

2025 Sunday Fall League Rules

Divisions are based upon player's ages as of the year 2025/26 Season ages

Each team needs to have the following items:

- Proof of Team Insurance
- Copies of birth certificates for each player
- Roster/ Medical Waiver form
- League fee if not already paid

League rules are as followed: Local Rules, USSSA National Rules then MLB Rules. So if the rule is not found in the Local rules, then we go to USSSA National Rules, then we go to MLB rules.

The director reserves the right to reschedule the league as needed in case of rain.

The League Refund Policy is designed to be fair and equitable for both the director(s) and participating teams. The event host incurs prior tournament expenses which cannot be recovered or returned such as; tournament awards, advertising, field rental fees and other miscellaneous expenses. All refunds are for league entry fees ONLY!

NO NOISE MAKERS OR SPEAKERS/MUSIC WILL BE ALLOWED AT ANY PARKS.

Every effort will be made to complete the league. In the event of rain or darkness, the tournament director reserves the right to shorten games or modify schedules in order to finish the tournament.

Verification of age will need to be available. If a player's age is challenged, that player's manager must show proof of age. If a player is in violation of the league age rule team **WILL BE REMOVED** from the league. Each team is allowed Guest Players.

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8 season games.

LENGTH OF GAMES:

- 6u will play 5 innings or 1:15 no new inning. Must complete the inning.
- 7u thru 8u will play 6 innings or 1:30 no new inning. Must complete the inning.
- 9u thru 10u will play 6 innings or 1:35 no new inning. Must complete the inning.
- 11u thru 12u will play 6 innings or 1:40 no new inning. Must complete the inning.
- 13u thru 14u will play 7 innings or 1:45 no new inning. Must complete the inning.

IF HOME TEAM IS HITTING AND WINNING WHEN TIME EXPIRES, THE GAME IS OVER AND THE SCORE IS REPORTED AS WHAT IT IS AT THAT POINT

A new inning begins when the 3rd out is made in the previous inning. The new inning does not begin when the Defensive team takes the field.

If a game is called due to darkness, regardless which team is winning or at bat (UMPIRES JUDGEMENT) score will revert back to the last completed inning unless home team is hitting with the game tied or ahead.

In the event of a tie or completed game or time expires (Seeded Games Only) a California Tie-Breaker will occur. A runner will be placed at 2nd base (Last Out) and the next batter in the batting order will be up. The inning will begin with 1 out. The inning will be completed for both teams under normal baseball rules. This will last for 1 inning. After 1 extra inning, we will go to a new tie-breaker. The previous 3 batters in lineup will be placed at 1st, 2nd and 3rd base and the inning will begin with 1 out. This will continue till we get a winner.

Coin flip will be used to determine Home team for all pool play games. The higher seeded team is Home in bracket play, unless higher seeded team chooses to be Visitors.

Ties count in pool play

The Umpire will be the official score keeper. It is the manager's responsibility to check the score between innings to verify the score is correct.

PITCHING RULES:

- 7u thru 12u= 6 innings maximum per day.
- 13u thru 14u= 7 innings maximum per day.

A pitcher who pitches in more than one game on the same calendar day may pitch any combination of innings as long as they do not exceed the division max.

Violation of the above pitching rules will result in the ejection of both the manager and the player from the game. If this violation occurs both manager and player must sit out their next scheduled game also.

Once a pitcher pitches one pitch, it's considered an inning pitched.

No pitches need to be thrown to intentionally walk a batter. Tell umpire you are walking batter and put batter on base.

Upon a second trip to the mound in the same inning, the pitcher must be removed for ALL divisions. Once a pitcher is removed, they may not return to the mound.

METAL SPIKES ARE NOT ALLOWED IN 12U AND BELOW, NO EXCEPTIONS. ALSO, NO METAL SPIKES ALLOWED ON ANY FIELDS AT SIMI YOUTH OR BATTING CAGES AT WEST HILLS. NO METAL SPIKES ARE NOT ALLOWED ON ANY PORTABLE MOUND OR BATTING CAGES AT NORTH VALLEY. METAL SPIKES ARE NOT ALLOWED ON PONY FIELD AT HART.

