

DHYS Rules & Regulations
Pony A/Middle School & Pony B Leagues
Supplemental to PONY Baseball, Inc, Rules and Regulations
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2009 ADOPTED RULES & REGULATIONS
Updated w/ Pitch Count Rules 11/09

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This supplement does not contain a complete set of rules governing play in the Pony A & Pony B Leagues. Play is governed by Official Baseball Rules: "The Sporting News" edition, and PONY Baseball, Inc. Rules and Regulations. This supplement contains only those exceptions that are specific to the DHYS organization. Section references relate to PONY rules as currently published at time of DHYS adoption.

Except as noted in these local Rules and Regulations, all rules that apply to Mustang League shall also apply to International League.

ADMINISTRATION

See PONY Rules and Regulations

VICE PRESIDENTS

See PONY Rules and Regulations

DISCIPLINARY ACTION

See PONY Rules and Regulations

1 - THE LEAGUE

See PONY Rules and Regulations

2 - INSURANCE

See PONY Rules and Regulations

3 - TEAMS

A. **Pony A/Middle School:** Teams shall consist of not more than 16 (unless authorized by the Board of Directors). The names of these players shall be registered with the league player agent. In-park team roster sizes to be determined at the discretion of the LD and VP of Sports.

B. **Pony B:** Teams shall consist of not more than 13, nor less than 11 players (unless authorized by the Board of Directors). The names of these players shall be registered with the league player agent.

4 - LEGAL PLAYERS

The following rules apply to **Pony A/Middle School Ball** only:

To be eligible for a middle school team, a player must:

- (1) Be enrolled in the school, or
- (2) Be home-schooled in the school district, or
- (3) Have a good-faith intention to attend the high school for which the middle school program serves as a feeder (with an application in to the high school, if applicable)

Schools (or sponsors of school teams) have the authority to limit participation to certain age groups or grades.

To be eligible for an in-park team, a player must:

- (1) Be PONY age 13 or 14. Players outside the age range may be admitted at the discretion of the VP Sports and League Director, based on skills evaluations and space availability.

5 - BOUNDARIES

See PONY Rules and Regulations

6 - SELECTION OF PLAYERS

See PONY Rules and Regulations

7 - PLAYING FIELDS

See PONY Rules and Regulations

8 - EQUIPMENT

C. Restrictions on bat size and drop:

- (1) All NHSF, Little League or PONY approved wood baseball bats are permitted
- (2) Non-wood bats with 2-1/4" barrels bearing a Little League stamp of approval are permitted
- (3) Non-wood bats with barrel diameters in excess of 2-1/4", but not greater than 2-3/4", are allowed, but must have a drop (difference in length in inches and weight in ounces) of 8.5 or less.
- (4) Eighth graders and PONY-age 14 year olds using non-wood bats with barrel diameters in excess of 2-1/4" are required to use bats with a drop of 5 or less.

D. Metal cleated baseball shoes, rubber soled or rubber-cleated shoes are permitted. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited. Any player using metal cleats to intentionally inflict injury will be ejected from the game.

9 - PLAYING RULES

L. **Pony A:** Each player present at the beginning of the game must play in at least one of the first 4 innings in the field, subject to disciplinary action or illness/injury. Free substitution is allowed in the field.

Pony B: Every player present at the beginning of the game must play at least two of the first four innings in the field. A player who arrives late and is otherwise eligible to be inserted into the batting order, must play two of the first four innings or two consecutive innings if he arrives after his team's third inning in the field.

M. No substitutions shall be made that will alter the original batting rotation.

N. (1) A team must have nine players to play without penalty. A team may play with only 8 players but must take an out in the ninth batter's spot.

(2) If a player is ill, injured, ejected or otherwise removed from the game, his vacated position in the batting order will not be counted as an out unless his vacancy makes the batting roster less than 9 players. At this point he will be called out each time he is up.

(3) If a player has not arrived at the game by the time his place in the batting order has been reached, the manager may move him to the bottom of the batting order. If he has still not arrived by the bottom of the order, the manager may remove the player's name from the order with no penalty. (The player has been removed from the game and may not participate in that game or any continuation of the game.) If the manager would like to keep this spot open for the player, he may take an out and insert this player in the next batting rotation.

