



2025 Inter City Pony League Rules

Dated April 23, 2025

2025 InterCity Pony League Rules General and Game Rules:

These rules apply for Regular Season and League Playoffs.

1. Field dimensions shall have a 54' pitching distance and 80' basepaths, and 113'2" from home to second base.
2. All team players must be registered players of their sponsoring organization. Substitute players are allowed but they must be registered on another team of their sponsoring organization. Substitute players cannot pitch and must bat at the bottom of the lineup. Substitute players can play up an age level but cannot play down to a younger age group (exception if the player's birth date falls within that age groups range).
3. Teams must have a minimum 7 players to start a game. No outs will be registered in the batting line up for having less than 9 players. If a team has less than 9 players for defense, the team may borrow players from the opposing team. These players must play an outfield position. Late players will bat at the bottom of the line-up. Teams must bat their entire roster.
4. All bats must have either a USSSA 1.15 BPF or USA bat mark. The bat diameter shall not exceed 2 3/4" and maximum length shall not exceed 36". Any bat with the above noted stamp that has been subsequently banned by USSSA or USA shall be illegal for use.
5. Metal or plastic cleats are allowed.
6. Game times are 6:15 pm unless otherwise noted (weekend games or games under the lights will have listed start times). The plate umpire will provide both teams with the official start time and will keep the official game clock.
7. Home teams will take the third base dugout.
8. Pre-game warm ups can be done in the outfield and foul territory of the infield. Pre-game practice will not be done on the infield.
9. In case of inclement weather, the home team head coach must notify the visiting team head coach if the game needs to be postponed. If no decision is made an hour prior to the start of the game the decision will be made at the field. Once a game begins, the umpire will determine postponement of a game.
10. The home and visiting teams will each supply one new baseball for each game. It is the responsibility of both teams to provide any additional baseballs required during the game. Additional baseballs do not need to be new but must be in "playable condition".

11. There will be a 30-minute suspension of play if lightning is seen or thunder is heard. The timer will be reset upon any subsequent thunder or lightning.
12. Games will last 7 innings. Four innings minimum are required for a game to be considered official in case of rain or darkness (3 and 1/2 if the home team is ahead) otherwise it is considered a suspended game.
13. Game time limit will two hours (no new inning will start after two hours). The home plate umpire will provide both coaches with the official game time. A new inning begins at the last recorded out of the previous inning
14. "Mercy rule" If a Team is ahead by 10 or more runs after five complete innings (4 and 1/2 if the winning team is the Home Team), the mercy rule will be invoked. Additional innings can be played for practice if both head coaches mutually agree.
15. The maximum numbers of runs a team can score per inning is 5. The exception is the last inning.
16. Last inning rule:
 - The two head coaches will meet prior to the start of an inning when there is less than thirty minutes on the umpire's official game clock. The team that is behind can declare that to be the last inning. In the event of a tie both head coaches must agree on the last inning. Once an inning is declared last inning it cannot be changed even if there is time to start a new inning on the official game clock. If the last inning is not called, the time automatically determines the last inning once the two hour mark is reached.
 - If the visiting team is winning, they will be limited to a maximum of five runs per standard inning rules. The home team can bat to win the game.
 - If the home team is winning by 5 to 9 runs, the visiting team will be allowed to score as many runs as needed to tie the game plus one run.
 - If the game is tied then both teams are limited to five runs and if the game is tied an extra inning will only be allowed if time allows. Runs scored in an extra inning will be capped at five runs.
 - Post-season games cannot end in a tie even if the last inning goes past the time limit. Semi-Final and Championship Games should be play a full 7 innings unless mercy rules come into effect.
17. Score Reporting:
 - South Farmington has volunteered to host the standings on their website. The coach of the winning team will report the game results to:
 - Jeff Truant (South Farmington 7-8 Baseball Director) at jeff.truant@gmail.com or by Phone-(734)536-7044.
 - Following the game scorekeepers from each team will confirm the final score
18. Fielding Rules:
 - Infield fly rule is in effect.
 - No infield shift is allowed (two players must begin on each side of second

base).

- All three outfielders must begin play on the grass.
- Infielders cannot obstruct baserunners. Upon umpire's judgement baserunner can be awarded next base.

19. Pitching Rules:

- Maximum of 9 consecutive outs per game and a pitcher cannot pitch consecutive days if they pitched a full three innings.
- There will be one balk warning per pitcher
- Dropped third strike rule is in effect.
- Pitchers must be removed after two hit batters in one inning or three hit batters in a game.
- Pitchers cannot reenter the game as a pitcher after they have been removed

20. Courtesy runners for pitchers and catchers are allowed at any time. The courtesy runner shall be the last batted out.

21. Batting/base-running Rules

- If a player bats out of order, the batter will be ruled out. If the incorrect hitter's at-bat results in the batter getting on base or hitting a sacrifice fly then the play will not count, the batter is ruled out and the game will be reset. If it is not discovered that the batter hit out of order until after a pitch is thrown to the second batter following the incorrect hitter, then the result of the incorrect hitter shall count.
- Throwing a bat will result in one warning to the batter and any future thrown bats will be ruled an out. If in the umpire's judgement the bat was thrown intentionally towards a player or umpire the umpire can rule the batter out and at their judgement eject the player from the game.
- Runners must slide or give themselves up on close plays at the bases (except first base). Failure to do so will result in one warning for the game, delivered to both teams. Any additional failures to avoid contact will result in an automatic out. In addition, if, in the umpire's judgment, a player has deliberately tried to "run over" or injure another player, the offending player will be ejected from the game.

22. Zero Tolerance Policy regarding umpires:

- No verbal abuse or physical contact, criticism or intimidation in any form will be tolerated for coaches, players or spectators.
 - For example:
 - No comments concerning balls and strikes.
 - No under-the-breath-remarks.
 - No comments concerning any judgment calls.
 - Spectators seated behind the backstop must refrain from calling balls and strikes.
- Umpires are instructed to eject all violators of this rule, whether it is a manager, coach, player or spectator.

- Umpires may ask the manager to clear the area behind the backstop if there is a problem.
- If a manager believes the umpire has misinterpreted a rule or otherwise erred in the application of a rule, the manager can confer with the umpire to clarify the ruling. If the ruling is to be overturned, the opposing manager is to be informed. Judgment calls are not to be changed.