



ARCADIA PONY BASEBALL USA BAT RULES (EFFECTIVE JANUARY 1, 2018)

PONY Website:

On January 1, 2018 USA Baseball will be implementing a rule change to the bats. If you are 14 years old or younger and play Little League®, Babe Ruth & Cal Ripken, PONY, Dixie or AABC, you will need to use a new bat marked with a new USA Baseball stamp: The bats currently on the market, which are marked with a 1.15BPF stamp, will no longer be legal for play in these leagues. USSSA youth baseball will NOT be implementing this rule change to the bats. So if you are 14 years old or younger and you play on a travel ball team, or are playing in a tournament governed by USSSA, you can continue to use the bats marked with the 1.15BPF stamp indefinitely. All current model Easton bats marked with the 1.15BPF stamp will be allowed in USSSA play for all events extending beyond January 1, 2018.

Additionally, beginning on January 1, 2018, under the new USA Baseball rule, all players 14 and under (not including Tee-Ball) will be able to use approved USA Baseball 2-5/8" barrels in Little League®, Babe Ruth & Cal Ripken, PONY, Dixie and AABC.

USA Baseball stamps are not stickers for these divisions and it will be screen printed on the bat.



For our Shetland Division, a sticker can be placed on an older bat that says it is for "Tee-Ball" on the bat. The bat must be 26 inches or smaller. Stickers can be purchased on the PONY.org website.



<http://www.pony.org>



ARCADIA PONY BASEBALL PITCH SMART (EFFECTIVE JANUARY 1, 2018)



As will be stated in Section 10 "Pitching Rules" and T-8 "Tournament Pitching," any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age divisions Pinto 8U, Mustang 10U, Bronco 12U, Pony 14U, Colt 16U, Palomino 18U and Thoroughbred 23U. Players in the Shetland 6U age division are not permitted to pitch. Pitchers are to adhere to the chart below for league and sanction tournament play.

Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count. Pitchers do not reset on a new week.

Teams can assign an official scorekeeper, if mutually agreed upon, to track pitch counts. In the absence of an official scorekeeper, the home team book shall be the official record of games statistics including pitch count. Electronic scoring devices are recommended at all levels of tournament play in order to ensure accurate pitch count.

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

<http://m.mlb.com/pitchsmart>



ARCADIA PONY BASEBALL 2024 SPRING SEASON SHETLAND RULES

1. Games will be 6 innings or 1-hour in length (drop dead), whichever comes first.
2. Coaches are encouraged to have each player play each position during the season.
3. Pitching machine will be 38' from the tip of home plate to the front of the pitching machine bar.
4. 50' Bases.
5. A 10-foot arc should be drawn from baseline to baseline. Ball on the arc is fair.
6. Hash marks to be drawn in the center between 1st/2nd, 2nd/3rd, and 3rd/Home. The hash marks should be centered between the bases and located 3ft towards the outfield, that will be considered the "infield".
7. Player in defensive position of the infield may not come any closer than 45 feet from home plate until the ball is hit. (except Pitcher/Catcher)
8. A pitcher's circle must be drawn around the pitching machine.
9. The offense provides two coaches on the field when at bat. (1) behind the plate and (1) at the pitching machine. The defense provides two coaches on the field, left side and right side of the infield. Maximum of three coaches in the dugout during a game. Coaches cannot interfere with the ball in play, this will be considered an out.
10. Continuous batting order with all players on the roster. Switch sides after 5 runs or 3 outs.
11. A player will receive 5 attempts, (4 balls from the pitching machine and 1 ball off the tee) (**No Coach Pitch**). The 5th and subsequent balls shall be placed on the tee until the ball is put into play.
12. Pitching Rules:
 - a) The pitcher shall take position, always to the rear of the pitching machine, and on the left or right side of the circle. With at least one foot in the circle.
 - b) The pitching machine is not moved when hitting from the tee. If a batted ball hits the pitching machine, if it goes in foul territory it is dead, otherwise it is a fair ball and is counted towards their 5 attempts, foul or fair.
13. No walks, no strikeouts (only on 5th missed or fouled attempt).
14. No stealing or leading off, until the ball is put in play by the batter.
15. Runners can advance, **one base** on an overthrow when **in play**, runners can be tagged out.
16. The ball is considered "dead", at the discretion of the umpire, when the player has the ball in the infield and raises both hands in the air.
17. Runners can advance or must return to the base depending on which side of the hash mark they are on when the ball is dead.
18. **No** bunts, **No** throwing bats, 2 warnings for the team, after that, it is an out (safety precautions).
19. No infield fly rule.
20. There will be **no forfeits**. Teams can borrow other team's players to assist in the outfield.
21. Defense 10 players – Catcher, Pitcher, 1st, 2nd, SS, 3rd, and 4 outfielders, no infield rover.
22. The catcher is required to wear a cup (boys only), all other players are highly recommended.
23. Cather not required to wear full gear, may stand against backstop at a 45° angle to home plate during the pitch.
24. The home team is the official recorder/scorekeeper for the game (use scorebook/not Game Changer).



