

## LYNDHURST DADS' CLUB PONY LEAGUE RULES

All teams, managers and participants entered in the LDC Pony League, regardless of their home organization, are covered by and must adhere to the rules and governance of the Club including the Pony League Code of Conduct .

The Pony League will play by the current year Federation High School Rules, except as noted below.

### GENERAL INFORMATION

1. No tobacco product of any kind is permitted on the field of play or on a team bench.
2. Alcoholic beverages are not allowed in any city park or on school grounds.
3. When lightning is seen in the area; by an umpire, manager, coach, any LDC Trustee or other league official the game **must be suspended immediately. The game may only be re-started after 30 minutes of time has passed from when the last lightning was seen.**
4. The winning team is responsible for reporting the score & number of umpires at the game to the League Director.

### FIELD CONDUCT

1. Profanity, taunting or intimidating by any participant or spectator will not be tolerated. A game participant shall be ejected from the game, at the discretion of the umpire. A spectator shall be ejected from the park.
2. Throwing of a bat or helmet could result in an ejection at the discretion of the umpire.
3. A player must slide, give up or attempt to avoid being tagged while a play is being made on them. No player shall initiate contact with another player. Penalty – Runner is out and a dead ball will be declared and all other runners will return to the last legally occupied base.
4. Only the team manager may confer with the umpire.
5. Phantom tags are prohibited.
6. Any jewelry worn must be in compliance with the FHSR.

### FIELD & EQUIPMENT

1. Bat size shall not exceed 2 ¾" -8.5 WITHOUT EXCEPTION. The size must be clearly marked on the bat. Any bat not marked will be declared illegal and may not be used.
2. **NO metal spikes may be worn.** Rubber cleats or tennis shoes only.
3. The Pitching distance is fifty-four (54) feet. Bases are eighty (80).

PLAYER INFORMATION

1. Each team must have a minimum of eight (8) players to start and finish a game.
2. All players must play a minimum of nine (9) defensive outs and bat at least once per game. If the home team does not have to bat in the bottom of the 7<sup>th</sup> inning, **it is NOT an excuse for a player to have not batted.** EXCEPTION: **In a game shortened by the (a) run spread or (b) curfew, all players must play a minimum of six (6) defensive outs and bat at least once.**

<b>PENALTY-</b>	<b>1<sup>st</sup> Violation:</b>	<b>Warning issued to Manager</b>
	<b>2<sup>nd</sup> &amp; Additional:</b>	<b>Manager suspended for 1 Game &amp; Game Forfeited</b>
	<b>Violations</b>	

3. A substitute player may re-enter a game if a player is injured IF no other players are available and will bat in the injured players' spot in the batting order.
4. Starters may re-enter a game once, and must bat in their original spot in the batting order.
5. Additional Hitter may be used but is not mandatory. He may bat in any spot in the order and must be inserted into the field during the game. **The AH must play defensively in the game as defined in #2 above.** The use of the AH must be declared before the start of a game and that the team will therefore be batting 10 players.
6. If a team with nine (9) players has a player injured (or becomes ill), that position in the batting order will be skipped and NOT an automatic out. If the player leaves the game for any other reason, that spot in the order will be an automatic out.
7. If a team starts with eight (8) players there will NOT be an automatic out for the missing spot in the batting order. If a ninth (9) player arrives **before** his team has batted through the order, he may play in the game and must bat in the last position in the order.

GAME INFORMATION

1. There is a ten (10) run mercy rule in effect after five (5) innings, 4 ½ innings if the home team is winning.
2. There is a two (2) hour time limit on games at lighted fields when two games are scheduled. No new inning in the 1st game can start after 8:00pm. The curfew for one game is dark, based on the umpire's decision or a city's legal curfew. A full inning must be played for the inning to count.
3. A fifteen (15) minute grace period will be recognized before a forfeit is declared. This period of time will be considered as part of any time limit imposed upon a game.

HOME FIELD RESPONSIBILITIES

1. Each organization/city is responsible for field preparation, providing umpires, re-scheduling of games, and cancellation of games due to field conditions at their fields.
2. Each organization agrees to provide the field(s) necessary to accommodate any scheduled home games of their teams during the regular and post-season play of the league.

