

2018 MT. LEBANON PONY DIVISION RULES

The Pony division shall play on a field with the following dimensions (whenever available): 54ft pitching distance and 80ft bases.

BATS: Bats with a 2 ¼" barrel or -3 (BBCOR certified) that were previously legal for use in Pony division, may be used for the 2018 MLBA season. Additionally, effective January 1, 2018, with the exception of -3 (BBCOR certified), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play.

SPIKES: by Pony League World Series Regulations Metal Spikes are legal in Pony League play. ***In the event that games are played on Seymour/Middle Field turf, metal spikes are NOT permitted.***

HELMETS: shall be worn by all batters and base runners. A player may coach first or third base, but must wear a helmet.

CUPS: shall be worn by all catchers while behind the plate. NOTE – Please tell your catchers to wear either a strap or sliding pants with built-in cup pocket. Parents whose sons are catching are responsible to make certain that their sons follow this rule.

1. In case of bad weather, if the League President has posted that no games shall be played on the field(s) at issue, then no games shall be played on the field(s) at issue. If there has been no posting but the weather conditions are not favorable and/or the field conditions are not favorable, the managers will jointly determine whether a game shall be postponed due to an unplayable field. The home team manager should call the umpire coordinator (see website for contact info) in the event of cancellation. Once a game has begun, the decision to continue is that of the umpire. If a game is played on a field that has been closed by the association, without the approval of a Commissioner, both teams shall be afforded a LOSS.
2. Each team shall provide one game ball per game. Both managers are responsible for preparing the field for play. If the manager cannot be there to prepare the field for play, that manager will designate at least 2 parents to go to the field at least 45 minutes (30 minutes if playing on Seymour) before the game to prepare the field. After the game, both teams should fill holes and rake the batter's boxes. Put the equipment (bases, temporary pitching mat and pitching rubber) away after the final game of the day. Be sure that the boxes are locked!
3. To the extent that field time is available before the game, teams should split the time. The visiting team has the field for 15 minutes beginning 35 minutes before the game. The home team has it for 15 minutes, beginning 20 minutes before the game. Review the ground rules with the umpire(s) 5 minutes before game time and start on time.
4. Pony rules are the official rules used unless changed below.
5. Each player must play at least 4 innings in the field each game throughout the regular season, unless the game is shortened due to a visiting team loss in 6.5 innings, weather, 10 run rule or injury. The minimum number of innings is 3 during the tournament. You are encouraged to play kids in different positions. Be sure to allow proper warm-up of pitchers.
6. "Roster batting" is in effect, with free substitution defensively.

7. Catchers shall be pinch run for if they are on base with two outs. The pinch runner shall be the player who made the last out.

8a. **Call Overs:** Only MLBA Pony Division players may be “called over” as a substitute player(s). A call over is not allowed to play if the requesting team has 9 or more regular players to start the game. Call overs are limited to one per team per game. A player cannot be called over if he was a 1st or 2nd round draft pick in this year’s draft. The call over is placed in the batting order after all regular players, play the outfield, and may not pitch. Call overs are allowed only during the regular season, not during the playoffs.

8b. **Call-ups:** Only MLBA Major Division players may be called up as a substitute player(s). Any call-up sub must bat last in the batting order, play the outfield, and may not pitch. He may not play more innings than the least number of innings of anyone on your regular roster that is present. A call-up is not permitted to play if team has 10 or more regular players.

9. If a team is leading by 10 or more runs after 5 innings (4.5 if home team is ahead), the game is over. For the first six (6) innings of each game, there shall be a five (5) run per inning limit, no continuation, throughout the regular season, but not in the playoffs. There is no run limit in the seventh or any subsequent extra innings.

10. Games stopped due to darkness, lightning or rain are official if 4 innings (3.5 if home team is ahead) have been completed. If beyond 4 innings, game reverts to last completed full inning.

11. There is a 15 minute grace period for a team to field 8 players. If 8 are not present after the grace period, the umpire shall declare a forfeit. The Managers may agree before the game to allow a player on the opposing team to play the field if the other team has only 8 players. (The player that made the last out in the previous inning will be the designated fielder for the inning). When this agreement is reached, there is no forfeit and the game will count in the standings.

12. All games must be completed and teams must vacate the dugouts before the scheduled start time of the following game (if there is one). A new inning may not start less than 15 minutes before the scheduled starting time of the following game.

13. The umpire will give each pitcher 1 balk warning per game, any subsequent balks will be enforced according to the balk rules.

