



Local Playing Rules and Regulations

APPROVED BY
FRENCH VALLEY BASEBALL SOFTBALL ASSOCIATION BOARD OF DIRECTORS
8/1/2025

These are the local playing rules and regulations for French Valley PONY Baseball. These rules take precedence over both the PONY (except in PONY Sanctioned tournaments) and Major League Official Baseball Rules.

The rules and regulations combined with the French Valley Baseball Softball Administrative Rules and Regulations govern all aspects of French Valley PONY Baseball. The FVBSA Board of Directors will have the final ruling when a rule or situation is not specifically defined within the documented rules and regulations.

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Article I. Baseball League Division Organization

Section 1 –Organization

- A. French Valley Pony Baseball Association (FVPB) shall be governed by the current rules and regulations for PONY Baseball, Inc. (available on the Pony.org website) and by these local rules and regulations of FVPB. PONY Baseball, Inc. allows local leagues to modify national rules where necessary to operate their leagues. These FVPB local rules, approved by the French Valley Baseball Softball Association (FVBSA) Board of Directors, govern FVPB rules of play.

Section 2 – Division Team Composition

- A. FVPB shall consist of a 4 year old division (referred to as Sandlot), a 6 and under division (referred to as Shetland), an 8 and under division (referred to as Pinto), a 10 and under division (referred to as Mustang), a 12 and under division (referred to as Bronco), a 14 and under division (referred to as Pony) and a 16 and under division (referred to as Colt).
- B. Per PONY rules, division composition is determined by the player's age as of August 31 of the playing season.
 - 1. 4-year-old division (Sandlot) – shall be comprised of players 4 to 5 years of age.
 - 2. 6 and under Division (Shetland) – shall be comprised of players 5 to 6 years of age.
 - 3. 8 and under Division (Pinto) – shall be comprised of players 7 to 8 years of age.
 - 4. 10 and under Division (Mustang) – shall be comprised of players 9 to 10 years of age.
 - 5. 12 and under Division (Bronco) – shall be comprised of players 11 to 12 years of age.
 - 6. 14 and under Division (Pony) – shall be comprised of players 13 to 14 years of age.
 - 7. Upper Division (Colt) – shall be comprised of players 15 to 16 years of age.

For Fall Ball Season Only, players in the senior year of their age bracket ***MUST*** play up to the next age bracket. This is to prepare the player for the division in which they will be required to play in during the next Spring Season. Any players requesting to play in the same (lower) age division will require board approval.

Section 3 - Playing in an Older Division (“Assessing Up”)

- A. FVPB has adopted PONY Baseball's “And Under” age program. Under the “And Under” age program, a player can move up one age division. However, FVPB has modified the rule as follows: any player, who wishes to move up to a division before the appropriate age, must be at least the even year designation (i.e., oldest age of division they are playing up from) by May 1st. Example: Players ages 6, 8, 10, 12, etc. as of May 1st can play up one (1) age division. Any exceptions would require the Executive Board's approval.
- B. Any players requesting to play up in an older division must attend a special Executive Board assessment conducted during their correct divisional tryout/assessment (e.g., an 8-year-old player wishing to play in the Mustang (10U) division must attend the Pinto (8U) divisional tryout/assessment. If he is deemed eligible to play up in Mustang division by the Executive Board, he will also need to attend the Mustang divisional tryout/assessment for draft purposes). If the player is unable to attend the Executive Board assessment, they will automatically be placed in their correct division. (Note: if a player has successfully assessed and played up with the older age group during a previous season(s), they will not need to assess again.) Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.
- C. To determine if a player is eligible to play in an older division they have to meet the following criteria:
 - 1. Those who are assessing up must score in the top 50% of that age appropriate players assessing.

Example: A 10U player assessing up to 12U must score in the top 50% of those age appropriate 12U players who assess and record a score.
 - 2. If they achieve a score in the top 50%, they will be allowed to assess up.
 - 3. If they do not achieve a score in the top 50%, they will stay in their age appropriate divisions.
 - 4. This safety rule is still in effect and may overrule the scoring process if in the unlikely event a player achieves a >50%.

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Section 4 - Playing in a Younger Division

- A. As a general practice playing in a younger division will not be allowed. However, under special circumstances the Executive Board may approve playing down to a younger division. This would typically only be allowed for safety reasons or to accommodate a player that does not have a division to play in. Any player, who wishes to move down to a younger division, can only be one year older than the division they want to play in (i.e., the youngest age of division they are playing down from) by May 1st. Example: players ages 7, 9, 11, 13, etc. as of May 1st can play down one (1) age division if their special circumstance is approved by the Executive Board.
- B. If a player decides to play down to a younger division and the request is approved, they will not be eligible for All Star play in the younger division or the division they are playing down from.
- C. Any players requesting to play in a younger division must attend the tryout/assessment for the division they would like to play in (e.g., a 9-year-old desiring to play in the Pinto 8U division must attend the 8U Pinto assessments). The child will be evaluated during the tryout/assessment. If the player is unable to attend the tryout/assessment, they will automatically be placed in their correct division. If after the tryout /assessment, it is determined that that player is eligible to play in the younger division the Executive Board will direct the Player Agent to move the player to the younger division. Advanced players will not be allowed to play down to a younger division.

Article II. General League Playing Rules

Section 1 – General

The Playing Rules for games shall be of the Official rules of Baseball published by the PONY Baseball except as specifically modified by the following rules:

- A. The official diamond for each division shall have distances as follows:

Division	Pitching Distance	Baseline	Foul line Distance	Center Field Home Run Distance
4U - Sandlot	N/A	50 feet	125 Feet	150 Feet
6U - Shetland	38 Feet	50 feet	125 Feet	150 Feet
8U - Pinto Machine	38 Feet	60 Feet	135 Feet	165 Feet
10U Mustang	46 Feet	60 Feet	170 Feet	195 Feet
12U Bronco	50 Feet	70 Feet	225 Feet	255 Feet
14U Pony	54 Feet	80 Feet	275 Feet	315 Feet
16U Colt	60 1/2 Feet	90 Feet	300 Feet	350 Feet

Note: Home run distances are based upon local FVPBA rules and may be adjusted at any time at the Board's discretion and upon Rules Committee approval. If a team is inter-league with another the league, the other leagues rules/distances etc. will apply.

- B. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall be informed of the illegal distance and is to be corrected at the top of the inning. Once corrected the game will continue from that point.
- C. The home team is responsible for providing the official scorekeeper. Each team is required to provide the final score and recorded pitcher's innings within thirty-six (36) hours to the Head Scorekeeper or designated League Agent. **Exception:** *twenty-four (24) hours in tournament play.*
- D. All teams shall be responsible for picking up all trash in the dugouts, stands and vicinity after the games. Home team shall be responsible for field prep prior to the start of the game.

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Section 2 – Equipment

- A. A full set of equipment will be distributed to each team coach after the formation of teams. All equipment remains the property of FVBSA and is to be returned to the League Equipment Manager upon close of season. Equipment will vary per division.
- B. Each team may elect to play with additional or coordinated equipment. This is optional for each team. The teams shall be responsible to provide any optional or additional equipment. If additional equipment is purchased with team sponsor funds, the equipment must be either given back to the league at the end of the season or raffled off to a team member. Under no circumstance shall a coach keep equipment purchased with team sponsor funds. Additionally, no mandatory requests shall be made to the players or family to purchase additional equipment. No financial burden shall be imposed on any player or their family. This applies to the Spring, Fall and All-Star seasons.
- C. Full coverage helmets must be worn by the batter, base runner(s) and on-deck batter. As a matter of hygiene, we strongly recommend, but it is not mandatory, that parents provide helmets for their players.
- D. Game balls will be provided by the league that will comply with current PONY Baseball certification requirements. They will be stored in the snack bar and retrieved by the umpire prior to the game.
- E. The Filly and Shetland home team shall be responsible for supplying the batting tee to be used in the game.
- F. Wooden or metal bats manufactured for baseball play, which are round and cannot be more than two and five eighths inches in diameter at the thickest part, not more than 42 inches in length, are acceptable. No bat shall be used if dented, cracked, modifies or misshaped.
 - 1. 2 ¼" and 2 ⅝" barrel bats with a minus factor of (-5, -7, -9, etc.), must be "USA bat" certified with the "USABat" licensing stamp on the bat in order to be used for league and tournament play.
 - 2. Bats manufactured specifically for use in tee ball play shall not be used when the ball is pitched by a player, coach, or pitching machine, unless using a safety ball (softcore). Tee ball bats manufactured prior to 2018 are authorized to be used with a safety ball ONLY.
 - 3. Two and one fourths (2 ¼") BARREL bats are legal in all divisions.
 - 4. Two and five eighths (2 ⅝") BARREL bats are legal in all divisions.
 - 5. Two and three fourths (2 ¾") BARREL bats are prohibited in all divisions.

