



HIGH POINT PONY

HIGH POINT PONY LOCAL RULES

	Shetland	Pinto	Mustang	Bronco	Pony
Players	N/A	Must start with 8 players. 10 minute grace time before forfeit. The 9th batter will be an out. Pool players are not allowed	Must start with 8 players. 10 minute grace time before forfeit. The 9th batter will be an out. Pool players are not allowed	Must start with 8 players. 10 minute grace time before forfeit. The 9th batter will be an out. Pool players are not allowed	Must start with 8 players. 10 minute grace time before forfeit. The 9th batter will be an out. Pool players are not allowed
Late Players	N/A	May enter the game until the end of the 3rd inning. Must bat at bottom of lineup.	May enter the game until the end of the 3rd inning. Must bat at bottom of lineup.	May enter the game until the end of the 3rd inning. Must bat at bottom of lineup.	May enter the game until the end of the 3rd inning. Must bat at bottom of lineup.
Coaches	Unlimited with background checks	4 coaches in dugout area. Defense - 2 in the outfield to direct players. Offense - 1 pitching and 1 each coaching 1st and 3rd.	4 coaches. On offense, only 1st & 3rd base coaches on field. On defense, only one coach may be out of dugout. All other coaches must remain on concrete/in dugout.	4 coaches. On offense, only 1st & 3rd base coaches on field. On defense, only one coach may be out of dugout. All other coaches must remain on concrete/in dugout.	4 coaches. On offense, only 1st & 3rd base coaches on field. On defense, only one coach may be out of dugout. All other coaches must remain on concrete/in dugout.
Game Length		Maximum 6 Innings	Maximum 6 Innings	Maximum 7 Innings	Maximum 7 Innings
Game Length	No new inning after 1 hour	No new inning after 1 hour and 30 minutes	No new inning after 1 hour and 30 minutes	No new inning after 1 hour and 45 minutes	No new inning after 2 hours for single games, 1:45 for doubleheader nights.
Run Limit per Inning	Inning will end after all players have batted.	Innings 1-4: 5 Runs Innings 5-6: Unlimited	Innings 1-3: 5 Runs Innings 4-6: Unlimited	N/A	N/A
Mercy Rule	N/A	10 runs after 4 innings	15 runs after 3 innings 10 runs after 4 innings	15 runs after 4 innings 10 runs after 5 innings	15 runs after 4 innings 10 runs after 5 innings
Infield Fly Rule	No	No	Yes	Yes	Yes
Advance on Overthrow (at runners risk)	Runners may not advance on overthrow.	1 Base Only	N/A	N/A	N/A



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Play is Stopped (Defense)	Balls hit to the outfield - Once the ball is in the infield or caught by an infield player, play is dead. Runners must stop at closest base and can't run after ball reaches infielder. Infield hits are stopped when fielder gets the ball to 1st base or the base of the lead runner.	When the umpire determines an outfield ball crosses the baseline when thrown to the infield or an infield ball is thrown towards the pitcher.	N/A	N/A	N/A
Play is Stopped (Offense)	If the runner is more than halfway towards the next base when play is stopped, they advance to the next base	If the runner is more than halfway towards the next base when play is stopped, they advance to the next base	N/A	N/A	N/A
All Batters Bat	Bat through lineup each inning	Continuous batting lineup	Continuous batting lineup	Continuous batting lineup	Continuous batting lineup
Maximum Number of Outfielders	N/A	4	3	3	3
Stealing	Not allowed	Not allowed	Stealing home is not allowed but you can score on a passed ball, wild pitch or overthrow back to pitcher	MLB Rules	MLB Rules
Injured / Leaving Players	N/A	May leave the game and no out will be charged as long as there are still 9 players in the lineup. Players can re-enter in the same lineup spot	May leave the game and no out will be charged as long as there are still 9 players in the lineup. Players can re-enter in the same lineup spot	May leave the game and no out will be charged as long as there are still 9 players in the lineup. Players can re-enter in the same lineup spot	May leave the game and no out will be charged as long as there are still 9 players in the lineup. Players can re-enter in the same lineup spot
Courtesy Runners	N/A	N/A	Teams can run for pitchers/catchers at any time, using the last recorded out. If last out is P/C, then use the out before that.	Teams can run for pitchers/catchers at any time, using the last recorded out. If last out is P/C, then use the out before that.	Teams can run for pitchers/catchers at any time, using the last recorded out. If last out is P/C, then use the out before that.



