2025 Mid-Michigan Pony League
9U and 10U Rules

- **Website:** http://mmplbaseball.com
- **2024 PONY Baseball Rules:** https://drive.google.com/file/d/1aoHxSAOEcmfrdVH5fHOZ32H8pRBJu3fW/view
- **2022 Edition MLB Rules:** https://img.mlbstatic.com/mlb-images/image/upload/mlb/hhvryxqioipb87os1puw.pdf

All divisions follow the official PONY baseball rules with the following Mid-Michigan Pony League exceptions.

A. Multiple Team Participation:

- **a.** Players are only allowed to appear on the roster of one team.
- **b.** Teams are allowed to guest roster up to 3 players on their team for any given game, so long as these players meet the age eligibility qualifications for the team where they are a guest player.
- **c.** Guest players must bat at the end of the batting order.
- **d.** Teams may use different guest players over the course of the season as long as there are no more than 3 guest players in any one game.
- **e.** Guest players must be on the permanent roster of another team in the MMPL from the same community.
- **f.** Guest players are not eligible to pitch for the team where they are a guest player.
- **g.** Guest players must be identified with the umpire and opposing coach before the game.

Example: Player Miguel Cabrera Jr., 10U eligible, is on the roster for 'Mason 10U A' team. He is allowed to pitch for 'Mason 10U A'. He is allowed to guest roster and play for any other 10U (or higher) team in his community (Mason 10U B or Mason 12U A), but can only pitch for 'Mason 10U A'.

B. Team Rosters:

- **a.** Teams participating in divisions designated for 9U players must be made up exclusively of players who are 9 years old or younger on April 30th of the current year.
- **b.** Teams participating in divisions designated for 10U players must be made up exclusively of players who are 10 years old or younger on April 30th of the current year.
- **c.** Exceptions may be approved by the MMPL based on need for players or other demonstrated circumstances.

C. Field Dimension:

- **a.** The distance between bases is 60 feet.
- **b.** The distance from the front of the pitching rubber to the back tip of home plate is 46 feet.

D. Umpires:

- **a.** Home team to schedule and pay for two umpires per game.
- **b.** Umpires will be positioned behind home plate and one in the infield.
- **c.** If the home team is unable to find two umpires, they shall contact the visiting team's coach at least 24 hours before the game. This will give the visiting team a chance to find a field umpire.

d. If after attempting to hire two umpires and only one umpire is present, a coach from the visiting team will umpire from the field. If a coach is not available, the visiting team can designate a person of their own choosing to umpire the game.

e. The fill-in umpire will still be paid at the same rate of pay as a hired field umpire.

E. Game Balls:

a. Home team provides two (2) brand new baseballs to home plate umpire before the game.

b. Additional balls needed for the game will be provided by the home team.

F. Game Time - Number of Innings:

a. Games will be six (6) innings in length.

b. No inning shall start after 120 minutes from the first pitch .

c. Weather delays will pause the time of the length of the game. When the game resumes the time will start at the time when the game was stopped.

d. The time of the first pitch of the game should be announced by the umpires to both teams.

e. Games will be stopped after the top of the 6th inning if the home team is leading at the end of half inning.

f. Last inning shall be declared by the umpire, prior to the start of what is being deemed as the last inning. Note: Time of calling “Last Inning” is based on the umpire's judgment whether the time limit will be exceeded before the inning is completed.

g. There shall be no additional innings after the inning in which the time limit is exceeded.

h. There will be no tie breakers if the game is tied at the end of the time limit and the game shall be declared a tie.

G. Mercy Rules:

a. 15 runs after 3 innings

b. 10 runs after 4 innings

H. Tie Breaker:

a. If at the end of the regulation number of innings the score is tied and the time limit has not been reached, ONE extra inning will be played utilizing “International Rules” to determine a winner. If the game is still tied, it will be ruled a tie.

b. International Rules: The last out in the lineup from the previous inning is placed on second to start the extra inning, and the game is then played as usual. After the visiting team bats and three outs have been made, the home team repeats the same procedure as above.

I. Allowable Runs per Inning:

a. 5-run limit per inning.

b. Unlimited runs will be permitted in the last inning.

J. Playing Time and Substitutions:

a. Each team shall bat all players on the roster who are present.

b. Ten (10) players are to be used defensively if 10 or more players are participating in the game. Four (4) players must be stationed in the outfield when 10 players are playing defensively.

c. Each player must play a minimum of 2 innings defensively.

d. Free defensive substitutions will be used except for the pitcher.

e. If a player arrives late they will be added to the end of the lineup.

f. Eight (8) players will constitute a legal lineup. However, the batting order shall consist of 9 positions with the vacant position being an out each time through the order.

g. If a player becomes injured during a game (who is removed from the game and cannot continue), the player will be skipped over in the batting lineup without being considered an out.