Section 3 – Uniforms

- A. The uniforms for each player on a given team shall be similar in color, style and trim. Each player must wear identification numbers. Uniforms will vary by division.
- B. The league will furnish a basic uniform. Uniform components will vary by season (i.e. Spring season uniforms may contain different components than Fall season).
 - 1. Teams shall be responsible for optional clothing, with purchases being made with team sponsor funds. No requests shall be made of any player or their family to purchase additional clothing. No financial burden shall be imposed on any player or their family. This applies to both the rec ball and All-Star Seasons.
 - 2. Any non-standard modifications or additions to the league-furnished uniform must be approved by the League Executive Board prior to modification or addition.
- C. A player must have their designated uniform shirt on/available at a game. If not, the manager must inform the scorekeeper so that it is to be recorded by the official scorekeeper and reported to the VP of Baseball. If the pitcher is not wearing their original designated #, the scorekeeper must report the innings pitched with the pitcher's original #. **PENALTY:** Upon notification to the UIC, the manager in violation will be suspended from the following game. Additionally, the result of the game in which the violation occurred will be ruled as a forfeit against the team in violation.

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Section 4 – Players and Substitutes

- A. Players should be on the playing field no later than 30 minutes before game-time to enable the coach to prepare the line-up and conduct a pre-game warm-up.
- B. Lineup cards must be submitted to the Umpire at the pre-game meeting. Lineup cards shall include only players present at game time (player's numbers) and designated starting pitcher.
- C. Copies must be given to the opposing coach, official scorekeeper and the Umpire. This will be the official batting order for the game.
- D. Every player shall be listed in the scorebook and shall become a batter in order in which their name appears in the scorebook.
- E. All defensive players must play a minimum of every other inning. **EXCEPTION:** in SANDLOT and Shetland divisions, every player shall play every inning defensively. See EOS rules for changes to EOS minimum play time.
- F. Once the batting order is established, it shall remain the same throughout the game.
- G. If a player is removed from the game, an out will be recorded each time the removed player's turn comes up in the batting order. **EXCEPTION:** If the player is removed due to an injury, illness, or emergency, an out will be recorded for that batter for the first time only that the batter's name is reached, unless it causes the line-up to drop below nine (9) players (shorthand rule).
- H. If a player is injured during the game, but reaches a base safely, the last recorded out will be allowed to pinch run for the injured player and an out will be recorded for the injured player's next at bat. The injured player may not return to the game (The coach has the option of taking the one-time out at the time of the injury).
- I. Any player who is not present at the playing field at least 15 minutes prior to game time may be ruled absent at the team coach's option.
- J. Any player who is not present at the official start of the game may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, it will be the coach's discretion whether to add that player or not. **EXCEPTION:** Filly and Shetland may be added regardless of arrival time.
- K. Team coaches shall report all pitching changes to the umpire.
 - 1. If not reported, this is considered an illegal substitution. If the opposing coach protests the illegal substitution, then the pitcher in question may no longer play in the pitching position for the duration of the game.
- L. A team coach may bench a player for a game for reason of their attitude, manner of dress, tardiness, and/or other conduct not becoming a member of the league during practices and games. This must be reported to the Baseball Player Agent within twenty-four (24) hours.
- M. **Minimum play requirements shall be observed as appropriate in each division.**
 - 1. 4-Year-Old-Filly, 6U–Shetland - Every player shall play the entire game offensively and defensively.
 - 2. Pinto, Mustang and Bronco - Player rotation is highly important in our league. See the individual divisional play rules for specific rules by division. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game. Additionally, for the benefit of the players play will continue, but the outcome of the game will be ruled a forfeit.
 - 3. Minimum play rules will change for the End of Season tournament. Refer to the End of Season tournament section in the sections below.
- N. A team must start and finish with a minimum of eight players except in the event of an injury during the game, and the team may finish the game with seven. If a team uses eight players, that team must take an out each time the batting order passes the missing ninth player's at bat. If a team falls below the required number of players, the game shall be declared a forfeit.

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O. Pool Players

1. A team may use a lower division pool player only when they have (8) eight or less players at game time.
2. A pool player is one who has volunteered to play on a team other than his own and they may only play for a team no more than one division higher. A pool player cannot play in their own division. The Baseball Player Agent shall establish a pool player list per division. **EXCEPTION:** *players playing up in an older division can act as a pool player so long as they are the correct age for the division. These pool players may **ONLY** play outfield and bat last in the lineup.*
3. A pool player is only a temporary player for a team. Pool players will be assigned upon request by the Divisional Coordinator.
4. A pool player may only play in the outfield, may not pitch or play in the infield.
5. All pool players must be placed last in the batting order. (**EXCEPTION:** late arrival of original team player)
6. If a regular player for the team arrives after the start of the game, the manager must immediately decide whether or not to insert the player into the game. If the player is allowed to play they must be added to the bottom of the line-up prior to batting through the order. The manager must immediately notify the official scorekeeper.
7. The manager may decide at the start of the game not to use a player arriving late and tell the scorekeeper at that time the player will be ineligible.
8. If the manager violates any of these rules, the game can be ruled a forfeit. This ruling can only be made as a result of a protest and decided upon by the Umpire in Chief. The game will not be stopped for an alleged violation. The official scorekeeper should mark in the official scorebook at the time and place of the alleged violation.

Section 5 – The Game

- A. The home team shall be as designated by the established league schedule. The home team shall occupy the 3rd base dugout and the visiting team shall occupy the 1st base dugout. (**EXCEPTION:** Playoffs see playoff rules.) Coaches are not allowed to coach from the opposing dugout.
- B. Unless the league provides a designated scorekeeper, the home team shall be responsible for the official scorebook and shall furnish a scorekeeper who will secure the signatures of the umpire(s) and both managers on the scorebook.
- C. Scheduled game time is forfeit time.
- D. With the exception of tied games, a Pinto and Mustang game shall consist of six (6) innings. The Bronco division games shall consist of seven (7) innings. Tied games shall be continued until the time limit is reached.
- E. In the Pinto division, no new inning shall start after 1 hour and 20 minutes and a drop dead time of 1 hour 30 minutes regardless of the score. In Mustang division, no new inning shall start after 1 hour and 30 minutes and a drop dead time of 1 hour 45 minutes regardless of the score. In the Bronco division, no new inning shall start after 1 hour 40 minutes and a drop dead time of 2 hours minutes regardless of the score. In the Pony division, no new inning shall start after 2 hours and a drop dead time of 2 hours 20 minutes. (Pony Interleague play could differ)
- F. A game must be at least one hour and fifteen minutes in length to be deemed official.
- G. At the umpire's discretion, an official game may be delayed, called, or canceled due to inclement weather, darkness or unsafe conditions.
 1. If such a game has completed at least one hour and fifteen minutes, the game shall revert to the last completed inning and be considered official.
 2. No team shall intentionally delay a game in order to take advantage of the reversion rule stated above. If, in the Umpire's discretion, a team is calling excessive timeouts, or employing other dallying tactics to delay a game's conclusion, the umpire can award a forfeit after one warning.

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3. Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute on Sundays, holiday weekends, early afternoon, and late evenings or on practice fields. Games that need to be made up are not guaranteed to be rescheduled if the league has a non-availability of fields or season length.
4. If games are canceled due to inclement weather, the VP of Baseball and/or Field Manager will attempt to contact all coaches. Teams that are not contacted must show for their scheduled game or risk a forfeit. The League Board of Directors will not take responsibility for teams that are not informed of cancellations.
5. It is the team manager's responsibility to report canceled games to the VP of Baseball and/or Field Manager.

