

Quad District Pony Rules



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I. TEAMS

- a. Each team in the league will consist of no more than 15, nor less than 9 players. Each manager must turn in league roster by April 15th.
- b. All players must play within their respective School District unless they receive a waiver from the League.
- c. All out of School District players must be identified on the roster.
- d. Yearly League Fees will be established at the rules meeting and must be paid by the scheduling meeting.
- e. All new communities after 2013 must pay a onetime entry fee of \$200. If a community leaves for a year they must pay the fee for reentry.

II. LEAGUE AGE

- a. The league is for thirteen and fourteen year old players. Any player who will be thirteen years old or younger by April 30th and who does not turn fifteen until after May 1st will be eligible to participate in the Pony Program.

III. PLAYING FIELD

- a. Distance between bases is eighty (80) feet.
- b. The pitching distance will be at fifty-four (54) feet.

IV. GENERAL DRESS CODE

- a. Every player will be expected to wear his\her full uniform.
- b. The full uniform includes the team hat, team shirt (tucked in at all times), pants, and socks.
- c. The catcher will be equipped properly and accordingly with protective cup.
- d. Metal spikes are permitted.

V. CONDUCT

- a. It is the duty of the manager to insure proper conduct by his team. Players, coaches, and parents will treat the umpires with respect.
- b. Only the manager may discuss issues with the umpire.
- c. If a player is ejected from a game the player is suspended from the following game but must attend the following game wearing street clothes. The player will remain suspended until the requirement is complete.
- d. If a manager is ejected from a game he is suspended for the following game.
- e. Any issues with umpires should be reported to the league immediately.

VI. FIELD REGULATIONS

- a. Except for players warming up in the bull pen or on deck, all players must remain inside the dugout.
- b. All equipment will be kept behind the protective fence and in an orderly fashion, so that it will not be stepped on.
- c. Only coaches and players will be allowed in the dugout.
- d. No throwing of bats or helmets or equipment, there will be one team warning. After team warning, all other players will be called out. **Umpires have the discretion to eject the player.**

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VII. PLAYING RULES

- a. Major Baseball League (MLB) rules will be followed with exception of the rules below.
- b. Each team will bat their entire order. Each inning will consist of three outs.
- c. Each player on the team will play at least THREE innings in the field.
- d. There will be free defensive substitution. The batting order will stay the same and players may rotate in and out of the game.
- e. Sliding is encouraged on all close plays. A player may be called out at home if he does not slide and there is contact at the plate. **This is a judgment call by the umpire.**
- f. The winning team must enter the final score of each game on the "SCORE PAGE" of the Bridgeville **Web Site www.bridgevilleball.com within 24 hours including both teams pitchers. Failure to comply will result in a forfeit.**
- g. If a game is rained out the home team manager is responsible for notifying the umpires, the opposing team, notify the league via email (herb138@fyi.net) that the rain out occurred and the rescheduled date and the home team will post the rainout on the Bridgeville website. Games need to be rescheduled within 72 hours and reported to the league.
- h. Only umpires can call timeout. The managers, coaches and players can only request it.
- i. Call-ups must be registered in community Little League.

VIII. BATS

- a. Bats length 27" – 42"
- b. Width 2 5/8" or 2 3/4" , 7.0 cm diameter barrel
- c. Maximum drop = 10
- d. No 2 1/4" Diameter Hats

IX. LENGTH OF GAME

- a. Regulation games will be seven innings.
- b. An official game is five innings if the away team is winning and 4 1/2 innings if the home team is winning.
- c. A 10 run rule will be in effect after five innings if the visiting team is winning and four and a half innings if the home team is winning.

X. PITCHING RULES

- a. A pitcher shall throw in no more than 4 innings in 1 calendar day and 10 innings per week. **Innings will be increased to 13 per week for playoffs.**
- b. After pitching 4 innings in a single game, pitcher must rest 40 hours. No restrictions if 3 innings or less.
- c. Any violation of the pitching rule is a forfeit.
- d. Each pitcher is given one warning per game on balks. The second time is a balk.
- e. After May 25, no warning will be given.
- f. Once the pitcher is removed from the mound, the player may move to another position but may not return to the mound in the same game.
- g. The Pitcher's glove may not be white or gray.
- h. When the pitcher is wearing long sleeves, they cannot be white.
- i. One trip to mound per pitcher per inning. Then pitcher must be removed.
- j. If a pitcher hits two batters in an inning or three in a game he must be removed.