Twin Valley Little League Rules — Baseball Pony Division

(Revised 4/16/2025)

We will operate under the **Official** Little League Rulebook.
Pony players must not turn 16 years of age before ***August 1 of the current year***.

Measurements:
Home plate to first base and third base — 75 feet
Second base is located in a straight line from home plate; 75 feet from first base and third base
Pitchers rubber — 54 feet and 7 inches from the *front edge of the rubber* to the *back point of home plate*

Equipment:
All players must wear protective helmets ***with facemasks*** when batting and running the bases. A player failing to do so will be ruled out. If the helmet comes off uncontrolled, the player will not be ruled out but time will be called at the next available dead ball to retrieve the helmet. A player who intentionally throws his helmet is automatically ruled out. Big barrel bats are *legal* for the pony division — 2¾" diameter or less. **No steel spikes will be allowed under any circumstances.**

Regulation baseballs must be used for all games.

No trash talk or baiting players on the opposite team.

Game Length:
Pony games will begin no later than 8:45 PM. No inning shall start 2 hours after the first pitch of the game (this time limit is ***only*** applicable in the regular season). If peewee games run their full duration there should be no infield practice. Ties are played out in the Pony division. If time allows practice time must be split between both teams. Late start times — if a team is not ready to play 10 minutes after the determined by both coaches, the team failing to begin the game shall forfeit. Start time might be agreed upon to be 15 minutes after the Peewee game — so forfeit time would be 25 minutes after the Peewee game.

Fielding and Batting:
A maximum of 9 players shall be used for the game in the initial batting order; however, you may start the game with 8 players but must take an outs for the open position in the batting order. The batting order shall not change in order of the players at anytime during the game after it has started. In other words, "Bob" cannot bat in the 4th position, be taken out of the game and re-enter to bat in the 7th position later. This is true for adding players that arrive later, wherever he is entered is where they will bat for the entirety of the game. If that player is subbed out and reentered into the game, he must be placed in her same original batting order spot.

Any player thrown out of a ball game for any reason will serve a one game suspension, which will be the next available game, that team is to participate in. Any player thrown out of a ball game for any reason must be reported by both coaches to the president of the league.

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Substitutions:

- A player who is in the starting lineup may re-enter the game in the same batting order as long as his substitute has completed one time at bat or three outs on defense.
- A starting pitcher may leave the game and re-enter as a pitcher, however a substitute pitcher may not re-enter *as a pitcher* (re-entry in other positions is permissible). This is to allow coaches the opportunity to pull out their starting pitcher if they are far enough ahead with the idea he can bring him back into the game if needed. This will give the coaches freedom to give their 2nd and 3rd string pitchers opportunities to pitch.
- A coach may without penalty of forfeiture replace any ill or injured player with a player previously in the lineup but only if all other eligible players on the roster have been used.
- A courtesy runner for the catcher is allowed. A courtesy runner will be allowed for the catcher only when there are two outs and the catcher is a base runner.

Sliding Rule:

A player must slide into second, third, and home when he is being played on if the defensive player has the ball or there is a thrown ball on its way to that defensive player. You do not have to slide at all if there is no need. The defensive player may not block the baseline when the ball in not in his possession or not on its way to that base, however an attempt must be made by the runner not to collide with the defensive player. This rule is to discourage intentionally running over a defensive player and is the decision of the umpire. A player is not required to slide at home if the catcher is farther than 6 feet up the third base line. If there is no contact they cannot call the runner out, even if the ball hits the runner. *The umpire has the discretion at this point to determine if this act was intentional causing the runner to be ejected from the game.*

All bases are open; players may lead off bases, players may run on a third strike if missed by the catcher (if no one is on first with less than 2 outs and if someone is on first *with 2 outs*) and players may steal any base in all instances.

Balk Rule:

A balk shall be called if, with one or more runners on base, the pitcher,

- While touching his plate makes any motion naturally associated with his pitch and fails to deliver the ball.
- While touching his plate feints a throw to first base and fails to complete the throw.
- While touching his plate fails to step directly towards any base before throwing to that base.
- While touching his plate throws or feints a throw to an unoccupied base except to make a play.
- While touching his plate, accidentally or intentionally drops the ball.
- Delivers the ball while his pivot foot is not in contact with the pitcher's plate (the pivot foot must stay in contact with the pitcher's rubber from the start of the windup to the delivery of the pitch).
- Delivers the pitch while he is not facing the batter.
- Makes any motions naturally associated with his pitch while he is not touching the pitcher's plate.
- Unnecessary delay of the game.
- Without the ball in his possession feints a pitch.
- Without the ball in his possession stands on or astride of the pitcher's rubber.
- Pitches while the catcher is not in his box.

