

Quakertown Youth Baseball Association

Updated: February 2010

Pony League Rules

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PLAYOFFS

GENERAL RULES

1. Teams

1. The Pony League will consist of a different amount of teams each year. The number of teams is not set.
 - a. The number of teams will be determined after registration is closed.
 - b. There will be as many teams as possible. Teams will have eleven players, to maximize playing time. No team will have less than ten players. There will be as many teams as the QYBA Board of Directors can make.
2. No smoking is permitted on QYBA fields, Quakertown School District fields or grounds used for practice.
3. No profane, vulgar or obscene language will be tolerated.

2. Coaches

1. Returning Head Coaches will be given the first priority to coach a pony team.
2. If there are not enough returning head coaches for all teams, new coaches must be selected.
 - a. Coaching candidates must notify the QYBA Board of Directors before the February Board Meeting of their interest.
 - b. The Board will consider all factors in choosing Pony League Head Coaches, including but not limited to Assistant Pony League Coaches, prior QYBA or other organization coaching experience, seniority with QYBA. New persons to QYBA will make their interest in coaching known at registration.
 - c. The Board will vote on all Pony League coaching vacancies in the February Board meeting.
3. Head Coaches are only permitted to coach one team in QYBA. They will not be permitted to coach one team in the Pony League, and another in a different league.
4. Coaching responsibilities include:
 - a. Attending mandatory Coaching Clinics.
 - b. Always following the QYBA Code of Conduct.
 - c. Assigning a Team Mom.
 - d. Securing umpires for ALL games their team is scheduled to ump.
 - e. Assure League playing time rules are strictly followed.
 - f. Do not allow any pitchers to throw breaking balls.

- g. Secure team participation in "Field Work Day" (a day designated by the QYBA Board of Directors to prepare the fields for the upcoming baseball season) and umpire clinics.
- h. Enforce Code of Conduct with your team's players, coaches and parents.
- i. All Head Coaches and Assistant coaches must produce a Pennsylvania State Background check to the Board before the Pony League Draft.
- j. Gathering all signed "Code of Conduct" forms from their coaches, players, and parents and handing them into a Board member.
- k. Provide player evaluations to the pony league coordinator.

3. Player Eligibility

- 1. All eight and nine year olds are eligible to play in the Pony League. Players must be 8 before May 1st, and must not be 10 before May 1st.

PLAYER PLACEMENT

1. General

1. The QYBA Board of Directors will determine the number of teams after registration is complete.
2. Head Coaches must be assigned for all Pony League teams before player placement begins.
3. Draft will be scheduled *at least 4 weeks before Opening Day*...it is mandatory for each Head Coach to be present at the draft.
4. Head Coaches must be *picked* before draft begins.
5. Returning players that played in the pony league the prior year are not locked on the teams they played for the previous year, but go in the Draft Pool
6. An "Available Player List" and *Player Evaluation* will be made available to each coach before the draft begins.

2. Special Coach / Child Privilege

1. Each Head Coach will have their son/daughter assigned to their team.
2. Brothers / Sisters will be kept together on the same team unless a request is made by the parents to separate the siblings

3. The Draft

1. The draft will start promptly at 7:00pm on the date designated by the QYBA Board of Directors.
2. The Pony League Draft board will consist of the League President, the Vice President and the Pony League Coordinator. If a Draft Board member is a Head Coach in the Pony League, then the board will choose an independent third party replacement.
3. All eligible 8 and 9-year-old players will be drafted using a Blind Draft Format.
4. The goal of the Blind draft is to have balanced, competitive Pony League teams. Having coach's draft teams before knowing which team they will coach, will provide the incentive to make all teams as equal as possible.
5. The final Head Coaching assignments will be determined by a lottery after the last available player is drafted. Each Coach's child or assigned player will be placed on their team at that time.
6. The first two rounds will be for assigning top pitchers evenly among the teams. This will be assigned in a snake format, i.e. 1 and 20, 2 and 19 etc. The Pony Draft Board and the consensus of the Pony coaches will determine the placement.
7. After the first two rounds players will be assigned in snake order to fill the rosters. All picks will need the consensus of the Pony coaches; in a tie the Draft Board will vote.

- a. Draft order will be determined based on the assessment of the returning player talent, via player evaluations.
8. Rounds will continue until all available players are drafted.
9. At the end of the draft, the Pony League Draft board will reassign players based on the draft rankings of the coach's child. This is to correct any disparity of the teams created by the assigning of the coaches sons at the end of the draft.
10. Once the draft is completed, rosters will be distributed to each team; and no movement of players between teams is allowed, unless extreme special conditions exist and approval is received from the QYBA President.