K. Pitching

Daily Pitch Max	Required Rest per Pitches
75	0 Days: 1-20
	1 Day: 21-35
	2 Days: 36-50
	3 Days: 51-65
	4 Days: 66+

a. The pitcher will only be required to observe the calendar days of rest for the threshold reached during the start of that at-bat, provided the pitcher is removed before delivering a pitch to the next batter. **Example:** Pitcher is at 19 pitches and a new batter comes to the plate. The pitcher may continue to pitch to this batter. Pitcher strikes out batter and now has 25 pitches. Pitcher exits the game. The pitcher is charged with 20 pitches and is eligible to pitch the next day.

b. Daily max of 75: If a pitcher starts pitching to a batter with 74 pitches or less, he can finish pitching to the batter and go over the DAILY max of 75, but this must be the last batter he faces.

c. One (1) day of rest means One (1) day off between outings. **Example:** Pitcher throws 29 pitches on Tuesday, Wednesday is their 1 day of rest, pitcher is eligible to pitch Thursday.

d. A pitcher may not appear in a game as a pitcher for three consecutive days, regardless of pitch counts.

e. Once removed from the mound a pitcher may not return to the mound to pitch.

f. No balks will be called in this age division.

L. Pitching - Coach

a. 9U and 10U Red Divisions
   i. There is NO coach pitching in 9U or 10U Red Divisions.

b. 10U Blue and White Divisions
   i. Coach pitching will start after the same pitcher has walked 2 batters in one inning and gets to the 4th ball of the potential 3rd walk of the inning.
   ii. If a new pitcher replaces the pitcher who started the inning, the walk count resets and the coach will not resume pitching until the second (or any subsequent) pitcher walks 2 batters in the same inning.
   iii. No further walks in the same inning will be allowed while the same pitcher continues to pitch except when a batter is hit by a kid pitcher.
   iv. When the coach enters the game to pitch to a player the pitch count will continue with the same strike count as achieved with the kid pitcher. Pitches from the coach pitcher can be called strikes by the umpire.

v. The coach pitches to the batter until the batter puts the ball in play or strikes out. Batters hit by a coach pitcher will not be awarded first base.

vi. The coach must pitch by maintaining contact to the pitching plate with his or her foot. The coach pitcher can not kneel. The pitch must be thrown overhand. The pitch should be thrown at a firm speed.

vii. When the coach pitches, the defensive pitcher must stand immediately either to the left or right of the coach. The defensive pitcher must stay even with pitching rubber and be no closer to home plate.

viii. When the coach is pitching, runners can NOT advance on passed balls, wild pitches, or attempt to steal bases.

ix. The pitching coach is considered part of the playing field. If a batted ball hits the pitching coach, it is considered a live ball.

x. Pitches thrown by the coach pitcher will not be counted as pitches that go against the pitch count of the kid pitcher.

Example: Pitcher A has walked 2 batters in the inning and has 1 out. The count becomes 4 balls and 1 strike to the next hitter. The coach/pitcher pitches to the batter. Batter receives a called strike that makes the count 2 strikes. Coach pitcher then throws a ball. No walk is awarded. Next pitch is a swinging strike. Batter is out after 3 strikes with 2 outs in the inning. Pitcher A is replaced by Pitcher B. Coach pitching in this inning does not resume until Pitcher B walks 2 batters in the inning.

M. Batting

a. A dropped third strike is considered an out.

b. Bunting is allowed.

c. If a batter shows a bunt, and pulls back and takes a swing, it is considered illegal. The batter will be out.

N. Base Running:

a. 10U Blue Divisions

i. Runners may not steal, but runners may take secondary leads once the pitched ball has crossed home plate. There will be no advancement on passed balls or wild pitches.

b. 9U Red, 10U White and Red Divisions

i. A runner must stay on the base until the pitched ball has crossed home plate.
Penalty: Team will be issued a warning for the first offense of any player leaving the base early. After that the player will be ruled out and the pitch shall be considered a dead ball.

ii. Runners may steal second and third base, but shall not leave the base until the pitched ball has crossed home plate.
Example: Runner on first steals second and there is an overthrow of second base. This runner can only attempt to advance to third base. If the defense makes a throw to get the runner out at third base, then the runner may advance home at his own peril (see below rule).

iii. A runner on third may only steal home after an attempted play at third base.

iv. A runner CANNOT advance from third base to home on a wild pitch or passed ball.

v. Playing on the runner at third means the defense attempts to make an out at third base by throwing the ball to third, or a defensive player attempts to tag the runner who is at third base.

