



League Rules & Regulations

Background

Pony baseball is the administrative organization for a group of Leagues providing baseball for players from 5 through 22 years of age. These are:

League	Age	Base Path / Pitching Distances
Shetland	5 and 6	50 feet –
Pinto	7 and 8	50 feet / 30ft to 38ft
Mustang	9 / 10	60 feet / 44 feet
Bronco	11 / 12	70 feet / 48 feet
Pony	13 / 14	80 feet / 54 feet
Colt	15 / 16	90 feet / 60 ½ feet
Palomino	17 / 22	90 feet / 60 ½ feet

- Shetland League focuses totally on instruction of beginning players.
- Pinto League teaches the basic fundamentals of baseball. Adult pitching is used at this level. An overhand motion must be used when pitching.
- Mustang League begins the players' training in the complete game of baseball. Rules for Shetland, Pinto, Mustang play are contained in a separate publication, available from Pony Baseball.
- Bronco League continues the players' progress towards the complete game of baseball by introducing advanced base running situations and an end of year, seeded, in-house tournament.
- Pony League takes the developing young players into the full game of baseball, with no restrictions on base stealing, and tournament play complete through World Series level.
- Colt and Palomino Leagues provide players an opportunity to compete against their peers in regulation baseball through the World Series level.
- For Pinto, Mustang, Bronco, and Pony, see age restriction exceptions under league specific rules.

Managers and Coaches

- A. Adult coaches, (age 16 or over) preferably dressed in a full baseball uniform, or in a uniform specified by a League, may be used in either or both the first and third base coaching boxes.
- B. A coach or coaches shall not switch coaching boxes during an inning.
- C. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- D. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.
- E. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.
- F. Palomino team managers and coaches shall not be eligible to play.



League Rules & Regulations

General Conduct

- A. It is the duty of the manager to control his players, coaches and fans.
- B. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended for one or more games.
- C. Team's players or adult volunteers in violation of this General Conduct policy may be refused entry, or may be removed from tournament play.

Schedule

- A. Any incomplete game that is called because of rain will be rescheduled by the league representative at the earliest possible calendar date. Managers must call your Division Representative to report rain games. The list of complete game length per division is:
 - 1. Definition of an inning: for the next inning begins upon the 3rd out of the previous inning or if the run limit has been reached the inning when applicable for Pinto and above.
 - 2. One inning has been completed (Shetland).
 - 3. Three innings have been completed or the home team is leading after 2 ½ innings (Pinto).
 - 4. Four innings have been completed or the home team is leading after 3 ½ innings (Mustang, Bronco).
 - 5. Five innings have been completed or the home team is leading after 4 ½ innings (Pony, Colt and full-time travel).
- B. Any incomplete, regular season rain game will be rescheduled as a new game. Any innings pitched in an incomplete rain game will count as innings pitched for that week.
 - 1. Rescheduling of rainouts shall apply to Shetland Games.
- C. Any incomplete, tournament and/or playoff rain game will be restarted at the point in the game where the game was called. The line-up for each team must remain as close to the original roster as possible.
 - 1. Line-up positions for players not attending the rain make-up game will be skipped, not replaced, and that position will not result in a recorded out.
 - 2. Players attending the rain make-up but not at the original game must be placed at the end of the batting order.
 - 3. Call up players may continue to play in their original line-up position, regardless of the number of roster players attending the rain make-up game, and will otherwise continue to follow the rules governing legal (call-up) players
 - 4. Pitching rules governing number of innings allowed/required pitched per game apply. Pitching rules governing number of innings allowed per week apply for the week the rain make-up game is completed.
- D. If double headers are played, the second game will begin 15 minutes after the finish of the first game, or at the scheduled start time, whichever is later.
- E. If a field becomes unplayable due to rain but the game can be moved to a playable field, the game is continued from where it left off prior to being moved.
- F. Games at Fearn fields (East & West) that are scheduled for 5:45pm that have another game



League Rules & Regulations

scheduled at 8pm will have the following restrictions. **Note:** All games played will be considered complete games regardless of the number of innings played.

a. The 5:45pm game will:

- 1) Start promptly at 5:45pm.
- 2) No inning can start after 1 hour, 45 minutes.
- 3) The game ends at 7:45pm.
- 4) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.

• The 8pm game will:

- 1) Have no infield practice prior to the game.
- 2) No inning can start after 1 hour, 45 minutes from the start of the game.
- 3) The game ends at 10:05pm.
- 4) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.