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Balk Penalty:
When a balk is committed, the ball is dead, and each runner shall advance one base without liability to be put out. If the batter reaches first base on a hit or error, base on balls or otherwise, and all other runners advance at least one base, the play proceeds without reference to the balk. If the pitch is delivered and the balk is called, it will be considered a ball, and if the pitch is ball four, award a batter first base and forcing all runners to advance.

Be consistent with the balk rule — make sure the umpire understands it.

A player in the pony division is allowed to pitch **10 innings** in the entirety of the TVL tournament, with a limit of **4 appearances** in the tournament (3 games); unless in the event that the player's team will play in the play-in game in the tournament and proceed to make the finals, wherein each player on the team with 4 games may pitch **12 innings** in the entirety of the TVL tournament with a limit of **5 appearances** in the tournament (only pitchers that use the full 2 innings in their play-in game will receive the extra innings and appearance on their total).
***Note** — An appearance is a single pitch*
***Note** — All inning and appearance limitations will be tracked by the TVL tournament host of the current year during the span of the tournament*

A peewee aged player that pitches in the pony division is **only** allowed to pitch the allotted innings per the peewee division rules for the entirety of the TVL tournament; they will not be granted any extra innings or appearances for their pony division team.

Relieving pitchers *must* report with the umpire and opposing team.

The highest seeded team has their choice of dugouts and is home team for *tournament games*.

Run Rule:
15 runs after 3 innings, 10 runs after 4 or 5 innings, and 1 run after 6 innings *(run rules are enforced throughout the entire year, league tournament and league championship game included)*.

Umpires:
The home team will provide both the home plate and first base umpires. Make sure the umpires know as much as possible about the rules. It is always a good idea to have adults do the games; youth under the age of 18 usually try very hard, however are not ready.

For all games and tournaments — calling games for rain, lightning or threatening events are to be handled by the two coaches and the umpires in a safe location. A mutual agreement must occur at that time and if an agreement cannot be obtained, the home plate umpire will decide. In a tournament, the director and/or committee members will assist to make the decision with the coaches and umpires.

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Tournament:

Coaches must submit a roster to the league, which must be accompanied by a ***hard copy*** of the player's legal documentation for date of birth (photocopies of birth certificates are preferred). If a coach does not have legal documentation for his players before the team's first scheduled tournament game the offending player(s) will be suspended for the entire tournament. If it is during a league game, it must be brought to the attention of the president and a ruling will be declared. A possible forfeit of the game and suspension of the player may be in order on a case by case basis. This documentation is due to the league president by ***the team's first scheduled tournament game of the current year***.

All players must play in 50% of the regular season games to be eligible for the league tournament. If a player is injured or has a legitimate excuse for missing more than 50% of the games their coach may appeal to the league president, who will then poll the other coaches and league representatives to determine if said player will be allowed eligibility for the tournament. A 60% majority vote will be needed to approve said player, polled from representatives and head coaches in the respective age category.

You may include players from the peewee team on the roster if they have played in half of their games on the corresponding town team (e.g. Team A peewee may play up with Team A pony but Team A peewee may not play up with Team B pony within the same town).

The highest seeded team has their choice of dugouts and is home team for *tournament games*.

It is ***highly recommended*** that the tournament host hires registered/certified umpires to work the league tournament, but it is not ***required***.
It is ***mandatory*** for the tournament host to release a list of all scheduled umpires and backups they plan to utilize one week prior to the first scheduled tournament game.

Multiple Teams from One Town:

If a town will have more than one team, the teams will be decided either by a geographic split or by draft rules agreed upon by both coaches. If both coaches cannot agree upon draft rules, geographical split must be used.

Towns must have an equal (or lesser) number of teams throughout their divisions (e.g. if a town has 2 peewee teams they cannot have 3 or more tball teams, their tball teams must be 2 or fewer in order to guarantee having a team to follow within their own organization).

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