

# South Hills Pony/Colt Association Rules

The following are the rules for the South Hills Pony/Colt Association. Umpires should be familiar with the rules, particularly those regarding game play. Updated spring 2022.

## I. General

The South Hills Pony/Colt Association (SHPCA) will be comprised of baseball organizations from the South Hills area with the purpose of scheduling and supervising a Pony and a Colt-aged baseball program.

- A. Each member organization shall have (1) vote on matters pertaining to operation of the Association, regardless of the number of teams entered into the Association by that organization.
- B. The Association will provide and use the same umpiring organization.
- C. Member organizations will determine, prior to the season, which organization(s) will administer the league and other details (number of games, tournament setup, etc.) for the upcoming season.
- D. Any disputes will be resolved by the organizations' representatives.

## II. Rules

The SHPCA shall be governed by the following publications unless amended thereafter by the SHPCA.

- A. League Rules of the SHPCA
  - B. PONY, Inc. Rule Book (includes Colt)
  - C. National League Official Baseball Rules
- 

Exceptions to or clearer explanations to rules listed in the above publications are contained herein.

## III. Responsibilities of the Member Organizations

### A. General

Each member organization must:

1. Provide teams with a mixture of 13 and 14 year olds for Pony, and 15 and 16 year olds and a limited number of 17 year olds for Colt. No team comprised of players of one particular age group will be permitted to play in the SHPCA. Member organizations should ensure that players are distributed fairly amongst their teams.

**Players will be chosen via a draft.**

Age date is April 30.

12 years old may play up but must have consent of league/organization and must be drafted in that league/organization and cannot pitch.

2. Furnish to the Association a team roster for each team from that organization. The roster must include:
  - a. Player's name, address, and birth date
  - b. Manager's name and telephone number(s)
  - c. Coaches' names and telephone number(s)
  - d. Email address of all manager and coaches.

Rosters shall be turned into the organization before the season begins.

A player can be double-rostered on one SHPCA Pony team and one SHPCA Colt team. However, if a player is double-rostered, that player cannot be a call up for any other Colt team. In addition, if a conflict exists between a Pony and Colt game, the player must play the game in the player's current age group. There are no limits on the number of times a call up is used during the season for Pony or Colt.

Have a consistent uniform for that team. Hats, shirts, and pants for players on each team shall match. Managers and coaches do not have to be in uniform.

Be ready to play with at least nine uniformed players no more than 15 minutes after the schedule game time. If not ready after the 15-minute delay, the game will be forfeited unless prior agreement was obtained from the opposing manager to waive the 15-minute wait period. **Game can start with only 8 players and if you only have 8 you must start on time and not wait the 15 minute grace period. If the 9<sup>th</sup> spot position happens before the 9<sup>th</sup> player arrives it will be a recorded out. If you start with 9 you may finish with 8 but that spot is a recorded out.**

Provide its own accident insurance.

Pay an entry fee to the SHPCA before the season begins. The Association representatives will determine the amount of the fee prior to the start of the season.

Pay for one umpire each game. In case of a forfeit, the team that forfeits will pay the total umpire fees for that game.

Provide one game ball each game as follow:

Pony - Wilson 1074 or equivalent; Colt - Wilson 1010 or equivalent The home team shall provide additional game balls as needed during the game.

Equipment

All catchers must wear a protective cup.

All batters and base runners must wear full batting helmets with ear guards.

Legal bats are as follows:

Colt: Must not exceed 2 and 5/8" in barrel diameter. The bat length-to weight drop must not exceed -3 and be BBCor Certified

Pony: Bats must not exceed 2 and 3/4" in barrel diameter. The bat length-to-weight drop must not exceed -8.5 and be USA Baseball or BBCor stamped. No USSSA.

## Home Team

The home team must:

Ensure the field is in good repair and playable condition.

Furnish additional game balls if needed during the game.

In the event of a rainout:

. Notify the opposing manager as early as possible prior to game time.

a. Notify the umpires of the postponement.

b. Notify the opposing manager and the umpires of the rescheduled date and time.

Notify a designated member of the league game results with 24 hours after game is complete such as score, innings pitched per player (including jersey number), any issues and game ejections.

Ensure that no games or innings begin later than the time authorized in that local community.

## Illegal Players

A player will be declared illegal for the whole season and the team will forfeit any games in which the player participated if the following is found:

- . Player is rostered on more than one Pony or more than one Colt team in the SHPCA. Does not apply if a player changes legal residency during the season.
- 1. Player is over age.
- 2. Player pitched for a Legion, Palomino, or higher-level team and then pitches in a Pony or Colt game. (Higher-level team does not include AAU or travel teams that are in the same age group as the player in question).
- 3. Player pitched in a SHPCA Colt game and then pitched in a Pony game.
- 4. **Little Leaguers or Call-ups for Pony/Colt can't pitch in a Pony/Colt Game.**

The member organization is responsible for verification of the age of any player if questioned during the season. If a player's age is questioned, the cognizant organization will provide proof of age (birth certificate, etc.) to an SHPCA official within 48 hours of the dispute. The age must be verified with an SHPCA official who is not a member of the organization whose player's age is being disputed. A team's scorebook must be presented when requested to an opposing manager so that manager can check on a status of a player. If the scorebook is not provided to the opposing manager, the player in question will be considered illegal.

## Substitutions

### . Restrictions

There will be unlimited re-entry in Pony. However, players cannot reenter in different places in the batting order to allow that player to bat more than once in a nine or ten-man batting order. Pony or Colt you may re-enter after injury without penalty. **Colt-after substitution the starter may re-enter into the same spot in the order but then the substitute is done for the game.**

No pitcher can return to pitching once he has been substituted for.

### A. Running for Pitchers and Catchers

Pinch runners for pitchers and catchers are permitted.