Section 6 - Pitching Regulations

- A. PONY has implemented a new pitching rule (PITCH SMART), recommended by MLB. All player pitch divisions will use the following chart listed below. FVBSA local rules will follow the current PONY PitchSmart regulations even if updates to the FVBSA rules have not been updated. *Full PONY PitchSmart rules can be found in the PONY rule book located on WWW.PONY.ORG*

LEAGUE AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

DAYS REST= FULL CALENDAR DAYS (NOT 24 HOURS)

- B. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed. **NOTE:** The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.
- C. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- D. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties of the PONY RULE BOOK
- E. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

Section 7 – Standings

- A. Standings will be kept in all Divisions except in the Sandlot and Shetland divisions. The Manager of both teams is responsible for reporting the score and pitcher's innings within thirty-six (36) hours after each game by emailing the League Head Scorekeeper. (**EXCEPTION:** 24 hours for playoffs.) A failure to report game scores and innings within the required time period will result in a one game suspension of the non-reporting team's head coach. The Head Scorekeeper will notify the UIC of any violations of this rule. The UIC (with assistance of the FVPB VP of Baseball) will notify the head coach of his/her suspension.

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- B. Standings will NOT be kept for Fall.

Section 8 – Conduct at the Playing Field

- A. Any player, manager, coach or parent who makes unsportsmanlike remarks towards team members, fans or umpires will be subject to ejection. If the problem persists, the umpire will eject the offender from the premises. If the offender refuses to desist or to leave the premises, the umpire will forfeit the game in favor of the team not causing the disturbance.
- B. Coaches and team parents may not use tobacco products or drink alcoholic beverages during games or practices.
- C. Scorekeepers will not be interfered with during the game unless they are asked for assistance by the umpire or coaches.
- D. Any conduct issues will be addressed as defined by FVBSA Code of Conduct and Disciplinary policies.

Section 9 – Protests

- A. Intent to protest must be indicated to the plate umpire in accordance with FVBSA, FVPB and PONY Baseball rules. The official scorekeeper will note the time of the protest in the scorebook. Protests may be made on rule interpretation calls only, not judgment calls by the Umpire.
- B. A written protest must be submitted to the league Umpire in Chief within forty-eight (48) hours after the scheduled time of the game being protested. If the Umpire in Chief is not reachable, the written protest may also be given to the league President within the same forty-eight (48) hours. If neither is reachable, the written protest may lastly be given to the VP of Baseball within the same forty-eight (48) hours. No other Board Members may accept a written protest.
- C. Protests shall be recorded on a League protest form and contain all pertinent information relating to the protested situation.
- D. Protests shall be accompanied by a \$75.00 protest fee, which is refundable if upheld.
- E. The League Umpire in Chief will convene a Protest Committee and handle the protest in accordance with the League Bylaws. If the protest is denied by the Protest Committee, the game will stand as played. If the protest is upheld, the game will be replayed from the spot of the protest.

Section 10 – Tiebreakers

- A. Division tiebreakers will be determined by the following in order that they appear:
- Head to head
 - Runs allowed
 - Runs scored
 - Coin toss

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Article III. Special Rules for 4U – Sandlot Division Only

- A. All sections of Article I shall apply to the 4U - Sandlot Division.
- B. All sections of Article II shall apply to the 4U - Sandlot Division.
- C. The primary purpose of the 4U - Sandlot division is for instruction and fun. All players will play at all times.
- D. Goals to be obtained for 4U - Sandlot players are as follows:
 - 1. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
 - 2. To learn how to run the bases.
 - 3. To learn the basic rules of the game.
 - 4. The emphasis will be on learning not winning.
- E. Players to start game: no requirements
- F. This is a parent run division. Every player will be with a parent/guardian. If there is a parent/guardian not able to be at the game, the player is not able to play.
- G. Game time/Innings: One hour or four full innings, whichever comes first.
- H. Game Balls: A soft official PONY baseball will be supplied by the League.
- I. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1) Announce the last batter. The last player to bat in the inning will be permitted to run the bases in their entirety for a home run. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a home run.
- J. Position Rotation: Player rotations through all positions throughout the season are mandatory.
- K. Player Participation: All players play the field each inning.
- L. There will be no catcher position played in this division.
- M. Runners may advance only on a hit ball. All runners may advance home when the last batter puts the ball in play.
- N. Base lines shall be 50 feet in length. If the field being used is only equipped with 60-foot base pads, coaches may use temporary throw down bases if they would like to shorten the base lines to 50 feet in length.

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Article IV. Special Rules for 6U – Shetland Jr. Division Only

- A. All sections of Article I and Article II shall apply to the 6U
- B. Goals to be obtained for 6U - Shetland Jr. players are as follows:
 - 1. To learn the nine (9) positions, i.e. catcher, pitcher, etc.
 - 2. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
 - 3. To learn how to run the bases.
 - 4. To learn the basic rules of the game.
 - 5. The emphasis will be on learning not winning.
- C. Players to start game: no requirements
- D. Coaches: three offensives outside base paths, three defensive inside base paths.
- E. Game time/Innings: One hour and fifteen minutes or four full innings, whichever comes first.
- F. Game Balls: A soft official Pony baseball will be supplied by the League.
- G. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1). Announce the last batter. The last player to bat in the inning will be permitted to run the bases in their entirety for a home run. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a home run.
- H. Position Rotation: Player rotations through all positions throughout the season are mandatory.
- I. Player Participation: All players play the field each inning.
- J. **Batting**
 - 1. A "Machine Pitch" style of play will be in effect. The Coach shall throw five pitches to each batter from a PONY approved mechanical pitching machine.
 - 2. During the first half of the season if the batter cannot put the ball in play after the first five (5) pitches they may use a tee until the ball is put into play. (Changes may be allowed at VP discretion.)
 - 3. During the second half of the season the batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch. (Changes may be allowed at VP discretion.)
 - 4. Pitching Machine Specifications: Pitching Distance: 38 Feet. Settings for Pitching Machine are as follows: Power level =2; Micro Adjust = 3; Release Block = 3
 - 5. Bats: All tee ball bats and bats manufactured prior to 2018 are authorized to be used in this division. If using a tee ball bat manufactured prior to 2018, these bats must carry the USA Baseball mark accompanied by the following text: **"Only For Use with Approved Tee Ball Bat."** (For PONY tournaments only)
- K. The Manager or Coach shall pitch to their own team. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team. If the ball hits the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.
- L. Putouts: A player who is out on the base paths returns to the dugout. (Play will continue until the last batter in the line-up has completed their at bat).
- M. No bunting, no stealing, no leadoffs, no infield fly, no courtesy runner.
- N. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to "chase" the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than halfway to the next base when the ball is declared dead, they must return to the last base touched. All runners may advance home when the last batter puts the ball in play.
- O. When the ball is in possession by an infielder with their hands up play will be ceased, a judgment must be made whether the runner has gone beyond the halfway point between the bases at the time the play was ceased. If not, the runner will be required to return to the base in which they are coming from.
- P. Base lines shall be 50 feet in length. If the field being used is only equipped with 60-foot base pads, coaches may use temporary throw down bases if they would like to shorten the base lines to 50 feet in length.
- Q. Coaches shall umpire the game, No score or standings shall be kept in this division.

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Article V. Special Rules for 6U –Shetland Sr. Division Only

- A. All Sections of Article I shall apply to the 6U- Shetland Sr. Division.
- B. All sections of Article II shall apply to the 6U- Shetland Sr. Division except the following:
- C. **General**
 - 1. This division is designed for advanced Shetland players.
 - 2. Players to start a game: no requirements. Teams may play with any number of players.
 - 3. Coaches: Each team will have three coaches on the field.
 - 4. **Offense:** There will be two coaches outside base paths, and one at the pitching machine.
 - 5. **Defense:** There will be two coaches inside base paths, and one behind the plate
 - 6. Game time/Innings: A game in the Shetland Sr. Division will be no more than five innings. No new inning will start after one hour and 15 minutes. Each team will switch sides once the run max or 3 outs have occurred.
 - 7. Game Balls: A soft official Pony baseball will be supplied by the League.
 - 8. Bats: USA bats are required. All tee ball bats and bats manufactured prior to 2018 are authorized to be used in this division. If using a tee ball bat manufactured prior to 2018, these bats must carry the USA Baseball mark which can be affixed to the bat.
 - 9. Scoring: Both teams must keep track of the score during the game. Although useful, it is not necessary to keep an official scorebook. That will be left up to each coach's discretion. However, each head coach should confirm the game score with the umpire/Board Member at the end of the game. Each team is required to email the game score to the league Head Scorekeeper immediately following the game, so the brackets can be updated promptly. The Head Scorekeeper will notify you if there is a reporting discrepancy
 - 10. Umpires: Coaches shall umpire the game.
 - 11. Halfway-point between bases shall be marked by the coaches/umpire. This is to determine if the runner(s) proceeds to the next base or returns to the last base touched when "time" is called to render the play dead.
 - 12. Run Max Rule - No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
 - 13. The Pony Baseball "Mercy Rule" will be in effect, in which if a team is leading by 10 runs or more at any time after 4 innings and 3 ½ or more innings for the home team, the game will be considered complete.
 - 14. Infield fly rule is not in effect.
- D. **Defensive Positioning**
 - 1. All players will play in the field. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched.
 - 2. A catcher will be used during game play.
 - 3. There will be free defensive substitutions.
 - 4. Player Participation: All players play the field each inning and must bat.
 - 5. Position Rotation: Player rotation into the infield is mandatory. However, coaches may leave advanced skill players at key positions such as pitcher, catcher and first base.

