

CUYAHOGA VALLEY RECREATIONAL SPORTS ASSOCIATION

BOYS PONY LEAGUE RULES

GOVERNMENT

The Boys Pony League program is organized by the Cuyahoga Valley Recreational Sports Association and shall be under the direct supervision and control of the Recreation Directors.

The enforcement of all rules and regulations shall be the duty of the Recreation Directors.

The decision of the Directors shall be final in all cases.

All managers, coaches, players, umpires, scorers and other personnel involved in this program are expected to subscribe to the spirit of all rules and regulations contained herein.

OBJECTIVES

- To develop physical and mental baseball skills.
- To develop a basic knowledge of baseball rules.
- To develop an appreciation for our National pastime.
- To encourage and foster teamwork.
- To preach and practice sportsmanship.

All personnel involved in the program are reminded that to “win” is a natural and desirable trait, but to win at the expense of others at any cost is not a desirable trait to teach our youngsters. It is easy for a winner to be a good sport, but it takes a real sportsman to be a gracious loser.

GENERAL

ALL LEAGUE PARTICIPANTS ARE PROHIBITED FROM USING ANY TOBACCO PRODUCT WHILE ON THE FIELD OR ON THE BENCH. VIOLATION OF THIS POLICY CAN RESULT IN EJECTION FROM THE GAME AND SUSPENSION FROM THE LEAGUE.

1. In case of rain, players must show up unless notified by their coach.
2. American League rules apply except where otherwise noted.
3. The game shall consist of seven (7) innings.
4. Each player must play at least three (3) innings defensively.
5. Teams must use a continuous batting order and every player in the lineup must bat.
6. Players who are not present at the start of the game but who show up before the start of the 4th inning shall be inserted into the batting order in the last position. Such players must play two (2) innings defensively.

GENERAL (continued)

7. Players who do not show up for a game before the start of the 4th inning shall not play in the game. In case of injury, the last player removed from the game shall be the replacement runner and his substitute.
8. A team must have a minimum of eight (8) players to begin and end a game or a forfeit will be declared. If a 9th player arrives, he must be placed last in the batting order. A 15-minute grace period will be permitted for a team to await the proper number of players. If a team does not have at least eight (8) players after the grace period, the game will result in a forfeit.
9. If a team begins a game with nine (9) players, it may continue to play with eight (8) players if a player is injured or ill.
10. In the event that a team will not be able to field nine (9) players for a game, the League Commissioner should be notified to arrange for the loan of a player from a lower division in the CVRSA (NOTE: No travel league player can be called up).
11. No substitute player can play more innings than a regular team member.
12. Substitute players must play at least two (2) innings defensively.
13. A substitute player must bat last in the batting order.
14. The umpire's decisions are final and therefore no protests will be heard.
15. Unsportsmanlike behaviors will not be tolerated. The league will view name calling, badgering, etc. of any umpire or opposing manager, coach or player as unsportsmanlike and illegal. Such conduct is also considered an undue distraction which may contribute to serious accident and/or injury. The heckling of opposing teams, players, coaches, managers and umpires is prohibited. The manager and coaches must control this type of undesirable behavior. Children are great imitators and as such, the adults working with children can and must do what is necessary to control their own emotional outbursts. The manager and coaches will be responsible for their team's compliance with this rule.
16. If a player is ejected from the game or leaves for any other purpose other than injury or illness and his spot cannot be filled by an eligible player off of the bench, an out will be recorded for every time his spot in the batting order is due up. In cases of injury or illness, the vacated spot will be eliminated and skipped when the batting position is due up.
17. If after five (5) innings (4 ½ innings if the home team is ahead), one team is ahead by 10 or more runs, the game shall be considered complete.
18. If a game is the only game on that field on a given night, no new inning will be permitted to start after two (2) hours have elapsed from the scheduled game time.
19. If a game is the first of two games on a field on a given night, no new inning can start after 8:00 PM. If a game is the second of two games on a field on a given night, no new inning can start after 10:00 PM.
20. The umpire can call a game when conditions such as rain, lightning, darkness, etc. make it dangerous to continue.

GENERAL (continued)

21. In the event of rain or darkness:
 - If at least five (5) full innings have been completed and one team has the lead, the game will be considered official.
 - If the home team leads the game after 4 ½ innings, the game will be considered official.
 - If neither of the first two conditions has been satisfied, the game shall be considered a rain out and pitching and hitting totals shall not be counted.
 - A game which has gone five (5) innings and is called while an inning is in progress and before it is completed and the following situation prevails shall be a suspended game: the visiting team has scored one (1) or more runs to tie the score or take the lead and the home team has not re-taken the lead. Under these circumstances, the game shall be continued from the point of suspension, with the lineup and batting order of each team exactly the same as the lineup and batting order at the moment of suspension.
22. Games that are not regulation shall be rescheduled if possible and started at the beginning of the game.
23. One adult coach may be used in each of the first and third base coach's boxes. If a coach physically helps his or her player in any way or interferes with a player from the opposing team, the umpire will either call the runner out or award the next base to the interfered team.
24. Official scoring will be the home team's responsibility and the visiting team must prove any inaccuracy. The score should be verified between each half inning.
25. The League champion will be determined by overall record. In the event of a tie, the following tiebreakers will be used:
 - Head-to-head record
 - Coin flip

UNIFORMS/EQUIPMENT

26. Uniforms are mandatory and will be provided by the sponsoring community. Players are required to play in full uniform (matching T-shirt, hat and baseball pants).
27. Metal spikes are not permitted but rubber cleats are permitted.
28. Catchers must wear a helmet, mask, chest and throat protector, shin guards and protective cup.
29. The home team will provide two (2) new balls at the start of each game.
30. No softball bats are permitted.