(4) Every player present at the beginning of a game is inserted into the batting order. A player who arrives late for a game but before his team has batted once through the lineup is inserted at the end of the batting order. A player who arrives after his team has batted once through the order without taking an out for his spot, will not be allowed to participate in that game.

(5) **Pony A only:** A team must include in its batting rotation all players in attendance, up to 12, subject to disciplinary action on illness/injury. If a team has more than 12 players present, the team may bat all players (at its discretion).

(6) **Pony A:** During the resumption of a suspended game the make-up game shall be played only players who were present for the original game.

Pony B: During the resumption of a suspended game the make-up game shall be played with the following rules. If the original game started with 11 or 12 players and only 9 of these show up for the make-up game, there will be no penalty. (These nine players must have been in the original lineup of the suspended game.)

U. In the judgment of the umpire, if a play is being made at second, third or home, the runner must slide or avoid malicious contact with the fielder or he is automatically out.

V. No head-first slides are permitted in any DHYS league, except when a runner is returning to a bag. Any runner sliding head-first will be called out.

W. The on-deck batter may not get inside the circle of home plate while the ball is in play or the runner will be out.

X. If a runner is advancing from third base to home on a wild pitch or passed ball, the batter must exit the batter's box or the runner will be out.

i. During the resumption of a suspended game the make-up game shall be played with the following rules. If the original game started with 11 or 12 players and only 9 of these show up for the make-up game, there will be no penalty. (These nine players must have been in the original lineup of the suspended game.)

ii. **Pony A only:** Courtesy runners are permitted for the catcher and/or the pitcher of record. The courtesy runner must be someone not in the batting order or, if all players are batting, the last batted out. A player may not serve as courtesy runner for both the pitcher and catcher in the same inning. The courtesy runner MUST be the last batted out.

10 - PITCHING RULES

Pitch Count Limits	Rest Required	Comments	Recorder
Thru 1 st week of March Maximum 75 per game 125 per week After first week of March Maximum 80 per game 125 per week	1 - 20 pitches - no rest 21 - 40 pitches – 1 day rest 41 - 60 pitches – 2 days rest 61 + pitches – 3 days rest	If pitch count limit is reached in the middle of a batters at-bat, the pitcher may complete the at-bat. Rest: If you pitch 21-40 pitches on Tuesday, next eligible day is Thursday, etc. A player may pitch in consecutive games if 40 or less pitches were delivered in the previous Back to Back game.	By Scorekeeper or Dugout Manager Manager must turn in to LD within 24 hours of game completion

DHYS requests that all managers be proactive in promoting safety and developing best practice policies. Anybody who is aware of a potential violation during a game is encouraged to bring it to the attention of the manager and the affected athlete prior to a situation arising where penalties would be applied.

1. Warm-up pitches do not count. Only pitches that would be recorded in the scorebook count.

2. Other throws that the pitcher makes are not counted – only pitches to a batter count (except pitches declared "no pitch" by the umpire).

3. The designated scorekeeper for each game shall be the official pitch counter and shall keep a running total of pitches for both teams and make the total available to both teams at the end of each inning. It is the responsibility of each manager to confirm with the scorekeeper at the end of each half inning that their pitch counts are in agreement. When a pitcher approaches his / her maximum, the scorekeeper will bring it to the attention of the managers and the umpire. Even if the scorekeeper does not notify the umpires / managers, the affected pitcher's manager is still responsible for monitoring the count for his player and making the pitching change as required.

4. If pitch count limit is reached in a batters at-bat, the pitcher may complete the at-bat, without being charged an extra day (the next tier) of rest requirement.

Rest: If you pitch 21-40 pitches on Tuesday, your next eligible day to pitch is Thursday, etc. In addition, if you start a new batter's at bat at 40 pitches and the last pitch thrown to this batter is pitch #46, the pitcher is charged with 40 pitches and still only required to rest 1 day.

5. The official pitch counter will inform the umpire when a pitcher has reached the maximum pitch count, remembering that if that pitcher reaches a limit during a batter they are allowed to complete that batter. The ump will be notified at the completion of that batter. The ump then informs the Manager that s/he must change pitchers. This is the only time the umpire is involved.

6. Game reports shall be filed with Leagues Directors. Managers will be required to produce their team pitching logs upon request.

