

Westside PONY Baseball Rules

General Organization

- The 13-15 year old bracket, also known as U-15, will be referred to as PONY I.
- The season runs from the beginning of June to the beginning of August.
- PONY I shall play on Tuesday, Thursday and Saturday. They must also be prepared to play on an off day if that is the only day available to reschedule rainouts.
- Team standings will be kept by the commissioner.
- Winning teams are responsible for reporting game results within 24 hrs via email at timm@townofsweden.org. Please provide results in following format: League Division, Game Date, Home team name and score, Visitor team name and score. If games are not reported, it will result in a 0-0 tie.
- Awards will be presented to the champions of the playoffs.

Player Eligibility

PONY I Specific

- Registered players must be 13, 14 or 15 on May 1st of the current year.
- A player from this league may be called up as a temporary replacement; however, if the same player plays in more than 3 games in the upper division, they must remain in that division.
- If a player is playing up, it must be communicated in writing to commissioner.
- Violation of Rules will result in immediate ejection of the coach from the league. This is a permanent ejection, meaning the coach will not be able to coach the following year. Also, the team will forfeit all previous games and standings will be adjusted.
- All players on the team will bat in the original lineup for the entire game (i.e. if you have 12 players, all 12 will bat in order.)
- A player arriving late will be inserted in the last spot of the batting order. The player will immediately be eligible to play in the field no matter what inning they may arrive.
- All players must play in the field a minimum of 3 innings per game.
- Other than pitchers, there are free substitutions throughout the game.
- Courtesy runners can be used for an injured player one time/game and must be the player who received the last out. This substitution does not mean that the injured player is removed from the game.
- Once an injured player misses their turn to bat, an out does NOT occur, however they cannot be reinstated into the game.
- All teams must submit a roster to the commissioner with names, phone numbers, age and date of birth prior to the first game.
- Once a roster is turned in, you will not be allowed to change it unless an injured player is removed and replaced by another permanent player.
- Failure to comply with rules will result in immediate ejection of the coach from the league. This is a permanent ejection, meaning the coach will not be able to coach the following year. Also, the team will forfeit all previous games and standings will be adjusted.
- When a town has more than one team in any age group they are expected to create balanced teams.
- Teams cannot hold tryouts or make cuts. All towns must hold open registrations.
- Teams cannot be hand picked.
- There must be an equal number of JV/Varsity players spread throughout the number of teams a town has.
- Commissioner must have a copy of every players Birth Certificate and Photo ID.
- A team will forfeit every game until commissioner has all Birth Certificates, Photo ID's and Team Roster.

Game Management

- All regular season games will begin promptly at 6:00pm. Any team not prepared to field 8 eligible players by 6:15pm shall forfeit the game 7-0.
- Each game shall consist of 7 innings, even doubleheaders.
- In the event of a tie, extra innings are allowed if time permits.
- A game is official after 4 innings or 3 ½ if the home team is ahead.
- A game will resume from the previous spot if it was rained out before 4 innings were completed.
- A maximum of 6 runs per inning per team can be scored. The 6-run is not in effect in the last inning or any extra innings.
- If at any time after the 5th inning a team is leading by 12 runs (and the home team has had an opportunity to catch up), the game is over and that is the score that needs to be reported.
- No inning shall start after 8:15pm on a school night or 8:30pm on a non-school night.
- Day games will have a 3-hour time limit.
- Umpires have the authority to call off a game that has become unruly. In which case the team ahead will be awarded the win whether it has gone 4 innings or not. If the score is tied it will stay that way.

Umpires

- All Umpires will be provided by the league. Teams must pay umpire fee to Town of Sweden prior to season.

Protests

- Teams may file a protest at any of their games
- They must state the protest to the umpire at the end of the game and the umpire must sign the scorebook even if he/she does not agree with the protest.
- After the game, the protesting team has 24hrs to contact commissioner in an email explaining the protest.
- Commissioner will then look into the protest and make a decision.
- Judgment calls by an umpire (out/safe, balls/strike) cannot be protested.

Canceling Games/Rainouts

- Once the schedule is out canceling or rescheduling games may only be done by the commissioner.
- The only exception to this rule can be because of poor field conditions. In the event this occurs, please follow this procedure: The home team shall call the visitor coach, umpires and commissioner ASAP. Try to give at least 2- hour warning. The rescheduling of this game will be done by the two coaches of the teams. Once they agree on a date, they must contact the commissioner to secure an umpire for that game.
- The umpire has the decision to postpone or stop a game 15 minutes prior to start-up until game is finished.

