



**YOUTH BASEBALL
RULES AND REGULATIONS
2019**



BASEBALL PONY LEAGUE (14U)

DRAFT

YOUTH PONY (14U) BASEBALL

RULES AND REGULATIONS

2019

1. RULES: BASEBALL PONY - 14U

1.1. GENERAL

- 1.1.1. Scores and standings will be kept.
 - 1.1.1.1. Standings will be based on win/loss percentage.
- 1.1.2. A single game elimination playoff will follow the regular season.
- 1.1.3. There are no participation awards.
- 1.1.4. The teams that meet in the playoff championship game will receive awards.

1.2. FIELD SET UP

- 1.2.1. Base Paths
 - 1.2.1.1. Eighty (80) feet apart with chalked foul lines.
- 1.2.2. Pitching Mound
 - 1.2.2.1. The pitching rubber is fifty-four (54) feet from home plate.
- 1.2.3. Batter's Box
 - 1.2.3.1. A batter's box will be optional. If used it will conform to the standards in the NFHS rulebook.

1.3. BAT RESTRICTIONS

- 1.3.1. BBCORE, WOOD, or USSSA stamped bats only. No composite or bamboo wood bats allowed. Maximum drop is -7.

1.4. GAMES

1.4.1. Sixteen (16) regular season game schedule. Twelve (12) minimum, weather permitting.

- 1.4.1.1. Rainouts will not be rescheduled beyond the date of the scheduled start of the post season.

1.4.2. Games will be seven (7) innings long or two hours, whichever comes first.

1.4.2.1. No inning will start after 1 hour and 45 minutes, and inning must complete.

1.4.3. Extra innings can be played if time allows, but games can end in a tie.

1.4.4. An official game will be five (5) or more complete innings, or if the home team is ahead in the score at the end of four (4) and one half (1/2) innings.

- 1.4.5. The game is over if the home team is ahead after six and one half (6 1/2) innings.

1.4.6. Courtesy Rule

- 1.4.6.1. If a team has batted five or more times and is trailing by 12 or more runs, the game is over.

1.4.7. Balks, infield fly, or dropped third (3rd) strikes will apply.

- 1.4.8. The minimum number to start the game is eight (8).

- 1.4.8.1. A catcher must be fielded.

1.4.8.2. An automatic out will not be called in the batting order due to a missing or ejected player.

1.4.8.3. In the event a team cannot field 8 players, the game can be played for fun but will be logged as a forfeit for the team not able to field 8 players.

1.4.8.4. Call Ups

1.4.8.4.1. Only 12 year old in-house players only

1.4.8.4.2. Call up may not pitch, and cannot play more than regular roster player.

1.4.8.4.3. Prior to start of the game each manager shall inform the other manager of any call ups.

1.4.9. Pre-Game Conference

1.4.9.1. A line-up card must be exchanged.

1.4.9.1.1. The line-up card must include the batting order with the player's number and full name.

1.4.9.1.2. Substitute players must be disclosed to the umpire and opposing manager.

1.4.10. Players who arrive after the start of the game must be immediately added to the line-up and placed at the bottom of the batting order.

1.5. SUBSTITUTING

1.5.1. Inning Requirements

1.5.1.1. Managers may elect to rotate players in and out on a free substitution basis.

1.5.1.2. Minimum player playing time must be completed before what would be the normal last inning for the specific league.

1.5.2. The following rotation for each game will be observed:

1.5.2.1. 9 PLAYERS: 9 play 6 innings

1.5.2.2. 10 PLAYERS: 4 play 6 innings 6 play 5 innings

1.5.2.3. 11 PLAYERS: 10 play 5 innings 1 plays 4 innings

1.5.2.4. 12 PLAYERS: 6 play 5 innings 6 play 4 innings

1.5.3. A player may not sit out 2 consecutive innings, and every player must sit once before a player sits two innings.

1.5.4. The courtesy rule or injury could affect playing time.

1.6. SCORING

1.6.1.1. No limit on how many runs per inning

1.7. UMPIRES

1.7.1. The league will provide at least one per game during the regular season and post season and two for the post season championship game.

1.8. BATTIING

1.8.1. No exceptions to NFHS rules.

1.9. BASE RUNNING

1.9.1. No exceptions to NFHS rules.

1.10. STEALING

1.10.1. No exceptions to NFHS rules.

- 1.11. SUBSTITUTE BASE RUNNER
 - 1.11.1. When the pitcher or catcher for the next inning is on base and there are two outs, the manager must substitute a base runner with the player who made the last out.
- 1.12. DEFENSIVE POSITIONS
 - 1.12.1. No exceptions to NFHS rules.
- 1.13. PITCHING
 - 1.13.1. Pitchers will be allowed to pitch four (4) consecutive innings per game.
 - 1.13.2. An inning will be defined one pitch.
 - 1.13.3. When a pitcher is pulled, he cannot re-enter the game as a pitcher.
- 1.14. CHARGED CONFERENCES (trips to the mound)
 - 1.14.1. The manager/coach will be allowed two trips to the mound in one inning or a total of three trips to the mound for the game per pitcher. The pitcher must be pulled on the second trip in one inning and/or the third trip in the game.
 - 1.14.1.1. Pitchers who have been visited three times by their manager/coach will not be allowed to re-enter the game as a pitcher.

2. REGULAR SEASON CHAMPION

- 2.1. TIE BREAKERS
 - 2.1.1. In the event that there are teams tied with the best record at the conclusion of regular season play, the following will be used to determine a true division winner:
 - 2.1.1.1. 1st Head to Head result
 - 2.1.1.2. 2nd Least runs scored against
 - 2.1.1.3. 3rd Most runs scored

3. POST SEASON

3.1. SEEDING

- 3.1.1. Teams will be seeded by won-lost record, best to worst.
- 3.1.2. Tie Breaker 2.2 will be used to break any ties.

3.2. HOME AND VISITOR TEAM

- 3.2.1. The higher seed will be the home team, including the championship game.

3.3. GAME TIMES

3.3.1. No inning will start after 2 hours, and inning must complete.

3.3.1.1. Exception is no time limit in the championship game.

3.4. CHAMPIONSHIP GAME

- 3.4.1. The time limit and courtesy rule will not apply for the championship game.
- 3.4.2. If the game must be stopped for any reason (darkness, weather) prior to full completion and/or the game is tied and must be stopped, the game will be treated as a suspended game and resumed the next day a field is available and any or all CSPD tournament team players involved are available.