

MID-MICHIGAN PONY LEAGUE

LOCAL RULES 2017

8 and Under Kid Pitch

Official Pony Baseball rules to be followed unless superseded by these rules. There is a link to the official PONY baseball Rulebook on masonpony.org website.

U8 DIVISION TEAM ROSTERS

Teams participating in divisions designated for U8 Players must be made up exclusively of players who are 8 years old or younger on August 31, 2018 except on approval by the MMPL based on need for players or other demonstrated circumstances.

FIELD DIMENTIONS

- 1) The distance between bases is 60 feet.
- 2) The distance from the pitching rubber to home plate is ~~38 feet~~. *40 feet (New 2019)*
- 3) Each team shall provide a suitable field in their community, unless other arrangements have been made with approval of the Mason Baseball Softball Club Board.
- 4) Standard baseballs will be used during games. Each team must provide one new ball to the umpire before each game.

LENGTH OF GAMES

- 1) MMPL games will be 6 innings in length, or five and a fraction if the home team is leading after the top of the 6th, unless one of these events happens before the conclusion of 6 innings
 - a. No Mercy rule
 - b. **90 minute time limit.** MMPL 8U games shall have a time limit of 90 minutes. The time of the first pitch of the game should be announced by the umpires to both teams. There shall be no additional innings after the inning in which the time limit is exceeded. There will be no tie breakers if the game is tied at that time and the game shall be declared a tie.
- 2) An inning will be considered complete if a team has made three outs or if 5 runs have been scored.
- 3) Unlimited runs will be permitted in the last inning and during any tie breaker inning. The last inning shall be declared by the umpire prior to the start of the inning based on the umpire's judgment the time limit will be exceeded before the inning is completed.
- 4) If a game is tied when the regulation number of innings is completed **before** the time limit is reached, the following Game Tie Breaker Rule shall be followed:
 - a. If at the end of the regulation number of innings the score is tied and the time limit has not been reached, **ONE** extra inning will be played utilizing “**International Rules**” to determine a winner. If the game is still tied, it will be ruled a tie.
 - b. **International Rules:** The last out in the lineup from the previous inning is placed on second to start the extra inning, and the game is then played as usual. After the visitor's bat and three outs have been made, the home team does the same thing as above.

PLAYING TIME AND SUBSTITUTIONS

- 1) Coaches will bat all players on the roster that are present for the game.
- 2) All players will play a minimum of two innings defensively.
- 3) There is free defensive substitution except for the pitcher.
- 4) If a player arrives late they will be added to the end of the lineup.
- 5) Eight players will constitute a legal lineup. However, the batting order shall consist of 9 positions with the vacant position being an out each time through the order.
- 6) Injured players (who are removed from the game and cannot continue) will be skipped over in the batting lineup without being considered an automatic out.
- 7) Ten players are to be used defensively. Four of the players must be stationed in the outfield.
- 8) Coaches may also use a courtesy runner (the last batted out) for the catcher.

PITCHING RULES

- 1) We will follow the MLB Pitch Smart Guidelines for the age group, which are as follows:

Age	Daily Pitch Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A

- 2) 1 day of rest means 1 day off between outings. For example, if a pitcher threw 21 pitches on Tuesday, Wednesday would be their 1 day of rest, and they would be eligible to pitch again on Thursday.
- 3) A pitcher may not appear in a game as a pitcher for three consecutive days, regardless of pitch counts.
- 4) Once removed from the mound a pitcher may not return to the mound to pitch.
- 5) No balks will be called.
- 6) A dropped third strike is considered an out.
- 7) Coach pitching shall commence after the count has reached four (4) balls. When the coach enters the game to pitch to a player the pitch count shall continue with the same strike count as achieved with the kid pitcher.
- 8) No walks shall be allowed except when a batter is hit by a kid pitcher. Batters hit by a coach pitcher shall not be awarded a walk.
- 9) When the coach pitches, the defensive pitcher must stand immediately either to the left or right of coach. The defensive pitcher must stay even with pitching rubber and be no closer to home plate.
- 10) The pitching coach is considered part of the playing field. If a batted ball hits the pitching coach, it is considered a live ball.
- 11) The pitching coach must leave the field immediately once a ball is put in play by the batter, without interfering with the defense or instructing the batter.