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E. Pitching and Batting

1. All players will bat. Once a batting order is submitted to the scorekeeper it will not be changed, except for an injury.
2. A "Machine Pitch" style of play will be in effect. The Coach shall throw six pitches to each batter from a PONY approved mechanical pitching machine.
3. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch.
4. Pitching Machine Specifications: Pitching Distance: 38 Feet. Settings for Pitching Machine are as follows: Power Level = 2; Micro Adjust = 3; Release Block = 3
5. The manager or coach shall use the machine to his or her own team.
 - a. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team.
 - b. If the ball hits the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.
 - c. If the ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.
 - d. No dropped third strike rule.
 - e. There will be no bunting in this division.
6. The player fielding the pitcher's position shall take a position five (5) feet back from the rear of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.
7. When the ball is in possession by an infielder with his hands up play will be ceased. The umpire shall call "time". The ball is dead and shall be returned to the mound. If the lead base runner is not at least halfway to the base of intent when time is called, they must return to the prior base. A four (4) foot vertical chalk line will be placed halfway between bases (1st/2nd, 2nd/3rd, 3rd/home) to assist the umpire in determining the base runners position at the time that time is called.

F. Base Running

1. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to "chase" the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than halfway to the next base when the ball is declared dead he must return to the last base touched.
2. Once the ball becomes dead, a judgment must be made whether the runner has gone beyond the halfway point between the bases. If not, the runner will be required to return to the base in which they are coming from.
3. Scoring from third: Runners may only score from third on a batted ball.
4. Base stealing will not be allowed.
5. Overthrown balls that are thrown into out-of-play territory are dead and the coaches shall award bases as noted below.
 - a. Base runners who are not past the midpoint between bases shall return to the base they left without liability to be put out.
 - b. Base runners that are past mid-point between bases shall advance to the next base without liability to be put out unless a preceding runner occupies that base.
 - c. Base runners shall be allowed to advance only one base after the first overthrow and there can only be one overthrow per batted ball.

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Article VI. Special Rules for 8U –Pinto (Machine Pitch) Division Only

Section 1 – Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 8U Pinto Division.
- B. All sections of Article II shall apply to the 8U Pinto Division except the following.

Section 2 –The Game

- A. The distance between bases is 60 feet.
- B. The pitching machine is to be set 38 feet from home plate and set to 40 mph.
- C. Games will be six innings. No new innings may start after 80 minutes. Drop dead time is 90 min. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 12 minutes left on the clock then another inning will be played until the 90 min drop dead has been reached. When drop dead is reached, the score will revert back to the last completed inning.
- D. An inning started must be completed unless the time limit has expired or the home team is at bat and ahead when the 80 min limit is reached.
- E. A 15-Run Rule is in effect: If a team is leading an opponent by at least 15 runs after four or more complete innings, or after three and one-half innings, if the home team has the ten run lead, the game shall be terminated.
- F. **Run Max Rule**
 - 1. No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
 - 2. The run max rule will not apply starting in the 4th inning and beyond.
- G. **Defensive Positioning**
 - 1. There will be ten (10) defensive players allowed. A maximum of six (6) players may be positioned in the infield. Infielders with the exception of Catchers must remain 45 ft away from the batter until the ball has left the pitching machine. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched. Field positions are as follows:

<u>INFIELD</u>		<u>OUTFIELD</u>	
Pitcher	Catcher	Left Fielder	Center Fielder Right Fielder
First Baseman	Second Baseman	Left Center Fielder (between left and center field)	
Third Baseman	Shortstop		

- 2. All field position designations above except for the basic nine (1-9) are alternate positions, and the coach may adjust their player's positions as required by game situation and number of players available. The above positions are only suggested positions and are not mandatory.

Section 3 – Pitching and Batting

- H. "Machine Pitch" style of play will be in effect.
 - 1. There will be no walks issued to any batter. There will be a maximum of 6 pitches per at bat. The Machine will be fed by a coach from the offensive team. The batter shall be declared out after three (3) swinging strikes OR after failing to put the ball into play after the maximum of six (6) pitches. (**EXCEPTION:** See foul balls on the 6th pitch below)

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- I. Pitching Machine (wheeled style machine) to be placed approximately 38 feet from home plate. The speed of the machine will be set at 40 MPH. It is not allowed to agree to pitch slower than 40 MPH. Both coaches and the umpire must, before the start of the game, agree that the machine is properly set with pitches over the plate and within the strike zone. It is not permitted to adjust the machine every inning or even between batters within an inning. Only the umpire may adjust the machine after the start of the game and shall consider fairness for each team prior to making any adjustments.
- J. A properly equipped catcher will be positioned behind the plate. A coach from the defensive team will be positioned behind home plate to back up the catcher.
- K. The Coach must stay near the pitching machine after the ball is hit but must make an attempt to avoid causing interference.
 - 1. If a batted ball strikes the pitching machine and remains in fair territory it is a live ball. If a batted ball strikes the pitching machine and goes into foul territory the ball is dead, the batter is awarded first base and all other runners advance one base (if forced). If the batted ball hits the coach feeding the pitching machine, the ball is dead, and the pitch is a foul strike, and runners may not advance.
- L. The Umpire will not call balls and strikes but will keep a count of pitches and swinging strikes on the batter. A batter can strike out swinging, strike out not swinging at the last available pitch or hit the ball into play. A caught foul tip third strike by the catcher will be considered a strike out. A dropped foul tip third strike will be called a foul ball and a batter will continue to bat.
- M. 6th Pitch Foul Balls : On the 6th and subsequent pitches if a player hits a foul ball they will be given an additional pitch. This will continue until the batter either puts the ball in fair play or misses the ball. Foul balls will allow the at bat to continue.
- N. The player fielding the pitcher's position shall take a position five feet (5') to the rear of the pitching machine and three feet (3') to the left or right. It is recommended but not required that the pitcher wear a batting helmet or other protective headgear.
- O. There will be no bunting or soft swinging. Should this occur the pitch is a strike and the ball is dead. Runners shall not advance.
- P. Base runners shall be allowed to advance only one base after the first overthrow and there can only be one overthrow per batted ball. Advancement on a 2nd overthrow, which remains in the field of play, shall be at the base runner's own risk and the runner may be thrown out. If the runner advances safely, the runner must return to the base where the second overthrow was made.
- Q. The Manager or coach may call one defensive timeout per inning.

Section 4 –Base Running

- A. When a ball is hit in play, base runners may advance at will until the umpire calls time. (Time should be called when fielders have stopped the progress of all runners.). When time is called the ball shall be returned to the coach pitcher / Umpire. **(EXCEPTION: one base per overthrow and only one overthrow per batted ball)**. (Umpires will return runners to the correct bases after all play has ended)
- B. Base runners must remain in contact with the base they occupy until the machine-pitched ball passes the plate or is hit. There will be no stealing allowed. Penalty for leaving the base early is the runner will be called out.
- C. Thrown balls that are over thrown into out-of-play territory are dead and the umpire shall award bases as appropriate.
- D. Players must slide feet first.

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Section 5 - Minimum Play Requirements

- A. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
- B. Every player plays the entire game offensively and no player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
- C. Any player, positioned in the infield that is moved to the outfield or the bench in the middle of an inning will not be considered as having played in the infield. Conversely, a player positioned in the outfield that is moved to the infield in the middle of an inning will not be considered as having played in the infield. Therefore, such a player must play an “entire” inning in the infield.
- D. Any bench player that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
- E. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
- F. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following **PENALTY:**
 - 1. The manager is suspended from the next scheduled game and/or games.
 - 2. The player, impacted by the violation of the ruling, shall play in its entirety, the next 2 scheduled games.
 - 3. The Board of Directors may further sanction repeat offenders.
- G. The manager has the authority prior to a game to decrease a player’s playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player’s time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
- H. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- I. Minimum play rules will change for the End of Season tournament. Refer to the End of Season tournament section in the sections below.

