

2025

Stanislaus County

Youth Baseball

13-14 YEAR OLD PONY

Baseball for Youth Regulations

As written are exceptions to the

Official Rules of Baseball

2025
COUNTY PONY LEAGUE
RULES & REGULATIONS

PLAYING RULES:

1. The distance between all bases shall be **80 feet**. The distance between the point of home plate and the front side of the pitcher's slab shall be **54 feet**.

A. The home plate, the pitchers rubber and bases shall be official size as used in regulation baseball.

2. An official Pony League Baseball must be used in all league games.

3. All bats approved for Little league, USA stamped, or Pony league bat that is 2-5/8 max diameter and no more than a drop 3 play may be used.

4. The official baseball rules, published by the National Baseball Congress, will apply in all cases not covered by these rules.

TEAMS

1. Team rosters will be limited to 20 players. Deadline for submission of team Rosters to the County League shall be 1 week before the first league game.

2. Any player who is 15 years old and still in 8th grade may play, however they may not pitch. Any player 15 and older and not in 8th grade is ineligible.

3. Starting with the 2007 season, the date for determining league age will be April 30 of present year.

A. Managers are responsible for checking the ages of their players. Should any manager, knowingly or unknowingly, play a boy who is ineligible for reason of age or not being on the roster, the game shall be forfeited.

B. If any player's age is questioned, his coach has 72 hours to provide proof of date of birth to the opposing coach or to the League Secretary.

PLAYING AND PITCHING RULES:

1. Any youth playing County Youth Baseball, Babe Ruth Baseball, or any other organized league is not eligible to play Pony League Baseball. Travel ball players may play on County Pony teams, but may not pitch.
2. Any person playing on a High School Baseball team may not play in a Pony League game until their high school season has ended.
3. Any team member may pitch, subject to the other restrictions of the pitching rules, except travel ball players.
4. In league play a pitcher shall not be allowed to pitch in more than 8 innings in any one-calendar week.
Excluding postponed games:
 - A. A calendar week is from 12:01 a.m. Monday to 12:00 (midnight) the following Sunday.
5. In a postponed game the pitcher's innings will count in the week that the game was originally scheduled.
 - A. As soon as a player delivers one pitch to a batter he shall be considered as having pitched one inning.
 - B. RE-entry -** Any of the nine starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the line up. A substitute who is withdrawn may not re-enter. If the starting pitcher is removed from the game because of a second trip in the same inning, he may re-enter the game in any position with the exception of pitcher. If a team has used all its players, then any player may re-enter the game for an injured player's spot in the batting order. (NOTE: If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out of Order.)
 - C. There will be no postponed games unless both coaches agree to a postponement.
 - D. Pitcher may be moved to another position and return to pitch later in the game, providing he doesn't leave the game. He may not return to the mound in the same inning.
 - E. When the base runner does not slide and there is deliberate contact on a close play at the base, the runner is automatically out and is automatically ejected from the game.
6. If a batter leaves batter's box for any reason other than timeout, foul ball or brush back pitch he shall be warned by the umpire (one warning per team per game), following the warning another violation will result in a strike being called on the batter.
7. The designated hitter rule (as written in the High School Rule book) can be used.

8. When there are 2 outs, and a catcher is on base, the batter who made the last out may be substituted for the catcher as a courtesy runner.

9. Slide rule: A runner must slide if the catcher has possession of the ball before the runner has reached the plate. If the catcher does not have possession of the ball, the runner does not have to slide. However, if a runner deliberately runs over a fielder attempting to catch the ball with the intention of knocking him over, the runner shall be declared out and the ball is dead. This does not mean a runner must avoid a fielder in the baseline or covering a base, but if there is a deliberate attempt at Football tactics, it is not in keeping with Stanislaus Youth Baseball Code of Sportsmanship and will not be tolerated. First time offenders will be removed from the game and the second offense will result in removal from the league. The catcher must give the runner a lane to reach the plate. If the catcher blocks the plate off the runner will be declared safe. It is recommended that all catchers be in front of the plate and tag with a sweeping motion to the left. This same rule will also apply to second and third bases.

LENGTH OF GAME:

Regulation games shall be seven (7) innings.

A. When the score is tied at the end of 7 innings, the game shall go into extra innings until a decision is reached or the umpires call the game.

B. If the game is called for any reason, it is an official game if 5 innings have been completed or if the home team has scored more runs in 4 or 4 and a fraction half-innings than the visiting team has scored in 5 completed half innings.

C. If a game is called for any reason before its an official game, as described in paragraph **B** or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by League Officials.

D. When a game is called during an uncompleted inning after having reached official length as described in **B** the game ends at the last completed inning if, in the uncompleted inning the visiting team ties the score or retakes the lead and the home team does not tie the score or retake the lead in its half of the uncompleted inning.

E. If a team is leading its opponent by at least 10 runs after 5 or more equal innings have been played or after 4 and one-half innings, or before the completion of its 5th inning, the game shall be terminated and the team in front declared the winner. Game may be continued on an unofficial basis for practice purposes.

