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# ***UAMBA Junior Pony League Rules***

## ***2019***

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

1. Show players that it is fun to play baseball
2. Show players how to be safe on a baseball field
3. Expose players to a team atmosphere
4. Be able to identify a defensive position with its name
5. Understand the concept of playing each defensive position
6. Understand the concept of throwing out a base runner
7. Be able to identify a base name with the base and all outfield positions
8. Understand the concept of hitting the ball and running to first base and/or second base

### **General Game Rules:**

1. The Junior Pony League will consist of 5 and 6 year old players. Special exemptions may be given to older players based upon ability.
2. Games shall consist of three or four innings and should be 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 lightning or distant thunder. No extra inning games will be played.
3. Scores will not be kept and there will be no league standings.
4. Each half inning will consist of a team batting all of its players in the lineup.
5. Only safety balls approved by the league should be used during practices and games.
6. The Manager or coaches of the team batting shall act as the umpire for all calls, with the nearest manager or coach to a base having the call at that base. All baserunners who are called out should return to their bench.
7. Managers and coaches cannot freeze plays, but can call a time-out any time after a play is over to instruct a player.
8. It is not necessary to reschedule cancelled games, but a reasonable

effort should be made to try to reschedule, if possible. Please contact the Jr.Pony League Coordinator for the availability of fields when rescheduling cancelled games. The home team is responsible for calling games due to weather.

9. The home team will supply the game balls.
10. The home team will occupy the third (3rd) base dugout or bench.
11. Each Manager is encouraged to attend the monthly Board meetings usually held on the second Tuesday of each month.
12. The Junior Pony Level is an instructional level. Each team Manager must sign the Upper Allen Mechanicsburg Baseball Association's Code of Conduct and abide by this code for every interaction with players and parents of all teams. Here is the link to the UAMBA Code of Conduct: <http://www.upperallenbaseball.org/downloads/CodeofConduct.pdf>
13. 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.
14. It shall be the Manager's responsibility, in conjunction with the Pony Level Coordinator, to determine if a player needs to be reassigned to the Senior Pony level due to safety concerns or ability factors.
15. The pitching machine is required to be used. The only exceptions are if it is broken or if the winds are too high ( +25 mph ). If broken the coordinator should be notified ASAP to have fixed or replaced.

## **Defensive Rules**

1. All players may play in the field. Six players shall assume the normal infield positions including the catcher. Under no circumstance shall more than one player play the traditional infield positions at one time. The remaining players shall be positioned in the outfield (ten feet beyond the infield dirt) before the ball is put in play by the batter. Outfielders should be discouraged from making unassisted outs by touching a base or tagging a runner. If a team is short players, then it is suggested to forego a catcher and/or an outfielder.
2. The catcher, pitcher, and 1st baseman must wear a batter's helmet with faceguard when playing in the field. The catcher should not catch pitched balls, and should stand off to the side of home plate near the fence at his/her bench. The catcher should be instructed to make a play only on a

weakly hit ball or to cover his/her position with an attempted play at the plate. The pitcher should line up slightly off the pitching rubber so that he/she is able to see around the coach operating the pitching machine.

3. Managers and coaches will assign field positions and should rotate players through all positions during the season except where there is a concern for a player's safety when playing a certain position.

4. All batters will receive three pitches from the pitching machine. The pitching machine should be placed in front of the pitching rubber. The spring tension shall be set on #1. If the ball is not put in play after three pitches, the manager or coach must put the ball on a tee for his/her batter to hit. There are no strike outs or walks at this level.

5. If a batted ball hits the pitching machine or the manager/coach who is pitching, the ball shall be played as a live ball.

6. Overthrows - If an infielder throws to first base, play is stopped when the ball gets to or passes the first baseman. There are no extra bases for any overthrows or balls out of play from the infield.

7. To reinforce and teach objective 6, only a player assigned to cover a base and the shortstop can make an unassisted play at a base. Specifically, a pitcher cannot make an unassisted out. Additionally, the shortstop and second base player should be encouraged to throw the ball to second base to make an out at that base. An attempt at an out at second base is not intended to be a foot race.

8. Up to three coaches/managers are permitted on the field with the defensive team. They must remain behind the infielders. They are NOT permitted to touch the ball or the players in the field to assist them.

## **Offensive Rules**

1. All players will be placed in the batting order and the order shall be maintained throughout the game.

2. Each half inning will consist of the batting team running through its entire batting order. Outs will be recorded and managers/coaches should remove base runners from the bases as they are called out, but the half inning will not end until everyone on the batting team has gotten an at-bat.

3. No strikeouts or walks are allowed. If a player is hit by a pitch, at the coach's discretion, he/she may be awarded first base or be allowed to continue to bat. It is permissible for a hit batter to take a break then return as the next batter with his/her previous strike count.

4. Managers or coaches should draw a five foot arc within the foul lines

from the rear of home plate. A batted ball within the arc is considered a foul ball. This includes both pitched and teed balls. All balls put into play that do not go past this five foot arc must be identified immediately by the Home Plate coach by shouting "FOUL BALL."

5. If, after three pitches, the tee needs to be brought out, the tee will be adjusted by a Home Plate coach, and it will be his responsibility to remove the tee from home plate immediately after the ball is put in play. Under no circumstance should the batter or catcher be allowed to man the batting tee.

6. If the batter hits the tee but the ball still rolls into play, it will also be considered foul. The coach placing the ball on the tee will be the sole judge of whether the batter hits the tee. All swings that come into contact with the tee must be identified immediately by the Home Plate coach by shouting "FOUL BALL."

7. 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.

8. Bunting, leading, and stealing are not permitted.

9. 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.

10. The offensive team should have coaches at first and third base.

11. Aluminum, wood, or composite bats are allowed.

12. All batters are required to wear proper batting helmets with faceguards.

13. No base runner may leave the base until the ball is hit into play.

14. Dead Balls - Play is stopped when the ball is thrown from the outfield to the infield and reaches the infield dirt. Base runners not more than halfway to the next base may return to the previous base with no risk of being called out. Base runners more than halfway to the next base may continue at their own risk of being called out. The ball does not have to be caught for play to stop once it crosses the infield dirt.

15. Only two bases may be advanced at a time; i.e.: a batter, after hitting the ball to the outfield may advance as far as second base. A runner on first base can only advance to third base, a runner on second may go all the way home. Outfielders should be encouraged to get the ball into second

**(2nd) base from the outfield. No more than one base may be taken if the ball never leaves the infield.**

## **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.**
- 2. The home team is responsible for putting the equipment back in the shed and locking up.**
- 3. Pre-game field prep should include:**
  - a. Dragging the field if necessary**
  - b. Lining the foul lines**
  - c. Lining the batters boxes and five foot arch**
  - d. Installing bases**
  - e. Applying drying agent if necessary**
- 4. Field clean up should include:**
  - a. Putting bases and equipment away**
  - b. Dragging the field**
  - c. Picking up trash/debris from the bench and stands (all managers and coaches)**
- 5. Pre-game Warm-ups -The home team will have the field at 20 minutes prior to the game for 10 minutes. The away team will have the field at 10 minutes prior to the game for 10 minutes. Games shall start promptly at the scheduled time.**
- 6. In order for number 2 and number 4 to occur, the home team manager should be at the field 45 minutes before the start of the game.**