Section 6 – General Rules

- A. A maximum of three offensive coaches (one in each coach’s box, and one feeding the pitching machine) and three defensive (two only on along the outfield foul lines at the edge of grass and one coach backing up the catcher) coaches are allowed on the field during play. Midway through the season the VP of Baseball will notify all managers and coaches that no coaches will be allowed on the field defensively with the exception of a coach to back up the catcher on pitched balls.
- B. An official PONY baseball will be supplied by the League.
- C. No metal cleats will be allowed in the division.
- D. Protective cups must be worn in this division.
- E. It is highly recommended that all batters in the Pinto division wear a helmet with a facemask when batting.
- F. No more than four badged volunteers are allowed in each dugout.
- G. **The infield fly rule is not in effect.**
- H. **Dropped third strike does not apply.**

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Article VII. Special Rules for 10U - Mustang Division Only

Section 1 – Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 10U Mustang Division.
- B. All sections of Article II shall apply to the 10U Mustang Division except the following.

Section 2 – The Game

- A. Distance between bases is 60 feet.
- B. Pitching is 46 feet from home plate.
- C. Home Run field dimensions are reduced. See Article II, Section
- D. Games will be six innings. No new innings may start after one hour and thirty minutes. Drop dead at one hour and 45 minutes. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 10 minutes left on the clock then another inning will be played until the no new inning or drop dead rule has taken effect. When drop dead is reached, the score will revert back to the last completed inning.
- E. An inning started must be completed unless the time limit has expired, and the home team is at bat and ahead.
- F. The PONY Baseball 10-Run Rule is in effect: If a team is leading an opponent by at least ten runs after four or more complete innings, or after three and one-half innings, if the home team has the ten run lead, the game shall be terminated.
- G. No metal cleats are allowed in the Mustang division.
- H. **Run Max Rule**
 - 1. No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
 - 2. The run max rule will not apply starting in the 4th inning and beyond.

Section 3 – Pitching and Batting

- A. Please see the pitch chart for the required number of rest days for the number of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*
- B. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- C. Number of pitches shall be recorded on the score report form when reporting the score to the league's head scorekeeper.
- D. Once a pitcher is removed from the mound he may not return to the mound.
- E. Balks will be called for learning purposes only during the first half of the season. Base runners cannot be called out on a balk and all base runners must return to the base occupied at the time of pitch. Balks will be enforced during the second half of the season with one warning per pitcher.
- F. The manager or coach may call one defensive timeout per inning. On his second trip to the mound he must remove the pitcher.

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- G. The number of warm-up pitches between innings will be limited to five (5). New pitchers entering the game will be allowed eight (8) pitches.
- H. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
- I. The infield fly rule is in effect.
- J. Dropped third strike is in effect.
- K. Bunting is allowed.

Section 4 –Base Running

- A. When a ball is hit in play, base runners may advance until the ball is declared dead.
- B. Runners at first and second bases may lead off and steal bases, as in Official Baseball Rules, but runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until when pitching, the ball leaves the pitcher's hand. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave base before the pitched ball leaves the pitcher's hand they shall be called out and the pitch shall be considered as a dead ball.
EXCEPTION: A runner on third may attempt to score on a batted ball, passed ball, attempted pick off play by the catcher at 3rd base or dropped 3rd strike, but does so at their own risk.
- C. Base runners at first and second bases will only be permitted to advance only one base per steal attempt regardless of overthrows from catchers on steals. In the event of an overthrow from the pitcher on an attempted pick-off or an overthrow from the catcher on an attempted pick-off runners may only advance one base at their own risk and the runner may be thrown out. Runners who have advanced more bases than permitted will be returned to the appropriate base by the umpire.
EXCEPTION: Balls thrown out of play, bases will be awarded by umpire accordingly.

Section 5 - Minimum Play Requirements

- A. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only.
PENALTY: Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
EXCEPTION: If a game does not complete four full innings due to time limits, it is understood that some players scheduled to play infield in the fourth inning may not get rotated in. This should only happen on an exceptional basis. Should it occur, it is recommended that the player(s) that did rotate into the infield start the next game in the infield.
- B. Every player plays the entire game offensively and no player shall sit a second inning until all players have sat one inning for the first six innings of a regulation game. If the game is forced into a 7th inning or more then no player can sit two consecutive innings will be in effect.
PENALTY: Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
- C. Any player, positioned in the infield that is moved to the outfield or the bench in the middle of an inning will not be considered as having played in the infield. Conversely, a player positioned in the outfield that is moved to the infield in the

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middle of an inning will not be considered as having played in the infield. Therefore, such a player must play an “entire” inning in the infield.

- D. Any bench player that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
- E. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
- F. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
 - 1. The manager is suspended from the next scheduled game and/or games.
 - 2. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - 3. The Board of Directors may further sanction repeat offenders.
- G. The manager has the authority prior to a game to decrease a player’s playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player’s time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately, and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
- H. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- I. Minimum play rules will change for the end of season tournament. Refer to the End of Season tournament section in the sections below.

Section 6 – General Rules

- A. An official PONY baseball will be supplied by the League.
- B. No metal cleats will be allowed in the division.
- C. Protective cups must be worn in this division.
- D. No more than four badged volunteers in each dugout.

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Article VIII. Special Rules for 12U - Bronco Division Only

Section 1 – Application of League Rules and Regulations

- E. All sections of Article I shall apply to the 12U Bronco Division.
- F. All sections of Article II shall apply to the 12U Bronco Division except the following:

Section 2 – The Game

- A. The distance between bases is 70 feet.
- B. Pitching is 50 feet from home plate.
- C. Games will be seven (7) innings. No new innings may start after 1 Hr. 40 Minutes. Drop Dead time is 2 hours. Extra innings are allowed within the official PONY rules subject to time limitations (ties are allowed). For example: if the game is tied after 6 innings and there are 10 minutes left on the clock then another inning will be played until the no new inning rule has taken effect. When drop dead is reached, the score will revert back to the last completed inning.
- D. Games will be considered complete after a minimum of three (3) innings, and a maximum of seven (7)
- E. **Max Run Rule**
 - 1. A “Continuation” RULE is in effect in the Bronco Division. On a play where the 6 run-per-inning limit is reached, that play will continue with additional runs counting, until the umpire has determined it to be over. This may result in up to 3 additional runs being scored.
 - 2. No more than 6 runs (plus continuation) in an inning will be scored in the first four (4) innings of play. In innings 5, 6, and 7 each team will be allowed to score a maximum number of runs that will be equal to the lowest roster present.
- F. The “Mercy Rule” will be in effect, in which if a team is leading by 10 runs or more at any time after 5 complete innings (4 ½ innings if the home team is leading), the game will be considered complete.

Section 3 – Pitching and Batting

- A. Please see the chart for the required number of rest days for the number of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*
- B. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- C. Number of pitches shall be recorded on the score report form when reporting the score to the league’s head scorekeeper.
- D. The manager or coach may call one defensive timeout per inning. On his second trip to the mound he must remove the pitcher.
- E. Once a pitcher is removed from the mound he may not return to the mound.
- F. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed ten pitches.
- G. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available
- H. Metal cleats will be allowed in the division.

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- I. **No metal cleats on portable mounds.** The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
 - 1. (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of pitches pitched for that day.
 - 2. (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
 - 3. (Penalty) 3rd offense = same as above AND the Manager will appear before the board

Section 4 - Base Running

MLB and Pony Baseball rules shall apply.

Section 5 - Minimum Play Requirements

- J. No player shall sit two (2) consecutive defensive innings in a row.
- K. No player shall sit defensively for a second inning until all players have sat out at least one inning.
- L. Each player shall receive at least one (1) at bat in every game.
- M. Allowances may be made only for games shortened by rain, darkness or other unforeseen circumstances such as injury or illness. No allowances shall be made for any game played the regulation number of innings.

