

2011 Pony Rules

I. TEAMS

- a. Each team in the league will consist of no more than 16, nor less than 9 players. Each manager must turn in league roster by April 11th.

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. Generally, it is the duty of the manager to insure proper conduct by his team. Players, coaches, and parents will treat the umpires with respect.

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, there will be one team warning. After team warning, all other players will be called out.

VII. PLAYING RULES

- a. Each team will bat their entire order. Each inning will consist of three outs.
- b. Each player on the team will play at least THREE innings in the field.
- c. Lead offs and steals will be allowed.
- 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. The dropped third strike is not an automatic out. The player must be tagged out or the ball must be thrown to 1st base.
- f. Nine players will play defense
- g. 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.
- h. Bunting is acceptable
- i. There will be an infield fly rule.
- j. The final score of each game must be called or e-mailed to Mike Castello within 24 hours of game. 412.848.2840 or mike@arsrefresh.com
- k. If a game is rained out the home team manager is responsible for notifying the umpires. Bridgeville & Scott Twp. will call Adam Braithwaite 412.418.4554.
- l. Only umpires can call timeout. The managers, coaches and players can only request it.
- m. Call-ups must be registered in community Little League.
- n. There will be walks and hit batsmen.
- o. Games will be seven innings in length. There will be extra innings in case of a tie.

VIII. BATS

- a. Bats length 27" – 42"
- b. Width $2\frac{3}{4}$, 7.0 cm diameter barrel
- c. Maximum drop = 10

IX. LENGTH OF GAME

- a. Regulation games will be seven innings or a **120**-minute time limit.
- b. Umpire will monitor all time limits. An inning will not start after the time has expired.
- c. An official game is five innings.
- d. A 10 run rule will be in effect after five innings for the visiting team and four and a half innings for the home team.

X. PITCHING RULES

- a. A pitcher shall throw in no more than 4 innings in 1 calendar day and 10 innings per week.
- b. Walks will be allowed.
- c. Each pitcher is given one warning per game on balks. The second time is a balk.
- d. After May 23, no warning will be given.
- e. 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.
- f. The Pitcher's glove may not be white or gray.
- g. When the pitcher is wearing long sleeves, they cannot be white.
- h. One trip to mound per pitcher. Then pitcher must be removed.

Major League rules will be followed with exception of the prior rules.