

LYNDHURST DAD'S CLUB
PONY LEAGUE RULES
2009

The Pony League will play by FEDERATION HIGH SCHOOL RULES, except as noted below.

GENERAL INFORMATION

1. NO smoking, chew, or tobacco of any kind permitted on the field of play or either bench.
2. NO ALCOHOLIC beverages are allowed in our city parks or on school grounds.
3. When lightning is seen in the area, by an umpire, a manager, the assistant manager or any LDC trustee the game **must be suspended IMMEDIATELY. Game may only be re-started, after 30 minutes of time has passed from sight of the last lightning bolt.**
4. The winning coach of a game shall call the league director with the score of the game.

FIELD CONDUCT

1. Profanity, taunting or intimidating by any participant or spectator will not be tolerated. A participant shall be ejected from the game, at the discretion of the umpire. A spectator shall be ejected from the park.
2. Throwing of a bat or helmet could result in an ejection, at the discretion of the umpire.
3. Must slide rule: A player must slide, give up or attempt to avoid being tagged while a play is being made on him. No player shall initiate contact with another player.
4. Only the team manager may confer with the umpires.
5. Phantom tags are prohibited.
6. No jewelry may be worn during a game.

FIELD & EQUIPMENT

1. Bat size shall not exceed 2 3/4"-8.5 NO EXCEPTIONS. The size must be clearly marked on the bat. Any bat not marked will be declared illegal and may not be used.
2. No metal spikes may be worn. Rubber cleats or tennis shoes only.
3. Pitching distance is fifty-four (54) feet. Bases are eighty (80) feet.

PLAYER INFORMATION

1. Each team must have a minimum of (8) eight players to start and finish a game.
2. All players must play a minimum of (9) nine defensive outs and bat at least once per game. If the home team does not have to bat in the bottom of the 7th inning, it is not an excuse for a player to not have batted. EXCEPTION: In a game shortened by the run spread or curfew, all players must play a minimum of (6) six defensive outs and bat at least once.
3. A substitute player may re-enter a game for an injured player, if no other players are available and must bat in that players' spot in the batting order. This is the only time a substitute player may re-enter.
4. Starters may re-enter a game once, and must bat in their original spot in the batting order.
5. Additional hitter may be used but is not mandatory. He may bat in any spot in the order and must be inserted into the field during the game. The AH must play (9) nine defensive outs. The use of the AH must be declared before the start of a game and that team will therefore be batting 10 players.

6. If a team with nine players has a player injured, the batting order may be adjusted without penalty. If he leaves the game for any other reason, his spot in the order will be an out.
7. If a team starts with eight players, there will not be an automatic out. If a ninth player arrives before his team has batted through the order, he may play and must bat in the last spot in the order.

GAME INFORMATION

1. There is a ten (10) run run-spread rule in effect after five (5) innings. 4-1/2 innings if the home team is winning.
2. There is a two (2) hour time limit on games at lighted fields when two games are scheduled. No new inning may start after 8:00pm. The curfew when one game is scheduled, is dark, based on the umpire's decision. A full inning must be played for the inning to count.
3. A fifteen minute grace period will be recognized before a forfeit is declared.

HOME TEAM RESPONSIBILITIES

1. Removing and replacing equipment and bases from the box.
2. Supply one (1) new game ball, and one (1) back-up ball. Visiting team will provide one new ball.

PROTESTS

1. A protest must be made in writing and given to the league director within forty-eight (48) hours of the start of the game in question.
2. Protests must contain the following information:
 - A. The date, time and place of the game.
 - B. The names of the umpires.
 - C. The rule and section of the official playing rules or local rules under which the protest is made.
 - D. The decision and conditions surrounding the making of the decision.
 - E. All essential facts involved in the matter protested.

PITCHING RULES

1. One pitch in an inning constitutes an inning pitched.
2. The pitching week is defined as Monday-Sunday.
3. Pitchers will be limited to seven (7) innings per game, and ten (10) innings per week.
4. Any pitcher who pitches four (4) or more innings in a game cannot pitch the next day.
5. A pitcher may be visited by his manager or coach once per inning. Two (2) visits in an inning, or three (3) visits in a game, and the pitcher must be removed.
6. Abuse of the innings pitched rules shall result in a forfeit.

EJECTIONS

1. Manager must notify the league director the night of the game, of any player, coach, or manager that was ejected during a game.
2. Players, coaches, and managers receive an automatic one (1) game suspension for any ejection.
3. A second offense is an automatic two (2) game suspension, and requires a meeting with the executive committee. Suspensions will continue until their meeting with the executive committee.

4. If the player, coach, or manager fails to serve the suspension, the game they participated in that they were ineligible for will be declared a forfeit, and they will not participate until the suspension is served.

BORROWED PLAYER

1. Borrowing a player for use in the same league or lower league is not permitted.
2. A player may be borrowed to play up only if the requesting team would otherwise forfeit.
3. Players must be called up from the league directly below the calling league and cannot cross programs.
4. A player from any other league will be considered an ineligible player.
5. A player cannot be borrowed from a team that has a concurrent game in their own league. Such a player will be considered an ineligible player.
6. In the event that the requesting team has enough of its official roster at game time and has already borrowed a player, the borrowed player will, unless there is an injury causing a player on the official roster to be removed from the game, play eighteen (18) consecutive outs. 3 innings.
7. Borrowed players shall only play in the outfield and bat in the bottom 1/3 of the batting order.
8. Teams will be provided with a copy of the list of eligible players.
9. One team cannot call the same player two times in a row.
10. The borrowing manager must notify the league director within 24 hours of using a borrowed player.
11. The manager of the team with the borrowed player must notify the opposing team that a borrowed player is being used.
12. The player must wear their regular league jersey.
13. First offense violation of the borrowed player rule will result in a warning issued to the manager. The second offense will result in a one game suspension for the manager. Any borrowed player that is ineligible will not be allowed to be called up again.

Note: #2 You may call up players to have a full team. Up to 10 players