Section 6 - General Rules

- A. All games shall be played in accordance with official PONY Baseball Rules and Regulations and the Rules of Major League Baseball, subject to the General League Rules defined in this document.
- B. All divisions shall bat the roster and employ free defensive substitutions subject to the minimum play rules defined in this document. Exception: The pitcher may not return to pitch once removed.
- C. If a player is unable to bat due to injury, illness or other reason, that player shall be recorded as an out one time and one time only, then removed from the lineup.
- D. If a player is unable to bat due to ejection, that player shall be recorded as an out every time that spot comes up in the lineup.
- E. Once removed from the lineup, the player may not return to the game.
- F. **Safety / Malicious Play**
 - 1. Base runners shall slide or avoid contact with the defensive player during a play at any base, including home. Incidental contact, in the judgment of the umpire, may be allowed.
PENALTY: *The base runner shall be called out.*
 - 2. A player may be ejected from the game for play deemed by the umpire to be unsafe or intended to harm an opposing player.
- G. Bronco games shall be played under official PONY Baseball Rules and Regulations, subject to the general league rules defined in this document.
- H. An official PONY baseball will be supplied by the league.
- I. Metal cleats will be allowed in the division. The pitcher shall wear rubber cleats or tennis shoes when on a portable mound.
- J. Protective cups must be worn in this division.
- K. No more than four badged volunteers in each dugout.

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Article IX. Special Rules for 14U/16U - Pony/Colt Division Only

Section 1 – Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 14U Pony and Colt Division.
- B. All sections of Article II shall apply to the 14U Pony and Colt Division except the following:

Section 2 – The Game

- A. Distance between bases is 80 feet. Colt is 90 feet.
- B. Pitching is 54 feet from home plate. Colt is 60 feet
- C. Games shall be seven (7) innings in duration. No new innings shall start after 2 Hours. Drop dead time at 2 hours and 20 minutes. **(Exception)** There will be no Drop Dead time when playing Interleague games. When drop dead is reached, the score will revert back to the last completed inning.
- D. Extra innings are allowed if there is time allowable after the end of regulation length.
- E. Run mercy will be 15 runs after 4 innings, 10 after 5 innings.

Section 3 – Pitching and Batting

- A. Please see the chart for the required number of rest days for the number of pitches thrown. *Official PONY Tournament rules will be followed during the End of Season Tournament.*
- B. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- C. Number of pitches shall be recorded on the score report form when reporting the score to the league's head scorekeeper.
- D. The manager or coach may call one defensive timeout per inning. On his second trip to the mound he must remove the pitcher.
- E. Once a pitcher is removed from the mound he may not return to the mound.
- F. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed ten pitches.
- G. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
- H. Metal cleats are allowed in the division.
- I. **No metal cleats on portable mounds.** The pitcher shall wear rubber cleats or tennis shoes when a portable mound is being used.
 - 1. (Penalty) 1st offense = pitcher removed from the mound and charged maximum number of pitches pitched for that day.
 - 2. (Penalty) 2nd offense = same as above AND the Manager will be suspended for at least one game.
 - 3. (Penalty) 3rd offense = same as above AND the Manager will appear before the board

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Section 4 - Base Running

MLB and Pony Baseball rules shall apply

Section 5 - Minimum Play Requirements

- A. Each player shall be required to play one-half of each game when in attendance at the start of a game. One-half game shall be defined as:
 - 1. Four to 5-1/2 innings: Two (2) innings (6 defensive outs)
 - 2. Six to seven innings: Three (3) innings (nine defensive outs)
 - 3. No player shall sit two (2) consecutive defensive innings in a row.
 - 4. No player shall sit defensively for a second inning until all players have sat out at least one inning.
 - 5. Each player shall receive at least one (1) at bat in every game.
- B. Allowances may be made only for games shortened by rain, darkness or other unforeseen circumstances such as injury or illness. No allowances shall be made for any game played the regulation number of innings.

Section 6 – General Rules

- C. All games shall be played in accordance with official PONY Baseball Rules and Regulations and the Rules of Major League Baseball, subject to the General League Rules defined in this document.
- D. All teams shall bat the entire roster and employ free defensive substitutions subject to the minimum play rules defined in this document. **EXCEPTION:** The pitcher may not return to pitch once removed.
- E. If a player is unable to bat due to injury, illness or other reason, that player shall be recorded as an out one time and one time only, then removed from the lineup.
- F. If a player is unable to bat due to ejection, that player shall be recorded as an out every time that spot comes up in the lineup.
- G. Once removed from the lineup, the player may not return to the game.
- H. Metal cleats will be allowed in the division.
- I. **NO metal cleats on the portable mounds.** The short portable mound will be used for this division. If the shorter mound is not available, the extended mound will be used, and the pitcher shall wear rubber cleats or tennis shoes when on the mound.
- J. Protective cups must be worn in this division.
- K. No more than four badged volunteers in each dugout.
- L. **Safety / Malicious Play**
 - 1. Base runners shall slide or avoid contact with the defensive player during a play at any base, including home. Incidental contact, in the judgment of the umpire, may be allowed. **PENALTY:** The base runner shall be called out.
 - 2. A player may be ejected from the game for play deemed by the umpire to be unsafe or intended to harm an opposing player.

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Article X. Special Rules for End of Season Tournaments

Section 1 – Seeding

- A. **SPRING SEASON:** The teams will be seeded in the SPRING as follows:
 - 1. Higher seeded teams will play lower seeded teams. (1 is considered highest seed)
 - 2. Higher seeded teams may have a first round bye depending upon the number of teams in the division.
 - 3. The team with the higher seed will be the home team and take the 3rd Base dugout.
 - 4. Home / visitor teams will be determined by a coin toss in the loser bracket/elimination games.
- B. Should a team with a lower seed advance to the championship game; the team advancing from the winner's bracket will be the home team.
- C. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.
- D. **FALL SEASON:** The teams will be seeded in the Fall as follows:
 - 1. Standings will not be kept for fall.
 - 2. Teams will be seeded from a HAT DRAW to determine initial seeding only (first game), home and away will be determined by a coin flip for all remaining games in both winners and losers bracket.
 - 3. In the championship game the team advancing from the winner's bracket will be the home team.
 - 4. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.

Section 2 – Special Rules for All Divisions except Shetland

Changes to Regular Season Rules - the End of Season Tournament is intended to be competitive competition; as such the following special rules apply only to French Valley PONY End of Season Tournaments. All regular season rules apply except for the following:

- A. No on-field practices are allowed during the EOS Tournament (exception for Inter League). No fields will be assigned to teams once the divisional EOS begins. Player rotation into the infield is not mandatory. However, no player shall sit two consecutive innings defensively.
- B. Official PONY Tournament rules will be used during the End of Season Tournament.
- C. There will be no drop dead rule in EOS. The no new inning time will remain the same for all divisions and the inning will be allowed to be completed once the no new time is reached.
- D. The format will be double elimination. FVBSA reserves the right to go to a single elimination schedule for the EOS Tournament for Pinto/Mustang/Bronco & Pony divisions when extenuating circumstances dictate (weather, field availability, etc.).

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Section 3 – Special EOS Rules for Shetland Division

Changes to Regular Season Rules - the End of Season Tournament is intended to be competitive competition; as such the following special rules apply only to the FVPBA End of Season Shetland Tournament. The End of Season Shetland Tournament seedings will be randomized for no regular season standings are kept. Regular season Shetland rules are not in effect.

- A. Players to start a game: no requirements. Teams may play with any number of players.
- B. Coaches: Each team will have three coaches on the field.
 - 1. **Offense:** Two coaches outside base paths, one at the pitching machine.
 - 2. **Defense:** Two coaches inside base paths, one behind the plate.
- C. Game time/Innings: A tournament game in the 6 and Under Shetland Division will be no more than five innings. No new inning will start after one hour and 15 minutes. Each team will switch sides once the run max or three (3) out have occurred.
- D. Game Balls: A soft official Pony baseball will be supplied by the League.
- E. Scoring: Both teams must keep track of the score during the game. Although useful, it is not necessary to keep an official scorebook. That will be left up to each coach's discretion. However, each head coach should confirm the game score with the umpire-Board Member at the end of the game. Each team is required to email the game score to the league Head Scorekeeper immediately following the game, so the brackets can be updated promptly. The Head Scorekeeper will notify you if there is a reporting discrepancy.
- F. Umpires: FVBSA Board Members will umpire Shetland tournament games. All calls are final. There will be no protests allowed in Shetland tournament play. Should a dispute arise, the umpire-Board Member and both team managers will meet to discuss and resolve the dispute.
- G. Run Max Rule - No more than five runs are allowed in one inning. If runners are on base and more than five runs score before the play is completed, play will be allowed to continue, but only the max allowed runs will count.
- H. The Pony Baseball "ten run rule" will be in effect, in which if a team is leading by 10 runs or more at any time after 4 innings and 3 ½ or more innings for the home team, the game will be considered complete.
- I. No Infield fly rule is in effect.
- J. **Defensive Positioning**
 - 1. All players will play in the field. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched.
 - 2. A catcher will be used in tournament play.
 - 3. There will be free defensive substitutions.
 - 4. Player Participation: All players play the field each inning and must bat.
 - 5. Position Rotation: Player rotation into the infield is mandatory. However, coaches may leave advanced skill players at key positions such as pitcher, catcher and first base.