Pitching

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- Pitchers are allowed to 1 balk warning per game, per pitcher
- The umpire should explain to the pitcher about the violation. Any balk after the warning shall be penalized with the normal balk rules.
- Pitchers may pitch a maximum of 4 innings per game. One pitch in an inning counts as an inning pitched.
- Once a pitcher is removed from the mound they may not re-enter at that position, but can play another position.

- A warning will be issued to both teams if the umpire feels a pitcher intentionally hit a batter to “brush him off the plate” or for any other reason. If any pitcher does it again, he and the head coach will be ejected from the game for unsportsmanlike conduct.
- A pitcher must be removed if hits 3 batters in one game.
- If, in the judgment of the umpire, the batter is hit by the pitch but did not make an attempt to get out of the way of the pitch, the pitch will be ruled a dead-ball, no pitch. The batter will NOT go to first base and it will NOT count as a hit batter against the pitcher.
- There are no intentional walks. Umpires must warn a pitcher before it is an issue. If the pitcher refuses to follow this rule, he will be ejected from the game for unsportsmanlike conduct and a 3 base penalty will be awarded to the batter.
- A pitcher must be removed from the game on the 2nd visit from any coach in any one inning.
- A pitcher must also be removed from the game on the 3rd visit from any coach in any one game.
- A player warming up a pitcher must wear a catcher’s mask.
- Coaches may warm up pitchers between innings.

Player Uniform/Equipment/Field Conditions

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- Metal cleats are NOT allowed. If a player is found wearing metal cleats during the game, they should be ejected from the game immediately and will not have the opportunity to re-enter the game.
- All bats used MUST be **BBCOR BATS** and have a length to weight ratio no greater than (-3) ounces and no greater than 2-5/8” diameter.
- All bats must be approved and checked by the umpire assigned to the game, PRIOR to the start of the game. If after, a team is found to be using a bat not approved by the designated umpire, this may result in penalty up to forfeit of the game by the team found to be in violation.
- All players must be in uniform, which includes a jersey, hat, and pants. If a jersey is unavailable a player must wear a similar colored shirt as the team. All players must wear their hat the proper way while playing the field.
- Batters, base runners, and youth base coaches must wear protective helmets at all times.
- All catchers must wear a full set of catchers gear including a protective cup.
- The pitching rubber is 60’6” from the rear of home plate.
- It is recommended all games be played on fields that have raised mounds, foul lines and foul poles.
- The base distance is 90’
- Every team is responsible for grounds and dug out areas
- The home team shall provide (2) new regulation baseballs. Visitors need to supply (2) “gently used” balls. Baseballs should meet NFHS requirements.

Coaches/Players Conduct

- All coaches will sign a code of conduct and return it the commissioner at the coaches meeting.
- Any violation of the code of conduct by a coach will be reviewed by the commissioner and then receive verbal warning first, the second offense will lead to written warning and one-week suspension. The 3rd offense will result in the removal of that coach for the remainder of the season.
- If a coach is ejected from a game, it will result in a one-week suspension. This means that the coach is not allowed to be at the games at all. The second time the coach is ejected it will result in a permanent suspension from the league.
- Head coaches are responsible for the conduct of their assistants, players and fans.
- Unsportsmanlike conduct will not be allowed. This includes: chanting in unison, calling out derogatory remarks, using foul or abusive language, taunting opposing players, and confronting an umpire over a judgment call in an attempt to have a call reversed.
- If a player is ejected from a game, the opposing coach must contact the commissioner with the players name and number.

- The ejected player will be suspended from the next game.
- The player must attend this game in a non-player capacity in order to comply. If the player does not attend the next game the suspension remains in effect.
- A second ejection of a player will result in expulsion from the league until the player, the players coach, and the player's parent meets with commissioner. Commissioner ultimately has the final say in whether the player can be reinstated.

Post-Season

- Single elimination playoff seeding will be rendered according to league standings.
- Tiebreakers in final standings are handled as follows: 1) head to head, 2) total runs allowed, 3) total runs scored, 4) coin flip.
- Teams are eligible for the playoffs, only if they play in 10 regular season games. This is to ensure that coaches are willing and trying to make up missed games.
- Weeknight games will start at 6:00pm unless agreed to start later by BOTH coaches AND Commissioner. Any team not prepared to field 8 players by 6:15 pm shall forfeit the game 7-0.
- All games will be played at the higher seeded team's field.
- Players must play a minimum of (3) regular season games in order to be eligible to play.
- In the event of a tie due to darkness after 7 innings, the game will be continued the next day where it was left off.
- There will be no tie in the championship game. The game will continue until there is a winner.
- Each team is required to provide one game ball for each playoff game.
- All playoff games have to be made up before the next round is played.
- Commissioner will handle playoff scheduling and make-ups.
- There is no mercy rule during playoffs.
- Commissioner will schedule and pay umps.
- The Championship game will be held at a neutral site when possible.

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