



Baseball Pony League Rules

Code of Conduct:

The Dobbs Ferry Youth Little League is committed to advancing the principals of sportsmanship and fair play. Our goal is to promote mutual respect among players, coaches, umpires, and spectators while providing a quality environment for our children to learn the game of Baseball. The Code is intended to provide behavioral guidance and establish clear expectations for all involved.

It is the obligation of **ALL** program participants, spectators and volunteers, to comply with the terms and provisions of the DFYLL Code of Conduct. Any person violating the Code shall be subject to review and possible administrative action by the DFYLL Board of Directors.

Pony League Objectives:

The Goal of this league is to provide a positive, *instructional* baseball program where the focus is on participation, learning and enjoyment of the game in a safe, fun environment.

Rules Overview:

Rules not explicitly identified in this document, default to standard Little League rules appropriate for this age level.

Eligibility:

- 1st and 2nd Graders. Final decision of eligibility remains with the DFYLL Board of Directors.

Game Day:

Preliminary:

- **Alternate players:** Coaches may bring up enough players in order to field a team. Players brought up must have parental permission. League.
- **Warm-ups:** Each team allowed 10 minutes of field practice *IF TIME Permits* before the start time of the game.
- **Dugout assignments:** Home team takes 3rd base side of field.

- **Dugout – Players:** All players not in the field must remain in the dugout.
- **Dugout - Coaches:** Only coaches and assistants (no more than 4) will be allowed in the dugout.
- **Field Coaches:** A maximum of two coaches are allowed on the field (Positioned at the edge of the infield / outfield) for the defensive team.
- **Line-up exchange:** Yes

Equipment:

- **General Equipment Rules:** No Jewelry is to be worn at any time (with the exception of Medic Alert ID's). Use of cell phones or electronic devices is prohibited in the dugout or playing field.
- **Uniform:** Players must wear league supplied uniform. Shirts must be tucked in and hats worn.
- **Eyewear:** For All Children who are required to wear glasses or contacts, the DFYLL strongly recommends the use certified safety eyewear. Sunglasses are prohibited unless certified safety glass is used.
- **Footwear:** Rubber tipped shoes, sneakers, or non-metal cleats must be worn.
- **Batter and Base Runners:** NOCSAE approved helmet must be worn by batter and the base runners.
- **Catcher:** Must wear head gear with a face mask and throat protector, shin guards, cup and a chest protector.
- **Bats:** Bats must be little league approved.
- **Batting Doughnuts:** Not Allowed
- **Balls:** Only League supplied Baseballs are to be used during games and practices.

Game Format:

- **Scheduled Innings:** 5
- **Max Innings:** 5
- **Max Playing Time:** No inning can start after 2 hours from the start of the game.
- **Official Game:** 3 innings, 2 1/2 if Home Team is winning.
- **Games called due to darkness or inclement weather:** At the discretion of the umpire. If not an official game, see “Game Terminated before Official” for Replay Rules.
- **Game terminated before official:** If less than 1 inning, the game is restarted from the beginning. 1+ innings complete, the game picks up from where it left off.
- **Ties:** Yes
- **Mercy rule:** N/A
- **Max Runs Allowed per Inning:** 5 in all innings.
- **Minimum # of players to start the game:** 7. a team may play with less than this # after the start of the game if a player is lost due to injury or sickness.

- **Forfeit (Game start time):** Starting times for games will be no later than 15 minutes after the scheduled game time. A team will forfeit if they do not have the minimum # of players at the field to start the game.
- **Game score kept:** Yes

Post Game:

- **Protest:** N/A.

Pitching:

- **Coach Pitch:** The offensive coach will pitch for his or her team and may throw over or under hand (no closer than 20 feet).
- **Coach hit by ball in fair play:** Ball remains in play.
- **Umpire hit by batted ball in fair territory:** Ball remains in play.
- **Pitch Count:** N/A
- **Max # of innings per game:** 5
- **Doubleheader:** N/A
- **Violation of pitching restrictions:** N/A
- **Pitcher re-entry:** N/A
- **Intentional walks:** No
- **Removal of pitcher for hit batsman:** N/A
- **Manager visits to pitching mound:** N/A
- **Pitching distance:** No closer than 20 feet.
- **Starting position:** N/A

Batting:

- **Balls:** 0
- **Strikes:** 4, excluding a foul ball on the 4th strike.
- **Batting Order:** All players will bat consecutively unless player leaves game due to injury, illness, or early departure. Penalty for batting out of order will be an Umpire warning. This will not result in an out.
- **Player arriving after the start of the game:** Must be added to the end of the batting order.
- **On deck batter:** For safety reasons, this is *not* allowed.
- **Throwing of bat or equipment:** Umpire warning for the first incident (team warning), second incident (batter is called out).
- **Foul (minimum distance):** The ball must travel approximately 5 feet from home plate to be considered a fair ball.
- **Bunting:** No

Base Running:

- **Safety Base:** Base runners running to first base are required to touch the designated "Safety Base" (where provided). The use of this base is to avoid a possible collision between runner and fielder. A runner *not* touching the "Safety Base" will have the base runners coach re-enforce the rule.
- **Leading:** Base runner is not permitted to leave the base until the ball is hit. Penalty: Warning is given to player and coach.
- **Sliding:** Runners must slide into a base on close plays.
- **Tagging up:** No
- **Stealing:** No
- **Stealing Home:** No
- **Throws from outfield:** When ball crosses into infield, players who are not halfway to next base must return to previous base (decision of base runners placement is at the umpire's judgment). They can however be thrown out trying to advance to the next base.
- **Overthrows:** No extra bases on an overthrow. All runners get the base they are running to.
- **If batted ball does not leave infield:** No extra bases. All runners get the base they are running to.
- **Dropped fourth strike:** Batter cannot run on dropped fourth strike.
- **Phantom Tags:** Not Allowed. Penalty: Umpire is to issue a warning to the coaches. Base runners are declared safe.
- **Speed up rule:** No