PRE-SEASON

1. General

1. Each coach is responsible for calling all players on their roster. Each coach should communicate the following to each player:
 - a. Introduce themselves
 - b. Tell each player the time and location of the first practice.

2. Practices

1. Coaches are responsible for securing their own practice fields; the league will not assign practice fields.
2. Once the QYBA fields have been prepped for the season, a schedule of practice games and practice times on these fields will be distributed.
 - a. The Pony League Representative will be responsible for preparing and distributing the practice schedule.
 - b. Teams may schedule their own practice games based on field availability.
 - c. The team that was assigned the field for a particular time is responsible for returning all equipment, raking the field, picking up trash, and locking up.
3. Each team is encouraged to practice at least two times per week.
4. Each team is encouraged to continue practices after the start of the season.
5. Practices should focus on basic fundamentals.

3. Opening Day

1. The QYBA Board of Directors will designate opening day. It will generally be on the third Saturday of April.
2. All teams are required to be part of Opening Day ceremonies at the QYBA Major League Fields.

GAMES

1. General

1. The QYBA Board of Directors will designate opening day.
2. The Pony League Representative will distribute two schedules to each team. A Pony League game schedule and an Umpire Schedule.
 - a. The Pony League game schedule will contain the dates, times, and field locations for games to be played, the home team, the visiting team, and the scheduled umpires for every game.
 - b. The Umpire schedule will dictate the date and the field that your team is responsible for supplying umpires.

3. Games are 6 innings.
 - a. Official games are not to exceed two hours. Once a new inning is begun within the 2 hr timeframe, that inning MUST be completed.
 - b. After 4 full innings are completed, and the game must be stopped because of rain or darkness, it is considered complete and official; AND reverts to the score at the end of the last full inning. The umpire will decide when weather conditions have made the field unsafe and will stop the game.
 - c. If the game must be halted (rain, darkness) before the home team has completed the 4th inning within the 2 hr timeframe, the game is postponed and must be continued, according to the aforementioned rules. Mark the time and continue the game with in the guidelines (2 hr timeframe).
 - d. If the 2 hr timeframe halts a game and 4 innings are not complete, the game is considered official once the home team bats.
4. Pre-Game warm-up starts at least one hour before any scheduled game. The Home Team uses the field first and must be completed warm-ups 25 minutes before the scheduled start; then the Visiting Team gets the field until game time.

2. Good Sportsmanship

1. Good Sportsmanship will be expected during all games
2. Each Head coach is responsible for enforcing the QYBA Code of Conduct for his team.
3. Continued arguing, nagging, and harassing of umpires will not be tolerated. The umpire is required to give one warning, and then he / she may eject the offending player or coach.
4. Arguing and harassing of opponents will not be tolerated. The umpire is required to give one warning, and then he / she may eject the offending player or coach.
5. Any player or coach that is ejected for any reason will automatically be suspended from their team's next game.
 - a. Any incident warranting an ejection of a coach, player or fan will be brought to the attention of the Pony League Representative and the President of QYBA. If deemed necessary by the President, the Disciplinary Committed may be contacted to review and make a recommendation for further punishment based on QYBA's Code of Conduct.
6. Coaches are expected to make every attempt at controlling fans from harassing umpires or opposing players.
7. Running up the score is highly discouraged. Every attempt must be made to ensure that an opponent is not embarrassed in a game.
8. Teams may lend players to their opponent. Example, if a team only has seven players, their opponent may lend them a different defensive player every inning in order that they have eight players (two outfielders) and the game can be played.

9. All uniforms are to remain unaltered. No names or patches may be added or alterations made without QYBA Board approval.

3. Home Team Responsibilities

1. The Home Team is responsible for field preparation before the game. This may include:
 - a. Placing bases on the field
 - b. Gathering Umpire equipment for the umpire.
 - c. Supplying two game balls.
 - d. The equipment needed is located in the shed behind the backstop.
2. Post game responsibilities include:
 - a. Raking field and picking up trash.
 - b. Putting all equipment away properly.
 - c. Locking up.
3. Inclement weather
 - a. The Home team and / or the QYBA Board of Directors has final responsibility for canceling a game due to inclement weather.
 - b. If a game is postponed, the Home Team Head Coach is responsible for calling the Pony League Representative so that he / she may notify the umpires and snack stand.
 - c. The home team head coach is also responsible for rescheduling the postponed game, agreeing on a date with the visiting team head coach and the Pony League Representative. The game must be rescheduled ASAP (within in 14 days from the date of cancellation).
 - d. The Pony League Representative must ensure that games are rescheduled in a timely manner ASAP.

