



Pony Division (Inter~City) Rules

To be carried by all Managers at EVERY Inter-City Game. These rules will supersede all others and be honored by all Pony or Game Officials.



Managers will be held 100% responsible for their players, coaches, AND FANS.

Teams are expected to clean their own dugout at the conclusion of each game. Coaches will be expected to act and behave in an appropriate manner with the best intentions for every person in attendance. Fans are required to clean up after themselves. PONY Baseball holds a strict Zero Tolerance Policy regarding foul language, threatening gestures, disruptive fans, or misconduct. It is the Managers job to handle ANY problem once a PONY or Game Official has issued a warning. Violations of said rules may be grounds for forfeitures, ejections, suspension(s) or lawful prosecution.

INTERCITY RULES

The MCIPB Intercity Rules shall be abided by at all times when teams from different Pony Chapters are playing each other. To maintain consistency, NO side agreements shall be made for one particular game that is different than the Intercity Rules. Side agreements outside of the Intercity Rules may constitute a Forfeit for both teams. However, if two teams from the SAME Pony Chapter are playing each other, they may have their own Bi-Laws within their charter to play by and may do so.

TIME LIMITS / INNINGS:

Start times shall be observed as scheduled with a 15 minute grace period allowed for the minimum number of players necessary to begin the game.
Home umpire may declare "Forfeit" beyond the grace period.

- 2 ½ hours or 7 innings, which ever comes first. If an inning starts before the time limit expires, the entire inning is to be completed.
- Darkness (sun down or lack of lighting) safety to be determined by Home Umpire.
- Tied games will be played until a decision has been reached, but not to exceed 9 innings or time limit of 2 ½ hrs. No new inning will be started after time limit has expired. If there is 1 minute left in time limit, a new inning will start.
- 10 Run rule after 5 innings, 4 ½ if home team ahead.
- Rainouts: Rainouts shall be called a minimum of 1 hour before game time by the Home Team League's Pony Division Rep to the visiting teams Pony Division Rep.
- If a League does not call a rainout within such time limit, teams should show up. Thereafter, League Officials and/or Umpire may call game due to field conditions because of weather.

SCHEDULES:

Schedule changes are discouraged and may be subject for review by the "scheduler" and the MCIPB Council. Managers altering schedules for strategy or due to personal issues/concerns may be grounds for forfeiture of games, suspension, or dismissal.

CONDUCT:

- Profanity, foul language, and objective behavior may be grounds (at Umpire's discretion) for ejection and/or removal from any facilities.
- No food (seeds, gum, beverages, etc., other than water) allowed in the dugouts. This rule is to help keep all city fields/dugouts clean.
- Managers shall be responsible for managing their own dugouts from parents visiting, players standing on benches or coaches walking onto the field.
- Umpires discretion/responsibility to keep Base Coaches in their respective boxes.

PROTESTS:

- Protests will be handled by the MCIPB Council. All protests must be made to the Home Plate Umpire and Official Book at the time of the incident or in case of a Player Participation Rule/Pitch Rule, immediately after the game. Home team shall keep the official book for the game. Protests shall be made to individual Pony Rep immediately after the game by Manager. Pony Rep shall report such protest within 36 hours of game to Council Scheduler & Council. The protestor shall pay their League Chapter \$25.00 to have protest reviewed.
- ****Remember, protests are for baseball rules violations or Pony Intercity Rules violations. At no time will the Council review judgment calls made by the Umpires.**

SUBSTITUTIONS / PLAYER PARTICIPATION/ EJECTIONS:

- If a team can't field 9 players, a team may play with 8. [9th spot is not an automatic out]. First late arriving player must be inserted into 9th spot, next late player may be used as "substitute" or bat 10th. (EH rules still apply)
- 2/1 Rule. Each player must play 2 defensive innings in the field and receive a minimum of one at-bat (6 consecutive defensive outs/ no split innings) including a player starting as E-H. Substitutes must be entered by the bottom of the 4th inning. **PENALTY: *Game is forfeit UNLESS less than 5 innings are played.***
- Players may substitute defensively throughout the game but not as to cause conflict with the batting order, 2/1 rules, or EH rule.
- Teams may not borrow from other teams to meet the player requirements.
- Ejected players may then be replaced by a substitute player. If no such substitutes are available, the last batter out may run in place of ejected player. During the next inning defensively or the next at-bat for the ejected player; the "last substituted" player may be re-inserted to into the lineup. No out will be called unless there is no eligible player to replace the ejected player.