G. Games at Goodwin South that are scheduled for 5:45pm that have another game scheduled at 8pm will have the following restrictions. **Note:** All games played will be considered complete games regardless of the number of innings played.

b. The 5:45pm game will:

- 5) Start promptly at 5:45pm.
- 6) No inning can start after 1 hour, 45 minutes.
- 7) The game ends at 7:45pm.
- 8) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.

• The 8pm game will:

- 1) Have no infield practice prior to the game.
- 2) No inning can start after 10:15 p.m.
- 3) The game ends at 10:30 p.m.
- 4) If the home team is losing and does not get their last at-bats, the winner will be decided by the score of the last completed inning unless the home team is ahead at the end of the time restriction.

Selection of Players

Shetland – The selection of players for Shetland teams will be done by the Board of Directors.

Pinto, Mustang, Bronco, Pony –

A. A tryout and draft system will be followed for all new players into each league and players not assigned to a team. The end result of this process will be to have each team consist of approximately the same amount of players and to equalize the playing ability of each team as much as possible. The total number of players allowed on each roster will be determined prior to the selection process, by dividing the total number of players in the league by the total number of teams in the league, and rounding up to the next whole number. Once a team has reached this



League Rules & Regulations

number, they no longer will be eligible to select players. NOTE: Pony Division exercises the right to limit the number of players per team such that players may be cut. This decision is made at the Pony Division draft by the Division Representative, the Division Managers, and the Commissioner.

- B. All players will be drafted by age group, with the older age group, (14 in Pony, 12 in Bronco, 10 in Mustang, 8 in Pinto) being selected first. This will be followed by selection of the younger age group (13 in Pony, 11 in Bronco, 9 in Mustang, 7 in Pinto). Players participating in the same division as the previous year will remain on the same team as the previous year, assuming the same or greater numbers of teams are created for that division. NOTE: In Pony Division, returning players are not subjected to the possibility of being cut as noted above.
- C. Any Player that does not participate in tryouts will drop to the end of the draft. In the last round of an age group draft, a player not participating in tryouts is not available for selection ahead of players participating in tryouts even if the number of teams still drafting is greater than the number of players available to be drafted. NOTE: This stipulation is waived at the Pony Division.
- D. A manager's child will automatically be placed on the team roster prior to the draft. Brothers and/or sisters of players already on a team roster are also automatically assigned to that same team. Children of the sponsor will be automatic selections to their team prior to the draft. NOTE: In the Pony Division, sponsors are assigned to teams AFTER the draft, eliminating the automatic players' selection stipulation in this division. Brothers and/or sisters of players already on a team roster are subject to cuts, again eliminating the automatic players' selection stipulation in this division. At the Pony age group, when a sibling ins trying out, the Board Committee will project which round they feel the player would be selected if he did not have a brother in the league, or whether they would have been selected at all.
- E. A manager may designate one coach, whose children will become automatic selections of their team by use of that teams 1st round pick in the child's respective age group. This designation must be made no later than 1 day prior to tryouts and must be made known to the Division Representative.
- F. The policy for in-house division drafts is to not allow participation by the automatic picks in the age group tryouts.
- G. Prior to the selection of players, three lotteries will take place – determined by a draw of peas or numbers from a hat – involving all teams, to determine the selection sequence for each round. The first lottery will determine the order for selection of the older age group (14, 12, 10, 8 yr. olds). The second lottery will determine the order of selection for the regular rounds of the younger age group (11, 9, 7 yr. olds). The third lottery will determine the selection order for the supplemental rounds of the younger age group (13, 11, 9, 7 yr. olds).
- H. The following draft procedure will be used for the older age level of each league – 14 in Pony, 12 in Bronco, 10 in Mustang and 8 in Pinto.
 - 1. The number of players on pre-draft rosters at this age group will be determined before the draft selection process, based upon the returning number of players to each team, plus any new players added to the roster by virtue of manager, designated coach or sponsor's children, or a brother/sister relationship.
 - 2. Eligibility for each round of the draft will be determined by the team or teams with the fewest



