

LAKE IN THE HILLS YAA PONY BASEBALL RULES

Pony Baseball division is a competitive boy's baseball league geared to enhance the player's baseball skills learned in previous years while instilling a sense of sportsmanship and fair play. Each team will contain an equal number of thirteen (13), fourteen (14) and fifteen (15) year old players. It is our desire that all players will have an equal chance to develop.

The following is the hierarchy for rules precedence:

- 1: LITH Youth Athletic Association by-laws**
- 2: Pony League Local Rules contained herein**
- 3: Illinois High School Association (IHSA)**

General

1. **Both teams** are responsible for dragging the field, chalking the foul lines, setting the bases and putting them away after the game. Batter's box and pitching mounds should be tamped; baselines and base areas should be raked after last game of day.
2. Games are seven (7) innings long, and are official after 5 innings. (4 ½ if home team is leading) No inning will start after 2:15 minutes. The clock for a new inning officially starts immediately after the last out is recorded in the bottom of the preceding inning.
3. Team huddles shall only be allowed prior to a team's offensive half inning. Defensive positions should be determined before the 3rd out is recorded of a team's offensive half inning in order to speed the game up. A ball(s) may be awarded to the lead-off hitter should the defense be determined to be slowing the game down.
4. The pitching rubber will be fifty-four (54) feet from the plate. Bases will be eighty (80) feet apart.
5. A player may not be a member of more than one team.
6. Metal spikes will be allowed
7. No additions are to be made to the team roster unless approved by the Director of Baseball in accordance with the Executive Board.
8. Free substitution is in effect, however, no player can sit in 2 consecutive innings unless for disciplinary or injury. Opposing coach must be notified as soon as possible.
9. Ties after regulation play will result in a half win and half loss unless there is time on the game clock.
10. Teams will not play with less than eight players. If any team cannot start a game because of a lack of players then the umpire will allow a 15-minute grace period. Once this grace period has expired, the game will be declared a forfeit. Dropping below eight players during a game for any reason will result in a forfeit.
11. A team starting with nine (9) players, which loses a player for any reason, or if playing with eight (8) players will be required to take an automatic out whenever the open spot in the batting order is due up. The defensive team shall not walk the batter in front of the open spot for the third out. If this should happen, then the open spot shall be skipped and the following batter in the order shall continue the inning.
12. If you think you're going to be short-handed and you call up players from the Majors (approved call up list only), then all minimum playing time requirements will be in effect for all players, regardless if players show up who you thought weren't going to. Call-ups cannot pitch and are positioned at the bottom of the order.
13. The use of any player not on the approved call up list will result in a forfeit.
14. The director of baseball and the field maintenance director will determine unplayable fields or rainouts and update the hotline number one hour before scheduled games. If no cancellation is announced, then it is assumed that games will be played. Coaches should not take it upon themselves to cancel games.
15. In the event of a rainout, Scheduling Director will re-schedule the game into the first available scheduled rain date while making every attempt to not exceed 3 games per week for either team.
16. Throwing of equipment (in anger), name-calling or other misconduct will not be tolerated. Umpires will use their judgment and either warn or eject offending players. Repeated offenses will be reported to the league director immediately.
17. All players and coaches will shake hands after each game.
18. League tie breakers are as follows: 1) head-to-head (if 2 or more games are played against each other), 2) run differential head-to-head (if 2 or more games are played against each other), 3) runs against in head-to-head, 4) runs scored in head-to-head, 5) coin-toss.

Base Running

1. Base runners must slide to avoid collisions. At umpire's discretion, non-sliders shall be ruled out. Malicious contact by a runner or fielder will result in an ejection and possible suspension.
2. Courtesy runner shall be used with 2 outs for the following inning's pitcher and catcher in order to speed up the game. Courtesy runner shall be the last batted out or if need be, last batter in the order. Abuse of the speed up rule may be addressed by Baseball Director if found to be un-sportsmanlike.
3. Courtesy runner may be used for an injured player upon agreement of opposing coach. Abuse of the courtesy runner for injured player may result in striking rule for future games.

Batting

1. Bats must be Little League or Senior League approved with the following restrictions:
13u players may use a 2 ¾" drop 9 ½ or 2 5/8" drop 10 or lesser drop
14u players may use a 2 ¾" drop 7 ½ or lesser drop
15u players may use a 2 ¾" drop 5 or lesser drop
2. Any player found using an illegal bat for his/her age shall be immediately ejected from the game and subsequent at bats for his place in the order shall be consistent with General Rule #11. The offending player shall be placed under supervision for the remainder of the season. Second offenses will result in league suspension.
3. Continuous batting order (roster batting in effect every game). Call-ups bat at the bottom of the order.
4. Fake bunt swing or slashing is not allowed. This will result in an immediate out.
5. Intentional walks are allowed. Pitches do not need to be thrown. The manager will inform the umpire that he wants to intentionally walk the batter.
6. Batters must not throw their bats. Umpires will use discretion in warning players and/or teams. In some cases, batter may be called out upon severity of infraction.

Slaughter Rule

1. 12 after 4 innings, 10 after 5, 8 after 6
2. The slaughter rule is not in effect, unless the leading team has satisfied the pitching requirement stated in **Pitching Rules 11**.

Pitching

1. A pitcher cannot pitch more than four (4) innings in a game or ten (10) innings per week. The week starts on Sunday and ends on Saturday. Pitcher substitution during an AB is only allowed due to an injury unless umpire agrees it is appropriate. In other words, you cannot bring in a 13u pitcher with 2 outs and a 0-2 count on a batter in hopes of recording an out to satisfy all or part of your pitching restrictions.
2. 13u and 14u players must each account for at least 3 outs and a maximum of 12 outs in a game. The maximum number of innings allowed in a week is ten (10).
3. 2 different 15u pitchers may each pitch up to 3 outs per game.
4. The umpire will enforce balks at his discretion. However, each pitcher will get one (1) warning before a balk is enforced.
5. A pitcher may throw four (4) innings on one day and two (2) innings the following day or two (2) innings followed by four (4) innings the following day. If two (2) games are played on the same day, then a pitcher cannot exceed four (4) innings that day.
6. Make-up games follow the pitching rules. Players will be awarded two (2) additional innings to be used, only in make-up games.
7. A pitcher removed from pitching cannot be brought back to pitch during the same game.
8. A pitcher in violation of pitching rules shall be considered ineligible, and automatic forfeiture will result.
9. A pitcher will be allowed eight warm-up pitches in the first inning and five warm-up pitches each of the following innings. New pitchers entering during an inning will be allowed five warm-up pitches.
10. The second trip to the field of play in the same inning must result in a pitcher substitution. Injuries to defensive players other than the pitcher shall not be considered a visit unless there is strategic discussion.
11. A 13u and 14u year old pitcher must complete his pitching in order for slaughter rule to be called.
12. Three (3) hit batters by the same pitcher in one game and the pitcher must be removed from pitching the rest of the game.