A maximum of 9 defensive players in the field and a minimum of 8 required to play. If a team can only field 8 players, every time the 9th spot come up in the batting order it is an OUT. This will continue throughout the game.

Manager may use the following line up options:

- 1) A nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH), or
- 2) A ten (10) player line-up with an Extra Hitter (EH), or a 10 player line-up with a DH and EH, or

3) A continuous line-up of all present, eligible, uniformed players. (No DH allowed)
Such line-up must be declared before the start of the game and used the entire game.
Only the batter who is assigned as the DH may re-enter as the DH under the re-entry rule.
(Note: The DH can be used for any position player.)

Teams may run for the pitcher/catcher of record at ANY time with a player on the bench. If a team is batting 9 players it must be the sub, if batting entire lineup it's the last out.

Once lineup is submitted, the number of batters may not change. Players not in the original lineup may only enter once and once removed can no longer re-enter the batting order. Offensive players that were in the original lineup and removed for substitution must re-enter lineup in the original spot they were removed from and may not be removed again. All substitutions must be made through the umpire, including pitching changes. Late arriving players made be added to bottom of lineup upon arrival if batting entire lineup.

If a player is injured or sick and no substitution is available, the player will not be called out, but may not return to tournament play for remainder of day. All players should wear a uniform. Uniforms need to have numbers on the back (if a player does not have a number on their uniform, please inform the director prior to your first game). If a number is not present, it will be handled at the tournament director's discretion.

Must slide rule is in effect for all ages. Safety of the players is a priority. A runner must slide or attempt to avoid contact with another player. Any player that attempts to hurt or injure another player will be called out. If the umpire feels the contact was malicious the offending player will be ejected from the game.

FORFEITS: If a team fails to show up for a scheduled game, that team will be removed from the tournament with NO REFUND of tournament fees. In the case a team forfeits the score will be as followed: 6u-12u (6-0) / 13u-14u (7-0).

MERCY RULE:

- 20 run mercy rule after 2 complete innings, 15 run mercy rule after 3 complete innings, 8 run mercy rule after 4 complete innings.

Protest Rule: If a protest is filed a \$100 protest fee must be paid at the time of the protest, this is to eliminate false protest to stall game. If protest is granted in your favor the fee will be returned. The game will be stopped at that point and ruled upon by the TOURNAMENT DIRECTOR. There are no uniform protests.

All managers are responsible for their fans, coaches and players. It will be their responsibility the fans in line. If a parent or spectator is causing a distraction to the game or umpire the manager will be warned and if repeated the manager will be ejected from the game. In the event the manager, coach, player spectator is thrown out of the game they will be asked to leave the baseball compound. If he/she does not leave the field within 5 minutes his or her team will forfeit the game at that time.

If a player is ejected from the game and no substitute is available an out will be recorded every time he/she comes up in the batting order. If a manager is ejected, they must also sit out the next scheduled game. If a player/fan is ejected, it is at the State Director's discretion if they sit out the next scheduled game.

Bat Rules

All bats must have the USSSA 1.15 stamp on it or the bat will not be allowed to be used. 14U is BBCOR or Wood only. 13U is -8 and lower only. 2 ¾" bats will be allowed. 13U 60/90 is -5, BBCOR or Wood only. Bats with USA Baseball Stamp are also ok to use. Violation of rule will be an out the first time and ejection of player and coach on the second violation. **(CHECK USSSA BAT LIST FOR SPECIFIC BANNED BATS)**

******7u/8u******

Teams may only field 9 players on defense. In the case where a team has only 8 players the team will receive an OUT every time the 9th spot comes up in the batting order. If a team only has 8 players, one must play the catcher position.

NO INFIELD FLY RULE

Only the manager of record is permitted to call "TIME". There will be only 1 offensive time out per inning.

Stealing is permitted. The runner must remain on the base until the pitch *leaves the pitcher's hand*. If the runner leaves early and is thrown out, the out remains. If a runner leaves early and makes it safely to the next base, the runner will still be called out.

Home plate is open. It is *NOT FROZEN*.

Bunting is allowed.

Only uniformed players and 3 coaches will be allowed on the field or the dugout.

The distance from the pitcher's mound to home plate may be 38/40 feet.