ARCADIA PONY BASEBALL 2024 SPRING SEASON PINTO RULES

1. Games will be 6 innings in length or 1:45, no new inning after 1:35, whichever comes first. The final score is the last completed inning. If time runs out and the inning is not completed, the score will revert to the last completed inning.
2. 40' pitching distance from the tip of home plate to the front of the rubber.
3. 60' Bases.
4. Catchers are required to wear a cup. It is recommended for all other players to wear a cup.
5. Continuous batting order
 - a) If you have 9 players to start the game but a player will be showing up late, let the umpire and other manager know they will be arriving late. They should be put at the bottom of the line-up.
 - b) If you only have 8 players to start the game and a player is showing up late, if the 9th player does not show up before the 9th batting position bats, it will be an out only the first time around. The second time around will not be an out. The late player may enter game when they arrive.
 - c) If a player leaves the game for any reason (with the exception of a medical need), it will be an automatic out for that batting position, for one rotation.
6. Max 5 runs per inning, with the 5th and 6th innings open.
7. Batters are not permitted to bunt (**Prior to Mid-Season Break, after Mid-Season break, bunting will be allowed**) or soft swing at the ball. PENALTY: Batter is out and if a runner advancing home is also out.
8. Base runners are not allowed to leave the base until the ball crosses the plate or in play. If a baserunner is caught leading off a base, he is declared out and the ball is dead.
9. Only 1 stolen base per pitch. On an attempted steal of any base, the catcher gets a free throw to the base, the ball will be considered dead at that point with no advancement of any runner.
10. For the first half of the Season of the season, "**No Walks**" on bases loaded. On ball four, an eligible coach will throw 3 pitches from the rubber, if the batter is unable to put the ball in play, the batter is out. (No hit by pitch base). After 4 weeks, all kid pitching and walks will be allowed.
11. There is no stealing while the coach is pitching.
12. **Home plate is closed (Prior to Mid-Season) and can only advance home if ball is put in play by the batter.** If a runner at third draws a throw from the catcher, the runner cannot advance home. However, if called out, the out will stand. Other runners may advance if there is a throw to third. Home plate is Open after Mid-Season.
13. Ten (10) defensive players (four outfielders) will be allowed.
14. No infield fly rule, no drop third strike rule.
15. Mercy rule – 10 after 4 completed innings. Complete game length is 4 innings or 3 ½ innings if the home team is ahead.
16. Kid pitch will begin at the start of the season. No curve balls, will be considered a no pitch.
17. **Daily Max pitches is 50.** Required rest is as follows: 1-20 = 0 Days, 21-35 = 1 Day, 36-50 = 2 Days. (must be tracked per game in league team binder). Rest days equal full days after the day played.
18. Teams can assign an official scorekeeper, if mutually agreed upon, to track pitch counts.
19. Pitchers do not reset on a new week.
20. If a pitcher is at the max pitches during a batter, they can complete pitching for the at bat.
21. A manager can make only **two visits** to the mound. On the third visit, the pitcher must be removed, except for injury.
22. If the pitcher hits 3 players in an inning, he must be removed and replaced with a new pitcher.
23. There are no balks, however, pitchers must try to set themselves before the pitch. There is no penalty, but it must be corrected when it occurs.
24. The home team is the official scorekeeper and is the official recorder for the game. All scores must be turned in by the home team within 24 hours after each game.



