



## Lincoln-Way Area Pony League Rules – Spring League

The following are the Lincoln-Way Area league rules agreed upon by the Frankfort, Mokena, Frankfort Square and New Lenox Baseball organizations. Anything not addressed below can be found in the Official Pony Baseball Rules.

### 1. Scheduling and Umpiring:

- 1.1. All games will start within 15 minutes after posted starting time. If a team is not on the field, that team shall forfeit the game. If neither team has enough players present to play a game, the game will be forfeited by both teams. **Eight (8) players will constitute a legal lineup.**
- 1.2. If there is no Umpire present within 15 minutes of the scheduled game time, the game will be played with alternate umpires. If there is more than one umpire working any other baseball game at that time, one of those umpires can be used. Otherwise, both managers should select an adult to umpire the game.
- 1.3. If a scheduled playing field is not available due to bad weather or if the game is postponed for any reason, the home team League Director will reschedule the game. Managers should assist in the process of rescheduling make-up games. We will do our best to have every team play a complete schedule (16 games plus playoffs).

### 2. Baseball Game Play:

- 2.1. A Pony baseball game is seven (7) innings in length. The only exception is the time limit or the "10-run Mercy rule".
- 2.2. Time limit is no new inning after 2 hours (from 1<sup>st</sup> pitch) for all games **with the exception of weeknights when there are back to back games where there will be no new inning after 1:50 (from 1<sup>st</sup> pitch).** IE- Monday 5:30pm game is no new inning after 2 hours unless there is also a 7:30pm game scheduled in which case there will be no new inning after 1:50. **Saturday/ Sunday games will always be no new inning after 2 hours.** Time of first pitch should be noted by both managers and the Umpire and should be recorded in the scorebook.
- 2.3. **Eight (8) players will constitute a legal lineup.** There will NOT be an automatic out for the 9<sup>th</sup> spot in the batting order. If a player arrives after the start of the game, he can be added to the bottom of the line-up. If a team starts a game with 8 players and loses one to injury, the game will continue on.
- 2.4. If the home team is winning when the time limit is reached, the bottom half of the inning shall not be completed.
- 2.5. Managers shall exchange batting orders (names and jersey numbers) at the





## Lincoln-Way Area Pony League Rules – Spring League

beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.

- 2.6. Each player present must play in a defensive position at least four (4) innings in each game, assuming the game is not shortened by the Mercy rule or the weather. It is strongly encouraged that managers rotate their players as evenly as possible throughout each game so that games which are shortened by Mercy rule or weather do not result in the same kids playing less than 4 innings in such games.
- 2.7. A continuous batting order will be used and there will be free substitution of player defensive positions, except for Pitchers.
- 2.8. Leadoffs, stealing bases (including home), drop 3<sup>rd</sup> strike and the Infield Fly Rule (Umpire's discretion) are all in effect in the Pony Division.
- 2.9. Balks will be called. There will be one (1) balk warning per pitcher per game. The 2<sup>nd</sup> and subsequent balks will be enforced and base runners will advance. The pitcher will be given an explanation of the call by the Umpire. The Umpire can also explain the proper technique to the pitcher at the time of the call.
- 2.10. Bunting is allowed. \*At no time will a batter be allowed to get in a bunt stance and then swing away at a pitch. If this occurs, the batter will be called out.
- 2.11. If a player is injured on any play in the course of a game and cannot run, the player who recorded the last out shall be the pinch runner. If a player is removed from the game due to injury, there is no automatic out for the player's spot in the batting order.
- 2.12. Pinch running for catchers is suggested with 2 outs to speed up gameplay. The player who recorded the last out shall be the pinch runner.
- 2.13. A player must slide on a close play (or risk being called out) to avoid contact with a defensive player who is covering his base. Any contact greater than glove to body (Umpire's discretion) without sliding may result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.
- 2.14. A player who intentionally throws off his helmet while running the bases is automatically out. Any player or coach throwing any item of equipment may be ejected from the game subject to the discretion of the Umpire. Any player ejected from the game shall be an automatic out subsequent times his turn to bat comes up. Any manager, coach or player arguing with an umpire may be ejected from the game subject to the discretion of the Umpire.