## PROTESTS

1. Protests, based on rules FHSR 1-9 are permitted. A protest must be made, by informing the opposing team manager and umpire(s) before (a) the next pitch or play or, if it was the last play of the game, before the umpire(s) leave the field of play.
2. Once a team has indicated it is going to protest the game, they have forty-eight (48) hours from the scheduled start time of the protested game to submit a written report to the League Director. Said report must contain the following information;
  - (a) Date, time and place of the game,
  - (b) Name(s) of the umpire(s),
  - (c) The rule and section of the FHSR or League rules under which the protest is made,
  - (d) The conditions at the time of the event and the decision/ruling made by the umpire
  - (e) Any and all other facts involved in the matter protested.
3. The Protest Committee of the Lyndhurst Dads' Club will investigate and rule on the protest. All decisions of the Committee are final. The Committee may (a) dismiss the protest, (b) uphold the protest and order the appropriate action, or (c) rule that although valid, the matter of the protest had no significant material impact on the final results of the game and let the result of the game stand.

## PITCHING RULES

1. One (1) pitch in an inning constitutes an inning pitched.
2. The pitching week is defined as Monday thru Sunday.
3. Pitchers are limited to seven (7) innings in a game, and a maximum of ten (10) innings per week. Any pitcher who pitches four (4) or more innings in a game cannot pitch the next day.

### **PENALTY: THE GAME THE VIOLATION OCCURRED IN WILL BE DECLARED A FORFEIT.**

4. A pitcher may be visited by his manager or coach once per inning. Two (2) visits in an inning, or three (3) visits in a game (to the same pitcher) and the pitcher must be removed.
5. Each pitcher will be given one (1) warning for a balk before the rule is enforced.

## EJECTIONS

1. Managers must notify the League Director the night of the game, of any player, coach, or manager that was ejected. Anyone ejected from a game is automatically suspended for one (1) game.
2. A second ejection of the same individual during the season will result in an automatic two (2) game suspension **AND** the individual must meet with the LDC Executive Committee and League Director. They will remain suspended, beyond the two (2) games until meeting with Committee.
3. If the player, coach or manager participates in any game they were ineligible for that game will be declared a forfeit and said penalty will continue until the suspension is served.

**BORROWED PLAYER**

1. Borrowing a player for use in the same league or lower league is not permitted.
2. A player may be borrowed to play up only if the team requesting the player would otherwise forfeit the game.
3. Players must be called up from the league directly below the calling league and cannot cross programs.
4. A player from any other league will be considered an ineligible player.
5. A player cannot be borrowed from a team that has a concurrent game in their own league.
6. In the event that the requesting team has enough of its official roster at game time and has already borrowed a player, the borrowed player is required to play per Rule 2 under Player Information.
7. Borrowed players shall only play in the outfield and bat in the bottom 1/3 of the batting order.
8. Teams will be provided with a copy of the list of eligible players, from their home organization, that may be borrowed.
9. One team cannot borrow the same player two (2) games in a row.
10. The borrowing manager must notify the League Director within 24 hours of using a borrowed player.
11. The manager of the team with the borrowed player must notify the opposing manager and umpire(s) that a borrowed player is being used.
12. The borrowed player must wear the uniform of their regular league team.

**PENALTY:**       1<sup>ST</sup> Violation of the Borrowed Player Rules  
                                Warning issued to Manager  
                                2<sup>nd</sup> & Additional Violations of the Borrowed Player Rules  
                                One (1) game suspension of Manager

Note: Only players designated by their organization/city are eligible to be called up.  
A team can borrow enough players to have a game roster of 10. However, borrowed players can only play in the outfield regardless of circumstances.

**MISC.**

1. If post-season play is comprised of separate CHAMPIONSHIP and CONSOLATION BRACKETS, a team cannot move up into the CHAMPIONSHIP BRACKET by failing to play a game or games for any reason and therefore improve their winning percentage over a team that has played more games. (i.e. a team with a record of 8 wins and 4 losses would have winning percentage of .666 vs. a team that had a record of 7 wins and 3 losses (played 2 less games) and had a winning percentage of .700)

If necessary, the League Director can adjust the final standings within the Championship or Consolation brackets to address the issue of unequal number of games played.