14. Pitching rules:

- 1) Count pitches and innings pitched for each pitcher.
- 2) A pitcher may not pitch more than 4 innings in a calendar day. One pitch in an inning counts as an inning pitched.
- 3) A pitcher may not pitch more than 8 innings in a 7--day period.
- 4) No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts

Pitching rest rules- follow Pitch Smart Guidelines:

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
13-14	95	1-20	21-35	36-50	51-65	66+

15. In an effort to promote player development and the recreational nature of the league, it is recommended that younger or first year-division players are given opportunities to pitch at least one to two (1-2) innings or more during each game.

16. Pitcher Removal: Once a pitcher is removed from the mound he may not pitch again in the same game.

- 1) A pitcher hitting 3 batters in one inning or a total of 4 for the game shall be removed from the mound.
- 2) A coach may make one visit to the mound per inning, per pitcher, to talk to the pitcher. Crossing the baseline constitutes a trip to the mound. A second visit to the same pitcher in an inning requires removal of the pitcher.

17. A pitcher is expected to follow Pony pitching limits regardless of whether the innings are pitched in high school games, other leagues, postponed games, practice games, tournament games and the All Star Game. Players in violation of the pitching rules shall be considered ineligible players and the game in which the violation occurs shall be forfeited.

18. Pitchers are not allowed to intentionally walk a batter. Catchers balk rule is in effect.

19. Fake tags are strictly prohibited.

20. Runners must "avoid contact" with defensive players. There may be situations where runners choose not to slide while still avoiding contact. No "bowling over" catchers.

21. Head first sliding is permitted at all bases and home plate.

22. Profanity or abusing equipment will result in ejection from the game.

23. Protests are not permitted, except for pitching rule violations. Any protest must be made to the commissioner in writing within 48 hours of completed game.

24. The winning manager shall report the outcome of the game to the commissioner or “standings Manager”. Playoff seeding will be based on regular season standings. All teams make the playoffs, but higher seeds may be afforded a BYE depending upon the number of teams.

Standings:

Win percentage will determine the standings as follows:

1 pt for a Win, .5 pts for a Tie (or loss in extra innings), 0 pts for Loss

Win percentage will be determined by the Sum of Wins & Ties Divided by Games Played.

Tiebreakers:

1. Head to head play
2. Number of wins, and if still tied
3. Coin toss.

25. For Pony League, Paragraph 7 of the Code of Conduct is expanded to include the ejection of the Manager or Coach. If either event occurs, the Manager is automatically suspended for the next game. If both the Manager and Coach are ejected in the same game, the Manager is suspended for the next 2 games. NO EXCEPTIONS

GROUND and TURF RULES:

JEFFERSON

- 1) A ball lodged in the backstop is a dead ball, all runners advance, except home, which you must earn. In the absence of an outfield fence, a ball hit on the slope of the hill on a fly is a home run. Defensive players are not allowed to position themselves on top of the outfield hill or in any “out of play” area.
- 2) A ball hit into the outfield that lands in front of the slope of the hill and rolls up onto the hill is in play.
- 3) A ball hit into left field that rolls into the trees is playable until it hits the blacktop of the driveway. At the point a hit ball reaches the blacktop driveway, the base runner must be at least halfway to the next base to be awarded the advanced base. If less than halfway, runner returns to the last completed base.
- 4) A fly ball hit to left field is in play through the trees.

SEYMOUR / MIDDLE FIELD (as per Mt. Lebanon Recreation Department)

1. Organized use of the fields is by permit only. Permit holders will have priority use of the field.
2. No smoking, tobacco products or flames of any kind.
3. No food or beverages (except water) are permitted on the turf.
4. No chewing gum or sunflower seeds.
5. No glass containers.
6. No domesticated animals.
7. No chairs.
8. No metal cleats or sharp objects, including tent stakes or other objects that could penetrate the surface of the field.
9. Shoes must be clean/mud-free.
10. No vehicles other than authorized maintenance vehicles.
11. No bicycles, skateboards or skates.
12. No storage of heavy equipment or heavy static loads.
13. Do not drag goals or other equipment on the turf.
14. Golfing, shot put, discuss, javelin or other non-authorized use is prohibited.
15. Snow removal of any kind is prohibited.
16. Do not use chalk, tape or other adhesives on the turf. Use of temporary paint is only permitted with prior authorization from the municipality, and then only by an authorized agent.