

If a rule is not listed on this page, West Seattle Baseball will defer to Pony Mustang 10U rules.

2019 PONY Baseball Rules and Regulations

REGISTRATION REQUIREMENTS:

- Tournament Fee
- Waiver/Release of Liability and Team Roster form
- Copies of player's birth certificate
- Certificate of liability insurance
- One new ball and two like new balls per game.

POOL PLAY/ SEEDING:

Home team will be determined by a coin toss for all pool play games in all divisions. For bracket play, the higher seed will be the home team.

Seeding criteria is as follows:

1. Win/Loss record
2. Head to head play
3. Defensive runs allowed
4. Run differential (7 runs max per game)
5. Runs scored
6. Coin Flip

Home team will be required to keep the official book and will report scores to the Tournament Director at the completion of the game.

Teams who are unable to attend a game during the event will be required to take a 7-0 forfeit and will receive no refund.

Games are 6 innings in length. There is a 10 run mercy rule after 4 complete innings or 3.5 if home team is ahead. No new inning will start after 1:45 hours of play (new inning starts the moment the last out of the prior inning was made). Games will terminate at 2:00 hours of play. Unfinished innings at the 2hr stop time will revert back to the last completed inning. Ties will be allowed in pool play.

Ties will be allowed in pool play. In bracket play, the final score of a tie game will revert to the last completed inning with a clear winner. If there is no clear winner, the winner will be determined by a coin flip. **Semifinal and Championship games will have no time limit.**

TOURNAMENT RULES:

8U Coach Pitch Division: Played on 60' bases with a 40' pitching distance. No leadoffs, stealing, or dropped third strike. No runners may advance when ball is controlled in the infield circle. No infield fly rule. Coach pitcher shall not coach batter or base runners. Coach may stand or kneel.

Player fielding the pitcher position shall take position to the rear of the pitch plate and on the left or right side of the coach pitcher. They must have two feet inside the circle until the ball is put into play.

Coach pitchers are encouraged to leave the field of play once the ball is put into play. Balls that hit coach pitchers shall be considered dead.

Batters will receive 6 pitches unless the 6th pitch is a foul. Missed swings are called strikes, as are foul balls or foul tips. Batter is out if there are 3 strikes before the 6th pitch.

8U Kid Pitch Division: Played on 60' bases with a 46' pitching distance. No leadoffs or dropped third strike allowed. Runners may steal when the ball crosses the plate. No stealing home. No infield fly rule.

8U Coach and Kid Pitch Divisions: Offensive team may go up by 5 runs per inning. (Ex: if the offensive team is ahead 2-0, they can score 5 more runs to make it 7-0. If they are down 0-2 they can score 7 runs). More than 5 runs can be scored in an inning if the additional runs score due to a ground rule double or an over the fence home run. The final inning is unlimited scoring.

9U/10U Divisions: Played on 60' bases with a 46' pitching distance. No lead offs or dropped third strike allowed. Runners may steal when the ball crosses the plate.

Offensive team may go up by 10 runs per inning. (Ex: if the offensive team is ahead 2-0, they can score 10 more runs to make it 12-0. If they are down 0-2 they can score 12 runs). More than 10 runs can be scored in an inning if the additional runs score due to a ground rule double or an over the fence home run. The final inning is unlimited scoring.

8U-10U Divisions:

No metal spikes allowed. No headfirst sliding while advancing to a base, the runner will be called out. Diving back to a base headfirst is allowed. Runners are required to slide or avoid when there is an impending play at a base.

Teams will have the option of batting 9, 10, or their entire roster. Example: if a team rosters 13 players, they may not choose to bat 11 or 12. All players not currently playing in the field will be scored as an EH which will represent a position the same way a shortstop or centerfield would.

Teams are allowed free defensive substitutions throughout the game. A player may enter the game at any time defensively without entering into the batting order. The only time a player must check in and become an eligible substitute is when replacing a player in the batting order. No penalty for an injured player that is removed from the lineup.

West Seattle Baseball will allow both USABats and BPF 1.15 approved bats. **1.15 BPF/USABat licensing stamp required.** Head coach and player will be ejected for using a bat not 1.15 BPF or USABat approved.

Thrown bats will result in one warning per batter. On the second offense, batter shall be called out and ejected for remainder of game. No slug bunting, batter will be called out.

Each team is allowed up to 3 coaches on the field of play, including the dugout. Teams on offense are allowed a 1st and 3rd base coach only. Teams on defense are allowed one coach on the field of play. Defensive coach must stay in foul ground in the grass portion of the outfield. This coach must avoid any batted ball, fair or foul. Failure to do so will result in them remaining in the dugout the remainder of the game. All other defensive coaches must remain in the dugout.

PITCHING RESTRICTIONS:

Pitchers may not pitch more than two innings per game, or more than 6 innings in one calendar day. There is no rest requirement for pitchers in this tournament. One pitch thrown in an inning counts as an inning pitched. A pitcher removed from the pitcher's position may not re-enter as pitcher.

AGE RESTRICTIONS:

The age cutoff for West Seattle Baseball is May 1st. Any player with a birthday prior to May 1st must play in that year's age division or older.

Example: A player turning 9 on April 30th will be required to play in the 9U division or older. A player turning 9 on May 1st may play in the 8U division or older.

SPORTSMANSHIP:

- Protests will not be acknowledged. No arguing of balls and strikes or judgment calls is allowed. Only the Head Coach may address an umpire. The home plate umpire will be the final decision-maker.
- Umpires are empowered to eject any player, coach or fan for unsportsmanlike behavior or disruption of the tournament. Anyone ejected must leave the ball fields and have no contact of any kind with their team until the tournament is completed. Failure to comply may result in team's forfeiture of remaining games.
- Profanity will not be tolerated.
- Use of tobacco or alcohol products is not allowed at the ball fields.
- Dugouts are first come, first served. Only players and coaches will be allowed in the dugout during games. It is the team's responsibility to keep the dugouts clean, removing all litter after the game.
- No pregame warmup on the infield is allowed.