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Pitching:	Coaches will have option to pitch to players, maximum of 5 pitched balls. Then ball will be placed on tee.	Coach pitcher must pitch from rubber. Batter will receive max of 6 pitches or 3 swinging strikes. If 6th pitch is foul, batter will receive a new pitch.	See pitch chart below	See pitch chart below	See pitch chart below
Illegal Pitches (see next page)	Pitchers must throw overhand and cannot use props such as buckets to sit on while pitching. Pitchers may move in front of the rubber if needed.	Coach pitch: 6 pitches. At bat continues after a foul ball on the final pitch	Balks will be called from the beginning of the season based on umpire discretion. The pitcher of record will be given 1 warning before a balk is called.	Balks will be called from beginning of season based on umpire discretion.	Balks will be called from beginning of season based on umpire discretion.
Advance on Dropped 3rd Strike	No	No	No	Yes	Yes

PONY Baseball Pitch Smart Chart

Age Range	Daily Max Pitches	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7 – 8	50	1 – 20	21 – 35	36 – 50	N/A	N/A
9 – 10	75	1 – 20	21 – 35	36 – 50	51 – 65	66+
11 – 12	85	1 – 20	21 – 35	36 – 50	51 – 65	66+
13 – 14	95	1 – 20	21 – 35	36 – 50	51 – 65	66+

Pitchers may finish the batter at all pitch count thresholds. If pitcher started a batter with 46 pitches, but throws 6 pitches to batter, the pitcher will be considered between 36-50 pitches and need 2 days rest.
No pitcher shall appear in a game as a pitcher on 3 consecutive days, regardless of pitch count.



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General Rules Across All Divisions

League Rules:

1. All coaches and adult volunteers must have an approve background check on file with the league. Background checks are good for the calendar year.
2. Any player, coach or fan that is ejected from a game will receive a an automatic 1 game suspension.
3. Catchers must wear proper equipment, which includes a mask with approved head gear, throat guard, chest protector, shin guards, and an athletic supporter with a protective cup.
4. The Home Team is responsible for turning off the fields lights at the end of the game and is responsible for the scoreboard controllers.
5. The Home Team is the official score book, including pitch count.
6. The Home Team will occupy the 3rd base dugout for all games.
7. Swinging bats outside of the fenced area of the field is NOT allowed. Throwing balls for warmups should be done away from spectators.
8. Players warming up pitchers must wear a facemask when squatting.
9. Coaches buckets must remain on the concrete walkway in front of the dugout and may not be in the dirt area of the field.
10. All Local League rules supercede Pony rules and High Point Pony reserves the right to review and change these rules as deemed necessary.

Equipment:

1. Bats may not be larger than 2 5/8" diameter.
2. All bats must be certified with the USABat licensing stamp, BBCOR (-3) or wooden.
3. The following equipment is strongly encouraged to be used: a) Helmets & Facemasks, b) Mouthguards, c) Heart Guards, and d)Athletic supporters with cups.
4. Metal Cleats are only allowed in Pony (13-14) baseball. All other division must have the molded/rubber cleats.

Game Play:

1. Games can begin with 8 players. The 9th spot is an automatic out. Games with fewer than 8 players with be a forfeit. Forfeit time is 10 minutes after scheduled start time. If player arrives with the 10 minute window, the official game time will then start at the point the player arrives.
2. There is free substitution fo players for defensive play. All players must participate in a minimum of 50% of defensive field time. If the game ends in an odd numbered inning, the 50% minimum requirement is based on the last even numbered inning played. If game is 4 or 5 innings, player must play at least 2 in the field. If game is 6 or 7 innings, player must play at least 3 innings in the field.
3. Pool players are not allowed.

Division Specific Rules:

Shetland& Pinto:

1. No Bunting, stealing or leading off base.
2. Balls hitting the Coach Pitcher are dead balls and batter will remain at bat without losing a pitch
3. **SHETLAND ONLY:** A 10' arc will be drawn in front of home plate. If batted balls don't cross the line, it will be deemed a dead ball and the batter will continue the at bat.