4. Playing Time

1. The line-up will consist of all players on the roster and will be continuous. The line-up will bat through all players.
 - a. No player can sit on the bench more than six outs per game. Free defensive substitution is permitted and encouraged.
 - b. The only exception to this rule is illness, injury or disciplinary action, in which the opposing head coach and lead umpire are to be notified.
2. Penalty for non-compliance of the mandatory playing time rule is forfeit of game. All cases will be reviewed by the QYBA President to determine if a further penalty is needed.

5. Pitchers

1. Pitchers will be limited to two innings per game and six innings per week. A week will be from Sunday to Saturday.
2. If a pitcher pitches 2 innings in a game, he will need two days rest before he can pitch again (2 full day's rest - if a pitcher pitches on a Monday, he can't pitch again until Thursday).
3. If a pitcher pitches 1 inning in a game, he will need 1 full day rest. Every effort will be made to eliminate back-to-back games.
4. As soon as a pitcher throws one pitch in an inning, that is constituted as a full inning.
5. Pitchers & innings pitched shall be posted in the "Results" section of the QYBA website in order to monitor innings pitched.
6. Penalty for violating the limit on pitcher's innings is forfeit of game. All cases will be reviewed by the QYBA President to determine if a further penalty is needed.
7. Every coach is responsible to develop at least one 8 yr old pitcher.

6. Ground Rules

1. The Pitcher's rubber is 42 or 46 feet from home plate.
2. 9 yr old pitchers must throw from the 46 ft rubber. 8 yr old pitchers have the choice of throwing from 42 ft or 46 ft.
3. If a pitcher moves from 42 to 46, he or she may not return to the 42 feet rubber in that game.
4. The bases are 60 feet apart.
5. The Home Team will occupy the first base dugout; the Visiting Team will occupy the third base dugout.
6. Coaches MUST stay behind the fence or in the dugout. They are not permitted to stand in the playing area anywhere.
7. Each team is permitted to have 5 adults (coaches) in the playing area.
8. On deck batters must be in the separate 'on-deck area', located next to their team's dugout. The only players permitted to have a bat in their hands are the player on the field batting, and the player in the on-deck area.
9. Pitcher's or other players that need to warm-up may do so down the outfield lines, in foul territory.
10. There is no food permitted in the dugouts.
11. Dugouts must be cleaned up after games and trashcans emptied.

12. Everything inside the fence is in the field of play, excluding the dugouts. If a ball enters a dugout, it is considered out of play, and any runners are awarded one more base. This means the base they were headed to, plus one additional base.
13. At anytime, if a ball goes over the fence, or through the fence on a throw, the ball is considered out of play. Any runners are awarded one base. This means the base they were headed to, plus one additional base.
14. On the Quakertown Pony Field, there will be an imaginary line from the end of the First base dugout to the first pole on the right side (facing the fence from home plate) of the opening in the outfield fence. Any ball that crosses this line is considered out of play and the runners get awarded the base they were headed to, plus one additional base. Parents and spectators are not permitted to sit on the playing field side of this imaginary line.
15. If a batted ball goes through the outfield fence in fair territory, or bounces over the outfield fence, the batter is awarded a ground-rule double and runners get two bases from the base the play started from.
16. Parents and spectators are not permitted to be in contact with players during scheduled games (enter the field of play or a dugout), except in the case of illness or injury. Parents may not check with and / or console a player during a game.
17. There is no Infield Fly rule in effect.
18. Play will stop when the Pitcher has the ball on the pitcher's mound (at the umpire's discretion). Time will be awarded as soon as this happens.
19. No player may wear metal spikes.
20. Players must be in full uniform to play in scheduled games. This includes matching team hat, shirt, game pants, and socks.
21. Batters are not permitted to unintentionally toss their bats (throwing the bat). First offense will result in the umpire warning the batter and the Head Coach. If there is a second offense, the batter will be ruled out. If there is a third offense, the batter will be ruled out and ejected from the game.
22. Any batter throwing equipment in an angry manner will receive a warning from the umpire. If there is a second offense, that player will be ejected from the game and suspended from the next game.
23. The visiting team is responsible for the Quakertown Pony Field scoreboard. The numbers are located in the shed behind the backstop at the Mill Street field.
24. At the Milford Pony League field, there will be an imaginary line from the end of the dugout to the end of the outfield fence. Any ball that crosses this line is considered out of play and the runners get awarded the base they were headed to, plus one additional base.

