

MID-MICHIGAN PONY LEAGUE

LOCAL RULES 2017

16 and Under

Official Pony Baseball rules to be followed unless superseded by these rules. The MMPL does not follow MSHAA rules. There is a link to the official PONY baseball Rulebook on masonpony.org website.

MULTIPLE TEAM PARTICIPATION

Players may not participate on two teams in the same age group. Players may participate on two teams in different age groups. For example, a player age eligible to participate and playing in U14 may participate on a U16 Team by playing up.

U16 DIVISION ROSTERS

Teams participating in the 16 division are designated as “and under” teams. Rosters can be made up of players who are 16 years old or younger on April 30, 2017.

FIELD DIMENSIONS

- 1) The distance between bases is 90 feet.
- 2) The distance from the pitching rubber to home plate is 60 feet 6 inches.

LENGTH OF GAMES

1. MMPL games will be 7 innings in length for all games unless part of a double header or called due to darkness or weather.
2. MMPL double header games shall have a time limit of two hours. There shall be no additional innings after the inning in which the time limit is exceeded. There will be no tie breakers if the game is tied at that time and the game shall be declared a tie.
3. If a game is tied when the regulation number of innings is completed **before** the time limit is reached the following Game Tie Breaker Rule shall be followed:
 - a. If at the end of the regulation number of innings the score is tied and the time limit has not been reached, **ONE** extra inning will be played utilizing “**International Rules**” to determine a winner, if the game is still tied, it will be ruled a tie.
 - b. International Rule: The last out in the lineup from the previous inning is placed on second to start the extra inning; the game is then played as usual.
 - c. After the visitors bat and three outs have been made, the home team does the same thing.
4. MERCY RULE: 10 or more run differential after 5 innings.

PLAYING TIME AND SUBSTITUTIONS

1. Coaches must bat all players on the roster.
2. Each player must play a minimum of two innings defensively.

3. There are free defensive substitutions except for the pitcher.
4. If a player arrives late they will be added to the end of the lineup.
5. Eight players will constitute a legal lineup.
6. If a player becomes injured during a game (who is removed from the game and cannot continue), the player will be skipped over in the batting lineup without being considered an out.
7. Nine players are to be used defensively unless only 8 are available.
8. Coaches may use a courtesy runner (the last batted out) for the catcher and the pitcher.

PITCHING RULES

1. A pitcher may not pitch in more than 7 innings in one day. An inning is defined as one pitch.
2. A pitcher may not pitch more than 10 innings per week in League play.
3. A pitcher must have 40 hours without pitching again after pitching 4 or more innings.
4. A week is defined as Monday through Sunday.
5. Once removed from the mound a pitcher may not return to the mound to pitch.
6. A dropped third strike is considered a live ball.
7. Balks will be called without warning.

RESCHEDULING GAMES

1. Suspended games will be continued from the exact point of suspension.
2. A makeup date for a suspended or rained out game shall be scheduled within three days. The League Coordinator shall be notified once the game has been rescheduled.
 - a. If the two coaches cannot agree on a date within 3 days, then both home community coordinators should notified to seek a resolution.
 - b. If a resolution still cannot be reached within 7 days, then both community coordinators shall contact the MMPL division coordinator for a final determination.
 - c. Failure to reschedule a suspended games may result in forfeiture of the game by the team deemed by the MMPL to have prevented the game from being recheduled.
3. The 12-game record with the most wins including forfeits wins the division, so make sure to reschedule any suspended or rained out games to be eligible for trophies. Ties count as one half win.

BASE RUNNING RULES

1. Runners may lead off and steal any base including home plate.
2. A dropped third strike is considered a live ball.
3. Base runners must slide or avoid contact at every base, so as to avoid a collision if the defensive player has or would have had possession of the ball in order to make a play. The slide must be a legal foot first or headfirst slide. Runners in violation will be called out and also receive a warning or an ejection from the game if in the umpire's judgment it was a flagrant attempt to cause injury. The 2nd violation will be an automatic ejection from the game.

4. Metal cleats are allowed in this age group.

BENCH AND FIELD CONDUCT

1. All players, coaches, assistant coaches and scorekeepers shall conduct themselves in an appropriate manner.
2. The head coach may question calls from time to time. Only the head coach is allowed to discuss a play call with the umpire.
3. A head coach may request an umpire to seek help from a second umpire, the request does not necessarily have to be recognized.
4. Coaches that belabor the point and continue to argue may be ejected.
5. Phantom, ghost, or fake tags will result in an obstruction call.

SCORE REPORTING

1. The HOME TEAM should post the score of the game to the MMPL website.
2. All scores should be posted within 24 hours.
3. If the visiting team does not see the game's score posted on the website within the three days, then they should contact the division coordinator to report the score.

BAT RULES

1. All 2 3/4 bats are illegal.
2. All 2 5/8 bats that are -3 ratio (length/weight) must be BBCOR certified. (See PONY Rule Book for more information.)
3. Only certified 2 5/8 (-3) BBCOR bats are allowed at the Colt age level.
4. Wood bats that are no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.

EJECTIONS

1. Players, coaches, scorekeepers, parents, and team fans or spectators are subject to ejection by an umpire if in the umpire's sole judgment the player, coach, scorekeeper, parent, fan or spectator has broken a MMPL rule meriting ejection or is behaving in a belligerent, disruptive, or threatening manner.
2. Any player, coach, scorekeeper, parent, fan or spectator ejected in a MMPL game including tournament games will be barred from participating in the game from which he or she is ejected plus the next regularly scheduled game.
3. Any player, coach, scorekeeper, parent, fan or spectator ejected shall leave the field immediately or face further disciplinary action.
4. Both coaches should email the MMPL Division Coordinator that an ejection has occurred as soon as practical after the game so that the team playing in the next game can be notified.
5. The MMPL reserves the right to take further action including permanently barring further participation of an individual(s) if warranted in the MMPL's sole judgment due to the nature of the offense and/or history of behavior.

6. There shall be no appeals to the ejection rule.