

Fox Valley Pony League

2014 Rules

The 2014 Rules and Regulations of Pony Baseball shall apply, except as noted here (rules spelled out here supersede IHSA rules.) No other rules shall be applied, with the exception of local ground rules.

1. League Officers will be composed of one Division Representative from each community participating in the league. The League Officers shall also serve as the League Decisions Committee and Tournament Decisions Committee as defined in The 2014 Rules and Regulations for Pony Baseball.
2. The League Officers have the authority to refer any player, manager, coach, umpire, league officer or other person whose conduct is in violation of the playing rules established for the league and/or is considered detrimental to the best interests of the league to his/her respective board for investigation and if needed punishment by their board.
 - Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed.
 - In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend.

Age of Players

The Pony league is structured for 13 and 14 year old players. As of 2011, all communities participating in the Fox Valley Pony League have moved their age determination date from mid summer to April 30th, resulting in the following league ages.

Birthday	League Age
5/1/99 – 4/30/00	14
5/1/00 – 4/30/01	13

Pitching

1. A player may pitch no more than (5) innings in a single game, (7) innings on any (2) consecutive days, 10 innings per week.
2. The number of extra pitching innings allowed during 3-game weeks due to rescheduling will be limited to two (2) additional innings for the total week. Thus, the most innings a player can pitch in a 3-game week is twelve (12) innings.
3. For the purpose of counting games in a week, each week begins at 12:01 a.m. Monday and ends the following Sunday at midnight.

Special Note: Managers should be aware that emerging research is indicating pitch counts are a preferred way to limit arm strain as opposed to tracking innings pitched. The 2014 Fox Valley Pony League will NOT impose a pitch count limit, but teams should be aware that a move in that direction is likely in the coming seasons. Managers are strongly encouraged to monitor and limit pitch counts as per the following guidelines:

Total Pitches	Pitches in a Outing	Rest Required
75 pitches per game	1-20	0 calendar days
125 pitches per week	21-40	1 calendar day
1000 pitches per season	41-60	2 calendar days
	61 or more	3 calendar days

(Source – American Sports Medicine Institute, <http://www.asmi.org/asmiweb/usabaseball.htm#Counts>) and Little League Baseball

4. For the purposes of rule 3 above, one official pitch thrown constitutes a full inning pitched.
5. 13 year old pitchers must be the pitcher of record for all three outs recorded in an inning for at least 2 of the first 5 innings pitched by their team. Innings do not have to be consecutive. Should a game go extra innings, there is no rule requiring 13 year olds to pitch in those extra innings. If either team does not have a 13 year old capable of pitching the rule is waived for both teams. Both managers and umpire will discuss “No 13 year old capable of pitching” so both teams and umpire are aware the rule is waived for both teams.
6. A player who pitches in violation of these rules shall be deemed an ineligible player and his team shall be subjected to the penalties defined under the “Penalties” section of these rules.
7. Playoff pitching rules shall be determined and approved by the League Officers prior to the start of the playoffs.
8. The pitching rubber shall be 54 feet from the furthest point of home plate. Bases are to be 80 feet apart.
9. Intentional walks are allowed. No pitches needed. Notify umpire of your desire to intentionally walk. This helps speed of the game. However, please make every attempt to pitch to all batters if possible.
10. A pitcher, who hits 3 batters per game will be removed. The umpire always reserves the right to remove a pitcher after 1 hit batter if believed to be intentional.
11. Pitcher is to be removed upon the second coach visit to the same pitcher during the same inning. Injury visits, as called by the umpire, do not constitute a visit.

Equipment

1. Metal spikes will be allowed in league play.
2. Batting helmets/catchers helmets must be worn during play and warm ups
3. Jewelry (not limited to metal) shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down but may be visible.
4. Cups are expected to be worn by all players and are mandatory for catchers.
5. Bats are not to exceed 42” in length nor exceed 2.75 inches at the thickest part of the bat. No bat shall exceed a drop (length vs. weight) of -12.

Lineup

1. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed. **The official league age of each player and their name and jersey number shall be noted on the lineup card given to the opposing manager.**
2. Unlimited defensive substitutions shall be allowed; with the exception that a pitcher may not return to the pitching position once he has been removed.
3. If a player misses his turn in the lineup (due to illness, injury) they are not allowed to bat in the remainder of the game.
4. A game may start with or be played at any time with 8 players if only 8 are available, and no out shall be recorded in the batting lineup due to the missing player.
5. At any time the number of players on a team drops below 8, the game is forfeited immediately.
6. If a team knows in advance they will be unable to field 9 players, up to 2 substitute player or players (call-ups) may be used with the following restrictions:
 - The call-up player must be a registered player from the community for the Pony team with whom he will be playing, with a league age of 12 years old.
 - The call-up player must not be a member of a fulltime traveling team if his community offers both an in-house and traveling team at his age group
 - The call-up player must be clearly identified to the opposing manager
 - The call-up player cannot pitch or catch
 - The call-up player must bat last
 - No call-up player can play if his team has 9 official Pony players at the start of the game. If a game starts with 8 or less Pony players, and enough Pony players arrive after the game begins such that the number of available Pony players meets or exceeds 9, the manager may continue to use the callup player at his discretion
 - A call-up player who plays in violation of these rules shall be deemed an ineligible player and his team shall be subjected to the penalties defined under the "Penalties" section of these rules.
7. Catchers and Pitchers- mandatory courtesy runner if they are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out. Catcher/Pitcher must play their position the next inning of record unless no innings remain for the game.
8. All players must play 3 innings in a single game

