

## UAMBA Senior Pony League Rules 2019

The UAMBA Senior Pony League is a teaching league. The defensive and offensive rules of the league are designed to meet the following objectives:

1. Reinforce skills that are gained through play in the Junior Pony League.
2. Introduce the concept of balls, strikes, strikeouts and outs.
3. Introduce the concept of making decisions while running bases such as overthrow situations.
4. Introduce kid pitching.
5. Introduce the position of catcher.
6. Understand the role of an umpire.
7. Understand the purpose of tallying runs scored.
8. Expand concept of throwing balls from the outfield to the infield.

### General Game Rules:

1. The Senior Pony League will generally consist of 7 and 8 year old players. Special exemptions may be given to younger (or older) players based upon ability.
2. Games shall consist of six innings, or should go no longer than 90 minutes in duration. No inning is to start after the 90 minute time limit, or if lighting conditions do not permit. Games will not start or continue in the event of lightening or distant thunder. No extra inning games will be played.
3. Scores will be kept but there will be no league standings. At the end of the year, there will be a playoff in which all teams will participate. Seeding for the playoffs shall be random and will be identified before the end of the regular season.
4. An umpire will be assigned to each game to call balls/strikes for batters, foul balls, and also all outs at the bases. Managers and coaches may be asked to assist a call if the umpire is unsure, but only if asked by the umpire. The Manager or coaches of the team batting shall act as the umpire for all ball/strike calls if an umpire is not assigned or does not show up. The nearest manager or coach has the call at a base.
5. There is absolutely no arguing or trying overturn an umpire's call. Managers only, may meet at home plate to politely discuss a call, or better understand the call, but the manager may not pressure or attempt the umpire to change his call. The only time a call can be changed is if there is an misunderstanding of a rule and clarification is needed. Calls such as ball, strikes, and outs can't be contested. If a discussion is held, any player near the discussion should be asked to go near their respective bench areas. Managers and coaches may not attempt to influence a call while a play is in progress. If any manager, coach, or parent is found to be arguing or harassing an umpire's call, they may be asked to leave the field/park, and additional punishments may be handed down, such as game(s) suspension. All managers, coaches, and parents are to abide by the UABA Code of Conduct. Any inappropriate conduct towards umpires, other coaches or parents must be reported to the Sr. Pony Coordinator.
6. Managers and coaches cannot freeze plays, but can call a time-out any time after a play is over to instruct a player.
7. It is not necessary to reschedule cancelled games, but a reasonable effort should be made to try to reschedule, if possible. Please contact the Sr. Pony League Coordinator for the availability of fields when rescheduling cancelled games.
8. The home team will supply the game balls.
9. The home team will occupy the third (3rd) base dugout or bench.
10. No eating is permitted during the game, unless it is a medical necessity. Players are permitted to bring drinks in a plastic container. Parents generally take turns providing a post-game snack for all players. All managers and coaches should ensure that their bench area and spectator stands are free of trash and other debris at the end of games.

11. Aluminum, wood or composite bats are allowed.
12. All teams must keep a scorebook for all games. Sr Pony is registered for Ripken, so the 8u All Stars can participate in the Ripken All Star Trail. We must provide proof that any 8u All Star has played in 50% of the games.