7. Pitch Count Disagreement policy - If there is a disagreement between managers as to the number of pitches thrown by a pitcher, and it cannot be resolved by looking at the official book; the manager reporting the lower number of pitches will prevail

8. DHYS players are subject to these pitch count limitations and rest rules during scholastic and recreational inter-league play, irrespective of whether the opposing team is subject to the same limitations.

Penalties:

If it is found a pitcher is in violation they will immediately be removed from the game.

1. First violation by a manager, a written warning will be issued to the manager.
2. Second violation in a season, a 1 game suspension of the manager.
3. Third violation in a season, a 3 game suspension.
4. Fourth violation, an indefinite suspension until the issues are reviewed by the Rules & Conduct Committee.
5. In the event of a protest based on pitch count violations, the game may be subject to forfeit by the offending team, or such other penalty as the league / association may determine.

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

- Pitches delivered in games declared "Suspended Games" shall be charged against pitcher's eligibility.

- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example: A pitcher delivers 70 pitches in game on Monday when the game is suspended. The game resumes on Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three (3) days of rest.

- A *rest day* is one full day as seen on the calendar. A *rest day* begins at midnight *following the performance* and ends at midnight the following evening.
- When issuing a warning or suspension, the acting manager for that game and any action taken against an individual person should be taken against the person violating the rule.
Example: If the actual Manager of a team gets a warning and then is not present at the next game and one of his assistants who is the "ACTING MANAGER" violates the rule, the second violation should not punish the Manager who is absent but the person who violated the rule.

11 - LENGTH OF GAMES

- D. Games shall be seven (7) innings, subject to time limits and extra innings for tie games as outlined below.

DHYS Time Limits:

For regular season games (except in the case of tie games), no inning may start after the time limit shown in the table below.

Weekend or single weeknight games 2:00
Back-to-Back weeknight games 1:50

(1). An inning is considered to have started when the third out is called in the bottom of the prior inning. The official game start time, for the purposes of the time limit, is the time indicated by the umpire as the start of the game. This time may not correspond to the actual start of play.

(2). No time limit shall apply to post-season games, which shall remain subject to Rule 12(C).

TIE GAMES: Tie games shall be played until the time limit has been reached (without regard to the number of innings played). Once the time limit has been reached with the game still tied at the end of an inning, the teams shall play one more inning. At the conclusion of the extra inning, if a regular season game is still tied, the game shall result in a tie. Tournament games shall be played until a winner is determined. If a tournament game is still tied after one extra inning, then the "International Tie-breaker" rule shall apply to all additional extra innings. Under this rule, each team will start its half of the inning with a runner on second base and no outs; the last batter out in the prior inning shall be the base-runner on second. If the game is still tied at mandatory time for lights-out, it shall be resumed as a suspended game.

12 – SCHEDULE

C. No game shall begin after 9:30 p.m., and no game required for the field lights to be off by the local ordinance (11 PM).

E. Players must be at the field for a game even when it is raining unless notified by a manager/coach. Managers and coaches shall be at the field for a game unless notified by a league official (DHYS President, DHYS Vice-President of Sports or League Director).

13 – UMPIRES

Prior to the start of each season, the head of umpires for each League and VP Planning, VPs Sports, League Directors and managers shall meet and review the current local rules.

C. Once the first pitch of the game has been pitched, the umpire is in charge of the game.

D. Only Managers can call time out to confer with the Head Umpire. The Head Umpire may or may not grant the time out.

D. Only Managers may discuss rule interpretations with the Head Umpire. Coaches may ask questions for clarification.

E. Prior to the start of each season, the head of umpires for each League and VP Planning, VPs Sports, League Directors and managers shall meet and review the current local rules.

14 - SCOREKEEPERS

See PONY Rules & Regulations

15 - SPONSOR

See PONY Rules & Regulations

16 - MANAGERS AND COACHES

Prior to the start of each season, the head of umpires for each League and VP Planning, VPs Sports, League Directors and managers shall meet and review the current local rules.

G. Defensive managers or coaches are not allowed on the field of play.

H. The manager of the home team is responsible for supplying two game balls and preparing the field before the game and putting away equipment (scoreboard brain, rakes, shovels, bases, field marker, etc.) after the game. Make sure that the fields, batting cages, and bathrooms are locked. Turn off the field lights and scoreboard. Home team must ensure that an official scorebook be kept, as the umpires are not responsible for keeping track of the score.

