

DUBLIN YOUTH ATHLETICS
BASEBALL
PONY RULES

Introduction

The Pony Leagues are formed to provide a competitive form of play for baseball players in the high school.

For the most part, the rules observed will follow Ohio High School baseball rules. The local rules set forth also include definitive changes from the Junior Pony rules.

As coaches and parents we strive to keep in mind the welfare of our youth as well as the umpire staff and volunteers.

Coaches are encouraged to explain all rules and procedures to their assistant coaches, players, and parents. You may even photo-copy these rules to share with others involved.

Have a great season.

Program

1. These leagues are for youths in grades nine, ten, eleven and twelve. Exceptions to grades must be approved by the League Commissioner.
2. All players within the League will be assigned to a team via a player draft.
3. Except under the most extraordinary circumstances, only players in the ninth and tenth grades may play in the Pony league. Exceptions must be approved by the League Commissioner.
4. Shirts, hats, and stirrups are included in the fee paid to DYA. Players will provide baseball pants. Catchers (male) will wear a protective cup. Players should wear uniforms when playing in any game (hat-shirt-pants-stirrups). Uniforms may not be altered or include anything additional other than "press-on" letters of the player's name on the jersey.

Game Procedures

5. There is a time limit on games. No new inning may start after 2 hours from the scheduled start time. Note that the time clock starts at the scheduled starting time, regardless of when the game actually begins. All weekday evening games will begin at 6:15 p.m. EXCEPTION: ALL teams must field eight (8) players to start a game. Games may be delayed up to 15 minutes, but the end time remains the same, 2 hours from the scheduled start time. Teams with fewer than eight players after the 15 minute delay must forfeit. No inning will start after 8:15 p.m. Note that the start of an inning is the time when the last out was recorded in the bottom of the previous inning. For example, the last out of an inning is made at 8:13 p.m. The next inning may be played even though the batter may not come to the plate through delays until 8:16 p.m. or later. The umpire will keep the official time.

If there is no school the next day, games played at Avery Park will begin at 6:00 p.m. and 8:15 p.m. with no new inning beginning after 8:00 p.m. for the scheduled 6:00 p.m. game, regardless of actual start time of the scheduled 6:00 p.m. game.

Games played on Saturday will begin at 12:30 a.m., 3:00 p.m., 5:30 p.m., or 8:00 p.m. Infield warm-ups will be shortened or eliminated to keep games on schedule. Sunday games will begin at 1:00 p.m., 3:30 p.m., 6:00 p.m., and 8:30 p.m.
6. Games must be played at the scheduled time, unless approved by the League Commissioner. Rain outs will be rescheduled as soon as possible at the direction of the League Commissioner. The Commissioner's decision is final as to game time, date, and location.
7. There will be NO batting practice on the field of play fifteen (15) minutes prior to the game's scheduled starting time. Furthermore, there will be NO soft-toss or pepper permitted at any time. Soft-toss is hitting the ball into any fence or net as a batting practice alternative. Pepper is hitting/bunting a soft pitched ball back to the pitcher(s), usually outside the field of play. Violations of the no-soft-toss or pepper rule can result in forfeiture of games. Both are dangerous to players and fans and soft-toss is destructive to the baseball facilities.
8. Each team shall have seven (7) minutes of infield warm-up prior to the start of each game. This time will be shortened or eliminated in order to keep games on schedule. All infield warm-ups will be completed by one (1) minute before scheduled starting time. HOME team shall have infield warm-ups first.
9. Players are to remain on the bench unless involved in play. In play includes warming up, on deck, base coaching, or other legitimate direction from the coaches.
10. Players, coaches, managers, and scorekeepers are the only persons allowed to be on the team bench after the umpire starts the game. Fans are required to remain well back of the playing field. Players and fans situated directly behind the backstop must move if requested to do so by the umpire.
11. HOME TEAM WILL SET UP THE FIELD. VISITING TEAM WILL TAKE BASES UP, PUT THEM AWAY AND CLEAN UP THE AREA. Both teams are required to police their respective areas. This means picking up paper and putting same in the trash barrel available.
12. Games are to be kept moving along. One(1) minute between inning halves is an acceptable limit to warm up pitchers. There is no infield warm-up between innings. ALL YOUTH CATCHERS who warm up pitchers MUST WEAR A MASK. Coaches only shall warm up relief pitchers on the sidelines. Coaches should have players ready to bat, take to the field, etc.

13. Coaches are expected to exercise influence over the fans. Games can be terminated for fan unruliness; but this is an extreme measure and is to be avoided except under the most extreme circumstances. Game termination is at the sole discretion of the umpire.
14. Managers/Head Coaches only may question the umpires. He/she may call for a conference to question a rule and both managers/head coaches ONLY must be involved. Time limit for such a conference is three (3) minutes. No player is allowed to question or argue with an umpire's call. NO MANAGER/HEAD COACH CAN QUESTION A JUDGMENT CALL, only the rules.
15. If a player is hurt, the game will be stopped at the appropriate time (when the play is over). The player injured must be given both managers'/head coaches' and all coaches' concern until the player is cared for. Said player will sit out that half of the inning in which he/she was injured. The player's health comes first.
16. After each game, the winning coach is responsible for reporting the final score and the pitchers used by both teams with their respective number of innings. The score and innings pitched should be phoned to the League Commissioner or his/her designate either by personal communication or by leaving the information on the answering machine. Pitchers must be reported by name and jersey number. If a pitcher pitches any part of an inning, it is considered an inning pitched. Failure to report the game score and pitcher information with 24 hours may result in a loss for both teams.

