HIGH POINT PONY LOCAL RULES
PONY BASEBALL DIVISION

Play in the Pony Baseball Division will be governed by the Official Pony Rule Book, except for the Division specific Local Rules detailed below which supersede Pony Rules. Any agreement changing Local or Pony Rules will not be allowed. High Point Pony reserves the right to review and change these local rules as deemed necessary.

Coach & Team Expectations

1. All coaches and adult volunteers must have an approved background check on file with the league. It is the head coach's responsibility to ensure coaches and volunteers have their approved background check on file before allowing them to assist with the players. Background checks are good for the year in which approved.
2. Only coaches with a completed volunteer and background check form on file with HP PONY can be on the field. If a noncertified Coach is used, the team's Manager will be suspended for one game. A 2nd offense will result in suspension for the remainder of the season.
3. You may have up to 4 coaches in uniform on Game Day. Coaches must remain in the dugout, on the benches, or on the concrete throughout the game.
4. Any player, coach, or fan that is ejected from a game will receive an automatic 1 game suspension.
5. The HOME team will occupy the 3rd base dugout for all games.
6. The Home Team is the official score book, including pitch count.
7. The Home Team is responsible for turning off the field lights and is responsible for returning the scoreboard controller to the concession stand at the end of the game.
8. Only head coaches should communicate with the umpires. If an assistant coach has a question or concern, he/she should consult the head coach who will then consult with the umpires. The head coach should call time, then ask to approach the umpire from the baseline.
9. Coaches should not attempt to coach or communicate instructions to players of the opposing team.
10. There should be no "gentlemen's agreement" between coaches in an effort to modify rules during the game – doing so only causes confusion for the umpires.

Equipment

1. Bats may not be larger than 2 ⅝" diameter.
2. All bats must be certified with the USA Bat licensing stamp, BBCor (-3) or wooden.
3. The following equipment is STRONGLY ENCOURAGED TO BE USED BY ALL PLAYERS:
   a. Mouth Guards
   b. Athletic Supporters w cups
   c. Helmets & Facemasks
   d. Heart Guards
4. Metal cleats are only allowed in Pony Baseball. All other divisions must use rubber/molded.
5. Catchers must wear proper equipment which includes a mask with approved head gear, throat guard, chest protector, shin guards and an athletic supporter with a protective cup.

Revision Date: LG 2/9/26

Pitching

1. There are mandatory days of rest required depending on the number of pitches thrown:

Age Range	Daily Max Pitches	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
9 – 10	75	1 – 20	21 – 35	36 – 50	51 – 65	66+
11 – 12	85	1 – 20	21 – 35	36 – 50	51 – 65	66+
13 – 14	95	1 – 20	21 – 35	36 – 50	51 – 65	66+

2. A day of rest is defined as a calendar day in which a player does not pitch at all.
   For example, a 12 year old player that reaches 51 pitches on Monday cannot pitch again until Friday.
3. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
4. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed (EX: started a batter with 46 pitches and throws 6, would still be considered within the 36-50 pitch count window and need 2 days of rest)
5. Balks will be called without warning from the 1st day of the season.
6. Once the pitcher starts to deliver pitch, coaches must cease yelling instructions until after the pitch is delivered.

Batting and Participation

1. The entire roster present in the game shall bat in rotation; referred to as a "continuous batting order".
2. There is free substitution of players for defensive play. All players must participate in 50% of defensive field time. If a game ends in an odd-numbered inning, the 50% minimum requirement is based on the last even numbered inning played. If the game is 4 or 5 innings, the player must play at least 2 innings. If the game is 6 or 7 innings, the player must play at least 3 innings in the field.
3. Any player arriving to the game after the 3rd inning ends will not be able to enter the game. Otherwise, the late arriving player will be the last recorded batter on the lineup and bat in such order.
4. Injured/leaving players may exit the game and no out will be charged as long as there are 9 players still in the lineup. Players can re-enter in the same lineup spot.
5. Courtesy runners are allowed for pitcher/catcher of record. Runner must be the last out. If the last out was pitcher or catcher, use the last out before that.

Playing Games With Less Than 9 Players

1. A game can start with as few as 8 players. The 9th spot in the lineup is an automatic out when that spot in the lineup is reached.
2. Any game beginning with fewer than 8 players will be recorded as a forfeit. The forfeit time is 10 minutes after scheduled start time. If the player arrives within the 10 minute window, the official game time will then start at the point your player arrives.
3. If your team only has 8 or fewer players, you may pull up a player from the Bronco division to play for your team. You need to get approval from that player's coach and keep both division commissioners in the loop. This also needs to be brought to the attention of the umpires at the plate meeting. The younger player will have to adhere to all rules of the Pony division.
    a. If a player is called up to play, they must bat in the last position and are NOT allowed to pitch.
4. Pool players *(players from another team's roster within your division)* are not allowed.

Game Length

1. All games are scheduled to be 7 innings in length, however, no new inning will begin after 1hr 45 mins of play.
2. Games may end after 4 innings if one team has a lead of at least 15 runs and the losing team has had 4 at bats or if one team has a lead of at least 10 runs after 5 innings and the losing team has had 5 at bats.
3. There is no run limit per inning.
4. The umpire maintains official time of the game. Game time starts at 1st pitch.

Misc Rules

1. Swinging bats outside of the fenced area is NOT allowed. Throwing balls for warmups should be done in areas away from spectators.
2. All players must remain in the dugout area during the game. Only players and certified coaches are permitted in the dugout area and playing field.
3. Players warming up pitchers must wear a facemask.
4. Coach's buckets must remain on the concrete walkway in front of the dugout and may not be out in the dirt.
5. No food in the dugout; drinks only. PLEASE CLEAN UP AFTER YOUR TEAM.
6. The batter is able to advance on dropped 3rd strike.
7. The infield fly rule applies.
8. MLB Rules for stealing bases apply.