

PONY BASEBALL LOCAL RULES 2009
MASON BASEBALL/SOFTBALL CLUB

12 and Under

Official Pony Baseball rules to be followed unless superceded by these rules.

I. PLAYING TIME PER GAME

Games to be 7 innings or 1 hour and 45 minutes. No inning to start after 1 hour and 45 minutes. An exception would be when a game is tied after 1 hour and 45 minutes and 7 innings have not been played. The game can continue at the umpire's discretion if there is not a game to follow.

An inning will be considered complete if a team has either scored six runs or made three outs. Unlimited runs will be permitted in the last inning.

The umpire shall announce to the coaches prior to the start of the final inning that the inning shall be the last inning if the inning is any inning other than the 7th inning. The decision of the umpire is final.

Mercy Rule – 10 or more runs after 5 innings

II. LEGAL LINEUP

Eight players will constitute a legal lineup for league play, however the batting order shall consist of 9 positions with the vacant position being an out each time thru the order.

III. PLAYING TIME AND SUBSTITUTIONS

Coaches will bat all players on the roster that are present for the game. All players will play a minimum of two innings defensively. There is free defensive substitution except for the pitcher. If a player arrives late they will be added to the end of the lineup. Injured players, who are removed from the game and cannot continue, will be skipped over in the batting lineup.

Coaches may also use a courtesy runner for the catcher. (Last batted out.)

IV. PITCHING RULES

A pitcher may not pitch more than 12 outs per game in League play. Pitchers are limited to 21 outs per week during League play. A week is defined as Monday through Sunday.

Once removed from the mound a pitcher may not return to the mound to pitch.

A warning will be given to a pitcher before a balk is called. Balks will be called according to high school rules.

V. RE-SCEDULED GAMES

Suspended games will be continued from the exact point of suspension.

The need for re-scheduled games must be communicated to the League Coordinator.

VI. BASE RUNNING RULES

Players are allowed to lead off and steal any base including home.

Players may try to advance to 1st base on a dropped 3rd strike if 1st base is not occupied with zero or 1 out. If there are 2 outs a player may try to advance even if 1st base is occupied.

Players must slide or make an attempt to avoid a collision if there is a play.! Michigan High School Rules will be in effect. A slide must be a legal foot first or headfirst slide.

Illegal slides or collisions will be penalized by ejection.

No metal cleats allow in this age bracket

VII. BENCH AND FIELD CONDUCT

All players, coaches, assistant coaches and scorekeepers shall conduct themselves in an appropriate manner.

Coaches may question calls from time to time. If a coach appeals to a second umpire, the appeal does not necessarily have to be recognized. Coaches that belabor the point and continue to argue may be ejected.

Phantom, ghost or fake tags will result in an obstruction call.

VIII. SCORE REPORTING

Home teams are responsible for reporting scores. Game scores must be sent in within 24 hours after the game is finished.

E-Mail game results to mmpl_scores12@yahoo.com