

## LYNDHURST DAD'S CLUB 2015 PONY LEAGUE RULES

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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 any city park or on school grounds.
3. When lightning is seen in the area, by an umpire, manager, coach, any LDC trustee or other league official the game **must be suspended IMMEDIATELY. The game may only be re-started, after 30 minutes of time has passed from when the last lightning was seen.**
- The winning team is responsible for reporting the score & number of umpires at the game to the League Director within 24 hours of the completion 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. A player must slide, give up or attempt to avoid being tagged while a play is being made on them. No player shall initiate contact with another player. Penalty – Runner is out and a dead ball will be declared and all other runners will return to the last legally occupied base.
4. Only the team manager may confer with the umpires.
5. Phantom tags are prohibited.
6. Any jewelry worn must be in compliance with the FHSR.

### FIELD & EQUIPMENT

1. Bat size shall not exceed 2-3/4" barrel or -8.5 ratio WITHOUT EXCEPTION. 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 allowed only.
3. Pitching distance is fifty-four (54) feet. Bases are eighty (80) feet.

### PLAYER INFORMATION

1. Each team must have a minimum of eight (8) players to start and finish a game.
2. All players must play a minimum of nine (9) 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 (a) run spread or (b) curfew, all players must play a minimum of six (6) defensive outs and bat at least once.  
**PENALTY:**      1<sup>st</sup> Violation:      Warning issued to Manager  
                         2<sup>nd</sup> & Additional:      Manager suspended for 1 Game & Game Forfeited  
                         Violations
3. A substitute player may re-enter a game for an injured player, if no other players are available, and must bat in the injured players' spot in the batting order.
4. Starters may re-enter a game once, and must bat in their original spot in the batting order.

5. **Continuous roster batting will be used when 12 players or less are present for a game.** If 13 or more players are present for a game, the manager may choose to bat continuously or use substitution to achieve the requirements of Player Rule #2 above. The manager must notify the opposing team and umpires of their intentions before the start of the game.
6. If a team with nine (9) players has a player injured (or becomes ill), that position in the batting order will be skipped without penalty. If the player leaves the game for any other reason that spot in the order will be an automatic out.
7. If a team starts with eight (8) players, there will not be an automatic out for the missing spot in the batting order. If a ninth (9<sup>th</sup>) player arrives after the game has started, they may play and must bat in the last spot in the order.

#### GAME INFORMATION

1. There is a ten (10) run mercy 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 8:00 pm (or 2 hours from the first pitch thrown). The curfew for one game is dark, based on the umpire's decision or a city's legal curfew. A full inning must be played for the inning to count.
3. A fifteen (15) minute grace period will be recognized before a forfeit is declared. This period of time will be considered as part of any time limit imposed upon a game.
4. If enough innings are played for game to be "official", the game can end in a tie with teams credited with ½ win + ½ loss. These games will not be continued later or replayed.

#### HOME FIELD RESPONSIBILITIES

1. Each organization/city is responsible for field preparation, providing & paying umpires, re-scheduling of games, and cancellation of games due to field conditions at their fields.
2. Each organization agrees to provide the field(s) necessary to accommodate any scheduled home games of their teams during the regular and post-season play of the league.
3. Supply two (2) new game balls (RPLB).

#### PROTESTS

1. Protests, based on rules FHSR 1-9 are permitted. A protest must be made, by informing the opposing team manager and umpire(s) before (a) the next pitch or play or, if it was the last play of the game, before the umpire(s) leave the field of play.
2. Once a team has indicated it is going to protest the game, they have 48 hours from the scheduled start time of the protested game to submit a written report to the League Director. Said report 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 FHSR or League rules under which the protest is made
  - d. The conditions at the time of the event and the decision/ruling made by the umpire
  - e. All essential facts involved in the matter protested
3. The Protest Committee of the Lyndhurst Dads' Club will investigate and rule on the protest. All decisions of the Committee are final. The Committee may (a) dismiss the protest, (b) uphold the protest and order the appropriate action, or (c) rule that although valid, the matter of the protest had no significant material impact on the final results of the game and let the result of the game stand.

#### PITCHING RULES

1. One (1) pitch in an inning constitutes an inning pitched.

2. The pitching week is defined as Monday thru Sunday.
3. Pitchers are limited to seven (7) innings per game, and ten (10) innings per week.  
Any pitcher who pitches four (4) or more innings in a game cannot pitch the next day.  
**PENALTY: THE GAME THE VIOLATION OCCURRED IN WILL BE DECLARED A FORFEIT.**
4. 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 (to the same pitcher) and the pitcher must be removed.
5. Each pitcher will be given one (1) warning for a balk before the rule is enforced.

#### 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. Anyone ejected from a game is automatically suspended for one (1) game.
2. A second ejection of the same individual during a season will result in an automatic two (2) game suspension AND the individual must meet with the LDC Executive Committee and League Director. They will remain suspended, beyond the two (2) games until meeting with the Committee.
3. If the player, coach, or manager participates in any game they were ineligible for that game will be declared a forfeit and said penalty will continue 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.
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 is required to play per Player Rule #2.
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 borrowed players from their home organization.
9. One team cannot borrow the same player two (2) games 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 manager and umpire(s) that a borrowed player is being used.
12. The borrowed player must wear their regular league jersey.  
**PENALTY:**       1<sup>st</sup> Violation of the Borrowed Player Rules  
                          Warning issued to Manager  
                          2<sup>nd</sup> & Additional Violations of the Borrowed Player Rules  
                          One (1) game suspension of Manager

#### MISC.

1. If Post-Season play is comprised of separate CHAMPIONSHIP and CONSOLATION BRACKETS, a team cannot move up into the CHAMPIONSHIP BRACKET by failing to play a game or games for any reason and therefore improve their winning percentage over a team that has played more games.
2. Example: a team with a record of 9 wins and 4 losses would have winning percentage of .692 vs. a team that had a record of 8 wins and 3 losses (played 2 less games) and had a winning % of .727.
3. If necessary, the League Director can adjust the final standings within the Championship or Consolation brackets to address the issue of unequal number of games played.
4. STANDINGS TIE BREAKERS (1) Head-to-Head Game Results, (2) Fewest Runs Given Up During Season, (3) Most Runs Scored During Season, (4) Coin Flip