Fielding:

- **Safety Base:** Fielders are required to use the infield side base (non-safety base) when making a play at first base. Any fielder touching the "Safety Base" while attempting to make a play at first base will be issued a warning by the Umpire in order to re-enforce the rule.
- **Blocking Base:** No player is allowed to block a base unless they are in possession of the ball. Warning should be given to player.
- **Infield Fly Rule:** Not enforced.
- **# of defensive players:** All
- **Positioning:** See positioning chart, exclusive of the catcher no more than 6 infielders will be allowed. Infielders must play no closer than even with the base. Outfielders must be at least 10 feet onto the agreed upon outfield designation.
- **Playing time:** No player must play the same position for more than two innings. The two pitching positions are counted as one position. All players play in field.
- **Defensive substitution:** No defensive substitutions may take place in the middle of an inning except to accommodate for injury.
- **Rotation of players:** See positioning (above)

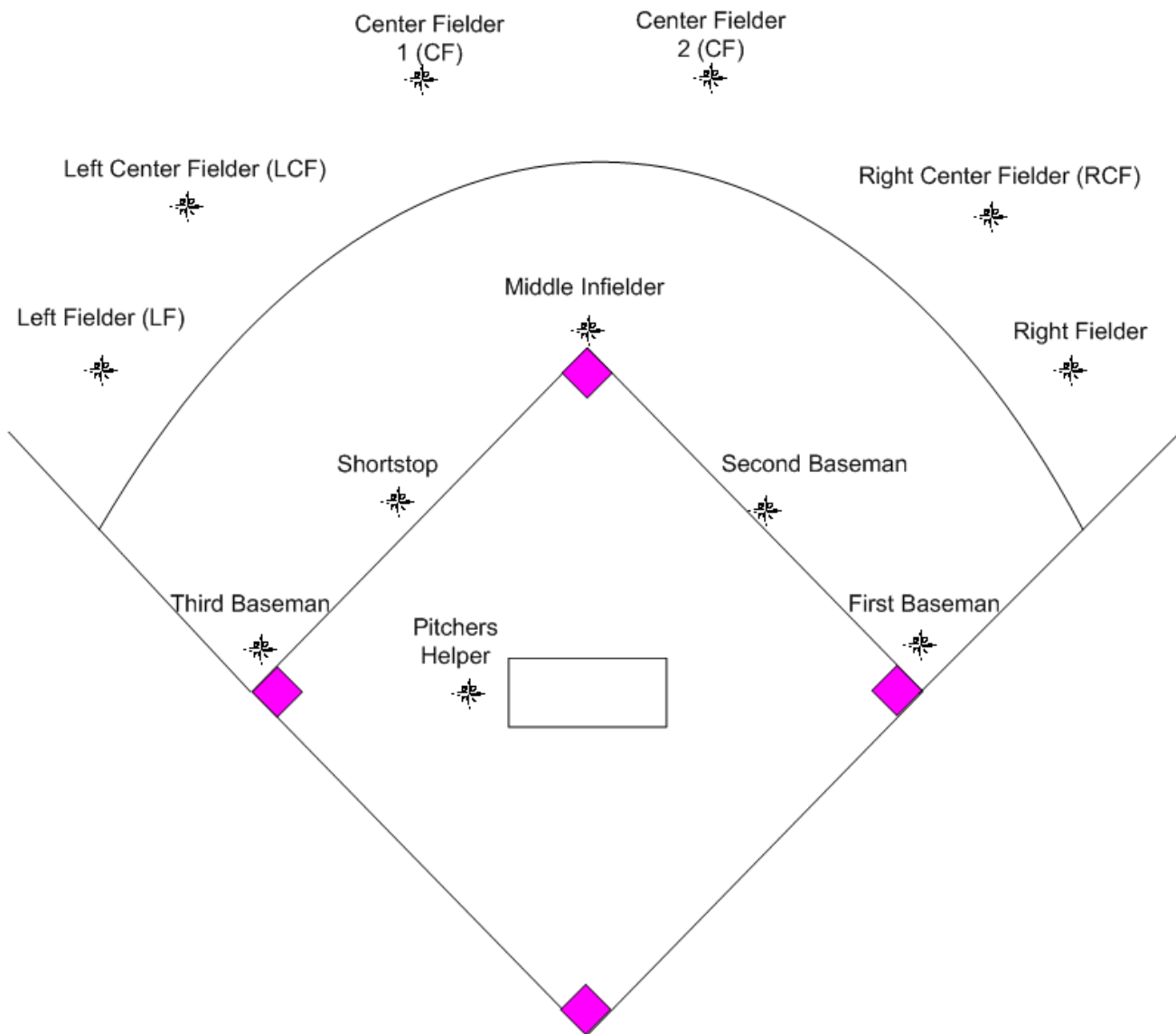
League Standings:

- N/A

Playoffs:

- No

Boy's Pony League Positioning Chart



* Additional Players over the 12 noted on this diagram should fill in around the outfield.