announce starting times for make-up games and practices to all players. Most regular season games will be played Monday – Friday, and some weekends.

Forfeit time will be 15 minutes past the scheduled starting time.

The team listed first on the schedule will be the “Home” team. Home team will use the third base side dugout and designate the official scorekeeper.

A team must have a minimum of seven (7) players to start a game.

Pony league games are scheduled for **six (6)** innings unless otherwise called by the umpire because of conditions in his judgment become unplayable. The umpire may, at his discretion, consult with both team managers before this decision.

In the event of a tie score after regulation innings, the game will continue as long as conditions remain playable in the umpire’s judgment, until a full inning is completed or the home team goes ahead in score.

No new inning will start after 8:15pm for games that begin at 6 pm.

Pony league game field dimensions:

Base length: 60 feet

Distance from home plate to pitching mound: 46 feet

4. Unlimited Runs within Games - At the top of the inning, the umpire will determine if that is the last inning. If so, he will make that announcement and it will be unlimited runs for both teams.

A game that is called due to heat by the League Director will have a final inning in which the unlimited rule applies.

5. Shortened Games - In the event a game is shortened by the umpire’s judgment that

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conditions are no longer playable it will constitute an official game if two and one-half (2-1/2) innings have been played with the home team ahead in score or after three (3) full innings are complete.

If the game is called with neither team ahead in score –

- (a) *and less than the above minimum required innings completed*, it is no contest
The game will be completed at a later date, from the point of suspension, as a make-up game.
- (b) with more than or equal to the minimum innings required, the umpire will rule a suspended game.

If the game is stopped in an inning after the required minimum AND the VISITING team is AHEAD IN SCORE:

If the home team HAS NOT COMPLETED their half of inning, play reverts back to the score of the last completed inning

If the game is stopped in an inning after the required minimum AND the HOME team is AHEAD IN SCORE:

The score is final and the home team wins the game.

6. Makeup Games -- The League Director and Umpire Supervisor, taking into account input from the team's coaches, set the earliest possible date and will arrange for umpires and field..

If coaches refuse to accept two or more game reschedules for a single game, the game will be forfeited.

7. Line Up Cards -- Must be turned into the umpire before the game starts with the shirt number in the order you want them to bat. Any late comers must go to the bottom of the lineup.

Coaches will report all pitching changes to home plate umpire. If a player can no longer bat during the game, the batting order will be adjusted and this will not constitute an automatic out. Once the player has been removed from the batting order he is ineligible for the rest of the game.

8. Player Game Participation - Everyone bats the entire game. Each player must be given an opportunity to play in the game.

Every player will play in the field for a minimum of three (3) complete innings (6 outs) in a six (6) inning game – unless there is an injury or other issues, a player cannot sit out for more than two innings in a row.

9. Free Substitution -- Players may enter and leave a game any number of times - between innings or after securing a time out from the umpires when action is stopped.

10. Authorized Persons -- defined as Coaches, players, umpires, batboys and league officials. These represent the ONLY persons permitted within the confines of the playing area. Teams should be in the dugout if not in the field.

11. Loose Equipment -- Helmets, bats, gloves, etc., must be kept back or in the dugout for safety.

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12. Game Play Bat Size / Shoes / Clothing Requirements

Bats: 33 inches maximum in length and 2-1/4 inches maximum in barrel diameter.

Shoes: Baseball shoes with soft treads, imitation cleats or tennis shoes are allowed. **NO steel spikes allowed.**

Player's Clothing: Team jersey shirts will be tucked in and all players must wear a team hat (except the catcher) at all games. Shorts are not allowed. Long pants (below the knee) are allowed. Pitchers are NOT allowed to wear white long sleeved undershirts. . No wristbands, batting gloves , or non-prescription sunglasses allowed on pitchers. No player is allowed to wear jewelry.

Coaches Clothing: Coaches must wear team coach jersey and team hat (received from league officials) at all games. Coaches without team coach jerseys and/or hats must identify themselves as coaches to game umpires before the game begins, and the umpire will provide this information to a Marion Boys Baseball league official.

13. Illegal Equipment – Equipment used during a game by a player that has been deemed **illegal** and / or unsafe for this league by the Board of Directors of this league, i.e. steel spiked shoes, over sized bats, non-prescription sunglasses on pitchers, white longsleeved shirts for pitchers, and batting gloves on pitchers, must be removed from the game area.

14. Helmets – Must be worn by the batter and all base runners. If a batter steps into the batter's box or substitute runner steps on a base without a helmet on his head he will be called out by the umpire. When play starts base runners will occasionally run out from under their helmets, however, any deliberate removal of a protective helmet by the runner will result in being called out by the umpire.

15. Scoring -- If five (5) runs are scored in any one inning, the play will stop when the 5th run scores and will go to the next ½ inning.

There will be no run limits in the 6th or subsequent innings or an inning declared the last inning by the umpire.