BATTING RULES

- 1) A dropped third strike is considered an out.
- 2) A batter cannot strikeout on a foul tip. The at-bat continues until the ball is put in play, there is a called strikeout, or there is a swinging strikeout.
- 3) No bunting is permitted.
- 4) A batter is permitted one warning per game after throwing a bat. Further incidents in the same game will result in the batter being called out.

BASE RUNNING RULES

- 1) Runners may not steal, but runners may take secondary leads once the pitched ball has crossed the plate.

- 2) If a play is attempted on a base runner taking a secondary lead, the runner may attempt to advance one base.
- 3) Players are NOT required to slide. However, they are required to avoid contact. The slide must be a legal, foot first or headfirst slide. Illegal slides or collisions will be penalized by ejection.
- 4) No metal cleats allowed in this age group.
- 5) Phantom, ghost, or fake tags will result in an obstruction call.
- 6) Two coaches are permitted in foul territory of the outfield while a team is playing defense.
- 7) Time out can be called by the defensive team if the defensive player possesses the ball inside the baseline, indicates time out to the umpire and the umpire acknowledges the same. Once the umpire acknowledges time out, runners cannot advance bases unless they are already more than halfway to the next base.

BENCH AND FIELD CONDUCT

- 1) All players, coaches, assistant coaches and scorekeepers shall conduct themselves in an appropriate manner.
- 2) The head coach may question calls from time to time. Only the head coach is allowed to discuss a play call with the umpire.
- 3) A head coach may request an umpire to seek help from a second umpire, the request does not necessarily have to be recognized.
- 4) Coaches that belabor the point and continue to argue may be ejected.
- 5) Phantom, ghost, or fake tags will result in an obstruction call.

BAT RULES

- 1) All 2 3/4 bats are illegal.
- 2) All 2 5/8 bats that are -3 ratio (length/weight) must be BBCOR certified. (See PONY Rule Book for more information.)
- 3) All 2 1/4 bats as well as non BBCOR 2 5/8 bats must be stamped with USA Bat stamp (See PONY Rule Book (8- C -2) for more information.)
- 4) Wood bats that are no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.
- 5) Bats must be checked by the umpire prior to the start of a game.
- 6) Players caught using an illegal bat once a game starts shall be ejected from the game, along with the head coach of that team.

EJECTIONS

- 1) Players, coaches, scorekeepers, parents, and team fans or spectators are subject to ejection by an umpire if in the umpire's sole judgment the player, coach, scorekeeper, parent, fan or spectator has broken a MMPL rule meriting ejection or is behaving in a belligerent, disruptive, or threatening manner.
- 2) Any player, coach, scorekeeper, parent, fan or spectator ejected in a MMPL game including tournament games will be barred from participating in the game from which he or she is ejected plus the next scheduled game.
- 3) Any player, coach, scorekeeper, parent, fan or spectator ejected shall leave the field immediately or face further disciplinary action.
- 4) Both coaches should email the MMPL Division Coordinator that an ejection has occurred as soon as practical after the game so that the team playing in the next game can be notified.
- 5) The MMPL reserves the right to take further action including permanently barring further participation of an individual(s) if warranted in the MMPL's sole judgment due to the nature of the offense and/or history of behavior.
- 6) There shall be no appeals to the ejection rule.

SCORE REPORTING

- 1) Only the HEAD COACH of the HOME TEAM should record the final score of each game on the League Website, www.masonpony.org. All questions regarding updating game scores should be directed to the league board at masonponyleague@gmail.com , or check the masonpony.org website for a document that contains score reporting instructions.
- 2) All scores should be reported within 24 hours.
- 3) If the visiting team does not see the game's score posted on the website within 24 hours they are welcome to add it themselves or contact the division coordinator for assistance.

RESCHEDULING GAMES

- 1) Suspended games will be continued from the exact point of suspension. The 90 minute time limit will start over when the game is resumed.
- 2) A makeup date for a suspended or rained out game shall be scheduled within three days. The League Coordinator shall be notified once the game has been rescheduled.
 - a. If the two coaches cannot agree on a date, then both their home community coordinators should intervene.
 - b. If a resolution still cannot be reached, then both community coordinators shall contact the MBSC Board for a final ruling.
- 3) The best 12-game record wins the division, so make sure to reschedule any suspended or rained out games to be eligible for trophies.