## Lincoln-Way Area Pony League Rules – Spring League

2.15. The Pitcher's mound is 54 feet from home plate. Bases are 80 feet apart.

### 3. Pitching Rules:

- 3.1. Pitchers in the Lincoln-Way Pony in-house league are allowed up to 95 pitches per day with a maximum of four (4) innings per game, whichever comes first. A pitcher pitching to one batter in the 1st inning, getting three outs in the 2nd inning, getting three outs in the 3rd inning and one batter in the 4<sup>th</sup> inning constitutes 4 innings pitched. **Days of rest will be based on number of innings pitched.** 1-3 innings pitched in a game requires no rest. 4 innings pitched in a game requires 2 days rest. There will be a 10 inning max per pitcher per week. The week will run from Monday to Sunday. Pitching rules will be strictly adhered to.
- 3.2. If the maximum pitch limit is reached while a player is hitting, the pitcher may continue until that player is either retired or has reached base. The pitcher then must be removed after the play is stopped.
- 3.3. Each team's scorekeeper shall track the number of pitches thrown for each team's pitcher and provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. Keep an accurate pitch count, adhere to rest requirements, and share information with Part-Time travel coaches as well, if applicable, to ensure the health of the pitcher. Managers who are found to have been violating the above limits may be removed from managing/coaching duties by the League Director.
- 3.4. Intentional walks are permitted.
- 3.5. Pitchers are not to wear batting gloves or white sleeves while pitching
- 3.6. While discouraged from being thrown at this age level, there will be no penalty if a pitcher throws a curveball.
- 3.7. After a second Batter is hit by a Pitcher, a warning will be issued to both the Pitcher and his Manager. If a third Batter is hit, the Pitcher will be relieved of pitching duties.

### 4. Game Completion:

- 4.1. There will be a 10-run Mercy rule in effect for all games. If, after five (5)





## Lincoln-Way Area Pony League Rules – Spring League

complete innings, or four- and one-half complete innings if the home team is ahead, a team is leading by 10 or more runs, the game will be complete.

- 4.2. If a game is called for any reason, it shall be considered a "complete" game if, five (5) innings have been completed (four and a half innings if the home team is winning) or the time limit has elapsed.
- 4.3. If a game is called for any reason (ie. weather, darkness) in an uncompleted inning, after having reached "complete" game length (5 innings) and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a "suspended" game and shall be continued from the point of curtailment. \*\*\*Once the inning starts (6th or 7th for example), if, and only if, the visiting team ties the game or takes the lead in the top of the uncompleted inning, then the home team gets a chance to finish the inning and tie the game or take the lead back or it's a "suspended" game\*\*\*
- 4.4. If the visiting team was winning going into the inning and the top of the 6th has been played when a thunderstorm hits, then the game is "complete". If the home team is winning and the visiting team is batting in the top of the 6th when the game gets called due to rain, the game is "complete". A game will only be "suspended" if there is a tie or a lead change in the top of the inning.
- 4.5. All games are "suspended" games if they are stopped prior to the time limit or the completion of the fifth inning (or before four- and one-half innings are completed if the home team is ahead). All "suspended" games are subject to the Pony Rules governing its completion. For example, if a game is called for any reason before it is a complete game (for example, 2nd inning due to rain) as described above, it shall be considered a "suspended" game and shall be resumed from the point of curtailment. "Suspended" games should be picked up exactly where they were left off from and all pitching rules apply to that game. If a player was not present for a game that was "suspended" and is now present at the game when it is being continued, he may play in that game, but must be inserted last in the batting order.
- 4.6. Games resulting in a tie after being played to "completion" will be recorded as a tie game in the standings. If tied after 7 innings and NOT at the time limit, the teams will play extra innings until the time limit is reached or one team has won, whichever comes first.
- 4.7. WEATHER- Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 15 minutes. If in doubt, suspend play.





## Lincoln-Way Area Pony League Rules – Spring League

### 5. Equipment:

#### 5.1. Bat rules- All Bats must have the USA or BBCOR Bat Stamp per Pony Rules (wood bats are also allowed).

- Barrel Size: 2 ¼" and 2 5/8" and barrel bats are OK. 2 -3/4" barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA stamp) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats
- Bats with the USSSA stamp or BPF 1.15 are **NOT** allowed

5.2. All players will wear a protective cup at all times. This includes during games and practices.

5.3. Metal spikes are permitted.

### 6. Rosters and Call-Up Bronco Players:

6.1. Players may be called up from the Bronco to the Pony Division to fill a roster. No Bronco player can play ahead of a Pony player, and may play if, and only if, there are less than nine (9) Pony players present. The Bronco player can never play ahead of the Pony player. The Bronco player will not be allowed to pitch or catch, and must bat last in the lineup.

### 7. Dugout Personnel:

7.1. A maximum of 4 adults are allowed in the dugout during games, Manager, two coaches and the team scorekeeper if necessary. Parents are not permitted to watch the games from the dugout area. Only 2 coaches are allowed outside the dugout area during game play. All other coaches must remain in the dugout.

### 8. Sportsmanship:

8.1. Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball Board of Directors. Each organization will handle per their own organization's rules governing such incidents.





## **Lincoln-Way Area Pony League Rules – Spring League**

- 8.2. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include “hey batter-batter, swing”, “slaughter rule”, etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.