Playing Regulations

17. All players listed on the roster shall be included in the batting order (if at the game). Players arriving after the start of the game will be added to the end of the line-up.
18. Each player must play at least two innings on defense each game provided:
 - a. Player is present at the start of the game.
 - b. Player has not been a discipline problem.
 - c. Player has regularly attended practices and games.
 - d. Player does not leave prior to the end of the game.
 - e. Player is not injured during the game.
 - f. The game lasts six full innings.

Each player must play the following number of innings, based on the number of defensive innings played for by his/her team that game. No player will sit the bench in consecutive innings.

2 innings, if the game is four innings
 3 innings, if the game is five innings
 4 innings, if the game is six innings
 4 innings, if the game is seven or more innings

If a player is a discipline problem, the amount of playing time on defense will be at the coach's discretion. The coach is to inform the player and his parent(s) why the player will not play the number of innings described above. Before the game, the coach is also to inform the opposing coach of any player who will not be playing the number of innings described above.

All players are to be treated fairly with respect to other players. Failure to comply with these rules will place the coach's actions up for review by the League Director and subject the team to forfeiture or subject the coach to disciplinary action.

19. If a Pony League team will have fewer than 10 players, it may call up a affiliated Junior Pony League player to play, but not as a pitcher. If a Junior Pony League player is called up, all the players on the Pony League roster will play at least the same number of innings as the Junior Pony League player called up to play in the game -- provided the Pony League

players are present at the start of the game. The Junior Pony League head coach is obligated to provide the Pony League team with players for the Pony League game, unless the Junior Pony League team is playing a game at the same time on the same day. In the event that the Junior Pony League team is unable to provide player(s) because of a game conflict, the Pony League head coach may request a player(s) from any other Junior Pony League team after first notifying the Pony League Commissioner and the Junior Pony League coach, provided there is not a game conflict.

20. Players arriving after the 13th out of the game occurs need not be played, but may be at the discretion of the head coach. Said late player is added to the bottom of the batting order, if played.
21. During the season, including tournament play, any pitcher who pitches more than four (4) innings in any game must rest the next day, i.e. he is ineligible to pitch the day after any day in which he pitched more than four innings.
22. The potential of game forfeiture exists if the above rule is not adhered to, including tournament play. The League Commissioner shall determine forfeitures under this rule. Additionally, a pitcher may not pitch again during the same game, once he/she is removed from the mound and replaced by another pitcher in that game. A relief pitcher who comes in "cold" will have at least 10 warm-up throws. Otherwise, only 5 warm-up throws are permitted relief pitchers. Only 5 warm-up pitches are allowed between innings.
23. A team must play eight (8) eligible players to start a game. If a team cannot field eight players within fifteen (15) minutes of the scheduled starting time, the game shall be forfeited and not made up. If neither team has eight (8) eligible players, the game shall be considered "no contest" and be canceled or made up at the discretion of the League Commissioner. Games will begin the instant the eighth player appears.
24. Balks will be enforced.
25. Games will be considered official when the time limit has been reached as described in #6, or when six complete innings have been played (5 ½ if the home team is winning). Games halted by weather are considered complete and official if 4 innings have been played (3 ½ if the home team is winning). Games not completed in the regular season may be made up at the end of the season. Games not completed and official in the tournament will be resumed at the point at which they were suspended.
26. The home team will provide the official scorer for each game. Both head coaches must agree on the final score and pitching information before leaving the field. If a dispute arises, the game umpire shall make a determination. As described in Rule #16, the winning team shall call in the score and pitching information.

Local Rules

27. The barrel of the bat may not exceed 2 3/4" in diameter. The "minus 5" rule will be enforced in this league.

Basepath lengths are 90 feet.

The pitcher's plate (rubber) will be 60'6" feet from the back of home plate.

The infield fly will be enforced.

28. No players, coaches, or spectators may harass the batter or the pitcher. Players, coaches, and spectators may encourage the pitcher, but not to the point if influences the batter, e.g. shouting "good pitch" while the ball is on its way to the plate is not permitted.
29. Players are to avoid flagrant contact and are required to slide on a play at the plate or at second or third base. Determination of what constitutes "a play" is at the sole judgment of the umpire. Flagrant contact will not be tolerated and may result in disqualification.
30. Adults may coach first and third base. Players may coach bases only if wearing a batting helmet.
31. Bat or other items thrown in anger may subject said player to disqualification. There will be no warnings for objects thrown in anger.
32. Pony League teams may field 9 players on defense.
33. Mercy Rule -- A game will be considered over, if anytime after the fourth inning (3 1/2 if the home team is winning) a team is ahead by twelve (12) or more runs. Similarly, it is over if a team is ahead by 10 (10) or more runs anytime after the fifth inning (4 1/2 if the home team is winning). Otherwise, games will be seven (6) innings, unless limited by time.
34. The offensive team may use a "courtesy runner" for the pitcher or catcher with two outs. (This is a "speed up" rule intended to keep the games moving along. Note: use as runner who would be forced to score before his/her next turn at bat, i.e. at least four batters away.)

Ground Rules

35. Home team will sit on the first base side.
36. Base coaches' boxes are in play. Base coaches must stay in the vicinity of the base they are coaching. Base coaches are not permitted to influence play by touching a base runner (i.e. pushing a runner off the base, grabbing a runner to prevent overrunning base, etc.)
37. A fair ball which rolls under or bounces over the outfield fence will be a ground rule double.
38. A ball that lands in fair territory beyond first (1st) or third (3rd) base and subsequently bounds out of play shall be a ground rule double. Any ball dropping in front of an outfielder and bounding out of play shall be ruled a ground rule double.
39. Ground rules will be discussed before each game. Umpires have the responsibility for making any changes to the ground rules to protect the player or batter in the game.