Play continues until the batting team is retired with three (3) outs.

If a team is winning by 10 runs after 3 innings, or a team is winning by 15 runs after 5 innings, the game will be considered complete and called by the umpire.

16. Pitching – (46 feet). A player is allowed to pitch not more than **three (3) innings**, and may pitch one more if the game goes in to the 7th inning - a total of **six (6) innings** per week. A pitcher does not have to pitch in consecutive innings, but total innings per game cannot exceed the previously stated rule. One pitch thrown, to a batter from the opposing team, will be counted as an inning pitched. Violation of either of the above stated rules may result in forfeiture of the team in violation of the rule.

A pitcher may have seven (7) warm-up pitches at the start of the game and five (5) warm-up pitches for each subsequent inning or for a substitute pitcher. A pitcher, injured during the course of play, may have the appropriate number of practice pitches, umpire's judgment. You can warm up a pitcher thirty (30) feet beyond 1st or 3rd base in foul territory.

An additional charge to your managers with regard to these young boys' future good health -- if your pitcher, for whatever reason, is working longer than average innings, please take this into account when judging how much to work them without a reasonable period of rest.

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17. Pitching - Hitting Batters -- If a pitcher hits three (3) batters in a game he **must** be replaced and is not allowed to pitch again in the game. If a pitcher hits 2 players in an inning, that pitcher will be immediately removed from pitching for the rest of that inning. If a pitcher hits one (1) or two (2) batters in an inning he may pitch next inning, subject to inning limits stated above.

18. Pitching - No balks will be called -- however, if the pitcher tries to deceive a base runner or to delay the game he shall be given one warning. If it continues the umpire will consult with the manager, he may remove the player from pitching position only. Hidden ball or fake tag plays are also not allowed.

19. Ground Rule Double -- Any batted fair ball that rolls through an outfield gate hole in the fence, or under a fence or that goes over the outfield fence after
(a) first striking the ground in fair territory or
(b) first striking the ground in fair territory and then being deflected off a player's glove. The ball is dead and all runners and the batter/runner advance two bases.

20. Out of Play – A ball is considered out of play when it is thrown or deflected out of the playing area or into either dugout or bench area.

If a ball is thrown or deflected out of play by a defensive player, the base runners or batter becoming a runner will be awarded two (2) bases from the time of the throw.

Outfielders need to raise their hand immediately when the ball rolls under the fence, in order to alert the umpire of an out of play ball.

21. Infield Fly Rule – This rule **will not** be used during a Pony League game.

22. Base Runners -- Leading off is **not** allowed and the runner shall be called out if the runner leaves the base before the ball crosses home plate. If a pinch runner is needed, he shall be the last person to make an out for the team at bat.

23. Speeding Up The Game – If the catcher, designated for the next inning, is on base with two (2) outs, he **must** be replaced with a courtesy runner. The courtesy runner will be the last batter to make an out for the team at bat.

Coaches for each team in a given game are allowed **only** three (3) defensive timeouts per game. On the second trip to the mound in the same inning that pitcher **must** be removed and a new pitcher brought in.

An injured defensive player on the field or the substitution of a defensive player by a coach from the dugout area does not count towards a team's number of defensive timeouts in a game.

24. Walking -- Intentional walking of players will **not** be allowed during a Pony League game.

25. Bunting -- Bunting will **not** be allowed during a Pony League game.

26. Dropped Third Strike -- Batter may **not** advance to an unoccupied first base.

27. Base Stealing – Is allowed **only** after the ball has hit the backstop or traveled an equivalent distance. Runner on third base may **not** advance to home plate unless he is walked in, hit in, or there is a play made to another base.

28. Tenth Man -- Tenth man is allowed however he must play his position in the outfield grass. Tenth man cannot field the ball on any part of the infield. If he does field the ball in any part of the infield it will be a dead ball with all runners advancing one base.

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- 29. Slide Rule** – Base runners **MUST SLIDE** into home plate if there is a play at home plate – this is an umpire judgement call.
- 30. Interference** – no member of the batting team will interfere with a fielding attempt to catch a fair or foul ball, or the batter will be called out.
- 31. Clarification on Balls and Strikes** – If a pitched ball touches the ground before crossing the plate, it will be called a “ball”, unless a batter swings and misses, then it will be called a strike.

If a batter swings and connects, then the batted ball will be live and all rules governing a live ball will apply.

If a pitched ball touches the ground and hits the batter (when the batter does not swing at the ball) the batter is awarded a walk.

- 32. Batting out of order** – batting out of order results in an automatic out for the batter. The player batting out of order will be replaced by the correct batter and the correct batter will take over the previous batter's count

Marion Boys Baseball rules not outlined above will revert to the National Federation of High School Associations Rules.

Last revised by: Russ Omar, Ryan Remling, Kim Ly on 3/7/2011