### **Defensive Rules**

1. Up to ten (10) players (4 in the outfield max) can play in the field. Six (6) players shall assume the normal infield positions including the catcher in full gear. The remaining players shall be positioned in the outfield at least ten (10) feet beyond the infield cutout before the ball is put in play by the batter. The pitcher must play within a 4 foot radius of the rubber, and can't be placed anywhere else in the infield during machine pitching. If a team is short players, then it is suggested to forego an outfielder and/or catcher.
2. Each player must play a minimum of 2 innings in the infield. The only exception is if the 90 minute time limit is reached before the game gets through 4 full innings, which in that case each player must have played at least 1 inning in the infield. Coaches should try to rotate all players in all positions throughout the year.
3. The catcher is required to wear the catcher's gear (mask, chest protector and shin guards). Athletic cups are also required for all male catchers. All players should be encouraged to try the catcher position, but no player should be put in the position if it is deemed by a coach or Manager to be unsafe for that player.
4. Kid pitch and called strikes will be in effect starting with the first game of the season. The kid pitcher will throw until three strikes, four balls, the batter hits the ball into play, or the batter is hit by the pitch. If a kid pitcher hits a batter, the batter has the option to take 1st base or continue his/her at bat with the pitching machine (If continue at bat, pitch count will reset when hit by pitch). In the event four balls occur, then the batter will get a chance to hit off the pitching machine. He/she can then either hit a ball into play or strike out, due to 3 strikes (pitch count will not reset after 4 balls). If a pitcher hits three (3) batters in an inning, they must be replaced.
5. The first four innings will be kid pitch, with the last two innings using the pitching machine. For innings 5 and 6, the pitching machine will be ran by an offensive coach. This rule is intended to assist with speed of play, and also to assist teams that may not have adequate pitchers. If agreed upon by both managers, additional innings of kid pitch can be allowed if the game is moving along in a timely manner, and the manager has additional kid pitchers to use.
6. No more than two (2) innings per game is allowed for any kid pitcher, and a max of 4 innings per week. If a pitcher pitches two innings, they must be consecutive innings, once removed from pitcher, they can't return later in the game to pitch during an kid pitch inning. One pitch or more pitches in any inning is considered an inning pitched. If there are not enough pitchers to complete the game, notify the other Manager prior to the start of the inning (if possible) then proceed to the pitching machine to complete the game. The other team can continue to use kid pitch if there are enough kid pitchers still available.
7. Pitchers may throw no more than 6 warm up pitches for the first inning they are pitching. If they pitch a second inning, they can only throw a total of 4 warm up pitches.
8. The pitch count will start at 1-0 (1 ball, 0 strikes) for each batter.
9. When using the pitching machine, strikes are called just like the kid pitch. If the pitching machine is used to continue an at-bat, the strike count on the batter is continued from the kid pitcher. The pitcher must continue to occupy the pitching position until the at-bat is over. The offensive coach will operate the pitching machine.
10. If the pitching machine is malfunctioning, or not accurate due to weather conditions, coach pitch may be substituted, by the offensive coach. The coach must pitch from within 5 feet of the pitcher's rubber, and can't "lob" the ball to the batter, must throw as close to the same loft as the pitching

machine if possible.

11. Dead Balls - Play is stopped and the ball is considered dead when the ball is thrown from the outfield to the infield dirt and touched by an infielder. If the infielder is "bobbling" the ball or overthrows a base, the runner can't advance to the next base, unless they are already in process of running to the next base prior to the ball being touched. Outfielders should be encouraged to get the ball into second (2nd) base or to the pitcher from the outfield. Outfielders cannot run the ball from the outfield to the infield to make an out. Base runners may continue to run the bases until the ball is touched by an infielder, in the infield.
12. Overthrows - If an infielder throws to first and it is not caught by the first baseman, the runner may choose to advance to second base at his/her own risk. No additional bases will be granted for overthrows at other bases. A runner cannot score as a result of an overthrow at first base. If there is a runner on 1st, running towards 2nd, and the ball is overthrown at 1st, the runner can't advance from 2nd to 3rd, and the runner at 1st, can't advance to 2nd.
13. The defensive team can only have 3 coaches in the field, one coach behind home plate to field passed balls (If runner on 2nd, catcher should be required to obtain all passed balls to make a play at 3rd on a steal), 2 coaches in the outfield. No defensive coach is allowed in the infield, and no defensive coach should interfere with play.
14. If the catcher catches a foul tip and it is not the third strike, the foul tip counts as a strike. If the catcher catches a foul tip and it is the third strike, the batter is out.
15. The pitching machine should be setup a few feet behind the rubber, and set on a speed of 3 or 4.