F. Games are officially over at 2 1/2 hours, no matter how many innings have been played. The score will be determined by going back to the last full inning. (Tie games are an exception.)

UMPIRES:

Pony League games must have at least 1 umpire, who must be at least 17 years old. it is recommended that 2 umpires are used, and that base umpire be at least 15 years old.

PROTEST AND PENALTIES:

1. A team failing to field at least **8** uniform players or a home team failing to provide one or more umpires within 15 minutes of a scheduled starting time of the game shall forfeit the game.

A. Teams with only **(8)** players, shall bat in rotation with no penalties.

B. If a player shows up after the game is in progress he shall be allowed to assume the 9th spot in the batting order. He will also be allowed to take the field defensively immediately.

2. If a player who is not on the roster plays in a game the game shall be forfeited. Protest must be submitted within 48 hours.

3. If a player listed on the roster is determined to be ineligible because of age, all games in which said player has participated shall be forfeit.

4. Protest based on a play, which involves an umpire's judgment, is not permitted.

5. If a protest is based on an interpretation of the rules, the objecting manager must, at the time of the play occurring, notify the head umpire and the opposing manager that the game is being played under protest.

A. A \$20.00 fee must be deposited with the League Secretary of the Pony League. along with a letter explaining the grounds for the protest.

1. A quorum of at least three non-concerned managers from the division opposite to the division, which included the protesting team, shall hear the protest.

2. If the committee upholds the protest the game shall be replayed from the point of the protest.

3. If the committee denies the protest, the \$20.00 fee is added to the League Treasury

6. Any team manager or other adult leader who withdraws a team from playing the field under any circumstance prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section.

7. Any team not showing up for a League game shall pay a \$5.00 fine to the League.

8. The condition of the playing field is the responsibility of the home team. Either the home team or visiting team may protest and request postponement of a game if they believe the field isn't playable. Should the Board of Directors honor the protest the game will be played at a later date using only the players present on the date of the protest.

EQUIPMENT:

1. Batters helmets must be worn by batters and base runners. Batters helmets and base runners helmets must have two ear flaps.

A. Intentional removal by either batter or base runners will result in a team warning by the umpire.

B. After the first team warning by the umpire anyone removing their helmet intentionally shall be declared out.

2. Catchers must wear protective headgear, headgear need not cover ears.

3. Metal cleated shoes can be used, any multipurpose shoe is legal.

4. Catchers must wear a throat protector. Hockey style mask meets this requirement.

5. Any youth or adult warming up a pitcher must wear a mask.

6. It is recommended that all players wear a protective cup.

LEAGUE DUES:

1. The league dues shall be payable prior to the start of the league play.

MANAGER SON RULES:

1. If a teams manager or coach has coached in a league at the same school for 2 previous years his children may play for the team even if they don't go to school in the district, or live in the district. They may not, however, bump district players off a team.

FOUL OR ABUSIVE LANGUAGE:

1. Foul or abusive language by fans, coaches or players will result in a **warning** to the coach (of the team whose fans, coaches or players are causing the problem) by the umpire and a general warning to the team and their fans. After one warning the offenders will be **EJECTED** from the ballpark if they continue. Failure to leave the ballpark will result in a forfeiture of the game.

POINT OF EMPHASIS

OBSTRUCTION

Obstruction is the illegal act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. When obstruction occurs, the umpire shall call or signal "obstruction."

- A. If a play is being made on an obstructed runner, or if the base runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the base she would have reached in the umpire's own judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runner, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability of being put out.
- B. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall call time and impose such penalties, if any, as in his judgement will nullify the obstruction.
- C. In a run down play, if the runner's progress is impeded by a defensive player who does not have the ball in his possession, the umpire shall call "obstruction" and the runner awarded the base he had originally attempted to reach.

Examples include

- A. Standing in the baseline when the defensive player is not involved with the play and causes the runner to go out of the baseline to avoid the defensive player.
- B. Standing on a base when the defensive player is not involved with the play and causes the runner to go around or not be able to reach the base.

INTERFERENCE

Interference is the illegal act of an offensive player who impedes, hinders or confuses a defensive player from attempting to execute a play or touches the ball in a live play.

- A. When interference occurs the ball is dead and the interfering runner will be declared out and all other runners, if any, will be returned to the last base they legally touched before the interference occurred.
- B. If a base coach or other offensive team member causes the interference, the ball is dead and the lead runner will be declared out and all other runners, if any, will be returned to the last base they legally touched, unless pushed by the batter runner going to first, before the interference occurred.

Examples include

Physically interfering with a defensive player while attempting to make a play.

Any verbal or visual distraction that hinders the defensive player.

Kicking a ball away from a defensive fielder.

Deliberately impeding the catcher from getting to the ball on a wild pitch.

A base coach or other offensive team member impeding a defensive player from attempting to make a play or verbally or visually distracting a defensive player from making a play.