ARCADIA PONY BASEBALL 2024 SPRING SEASON MUSTANG RULES

1. Game will be 6 innings in length or 1:45, no new inning after 1:35, whichever comes first. The final score is the last completed inning.
2. 46' Pitching distance from the tip of home plate to the front of the rubber.
3. 60' Bases.
4. Catchers are required to wear a cup. It is recommended for all other players to wear a cup.
5. Continuous batting order until Mid-Season Break; after Mid-Season Break switch to 9-person roster with substitutions.
 - a) If you have 9 players to start the game but a player will be showing up late, you must put them at the bottom of the line-up and let the umpire and other manager know they will be arriving late. Once the player arrives, let the umpire and other manager know and they will bat in the last batting position. The player will not be considered an out because you have 9 players.
 - b) If you only have 8 players to start the game and a player is showing up late, if the 9th player does not show up before the 9th batting position bats, it will be an out only the first time around. The second time around will not be an out and the late player can enter when they arrive.
 - c) If a player leaves the game for any reason (with the exception of a medical need), it will be an automatic out that batting position for one rotation.
6. **Daily Max pitches is 75.** Required rest is as follows: 1-20 = 0 Days, 21-35 = 1 Day, 36-50 = 2 Days, 51-65 = 3 Days, 66+ = 4 Days (must be tracked per game in league team binder). Rest days equal full days after the day played.
7. Teams can assign an official scorekeeper, if mutually agreed upon, to track pitch counts.
8. Pitchers do not reset on a new week.
9. If a pitcher is at the max pitches during a batter, they can complete pitching for the at bat.
10. During the 1st half of the season (up to Mid-Season break), each pitcher will get a warning for a balk. During the 2nd half of the season (after Mid-Season Break), balks can be called from the start of the game.
11. Major League Baseball rules apply ie: stealing, lead-offs, drop 3rd strike, bunting, and infield fly.
12. Every player must play 2 innings.
13. You can substitute a pinch runner, for your catcher or pitcher anytime with last player out.
14. NO steel cleats.
15. Max 5 runs per inning, entire season. The 5th and 6th innings are open.
16. Mercy rule – 10 after 4. Complete game is 4 innings or 3 ½ innings if the home team is ahead.
17. The home team is the official scorekeeper and is the official recorder for the game. All scores must be turned in by the home team within 24 hours after each game.



ARCADIA PONY BASEBALL 2024 SPRING SEASON BRONCO RULES

1. Game will be 7 innings in length or 2:00, no new inning after 1:50, whichever comes first. The final score is the last completed inning.
2. 50' Pitching distance from the tip of home plate to the front of the rubber.
3. 70' Bases.
4. Only Rubber Cleats Allowed on the Pitching Mound.
5. Catchers are required to wear a cup. It is recommended for all other players to wear a cup.
6. Continuous batting order or 9-person roster with substitutions (can be either/or at coaches discretion).
 - a) If you have 9 players to start the game but a player will be showing up late, you have to put them at the bottom of the line-up and let the umpire and other manager know they will be arriving late. Once the player arrives, let the umpire and other manager know and they will bat in the last batting position. The player will not be considered an out because you have 9 players.
 - b) If you only have 8 players to start the game and a player is showing up late, if the 9th player does not show up before the 9th batting position bats, it will be an out only the first time around. The second time around will not be an out and the late player can enter when they arrive.
 - c) If a player leaves the game for any reason (with the exception of a medical need), it will be an automatic out that batting position for one rotation.
7. **Daily Max pitches is 85. Required rest is as follows: 1-20 = 0 Days, 21-35 = 1 Day, 36-50 = 2 Days, 51-65 = 3 Days, 66+ = 4 Days (must be tracked per game in league team binder). Rest days equal full days after the day played.**
8. Teams can assign an official scorekeeper, if mutually agreed upon, to track pitch counts.
9. Pitchers do not reset on a new week.
10. If a pitcher is at the max pitches during a batter, they can complete pitching for the at bat.
11. Major League Baseball rules apply ie: stealing, balks, lead-offs, drop 3rd strike, bunting, and infield fly.
12. Every player must play 2 innings.
13. You can substitute a pinch runner, for your catcher or pitcher anytime with last player out.
14. Max 5 runs per inning, the entire season. The 6th and 7th inning is open.
15. Mercy rule – 10 after 5. Complete Game Length is 5 innings or 4 ½ inning if the home team is ahead.
16. The home team is the official scorekeeper and is the official recorder for the game. All scores must be turned in by the home team within 24 hours after each game