

Nippersink Pony League Rules – 2024 season

Game Play

1. IHSA Rules will apply with the exception of the rules in this document.
2. Full game is 7 innings. If game is shortened by weather/darkness, a game is considered
3. complete if 4 innings have been played (3 ½ if the home team is leading). In case of a tie, extra innings will be played if there is time remaining.
4. No inning will start after 2:00 (even if game is tied). The inning begins when the last out is made in the preceding inning. Home team will keep the official start time, and shall announce it at the start of the game.
5. No run limit per inning.
6. The mercy rule will be enforced if any team is winning by 15 or more runs after 4 full innings or 10 or more runs after 5 innings.
7. 8 players are required to start the game.
8. All eligible players must be placed in the lineup and will bat in a continuous order with free substitution allowed.
9. Players participating in multiple leagues (i.e. travel) are permitted to play concurrently in this league, however the must be rostered players from the beginning of the season and have registered in the same fashion as all other players. Bringing in players for the playoffs only is not allowed.
10. If a player needs to be removed from the game for illness, injury or parents pulling them from the game, the batter will be skipped without penalty.
11. There is no noise making or chanting towards the pitcher or batter during any pitch.
12. Steel cleats are allow provided the field is not an artificial surface, in which case local field care rules must be followed.

Pitching

1. For all pitching rules an inning is considered to be any inning in which the pitcher appears (for instance, a pitcher enters an inning with 2 outs and gets the 3rd out on 1 pitch. That is considered one inning pitched)
2. A pitcher may pitch 4 (four) innings in a game, 6 innings in a day and 12 (twelve) innings in a week. Any pitcher pitching 4 or more innings for the day must observe 2 full calendar days of rest. The week starts midnight Sunday through 11:59 pm Saturday
3. After hitting 3 batters in a game the pitcher must be removed.
4. One balk warning is allowed per pitcher
5. Coaches are allowed one visit per inning per pitcher. ON the 2nd visit, the pitcher must be removed.
6. Once a pitcher is removed, the player may not return to the pitching position.
7. The pitchers will be allowed 8 warm-up pitchers when entering the game and 5 pitches in subsequent innings.

Batting

1. USA or BBCOR bats only. **No USSSA or 1.15 BPF bats allowed**. Batter is automatically out if found to be using unapproved bat and manager receives warning. Upon second offense manager is ejected and suspended for the next game in their schedule.
2. Bunting is allowed. No fake bunts are allowed—batter will be called out.

Baserunning

1. Head first slides are only allowed if going back to a base. If not going back to a base, runner is out for sliding head first.

2. Infield fly rule is in effect, must be called by the umpire.
3. A runner who causes contact with a fielder when going into a base standing up will be called out. A sliding baserunner will not be called out for contact unless the contact is ruled intentional or unnecessary. Runner must slide directly at the bag.
4. A courtesy runner is allowed for pitcher or catcher of the upcoming inning after two outs. The runner must be the last batted out.

Defense

1. Fake tags are not allowed and player is subject to ejection—umpire's discretion.
2. All players must play a minimum 2 innings in the field. No player shall sit for more than two consecutive innings. Managers should ensure all players meet this requirement within the first 4 innings of the game in case the mercy rule is applied. Each organization will be responsible for the enforcement of this principle for their teams. The umpire will not address this issue.

Borrowed players

1. Borrowed players must come from registered players from the same organization at the same level or the level directly below and can only be done if the team is short of a 9 man roster.
2. The manager must inform the opposing team which players are being borrowed and not on the roster prior to the game.
3. Borrowed players must bat at the end of the order and play only the outfield.
4. No regular member of the team may sit out more innings than the called-up player(s)

General

1. Pitching rubber: 54 feet from the back center of home plate
2. Bases: 80 feet.
3. Games stopped due to weather or darkness before the 5th inning (or bottom of 4th with home team leading) will be resumed at the point where the game stopped.
5. The winning team manager is responsible for reporting the game result within 24 hours (including cancellations), preferably the same evening as the game, and shall copy the losing team coach on the submittal email.

Playoffs

1. In case of tied game after a complete game or the time limit has expired...
 - Last person who batted in the previous inning will be placed at 2nd base with 1 out.
 - Batters will start with 1-1 count.
2. Home team will be determined by the better seed. This will hold in all instances, regardless of which game it is. If seeds are equivalent or teams are not seeded, home team will be
3. determined by a coin flip.
4. Mercy rule is in effect.

Umpires

Home Team is responsible for providing umpire(s).

Umpires should be either patched or High School Varsity players whenever possible. In the event the umpire does not show or a member of the community / organization is being used it shall be announced to the other team of any relationships they have to players or coaches on the team.