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K. Pitching and Batting

1. All players will bat. Once a batting order is submitted to the scorekeeper it will not be changed, except for an injury
2. A "Machine Pitch" style of play will be in effect. The Coach shall throw six pitches to each batter from a PONY approved mechanical pitching machine.
3. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch.
4. Pitching Machine Specifications: Pitching Distance: 35 Feet. Settings for Pitching Machine are as follows: Power Level = 2; Micro Adjust = 3; Release Block = 3
5. The manager or coach shall use the machine to his or her own team.
6. If the ball hits the machine and stays in play, the ball is live and should be played by the defensive team.
7. If the ball hits the machine and goes into foul territory, the ball is considered dead and the batter is awarded first base and all runners advance one base.
8. If the ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.
9. No dropped third strike rule.
10. There will be no bunting in this division.
11. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.
12. When the ball is in possession by an infielder with his hands up play will be ceased. The umpire shall call "time". The ball is dead and shall be returned to the mound. If the lead base runner is not at least halfway to the base of intent when time is called, they must return to the prior base. A four (4) foot vertical chalk line will be placed halfway between bases (1st/2nd, 2nd/3rd, 3rd/home) to assist the umpire in determining the base runners position at the time that time is called.

L. Base Running

1. When a ball is hit in play, base runners may advance until the ball is declared dead. If the players continue to "chase" the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than halfway to the next base when the ball is declared dead he must return to the last base touched.
2. Once the ball becomes dead, a judgment must be made whether the runner has gone beyond the halfway point between the bases. If not, the runner will be required to return to the base in which they are coming from.
3. Scoring from third: Runners may only score from third on a batted ball.
4. Base stealing will not be allowed.
5. Thrown balls that are over thrown into out-of-play territory are dead and the coaches shall award bases as noted below.
6. Base runners who are not past the midpoint between bases shall return to the base they left without liability to be put out.
7. Base runners that are past mid-point between bases shall advance to the next base without liability to be put out unless a preceding runner occupies that base.

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Article XI. Special Rules for All Star Teams (SPRING SEASON)

Section 1 – All Stars Overview

The All-Star program offers competitive baseball to players who have participated in the League's Recreational program. FVBSA will field PONY All Star teams in each division, as seen appropriate. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

The goal for this program is to prepare and field the most competitive teams the league can produce to succeed in the PONY Championship series, starting with the Southeast District Tournament. An equal goal is the selection of managers, coaches, and players who will be good ambassadors for the league, demonstrating the quality of our organization. To accomplish this goal, the managers and players will be selected as follows.

- A. Ranger Hybrid Select All Star Team - With the proposal of the Select Coordinator, and approval from the Executive Board, a Ranger Hybrid Select All Star Team may be formed by division. Players will participate in the Recreational Season and the Select Team may form and gather on off-days (i.e Sundays) to participate in practices and tournaments. Players selected to the team will represent FVBSA in the PONY All-Star season. On April 1st the players formally commit to the Ranger Hybrid Select All Star Team or choose to leave and tryout for the Recreational All Star Team (the Select team must have a minimum of 9 commits to proceed). The Ranger Hybrid Select All Star Team may fill roster spots up until nominations are posted for the Recreational Program. If additional players are needed after nominations, they may be added to the Select team from the list of players who did not make the Recreational All Star team. The player to be added must have been nominated and attended the Recreational All Star Tryouts.

Section 2 – Player Eligibility

- A. Player eligibility for the All-Star program is based upon participation in the League's Recreational program. Only players who have participated in one-half (1/2) of their recreational team's regular season completed games may participate in the All-Star Program. The definition of participation is per PONY rules.
- B. Any player who has played in a higher age division during the Recreational Spring season must play in the higher division for All Stars. **EXCEPTION:** *if a player played more than half of the games in a lower division, they may assess for the lower division.*
- C. Players representing FVPBA must live within the designated league boundaries as certified PONY baseball. FVPBA boundaries will be effective starting Spring 2013.

Section 3 - Applications and Participation

- A. Players on the All-Star team will be playing against teams from other leagues and communities and thus are representatives of the French Valley PONY Baseball. Participation should be considered a privilege by the parents and players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly upon the League may be removed from the team.
- B. There are no minimum participation requirements or guarantee of playing time in the All-Star Program. Coaches are encouraged to make the best use of the players on their roster but there is no guarantee that players will play for a specified amount of time or in a specified position.
- C. Prospective players and parents should carefully read the All-Star rules and the Application Form to determine the level of commitment required and what is expected from them to participate in the All-Star Program.

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- D. **Once again, because of the competitive nature of tournament team play, Managers are under no obligation to guarantee a minimum amount of playing time to any player.**

Section 4 - Fees and Associated Costs

- A. There is a fee (determined by the Board) payable to French Valley PONY for participation in the All-Star program. The fee will cover the cost for a complete All-Star uniform (jersey(s), pants, socks, and hat) and cover the costs for a set amount of tournaments (determined by the All-Star Coordinator and approved by the Board of Directors) that the league will participate in. The fee may also, at the committee's discretion, cover the cost of other equipment (e.g., helmets, bags, etc.)
- B. FV PONY will provide each All-Star team a paid entry into a designated number of pre-district tournaments (the number will be determined by the All-Star Committee), our own hosted tournament (if an FV tournament is held) and the District tournament. If any All-Star teams qualify for Regional PONY sanctioned tournaments, those fees will be covered by the league.
- C. Any additional tournaments the team(s) wishes to participate in will be the team's responsibility and will not be paid for by the League.
- D. Any additional equipment and/or accessories not provided by the league will be the team's responsibility and will not be paid for by the league. These items are optional and are not required to participate in tournament play, the team as a whole must be in agreement to purchase these items.
- E. There is a minimum sponsorship requirement per team. The minimum sponsorship fee is intended to offset player registration fees and will assist in covering the costs of uniforms and All-Star tournaments. The minimum is determined by the All-Star Committee. Any team not meeting the minimum sponsorship amount will be required to reimburse the league for the amount they are short. The minimum sponsorship fee must be turned in to the league Sponsorship Coordinator no later than the second Sunday in June. Sponsorships exceeding the minimum sponsorship requirements may be used by the team for approved team expenses.
- F. Teams are highly encouraged to plan and participate in fundraisers and are free to solicit to the team members' families, friends and associates for funds to be applied towards that team's expenses not covered by the League.
- G. If a team solicits sponsorship or fundraising revenue on behalf of FV PONY, any funds derived from those sources must be turned over to FVBSA prior to disbursement back to the team. This is to ensure that all revenue donated to the team is appropriately reported by the league.

Section 5 - Uniforms

- A. Uniform design will be determined by the All-Star Coordinator and the All-Star Committee. Any deviation from the approved design is not permitted.
- B. Jackets can be ordered and purchased at the time All Star fees are collected. We will only make this available one time prior to the All-Star season starting.

Section 6 – Player Selection

To ensure that All Star players are selected for their ability and talent, FV PONY utilizes a four-phased selection process.

- Head Coach Player Nominations
- Player Evaluations (40% of score)
- Head Coach Ranking (60% of score)

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- All Star Committee Review and Approval

A. Head Coach Player Nominations

1. All Star candidates will be nominated by their regular season coaches. The number of candidates selected from each team will be determined by the Board of Directors and will be based upon the number of teams in each division, the quality of the participants and availability of qualified coaches.
2. Coach nominations should be based upon skill level and contribution to the team. Where available the coach should also utilize statistics when making his/her selections.
3. Coaches will forward their All-Star candidates list to the All-Star Coordinator.
4. Any player who has played in a higher age division during the Recreational Spring season but has played more than half of the games in the lower division can be nominated in either division.
5. The Board reserves the right to add additional players to the nominations list should it appear a player was overlooked. All additional player nominations will be reviewed and approved by the All-Star Committee before being allowed to participate in evaluations.
6. Upon approval by the All-Star Committee, the Nominations List will be posted on the FVPBA web site. Candidates should respond back to the All-Star Coordinator indicating whether they will attend evaluations.