7. Game Rules

1. Time Limit

- a. Official games are not to exceed two hours (see “Games / General / 3. Games are 6 Innings”).

2. Pitching and Catching

- a. Pitcher’s must have a foot on the pitching rubber. An umpire will warn a coach and the pitcher once, and, after that, then call a ball for every pitch thrown without the pitcher’s foot touching the rubber.
- b. A pitcher is only permitted to pitch 2 innings a game; and once a pitcher throws one pitch in an inning, that constitutes a whole inning pitched (see “Games / 5. Pitchers”).
- c. Once a pitcher is removed, he may not re-enter the game and pitch again. He is only permitted to re-enter at another position.
- d. There are two visits by a coach (any) to the mound per inning. On the third visit, the pitcher must be removed and another pitcher must enter the game.
- e. Catchers must wear full catching gear, including a protective cup.

3. Batting

- a. All batter’s must wear Little League approved batting helmets, with chinstraps.
- b. Note: Each team will be provided a one-size fits all helmet with a facemask as part of the team’s equipment bag.
- c. Limited bunting will be permitted. Each team can allow one player to attempt to bunt per inning. A player may only attempt to bunt in one at bat per game. If one player attempts to bunt, no other player may attempt a bunt that inning. That same player will not be allowed to bunt for the rest of the game. A non-compliant bunt will constitute an out.
- d. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out.
- e. Only Little League approved bats are permitted to be used.
- f. Bats may not exceed 29" in length. **NO BIG BARREL BATS ARE PERMITTED...ONLY BATS WITH A DIAMETER OF 2 1/4" CAN BE USED.**
- g. Once a team bats around, the inning is considered over regardless of outs.
- h. There is a 12 Run Rule in effect for the Pony Division. If a team is winning by 12 or more runs by the end of the 4th inning, the game will end. If the home team is winning by 12 or more at the middle of the 4th inning, the game will end before they bat. If both teams and the umpire agree, after the 12 Run Rule has been implemented and the game is official, the teams may continue to play; however the manual scoreboard

will cease to be used/updated. The current pitchers must be removed. All pitching rules will still apply.

4. Baserunning

- a. No headfirst slides are permitted. Diving back to a base is permitted.
- b. All base runners must wear helmets with chinstraps.
- c. No leads are permitted. The runner is NOT permitted to leave the base until the ball passes home plate.
- d. Limited stealing of second base will be permitted. Each team will be allowed one steal per inning. If the ball is over-thrown at second base, no runners may advance.
- e. Except for the prior rule, a runner may only advance to the next base on a batted ball, walk, or hit batter. A runner may not advance on a passed ball.
- f. Contact is to be avoided on the base paths at all times. If a play is being made on a runner, the runner MUST slide to avoid contact. Any player that does not slide and makes contact with the fielder when a play is being made on him / her will be ruled out.
- g. Players may not coach a base.
- h. Runners may advance after any pitched ball is hit. He/she may continue advancing until the play ends by the pitcher receiving the ball and being in the dirt area of the pitchers mound (or within a lined circle).

PLAYOFFS

1. **All teams will make the playoffs**
2. There will be NO Time Limit of playoff games and all games will be played complete (the '2 hr timeframe' and '4 inning' rules do not apply)
3. The single elimination bracket format will be used, based on seeding.
4. Playoff seeding will be determined by regular season standings / winning percentage.
5. Tie-Breaking rules are as follows:
 - a. Head to head record
 - b. Team who allowed the fewest runs
 - c. Team who scored the most runs
 - d. Coin toss
6. Highest seeded team is always the home team
7. Bracket example:
 - a. In round one: the first place team will play the eighth place team, this is game A; the second place team will play the seventh place team, this is Game B; the third place team will play the sixth place team, this is Game C; the fourth place team will play the fifth place team, this is Game D.
 - b. In round two: the Winner of Game A plays the winner of Game D, and the winner of Game B plays the winner of Game C
 - c. Victorious teams will play in the championship game.
8. Both teams in the Championship game will be awarded trophies.
9. At the beginning of Playoff week, all pitching innings are erased. Each pitcher enters the playoff week with "0" innings pitched.
 - a. The two innings per game still pertains to playoff week (as soon as a pitcher throws one pitch in an inning, that is constituted as a full inning).
 - b. The 'six innings per week' and 'days rest' rules do not apply to playoff week.