



POPLAR BLUFF PARKS & RECREATION

Pony League Rules

(Boys: 12-13 years of age)

Missouri State High School rules are generally followed, with a few exceptions:

1. Players may not be allowed to switch teams. The team they are assigned to at the coaches meeting will be the team they will play for the entire season.
2. Absolutely no warm-ups or infield practice may be taken on the infield playing area. All warm-ups must be taken in the outfield area or outside of the ball field.
3. Lineups should be turned in to the scorekeeper **ten (10) minutes prior to game time.** Any players who show up late will be added to the bottom of the order.
4. Games will be seven innings or one (1) hour and twenty-five (25) minutes. No new innings will be started after one (1) hour and twenty-five (25) minutes unless teams are tied. The scorekeeper is the official timekeeper. Game time starts when home team takes the field.
5. Run Rule: Fifteen (15) runs after 3 innings
 Ten (10) runs after 4 innings
6. The pitching distance is 52 feet and the base paths are 75 feet.
7. Each player must play a minimum of every other inning in the field. Each team is allowed nine (9) players on the field for defense. This consists of 6 infielders and 3 outfielders. Players must be in their areas before the play can begin.
8. All teams must bat their entire roster. Every player that is at the game to play will be included in the lineup whether they are in the field or not. Players taken out of the game may re-enter in any position, but the same batting order will be kept the entire game unless someone is injured and cannot continue. The only exception to this rule is the pitcher's position. ** The Park Department encourages coaches to give all players a chance to experience different positions. **
9. Seven warm-up pitches will be given to start the game for each pitcher. Five warm-up pitches are allowed between innings.
10. Helmets must be worn at all times by players at bat, on base or on deck. Any player that stands in the coach's box must also wear a helmet.

11. Pitchers can throw a maximum of seventy-five (75) pitches per game (**SEE REFERENCE CHART FOR DAYS OF REST**).
12. A player who is removed from pitching, cannot return to pitch again in the same game.
13. Coaches will attempt to avoid playing kids as a pitcher and a catcher in the same game.
14. A team must have eight (8) players to start a game. One out will be given for one of the missing players at bat. The coach may designate to the official scorekeeper where in the batting order the out will take place. If the coach does not, then the official scorekeeper will place the out at the end of the batting order. If a player arrives late, they will be inserted into that position in the batting order on completion of the inning. If a team does not have eight (8) at game time, the game will be considered a forfeit, with the official score being 7-0. A scrimmage game may be played (unless it is the last game of the evening) until fifteen (15) minutes prior to the next game starting.
15. Any youth warming up the pitcher must be wearing a helmet and a mask.
16. Only one time out per inning will be allowed.
17. No metal spikes will be allowed.
18. Coaches are NOT allowed behind the catcher's area or backstop. Coaches may coach from inside their own dugout or in the coach's boxes beside first and third bases. Only ONE coach will be allowed outside the dugout area in the playing area while their team is on defense. This person must be against the fence in the grass area.
19. Leadoffs and stealing are allowed in this league.
20. A courtesy runner can be utilized for the pitcher and/or catcher once the pitcher and/or catcher has reached first base. A team will utilize the player that made the last out for their respective team. If in the first inning, and no outs have been recorded, the last player on the lineup card will run for the pitcher and/or catcher. If any other situation exists, the umpire will make the final decision.
21. Slide Rule: When a play is being made at a base, the runner must 1) attempt to avoid contact with the fielder; or 2) if contact is made, they must be attempting to slide into the base along the baseline. Based on the umpire's judgment, a player may be called out for not sliding or un-sportsmanlike conduct. Also, a player cannot block a base without possession of the ball. If this happens, the runner will be awarded the base.
22. Batting out of order: A batter shall be called out on appeal when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. The appeal must be made before the first pitch to the next batter. When an improper batter becomes a runner or is put out and a pitch is made to the next batter of either team before an appeal is made, the improper batter becomes the proper batter and the results of such time at bat become legal for that bat. The batting order will not be changed. Therefore, the next time those batters come to bat again they should be in the same order as before the

improper batting took place. If coaches have questions they should always check with the official scorekeeper.

23. Baseball Bats – Any bat is allowed.

Bat Protest Procedure: Teams wishing to protest the use of an illegal bat must notify the umpire before the next batter enters the batter's box. Once the first pitch to the next batter has been thrown, the protest will be considered invalid. A player who has been found to have used an illegal bat that player/team will be warned. Any further use of an illegal bat will cause the team to forfeit their game at that moment. Subsequent violations for the same team but different games played later in the season, may result in an immediate forfeit.

24. In the matter of the heat index: Heat index will be monitored, games may be pushed back. The league supervisor will notify the coach if games get moved.

25. Any new player must be signed up 3 weeks prior to tournament. No one will be allowed to sign up after date is set.

26. Once tournament dates are set, there will be no changing dates.