League Rules & Regulations

- number of players of this age group on their roster. Only those teams with the fewest number will select in each respective round and all other teams will pass in their selection until they become eligible to select or all available players have been chosen.
3. Drafting order will be sequential from low to high numbers (1,2,3,4,...) for odd numbered rounds, and sequential from high to low (...4,3,2,1,) for even numbered rounds. Rounds will continue with eligible teams added to each round until all players available are chosen, except at the Pony (14 yr old) Division. Once the number of remaining undrafted 14 yr old players is less than or equal to the number of teams in the draft, teams will have the option of “passing” on their draft position, thereby making no selection. Once a team exercises their “passing” option, they are finished drafting at the 14 yr old age group. The 14 yr old round continues until all 14 yr olds are drafted or until all teams have exercised their “passing” option.
 4. Any designated coach’s children of this age group will become that team’s first round pick. (Note: Only one pick will be used regardless of the number of a coach’s children (twins, triplets, etc.).)
 5. There will be no extra choices or considerations for expansion teams at this age level.
- B. The following draft procedure will be used for the younger age level of each league – 13 in Pony, 11 in Bronco, 9 in Mustang and 7 in Pinto.
1. Players for this age group on pre-draft rosters will be determined based on the number of children of each team’s manager, designated coach or sponsor, and brothers/sisters of players already on a roster. NOTE: For Pony Division, any remaining undrafted 14 yr old players are eligible to be selected at ANY round of the younger age group draft.
 2. Drafting order will be sequential from low to high numbers (1,2,3,4, ...) for odd numbered regular and supplemental rounds, and sequential from high to low (4,3,2,1 ...) for even numbered rounds and supplemental rounds. In the last odd numbered round, if the number of teams still drafting is greater than the number of players remaining to be drafted, then the process of reversing the draft order will not apply.
 3. The draft for this age group will begin with a regular round, followed by a supplemental round, and continue in an alternating manner until all the players have been chosen. If at some point during the draft, no teams qualify for supplemental picks, the draft will continue with regular rounds only until all players have been chosen.
 4. All teams are eligible for every regular selection round of this age level until a team has reached the maximum number of players allowed.
 5. Any designated coach’s children of this age group will become that team’s first regular round pick. (Note: Only one pick will be used regardless of the number of a coach’s children, e.g., twins, triplets, etc.).
 6. Eligibility for supplemental rounds will be determined by the total number of roster players (both age groups included) at the beginning of each supplemental round. Any team roster not equal in number to the lowest team/teams roster(s) will be eligible for a draft pick in that supplemental round. Once all teams have equal total rosters, the supplemental rounds are complete. NOTE: In years when the Pony Division decides to instill player cuts, the supplemental draft rounds may not be necessary.
 7. **For all divisions**, all age eligible players will be selected before any play up eligible players who chose to try out. At that point, the coaches will be able to choose a play up eligible player if they wish. If the child is drafted, he/she will play at that level for the entire season. If a play up eligible player is not drafted, he/she will be placed on an age appropriate team.



League Rules & Regulations

If a play up eligible player, has an older sibling either returning or selected, the play up eligible player must be taken on the same team. If not drafted they will be placed on an age appropriate team for the year.

Play up eligible players are not eligible to be named as a sponsor or coach selection.

8. The following considerations will be made to expansions teams during the lower age draft procedure.
 - a) A manager's children and/or sponsor's children are automatically placed on the team roster prior to the draft.
 - b) If a manager chooses a designated coach, that coach's children are also automatically placed on that team's roster prior to the draft. That team will then use its drawn lottery number for the remaining regular rounds.
 - c) If a manager does not choose a designated coach, the expansion team will select the first pick of the regular round as the team's first round pick, replacing its drawn lottery number for this round only. Thereafter, all picks will be made following Rules I.6. as described above.
 - d) In case of more than one expansion team, the team with the lowest regular round lottery pick will select first, with the other expansion team(s) selecting next in subsequent order.

Legal Players (Call-up Procedure)

This supplemental amendment is intended to allow managers to call up players (only 6 yr. old Shetlands to Pinto, only 8 yr. old Pintos to Mustang, only 10 yr. old Mustangs to Bronco, and only 12 yr. old Broncos to Pony) when their roster is short players, to avoid forfeiting a game. This also allows a younger player to become familiar with the next league up. Please refer to the Penalties Section for how violations will be handled.

After two weeks of league play, a list of call up players shall be made available to the respective managers. While this list will contain the names of players most likely to contribute if called up, managers may call up players not on the list at their discretion. If a player is needed before the list is available, the manager can arrange to call up a player to avoid a forfeit. It is the responsibility of the manager to ensure there is no scheduling conflict prior to calling up a player to play in a regular season game.