FIELD/DIMENSIONS

31. The distance between the pitching rubber and home plate will be fifty-four (54) feet.
32. The distance between bases will be eighty (80) feet.
33. The umpire shall not permit any player, personnel of any team or spectators to stand behind the backstop while a game is in progress.
34. In the event that a ball becomes lodged in the fence or lost in the grass, the fielder must raise his hand immediately and the umpire will call a ground rule double. Balls going through or bouncing over the fence will also be ruled as a ground rule double.

PITCHING

35. Pitchers are limited to twenty-one (21) batters faced per game and forty-two (42) batters faced during a week.
36. A pitching week shall be Monday through Sunday. Pitchers are **NEVER** permitted to pitch in games on consecutive days and can pitch in no more than two (2) games in a week.
37. In the event that a team will play more than two games in a week due to rescheduled games, a pitcher can pitch in more than two (2) games during the week. However, he is still limited to facing twenty-one (21) batters in each game during the given week and he still cannot pitch on consecutive days.
38. Any **in-game** violation of rules #35, #36, and/or #37 will result in the head coach of the team at bat choosing to (a) have the game revert back to the point at which a new pitcher should have been inserted by rule (i.e. the 22nd batter is brought back up to bat against the new pitcher), or (b) award the extra batter(s) faced first base with any other runner(s) advancing one base. **All violations of this rule should then be reported to the Recreation Director(s).**
39. **In all instances**, one (1) pitch constitutes a batter faced.
40. Breaking balls are not permitted. The first violation of this rule will result in a warning and the offensive team will have the choice to either accept the outcome of the play if the pitch was put into play or to have the pitch recorded as a ball. A subsequent violation of this rule by the same pitcher in the same game will result in his removal from the game as a pitcher, but he can remain in the game at a different position.
41. 15 year-olds **ARE** eligible to pitch.
42. If a pitcher is removed from the mound – even if he remains in the game at a different position – he cannot return to pitch.
43. Pitchers will receive one (1) warning when committing a balk. Subsequent balks will result in base runners advancing one (1) base or a ball being credited to the batter if no runners are on base.
44. Pitchers can wear any glove **EXCEPT** a catcher’s mitt and his glove cannot be gray or white in color.
45. Pitchers cannot wear sweatbands or batting gloves while pitching.
46. The pitcher must be in contact with the rubber and walking starts are not permitted.
47. Pitchers will be given five (5) warm up pitches between innings and new pitchers will receive five (5) warm up pitches whether he enters the game at the beginning of or in the middle of an inning.
48. Managers/coaches may make two (2) visits to the pitcher’s mound per inning. The third visit will constitute removal of the pitcher.

BATTERS/BASE RUNNERS

49. All batters, base runners and players in the on-deck circle must wear protective helmets.
50. Batters shall not throw the bat. The umpire will give one (1) warning per team per game and any batter who throws a bat after the warning has been issued will be called out.
51. Bats cannot be higher than a -8, meaning the difference between the length of the bat and the weight of the bat cannot be greater than 8. (i.e. a 32-inch bat can be no lighter than 24 ounces, etc.)
52. Sliding is permitted.

BATTERS/BASE RUNNERS (continued)

53. At home plate, base runners are required to slide when a play is being made on him. Failure to slide or pull up will result in the runner being called out. This is based upon the umpire's judgment.
54. If a player causes an unnecessary collision at any base, the umpire will call the runner out and remove him from the game. The decision will be based on the intent of the player according to the umpire's judgment.
55. A courtesy runner is allowed only due to an injury sustained during the game. The last **batted** out should be used as the courtesy runner.
56. A designated runner may be used for the catcher at any time. The last **batted** out should be used as the designated runner.
57. On an overthrow, the runner(s) will be awarded the base being approached plus one (1) if the ball goes out of play. Local ground rules will apply, so both managers and the umpire should discuss the ground rules **prior to** the start of each game.
58. The dropped third strike rule is in effect. If the catcher drops the pitch that is called or swung at for strike three, the batter must be tagged or a put out at first base must be recorded. If first base is occupied, this rule is not in effect UNLESS the bases are loaded with two outs, in which case the batter must be tagged, a put out at first base must be recorded or a force out can be recorded by stepping on home plate.

FIELDERS

59. The league shall use three (3) outfielders and therefore will have a nine (9) man defensive team.
60. There will be no "hidden ball" tricks. Violation will result in all runners advancing one base.