B. Player Evaluations (40% of score)

1. FV PONY will conduct an All-Star Evaluation for each age division. The Evaluation could be conducted over a one to two-day period as designated by the All-Star Committee. The All-Star Committee will determine the length of the evaluation. The All-Star Committee reserves the right to cancel an evaluation should the number of All Star nominees equal the amount of available players needed to field a team. (This is most likely to occur in the lower divisions.)
2. The Evaluation Clinic will be held in late April/early May, but no later than the first weekend in the month of May.
3. It is mandatory that all players attend the Evaluation Clinic, in order to be selected for the All-Star team. Exception: the coaches' pick may be used to award a slot to an All-Star nominee that could not attend Player Evaluations.
4. All Star nominees will be assessed on several skills such as hitting, fielding ground balls, catching fly balls, etc. All Star nominees will be given a raw score for each skill assessed. For example, the player will hit 10 ground balls. If the player correctly fields 6 of the 10 ground balls they will receive a score of 6 out of 10 for ground balls. The player will receive 5 pitches; if the player hits 4 out five pitches they will receive a score of 4 out of 5. All players should receive the same number of attempts for each skill. Should a player receive a wild pitch or wild hit during the assessment, an additional attempt may be given upon approval from an All-Star Committee member.
5. There will be no subjective scoring during the evaluation clinic, only the raw scores for each skill will be recorded.
6. Assessment ratings will be recorded by coaches, parents or league personnel as designated by the All-Star Committee.
7. At the conclusion of the All-Star Evaluation, the assessment rating sheets will be given to the All-Star Coordinator.
8. The All-Star Committee will tabulate the assessment score.

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9. The Evaluation Clinic counts towards 40% of the selection criteria.

C. Head Coach Ranking (60% of score)

1. In addition to evaluations, head coaches will also provide player rankings of their respective nominations. Coaches should be as objective as possible. Coaches should rank players based upon their playing abilities as it is the goal to select the most competitive team possible to represent FV PONY.
2. Upon receipt of all the individual team lists, a compiled master list of all players will be made. The complete lists will be sent back to the coaches so they can rank all the nominated players within their division. These rankings should be based on what the coach has seen from the players throughout the season.
3. Head coaches will meet to discuss and revise (if necessary) the master listing. Only head coaches will be allowed to attend this meeting. Should a head coach be unable to attend, they may send one assistant coach to represent them. Coaches are required to bring their scorebooks (and any statistics they may have) to this meeting for reference.
4. Each coach will discuss their players with the other coaches and the All-Star Committee. The coach should objectively explain each player's strengths and weaknesses.
5. At the conclusion of the discussion, each coach will provide a ranking of players within their division. The number of players ranked will be determined by the Board of Directors and will be based upon the number of teams, the number and quality of the participants and availability of qualified coaches (e.g., 15 top players ranked for 8U).
6. The coaches' rankings will then be summarized and totaled to come up with a divisional ranking. The coaches' ratings for players from their own teams will not be counted towards the overall rankings.
7. It is sometimes typical for players playing down from an older division not to receive ratings from the coaches in the lower division. However, these players have likely demonstrated an advanced skill level by playing in the older division. Because of this, the All-Star Committee reserves the right to add a supplemental score to the coaches' ratings of players assessing down from an older division. Should the All-Star Committee need to add a supplemental score to a player, the reason for the addition must be clearly documented in writing and maintained with the All-Star rating information.
8. At the conclusion of the All-Star Evaluation, the assessment rating sheets will be given to the All-Star Coordinator.
9. The All Star Committee will review and certify the coaches' rankings, Should any extreme variances exist between the coach rankings (e.g., four coach give a player a number one ranking (resulting in 12 points) and the last coach ranks that same player last (resulting in 0 points), the All Star Committee will perform the necessary due diligence to determine the reason for the variance. This could include additional discussion with coaches, a review of evaluation results and/or review of score books. If it is determined that a coach has unfairly rated a player; the All-Star Committee reserves the right to add a supplemental score to the coaches' ratings. Should the All-Star Committee need to add a supplemental score to a player, the reason for the addition must be clearly documented in writing and maintained with the All-Star rating information.
10. The Head Coach assessment counts towards 60% of the selection criteria.

D. All Star Committee Assessment

1. The All-Star Committee will attend player evaluations.
2. The All-Star Committee will review the data provided from evaluations and the head coaches.

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3. Upon review of all data the All-Star Committee will tabulate the results and certify the All-Star team.
4. The top eleven rated players automatically make the All-Star team.
5. The All-Star team head coach will name one additional player to the team. This player pick is based upon the coach's subjective assessment. This player does not necessarily have to be the 12th ranked player, but must come from the list of nominated players. The coach pick could be a player they may not have been able to attend assessments.

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E. All Star Player Notification

1. Upon All Star Committee approval, the approved list of All Star Players will be posted on the FVBSA web site.
2. Players will be contacted by their coaches immediately after player rosters have been posted on the FVBSA web site.
3. All players and parents must attend a mandatory All-Star meeting which will be scheduled immediately after All Star selections have been announced.

Section 7 - Manager Selection

- A. Any FV PONY coach who is interested in managing an All-Star team may apply for the All-Star Manager position. The applicant must be background checked and be on a coaching staff of an FVBSA team during the current recreational season.
Exception: *if no coaches apply to coach the team, the board will consider non-coach candidates to serve as head coach.*
- B. Coaches may submit their application of interest to the All-Star Coordinator "at a date determined by the Board of Directors". The All-Star Committee will then review the applications and select the managers for the All-Star teams. The Board shall consider the following before approving the manager selections:
 1. The leadership and competence the manager/coach has demonstrated during the season. The coach must be in good standing with FVBSA (if the applicant has previously coached in the league).
 2. End of Season coach evaluations.
 3. Coaching experience. The committee will consider candidates past coaching experience. Past All Star, travel ball and rec. Ball coaching experience will be considered.
 4. The sportsmanship the manager/coach has displayed on and off the field during the current and past seasons.
 5. The ability of the manager/coach to hold frequent and quality practices.
 6. The ability of the manager/coach to effectively teach players and treat them with respect.
 7. Other factors that the Board feels are relevant.
 8. In the event that there are more qualified managers than needed, the All-Star Committee shall pick those that they deem best qualified.

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Revisions Log

Date	Version	Revision Description
2/20/2013	2013.1	Removed admin rules that apply to both leagues. Re formatted document.
4/5/2013	2013.2	Added Mustang 2 nd half season rule opening 3 rd base. Also removed penalty for not announcing pitching change. Pitching change must still be announced but it is not considered an illegal substitution. Finally, tournament pitching rules were amended to reflect official PONY tournament rules for max innings and rest between games.
4/22/13	2013.3	Added back all-star rules
1/15/2016	2016.1	Added Playing rules to Shetland Sr. Division
2/16/2017	2017.1	Added time limit to EOS rules
1/30/2018	2018.1	Added 1) new bat rules, 2) new pitching rules, 3) mercy run rule for Pony division.
02/28/2022	2022.1	Reformatted Document Updated Pony Pitch Smart Rules. Mustang Baserunning removed 1st/2nd Half rules. Rules are all season. Removed EOS pitching rules-PitchSmart is in effect at all times per PONY.
02/28/2022	2022.2	Corrected section 5 - The Game section E time limits were incorrect Added to all divisions Mustang - Pony "When drop dead is reached, the score will revert back to the last completed inning".
08/07/2022	2022.3	Made corrections to match general rules to division specific rules Section 5 - E Section 2 - D Section 2 - C Section 2 - A to E Section 3 - Special EOS Rules for Shetland Division - added seedings are randomized due to no regular season standings kept
10/14/2022	2022.4	Added back Fall EOS randomize seeding rule from Fall rules version
11/02/2022	2022.5	Added amendment for EOS elimination games. Coin toss determines home team
02/25/2023	2023.1	Changed Filly to Sandlot (4U) Added Colt/Palomino division (16U/18U) Pinto Section 3 - I: 40 mph for the entire season Mustang Section 4 - B: Added 3rd base runner may advance on pick off attempt by catcher All Star Teams Section 1 - A: Added Ranger Hybrid Select All Star
1/2025		Updated Fall EOS bracket flow,