I. The manager of the visiting team is responsible for covering the pitchers mound and plate area after each game. Visiting team must provide a person to operate the scoreboard.

J. Each team is responsible for cleaning up the dugout, fence and bleacher area on its side of home plate after each game.

K. The manager and any adult assisting the manager on the field as a coach during practices and games must have a current certification from the American Sport Education Program (ASEP) and an annual Dekalb County Background, paid for by DHYS.

L. **Pony B only:** Managers are also required to do player Evaluations at the end of the Spring and Fall Seasons. These are to be turned in to the League Director or the VP of each division two weeks after the end of the season.

18 - PENALTIES

C. A team failing to field at least nine eight uniformed players within 15 minutes after the official game starting time as determined by the umpire, or at any time during the game, shall forfeit the game.

F. (4) (a) If a player in the judgment of the umpire, removes his batting helmet intentionally while batting or running the bases, both teams will be warned on the first offense. After the warning, any player who intentionally removes his batting helmet while batting or running the bases will be removed from the game after the completion of the play. This removal does not constitute an "out". If the player ejected has not completed his turn at bat, the next hitter inherits the count on the hitter who has been ejected.

(b) If a player, in the judgment of the umpire, throws his bat intentionally while batting, the player will be warned on the first offense. After the warning, any player who intentionally throws his bat while batting will be called out (dead ball situation). If the player again intentionally throws his bat while batting, the player will be removed from the game after the completion of the play. This removal does not constitute an "out". If the player ejected has not completed his turn at bat, the next hitter inherits the count on the hitter who has been ejected.

H. No player shall fake a tag. A warning will be issued to a team for the first occurrence by any player. Any player who fakes a tag after his team's warning will be ejected from the game.

I. A player instigating or being involved in physical altercations during any game or DHYS sporting activity shall be ejected from the game in which the incident occurs by the umpire. The player ejected will be suspended from participating in the team's next game. There shall be no appeal.

J. No player shall be selected for DHYS All-Star teams if during the season he has been suspended for instigating or being involved in physical altercations or otherwise suspended as called for in the DHYS Bylaws.

19 - PROTESTS

See PONY Rules & Regulations

20 - GENERAL CONDUCT

B. Any player or coach ejected during a game for any reason will be suspended in the team's following game. There shall be no appeal.

DHYS Code of Conduct

Druid Hills Youth Sports believes that children deserve to have fun in a safe and caring environment. Please pledge to do everything you can to make this possible for all the children in our program.

Parents - Code of Conduct

1. As a parent I will provide positive support and encouragement for my child.
2. I will place the physical and emotional well being of my child ahead of any personal desire to win.
3. I will insist that my child play in a safe and healthy environment.
4. I will provide support for managers, coaches and officials working with my child to provide a fun experience for all.
5. I will demand a drug & alcohol free environment for my child and I will not use or allow use of such substances at any game or practice.
6. I will remember that not all children are gifted with the same athletic ability but all benefit from encouragement and practice.
7. I will do my very best to make youth sports fun for my child.
8. I will ask my child to treat other players, managers, coaches, fans and officials with respect.
9. I will make sure that my child arrives at practice and games on time.

Players - Code of Conduct

1. As a player I will do my very best to listen and learn from my coaches.
2. I will treat my managers and coaches with respect and I will expect to be treated accordingly.
3. I will encourage good sportsmanship from my teammates, managers, coaches, parents and officials at every practice and game.
4. I will attend all practices and games that I can and notify my manager if I cannot.
5. I will expect to receive at a minimum playing time as outlined in the DHYS Local Rules.
6. I will remember that the main goal is to learn and have fun and will let my parents, managers, and coaches know if it stops being fun.
7. I expect to play in an alcohol, tobacco and drug free environment and expect adults to comply.

Managers & Coaches - Code of Conduct

1. As a manager/coach I will provide positive support and encouragement for all players.
2. I will plan for all practices and games.
3. I will welcome other managers, coaches, parents, and players.
4. I will listen to players and discuss player progress with parents.
5. I will be courteous to umpires.
6. I will know emergency procedures and put players safety first.
7. I will know and understand the rules for the age group in which I manage/coach.
8. I will not use profanity or threatening behavior when coaching.
9. *I will support the rules and regulations of Druid Hills Youth Sports Association and the DeKalb County Parks and Recreation Department.*