THE RIVER LEAGUE YOUTH BASEBALL

PONY - Regular Season Rules for 2023

The league will play by The Official Little League Regulations and the following playing rules that the RLYB has approved:

1. Standings will be kept. Post season play will be determined by standings. Score shall be kept.
2. All games which are suspend during the regular season will pick up where they left off when making up the games such as pitch count and score.
   1. If the visiting team gets the lead but the home team does not have the opportunity to complete its at bat in that inning the score will revert back to the prior inning of score.
   2. Standings will be counted by 2 points for a win & 1 point for a tie 0 points for a lose for forfeit.
3. Team rosters are to include all players names, birth dates, addresses, and playing ages. All coaches names, phone numbers, emails are to be included on the rosters. Once the season begins players will only be added with the approval of the RLYB Board. Players may not change teams during the season without the RLYB Board approval.
4. Team rosters must be given to the League Secretary & President no later the last meeting before the April meeting.
5. The minimum number of rostered players per team is 9.
6. Each rostered player will be numbered; no duplicate numbers may be used for one given team unless it is a callup, but must be brought to the attention of the opposing scorekeeper/head coach prior to the start of the game.
7. Rostered players & callups present at the start of the game must:
   1. Play 2 innings in the field and bat at least once.
   2. Exceptions to the rule are injury, disciplinary (which must be stated before the game or as soon as it happens) or a game shortened due to rain or darkness.
   3. Violation to this rule shall be reported to the League President on the same day of the game or as soon as it is known.
   4. Violations to this rule shall cause the Head Coach to be suspended from coaching the following game and the player or players involved, must play the entire following game.
8. First 2 innings will be kid pitch with coach assist. The last 2 innings will be just kid pitch. During kid/coach assist pitching there will be no walks once a kid pitcher throws 4 balls the coach comes in and pitches what strikes remain (if count is 4-1 coach gets 2 pitches if batter does not hit batter is out)
   1. A pitcher may not re-enter that game as a pitcher but can re-enter at a different position.
   2. A pitcher may not pitch more than 4 innings in a week.
   3. Playing week is Monday thru Sunday.
   4. A pitcher may pitch a max of 2 innings per game but must have a day of rest.
   5. A pitcher may pitch consecutive days so long as they do not exceed 2 innings pitched. A player may pitch 1 inning on Monday and 1inning on Tuesday but must have a day off on Wednesday.
   6. A single pitch constitutes an inning pitch.
   7. When coach is pitching the defensive player playing the pitcher position is to stand 3 feet beside the coach on either side.
   8. If any pitcher hits 2 batters per inning the pitcher must be removed from the mound.
9. Any rostered player with the league age of 8 & under may pitch. Any call ups from t-ball cannot pitch.
10. Games will be 4 innings or 2 hours whichever comes first. If at the 2 hour time limit and an inning has started that inning can be completed unless it is too dark or bad weather.
11. Each inning will be 3 outs or 3 run limit with an unlimited 4th inning.
12. The winning team will text of email the score to Josh McCord (717)797-9070 after the game.
13. Line up cards- a lineup card must be presented to the opposing coach/scorekeeper containing your batting order as well as any substitute players you have on bench at the start of the game.
    1. When giving your lineup card to the other team give last names and numbers and position of your players
14. The batting order can be comprised of batters 1-10(or 1-9- or 1-8) depending on the number of players that show up for the game. Or you can bat all players you have present at the game. The batting lineup is at the discretion of each coach. Once a coach decides and tell the other coach which order he is using he can not change it during that game. If a player is injured and can not finish the game his place in the order is just skipped but if a player is ejected from the game or leaves early when his time at bat comes up it is an out recorded for him.
15. All games shall be played when scheduled except in the cases of school, scouting & church functions. Coaches having any conflicts with the schedule should contact Josh McCord (717)797-9070 and the opposing coach **AT LEAST ONE WEEK BEFORE THE SCHEDULED GAME** is to be played.
16. All postponed games should be rescheduled within 48 hours of the cancellation and must be reported to Josh McCord (717)797-9070.
17. In case of rain the home team shall notify the visiting team as soon as the know the game will be called but before 4:45 due to travel.
18. During the games only players, coaches, bat boy or girl, team mother or father & scorekeepers shall occupy the bench.
19. The pitching distance will be 40 feet from home plate.
20. On an overthrow of a defensive play @ 1st base, that base runner can advance at his own risk to 2nd base, One base only. Ball out of play base runner advances one base.
21. Stealing of 2nd base to 3rd is permitted only when players are pitching this is no advancement of the base runner beyond 3rd base, even on an over throw or ball thrown out of play. No other base runners may advance. There is no leading from the base. The base runner cannot leave the base until the ball crosses the plane of the plate. If the player does leave early, the player must return to 2nd base, unless the player was thrown out.
22. At least 8 players must be present to start the game. If a team has more than 9 players they can play 10 defensive players in the field with the 10th player playing as an extra outfielder.
23. A play is ruled dead when a defensive player makes a attempt at any base that a batter/runner is advancing to or the pitcher has control of the ball. Hash marks, indicating the halfway point are to be placed between 1st&2nd bases 2nd & 3rd bases and 3rd an home with field liner. The hash marks are designed to assist the umpire in determining where the runner will be positioned when play is considered dead.
24. When the ball is hit to the grass area and is returned to the dirt area with the player haveing possession of the ball the play is considered dead at that point.
25. No bunting is permitted at the pony level of play
26. There shall be no tobacco products permitted on the playing field or dugout area
27. The behavior and actions of the players, coaches, umpires, league officials and fans must be proper, reasonable and beyond reproach. Report any problems to the League President