Example: after a pitch crosses the plate the catcher throws the ball to third base where a runner has taken a secondary lead. As soon as the defense makes a play on the runner at third base the runner may attempt to advance home at his peril.

vi. A batter who has just walked may attempt to advance to second base at his own peril as long as play is still live. The runner must NOT stop at first base before attempting to advance, or time is considered called.

c. Courtesy runners may be used for the catcher. Courtesy runner is defined as the last batted out.

d. Base runners must slide or avoid contact at every base, so as to avoid a collision if the defensive player has or would have had possession of the ball in order to make a play.

i. Sliding must be a legal foot first or head first slide.

ii. Runners in violation will be called out and also receive a warning or an ejection from the game if in the umpire's judgment it was a flagrant attempt to cause injury.

iii. The 2nd violation will be an automatic ejection from the game.

O. <u>Metal Cleats</u>

a. Metal cleats are NOT allowed in 9U or 10U.

P. <u>Bats:</u>

a. Approved USA or USSSA bats with 2 ¼, 2 ⅝, or 2 ¾ inches in diameter.

b. Players must use a USSSA 1.15 BPF or USA stamped bat.

c. Wood bats that are no larger than 2 ⅝ inches in diameter, nor more than 42 inches in length are considered legal.

d. No bat shall be used if dented, cracked, modified or misshaped.

e. Players caught using an illegal bat once a game starts shall be ejected from the game, along with the head coach of that team.

Q. <u>Code of Conduct:</u>

a. All players, coaches, assistant coaches and scorekeepers shall conduct themselves in an appropriate manner.

b. Only the head coach is allowed to discuss a play call with the umpire.

c. A head coach may request an umpire to seek help from a second umpire, the request does not necessarily have to be recognized.

d. Coaches that belabor the point and continue to argue may be ejected.

R. <u>Ejections:</u>

a. Players, coaches, scorekeepers, parents, and team fans or spectators are subject to ejection by an umpire if in the umpire's sole judgment the player, coach, scorekeeper, parent, fan or spectator has broken a MMPL rule meriting ejection or is behaving in a belligerent, disruptive, or threatening manner.

b. Any player, coach, scorekeeper, parent, fan or spectator ejected in a MMPL game including tournament games will be barred from participating in the game from which he or she is ejected plus the next regularly scheduled game.

c. Any player, coach, scorekeeper, parent, fan or spectator ejected shall leave the field immediately or face further disciplinary action.

d. Both coaches should email the MMPL Division Coordinator that an ejection has occurred as soon as practical after the game so that the team playing in the next game can be notified.

e. The MMPL reserves the right to take further action including permanently barring further participation of an individual(s) if warranted in the MMPL's sole judgment due to the nature of the offense and/or history of behavior.

f. There shall be no appeals to the ejection rule.

S. Score Keeping and Reporting:

a. The home team should post the score of the game to the MMPL website.

b. All scores should be reported within 24 hours.

c. If the visiting team does not see the game's score posted on the website within 48 hours, they can post the score to the MMPL website.

d. GameChanger is highly recommended for scorekeepingand will be the main resource to review any discrepancies with regards to the rules .

e. GameChanger phone application is allowed for scoring purposes.

T. Rescheduling Games

a. Suspended games will be continued from the exact point of suspension. The 120 minute time limit will start over when the game is resumed on a different date.

b. A makeup date for a suspended or rained out game shall be scheduled within three days. The League Coordinator shall be notified once the game has been rescheduled.

c. If the two coaches cannot agree on a date within 3 days, then both home community coordinators should be notified to seek a resolution.

d. If a resolution still cannot be reached within 7 days, then both community coordinators shall contact the MMPL division coordinator for a final determination.

e. Failure to reschedule a suspended game may result in forfeiture of the game by the team, deemed by the MMPL, to have prevented the game from being rescheduled.

U. Determining Division Champion

a. The team with the most combined points after all 12 league games completed will be Division Champion. Wins, including forfeits wins, will count as four points, ties count as two points and a loss counts as 1 point.

b. If after all games are completed the following rules will be used for tiebreakers.

i. Head to head
ii. Number of wins
iii. Total runs allowed
iv. Coin flip

c. Please make sure to reschedule any suspended or rained out games to be eligible for awards.