Players may not be called up unless a team is expected to have 10 players or less. No call up player is eligible to pitch in any game and must bat at the end of the batting order. Any player called up must play in the field at least two innings. Please refer to the Penalties Section for how violations will be handled.

For a given team, all rostered players, who are at the game from the start, must play more innings in the field than every called up player. Please refer to the Penalties Section for how violations will be handled.

Use of a call up player in playoff or tournament games will be allowed if a team has 9 or less team roster players. A call up player will not be allowed to play in a game if 10 regular roster players are available. They will be available in case of injury to a regular roster player. Playoff use of call up players has the same restrictions as regular season play, except for the exceptions here noted. The Division Representative must approve the use of all supplementary players for in-house tournament



League Rules & Regulations

games. If the Division Rep is unavailable or if the Division Rep is also a manager of a team in this Division and needs approval of a call up (i.e., no self-approvals), the commissioner shall be contacted. Any violation of this rule will result in forfeiture of the game.

Disciplinary Action

The following may be adopted by the league as a guide for the handling of player or adult discipline problems.

- A. The league officers shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer or other person whose conduct is in violation of the Rules and Regulations of Pony Baseball and/or is considered detrimental to the best interest of the league.
 - (1) Persons subject to disciplinary action shall be notified by the league in writing and are entitled to a fair hearing before the league officers. Such a hearing must be requested by the persons receiving disciplinary action within 48 hours of their written notification.
 - (2) In the event of discipline procedures involving a player, or other person under the age of 18, that person's parents shall be invited to attend.
- B. Persons, youth or adult, who refuse to comply with the rules of Baseball, PONY Baseball, or the League, may be considered for disciplinary action.
- C. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. League officers may impose the one, which, in their opinion, appears to match the severity of the offense.
 - (1) Warning. The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.
 - (2) Suspension. The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
 - (3) Dismissal. The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - (4) Barred. The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

Penalties

- A. A team failing to field at least eight uniform players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game.
- B. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the League because the player does not meet the requirements as to age and/or legally registered.
- C. Illegal equipment shall be removed from the game.
 - (1) Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postpone and rescheduled by the League officers.
 - (2) Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other footwear is available, removal of the affected player or players from the lineup.



League Rules & Regulations

- (3) Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
- (4) Players participating in travel teams may not wear their travel team hats or jerseys while participating in in-house games and are subject to removal from the lineup until the player meets the definition of a conventional uniform.
- D. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases be subjected to league specific rules.
- E. Pitchers in violation of any pitching rules shall be considered ineligible players, and are subject to the penalties stated in their respective league pitching rules.
- F. Teams who have had players removed from a game (e.g., illness, ejection, etc.) shall not have an out recorded against them when such players' turn in the batting order is reached.
- G. If a team is forced to play with 8 players at any time, no out will be enforced for the 9th spot in the batting order.
- H. When a runner is attempting to get to a base or home plate and contact occurs between the runner and a fielder that could have been avoided by sliding, the runner will be declared out. In a case where obstruction occurs, the umpire will rule on it accordingly.
- I. No fake bunt and swings (i.e., slashing) will be allowed from Pony and below. In cases where this occurs, the batter will be called out. The ball will immediately be declared dead with runners returning to their original bases.

Protest

- A. A protest based on a play, which involves an umpire's judgment, shall not be protested. This also includes ground rules.
- B. When a protest is based on the interpretation of the rules, the objecting manager, shall at the time the play occurs, notify the head umpire, the opposing manager and the official scorer that the game is being played under protest, and submit the protest in writing to the NABA League President or VP Commissioner within 48 hours of the completion of the game. A Protest Committee shall consist of the President, Vice President Commissioner, Vice President of Operations, Umpire-in-Chief and Division Representative. A minimum of three committee members is needed for any protest.
 - (1) When protests based on the interpretation of a rule are upheld by the decisions of the Protest Committee, the game concerned shall be replayed from the point of protest.
 - (2) Umpires should make a public announcement to the crowd when a game is being played under protest.
- C. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.



League Rules & Regulations

Travel Team Restrictions

The following restrictions are placed on the travel teams:

The maximum number of games that can be scheduled is 75. The minimum number of games offered by a tournament will be used in this calculation. For example, if a tournament offers a 3-game guarantee, that tournament will count as three games toward the 75-game limit.

No game can be scheduled after 7/31. The tournament start date will be used in the case of tournaments. For example, if a tournament starts on 7/31 and ends on 8/2, it will be allowed.

All Players must tryout for teams including the Managers children.