Length of Games

1. Games shall be 7 innings in duration. When a game is tied at the end of regulation, it shall go into extra innings until a decision is reached or the game is called by the umpire. Managers should always discuss whether or not the game will be played with any time restrictions (per below guidelines) during their pre-game meeting with the umpire. Only Championship Playoff Games shall automatically have a 3 hour from start timeframe to be completed (as long as it is safe to do so with light, field availability, and weather (no time restrictions)).
2. If a game is called for any reason, it shall be a complete game if 5 innings have been completed, or if the home team has scored more runs in 4 innings or 4 and a fraction innings than the visiting team has scored in 5 complete innings.

3. The game shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the 5th inning, if either team is behind by 10 or more runs and both teams have had an equal number of times at bat.
4. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and *shall be resumed* from the point of curtailment at a subsequent time. Every attempt shall be made to play with the same lineup once the game is resumed. If a player who was in the lineup for the initial portion of the game is not in attendance for the resumption, his place in the batting order shall be skipped with no out recorded. All players who were not in attendance for the initial portion of the game but are present for the resumption shall be placed at the end of the batting order. Each manager shall clearly communicate any lineup changes to the opposing manager prior to the resumption of the game.
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6. Weekday Games that are Not Followed by another game are to start at 5:45pm and can continue past 7:45pm (not to exceed 3 hours from the start of the game) as long as deemed safe by the umpire, daylight and field light ordinances are followed, and the field is still available per the schedule. Weekend games will follow the same length of time as weekday.
7. Games at Goodwin South that are scheduled for 5:45pm that has another game scheduled at 8pm will have the following restrictions. NOTE: All games played will be considered complete games regardless of the number of innings played.
 - The 5:45 game will:
 - 1) Start promptly at 5:45pm.
 - 2) No inning can start after 1 hour, 45 minutes.
 - 3) The game ends at 7:45pm
 - 4) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.
 - The 8pm game will:
 - 1) Have no infield practice prior to the game.
 - 2) No inning can start after 1 hour 45 minutes after start of the game
 - 3) The game ends 2 hours from the start of the game
 - 4) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.
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Umpires

1. Regular season games shall be played with a minimum of one umpire, supplied by the home team. It is the intent that all umpires used within the league are patched. Two umpires should be used for tournament games if at all possible.
2. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. **Exception: At facilities equipped with lightning detection systems, the guidelines for the detections system must be followed.**

Penalties

1. Penalty for use of an ineligible player, upon appeal by the opposing manager to the umpire, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.
 - For the purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to a batter after the point of the violation
 - When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.

Miscellaneous

1. Runners must slide at any base when a collision is imminent. A runner failing to slide in such a situation shall be called out no matter the outcome of the play, except when the player is running from home to first base. No runner shall intentionally run into a fielder to jar the ball loose. A runner shall be called out and ejected from the game for intentionally colliding with a fielder.
2. Game times are to be respected, but traffic may cause game delays of reasonable time. Forfeits for game delays are discouraged, and are only approved by the League Officers.
3. Forfeits' are assigned a score of 7-0
4. If the League is set up with Division - The standings will be determined on a points system. Each game will award points as follows:

- Win – 3 points
- Tie – 2 points
- Loss – 1 point
- Game not played – 0 points

While there is a scoring provision for the unlikely event of an unplayed game (0 points), it is assumed that all games will be played. The League Officers reserve the right to declare a forfeit (3 points to the winner, 0 points to the loser) when they feel a timely, legitimate effort has not been made to reschedule an un-played game.

5. Playoff Tournament seedings will be set upon the conclusion of the regular season. Division winners will receive the highest (best) seeds (ordered by number of points, win-loss in standings) regardless of the number of points of any non-division winners. The remaining seeding will be based on points (higher point totals equals better seeds) and win/loss record in standings. In case of a Gold Bracket and a Silver Bracket, the League Officers will determine top ½ of teams in the league at end of regular season play and will be put into the Gold Playoff Bracket and the remaining ½ of teams in the league at the end of regular season play will be put into the Silver Playoff Bracket.
6. Tie breakers to determine final standings and tournament seedings will be in order as follows:
 - Record within the division
 - Head to Head record
 - Least runs allowed for the season
 - Runs scored
 - Coin flip
7. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, and taunting, criticizing, or using profanity directed toward any other individual. At the discretion of the umpire any player, coach, manager or spectator may be removed from the premises.
8. Players are not allowed to offer a bunt, pull back and full swing. This action will result in a dead ball and an automatic out.
9. Players will be ejected from the game, if the Umpire determines the Runner on third is timing the pitcher on the throw home. Stealing home as the ball arrives to the catcher.