### **Offensive Rules**

1. In the first 5 innings of the game the offensive team may score a maximum of 4 runs per inning. If the offensive team reaches 4 runs before 3 outs, they are done batting. There is no limit on runs scored in the 6th inning. If the last inning seems to be getting out of control with a team up by 10 or more runs, the batting team should consider stopping their at bat as a sign of good sportsmanship.
2. Throwing the bat after the ball is hit is not allowed. After the first infraction the player shall receive a verbal warning. After the second occurrence, the player should be called out. Players should be strongly discouraged from throwing their bat or any other equipment.
3. All players will be placed in the batting order and the order shall be maintained throughout the game.
4. Bunting and leading are not permitted. A player may attempt to steal third base from second base at his/her own risk, only during kid pitch (can't steal if using pitching machine or coach pitch) A player can't leave or lead from the base until the pitch is past the batter/plate.
5. No more than one base may be taken if the ball never leaves the infield, pending any overthrows. Runners can only advance to the next base if an overthrow occurs from the infield to first (1st) base and there are no runners on second (2nd) base. If the ball is thrown out of play, when making a play at 1st, the runner may advance to 2nd base, only if there is currently not a player on 2nd base. A player on 2nd base or 3rd base, may not advance if a ball is thrown out of play.
6. If a runner is attempting to get multiple bases on a ball hit to the outfield, before the ball is touched by the infielder, in the infield, as long as the runner has rounded the base, they may continue to the next base, there is no "half way rule".
7. No walks are allowed. If a player is hit he/she is given the option of being awarded first (1st) base or continuing the at bat.
8. When a team is at bat, only one player is allowed to be in the fenced on-deck area. There must be a coach monitoring the on-deck area or it is not allowed to be used. The remaining players not on-deck, batting, or on the bases should be on the bench. Only the batter and the batter on-deck should be holding a bat. All batters in the on-deck area shall wear a helmet.
9. The offensive team should have coaches at first and third base.

10. All batters are required to wear proper batting helmets with facemask or C-Flap.
11. No base runner may leave the base until the ball is hit into play. One warning will be given. After the warning, he/she will be out on the second occurrence.
12. If a ball is hit by the batter and then strikes the pitching machine, it shall be played as a live ball, but will be considered an infield hit, and runners can't advance extra bases, even if the ball bounces to the outfield.

### **End of Season Tournament Rules**

1. The end of season tournament is designed to allow a few extra games for the kids, and to have fun. The tournament format may be single or double elimination, or round robin, depending on the number of teams and field availability, and determined by the Sr. Pony Coordinator.
2. All managers, coaches, and parents should ensure that having fun is top priority, and shouldn't try to win at all costs. Any misconduct during the end of season tournament by a manager, coach, or parent, will result in the person being suspended for the remaining of the tournament. There is a zero tolerance policy during tournament play, any misconduct or arguing with umpires will not be tolerated. If multiple reports of misconduct are reported, the tournament may be cancelled and not completed.
3. The time limit for tournament games will be set at a maximum of 2 hours, unless it becomes too dark for play beforehand.
4. If a game is still tied after 6 innings or 2 hours, teams may continue to play until dark, with modified rules:
  - The offensive team will start the inning with a runner on 2nd (the last player to bat the previous inning).
  - Pitching Machine will be used for all pitches, hence no stealing.
  - If too dark to continue playing and the game is tied, flip a coin, best 2 out of 3.
  - Must play infield rule is suspended for end of season tournament.
  - Max number of innings pitched will remain at 4 innings per week, which the week ends at 11:59pm on Saturday. Winning team must report who pitched and number of innings pitched, 1 pitch in an inning equals 1 inning pitched.

### **Field Preparation**

1. For each game, the home team is responsible for the pre-game set-up and the post-game clean-up of the field. The home team is responsible for putting the equipment back in the shed and locking up.
2. Pre-game field prep should include:
  - Dragging the field if necessary
  - Lining the foul lines
  - Lining the batters boxes
  - Installing bases
  - Applying drying agent if necessaryField clean up should include:
  - Putting bases and equipment away
  - Dragging the field
  - Picking up trash/debris from the bench and stands (all managers and coaches)
3. Pre-game Warm-ups - The home team will have the field at 45 minutes prior to the game for 20 minutes. The away team will have the field at 25 minutes prior to the game for 20 minutes. Games shall start promptly at the scheduled time.
4. All umpires shall arrive at least 15 minutes prior to the start of the game.