THROWING BAT:

Defined as: *Any bat that strikes or comes dangerously close to striking a player.*

1st time: Team warning **2nd time:** Player causing infraction from the team already warned may be ejected. If the player who threw the bat reaches base, the Umpire will allow the batter to reach base safely and then eject them.

PITCHING:

- No pitcher may pitch more 5 innings in a calendar day and 10 per calendar week (Mon-Sun). One pitch in an inning shall constitute a full inning pitched. **PENALTY:** Forfeit and possible suspension in games or Intercity league schedule.
- A pitcher must have 40 hours rest after pitching 3 innings or more in one day.
- At no time is a pitcher allowed to be re-inserted as a pitcher once they have been relieved.
- Balks will be enforced, **NO WARNINGS.**
- Intentional walks are allowed. No Pitch may be thrown to walk batter; Manager shall indicate to the Home Umpire the batter they intend to walk.

SLIDING:

- There is no mandatory slide rule; however all base runners are encouraged to slide when safety is at risk. At no time shall a runner slide in such way as to use force to dislodge a ball or cause impact or bodily harm to a fielder.
- It shall be the Umpire's discretion to allow base advancement, issue warnings, or eject players when a collision or unsafe play occurs.

FAKE TAGS:

- Fake tags are not allowed. Any fielder who fakes a tag **without the ball** shall be ruled interference and runner(s) will be allowed to advance one base.

BATTING/ BASERUNNING:

- Batters must have one foot in the batters box between pitches while taking signs from the coach: **PENALTY:** *Called strike every 3 seconds after Umpire warns or tells batter to get back into the box. This can be enforced at any time during the game.*
- E-H Rule: The E-H rule is not mandatory, however, if the E-H is used, the manager must declare the use of an E-H prior to the start of the game. The E-H position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an E-H must maintain a 10 player line-up throughout the game. If due to injury, ejection, disciplinary action by the coach, or a player has to leave for any reason, and the team falls to nine players, an out shall be called each time the E-H position comes to bat. The EH position shall remain the same position in the lineup at the time the EH position is dropped during the game. (See E-H example at end of rule sheet).
- Courtesy runner is allowed for only the CATCHER when there are two (2) outs. Such courtesy runner can run for only one player in an inning. The Catcher for which such courtesy runner will run for shall be the last catcher who played the position in the latest inning. A team may not have a courtesy runner for a player who is inserted in the lineup to play Catcher the next inning. Courtesy runner is a player currently not in the batting lineup. Meaning, occupying the bench during that inning. In such case where a team is playing with only 9 players, the courtesy runner shall be the last out made (or 2nd out made) in the same inning.
- A continuous batting order may be permitted if both teams agree.

EH Rule by example

Starting Batting Lineup:

1. Player A, SS
2. Player B, 2B
3. Player C, EH
4. Player D, 1B
5. Player E, CF
6. Player F, RF
7. Player G, SP
8. Player H, 3B
9. Player I, C
10. Player J, LF

New Batting Lineup:

1. Player A, SS
2. Player B, 2B
3. Player C, P
4. Player D, 1B
5. Player E, CF
6. Player F, RF
7. Player G, EH
8. Player X, 3B (enters for Player H)
9. Player Y, C (enters for Player I)
10. Player Z, LF (enters for Player J)

3rd Inning Substitutions:

Player X, Y, and Z entering in 8th, 9th, 10th spots of batting order

3rd batting order spot takes over as pitcher and 7th spot becomes EH.

Reminder: You can change positions as well but batting order must remain the same.

I.E. #2 and # 9 batter switch position. #2 batter goes to C and #9 batter goes to 2B.