The runners must be players not in the game at that time. If no extra players are available, the runner must be the player who made the last out.

## Extra Hitter

All teams may but are not required to use a tenth batter (extra hitter) as follows:

- . The use of an extra hitter is at the discretion of the individual team and shall be decided prior to the start of the game.
- 1. A team can change an extra hitter during the game. However, this cannot be a player who has been removed from the lineup and will then be filling a different spot in the batting order.
- 2. Once the lineup is set it is set.

## Call Ups

- . A call up must be from the same organization as the team the call up is playing for.
- 1. A call up from Pony to Colt cannot pitch in a Colt game.
- 2. **A call up from Little League cannot pitch in a Pony/Colt game.**
- 3. **Teams can only call up Little Leaguers and Pony players if said team will not have enough players to play (9) and will have to forfeit. All rostered regular players on pony/colt teams will have to play at least 3 innings before call ups can get in. If only have 9 players to start with call ups then call ups can start.**

## Sliding

- . A legal slide can either be feet first or head first. If a runner slides feet first, at least one leg shall be on the ground. If a runner slides he must be within the reach of the base with either hand or foot. A runner must slide or avoid contact if there is a play at the base or plate. Avoiding contact will be in the judgment of the umpire.

1. A slide is illegal if the runner:
  - . Uses a rolling cross body or pop up slide into the fielder.
  - a. Raises a leg higher than the fielder's knee when the fielder is standing.
  - b. Goes beyond the base and makes contact with or alters the play of the fielder.
  - c. Slashes or kicks a fielder.
  - d. Attempts to injure a fielder.
  - e. Does not slide on the ground on a force play and is in a direct line between two bases. (Exception: a runner may slide or run in a direction away from a fielder to avoid making contact or altering the field of play).
  - f. If illegal slide takes place in judgment of umpires, player will be ejected from game.

#### Game Length/Points

- . Games should be kept as close to a 2-hour maximum time limit if another game is to be played directly after the game in progress.
1. Every effort should be made to complete a game. Completing a full 7-inning game will depend on factors such as the number of consecutive games being played one after the other, weather, darkness, or local township or borough ordinances.
  2. If a game is stopped anytime after 5 innings (4½ innings if the home team is ahead) due to weather, darkness, or other reasons listed above, that game will be considered an official game.
  3. If a game is suspended or stopped before 5 innings are completed (4½ innings if the home team is ahead) due to weather, darkness, or other reasons listed above, the game shall be resumed at a later time at **the point of stoppage. Teams will exchange books and agree upon game situation and sign books before leaving the field.** Pitching rules for the week in which the game is resumed still apply.
  4. Tie games should be minimized. If a game is called in accordance with #3 above and is tied, then that game will be recorded as a tied game.
  5. If a game ends in a tie after 7 innings, 1 additional inning should be played if no adverse conditions listed in #2 and #3 above apply. If no team scores in the extra inning, the game will end in a tie.
  6. **Pony - maximum of 5 runs per inning unless the ball travels over the fence (home run or ground rule double). The play is dead on the 5th run unless the ball over the fence allows more than 5 to score. The last inning (either time limit or 7th inning) shall be unlimited. THIS RULE IS WAIVED FOR THE PLAYOFFS.**
  7. The 15-run rule is in effect if the home team is ahead after 3½ innings.
  8. The 10-run rule is in effect if the home team is ahead after 4½ innings.

### Pitching Rules

- . No pitcher shall pitch more than 7 innings in the same calendar day.
- 1. No pitcher can pitch more than 10 innings in a calendar week (week starts 12:01am Monday).
- 2. A pitcher must have at least 40 hours rest after pitching 4 or more innings in a calendar day. (40 hours starts at game time start).
- 3. Any pitcher withdrawn from the mound cannot pitch again in the same game.
- 4. No call up's for pony/colt shall pitch.
- 5. 17 year olds are able to pitch.

### Standings

- . The winning team will be awarded 2 points.
- 1. Each team will be awarded 1.5 point for a tie at the end of 7 innings
- 2. The losing team will be awarded 1 point.
- 3. Zero points awarded for games not played.
- 4. Tiebreakers for end-of-year standings will be as follows:
  - a. Head-to-head
  - a. # of wins
  - b. # of losses
  - c. Runs allowed
  - d. Runs scored
  - e. Coin flip

### Playoffs

Will be determined at start of season by SHPCL members..

### Discipline

- 5. Discipline will be administered by the member organizations' representatives based on guidelines contained in the various official rules.
- 6. If it is determined that a player is illegal, the team with the illegal player will forfeit all games in which the illegal player participated. If the team is caught with an illegal player for a 2nd time in a season, the manager of that team will be suspended from the league for the remainder of that season.
- 7. The SHPCA regards verbal abuse or physical violence on the field as extremely inappropriate and demeaning to the game of baseball. Therefore, any player, coach, manager, or umpire who either initiates such an action or participates in such violence will be suspended immediately for the remainder of the season. Future

participation in the SHPCA will be at the discretion of the SHPCA organizations' representatives, and may include a possible meeting between the representatives and the subject person. Any decision by the SHPCA representatives concerning reinstatement or non-reinstatement of subject person will be final.

8. **Players, coaches and fan ejections:**

All ejections must and will be reported after said game at game report to league.

- a. 1<sup>st</sup> time ejections will be 1 game suspension after the ejection game.
- b. 2<sup>nd</sup> time ejections will be expulsion from the league pending a review by commissioner and head of umpires.
- c. All ejections and decisions by SHPCA representatives will be final.
- d. All fan and parent ejections will be treated as players/coaches.
- e. If teams/players/coaches do not comply season will be forfeited and all monies will be lost.

Updated 4-14-2022