5 run rule will be in effect for innings 1-3. Once the 4th inning starts, unlimited runs will be allowed.

There is a NO Balk rule.

A player may not return to the pitcher's mound after once having been removed as a pitcher.

5/6U LEAGUE RULES

I. General Conduct:

It is of the utmost importance that the manager's not only control their team and coaches but also their player's parents, relatives and friends. Any misconduct by the above noted groups will result in the manager being ejected from the game. If the misconduct does not stop the game may be declared a forfeit by the offending team.

II. The Playing Field:

1. The bases are fifty (50) feet apart.
2. A line will be drawn half-way between first and second base, half-way between second and third base, as well as half-way between 3rd and home. These lines will determine if the runner(s) must return to the last passed base or be awarded the next base.

III. The Rules of Play:

Official Pony League Rules will be in force for all play except for the following:

1. Side changes after:
 - a. Three (3) outs, or
 - b. Five (5) runs

Note: Fifth inning is unlimited.

2. Up to Ten (10) defensive players maximum on the field as follows:

- a. Four (4) players on the infield and pitcher and catcher.
- b. The remaining players must be positioned no closer than 15 feet beyond the infield until the ball is hit.
- c. Catcher will be in full gear and may stand up.
- 3. All players in attendance must bat. The batting order shall not be changed after the game starts except to add late players who will be added to the batting order as they arrive, or in the case of injury, illness or ejection as governed by PONY rules.
- a. Managers shall notify the Umpire, who shall notify scorekeepers and the opposing manager, of any late players as they arrive, or any injuries or illnesses that impact the batting order.
- b. If a player is forced to leave the game due to injury or illness no out will be recorded.
- 4. A Diamond DFX-L5 safety ball will be used.
- 5. Any sized baseball bat may be used up to 2 3/4" barrels.
- 7. No "Dead Ball" Protests. Once play is killed, the play is over.

TOURNAMENT PITCHING:

Machine Pitch/Coach Pitch (If team is using coach pitch, pitcher must have back foot engaged with the front of the pitching machine until release of pitch).

A. Pitching Machine pitching.

- 1) Settings for machine: Power Lever = 2; Micro Adjust = 3; Release Block = 4
- B. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
- C. If a batted ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.
- D. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- E. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- F. The coach who is feeding the pitching machine shall not give coaching instructions to batters or runners once the ball is put in play. They may not in any way interfere with the defensive players.

Each batter has five pitches to hit the ball;

The following rules will be in force for all batters:

a. An at-bat will be out on the fifth pitch unless it's a foul ball or an at bat will end after three strikes.

- 7. There are no walks.
- 8. There is NO stealing. A base runner must have one foot on the base until the ball is hit. Any runner leaving the base before the ball is hit will be called out, whether the ball is fair or foul. If the ball is not hit the runner is sent back to the base.
- 9. There is NO bunting. A bunted ball (or half-swing) will be called a strike. The batter must take a full swing.
- 10. Sliding into bases:
 - a. Sliding into first (1st) base is an out unless it is to avoid a tag or the defensive player is blocking the base. This is the ruling of the umpire.
 - b. Runners may slide into any other base.
 - c. Runners may slide back into any base including first base.
- 11. Umpires and the outfield coach are part of the field and any ball hitting one is considered a live ball.
- 12. The ball shall be called dead when:
 - a. Any Infielder has control of the ball and raises the ball above their head within Fair Territory **within 15 feet of the baseline** and not trying to make a play on a runner. The Umpire will call "dead ball" (a judgment call).
 - b. A live ball enters either dugout and/or dugout entrance from the playing field.
- 13. If ball is overthrown from the playing field and hits the fence in foul territory, it is still a live ball and the runners may advance to any base at their own risk until the ball is called dead.
- 14. The infield-fly and dropped third strike rules are not in effect.
- 15. There are no substitutions.

IV. Batters:

- 1. Throwing the bat will draw a warning from the umpire. The second warning may result in an out if the umpire feels the action represents a safety risk to himself or the catcher.
- 2. The scorekeeper shall alert the umpire when the wrong batter is at the plate so that the correct batter can take his place. There shall be no out for batting out of order if the scorekeeper fails to notice the improper batter.

V. Players:

- 1. All players must stay in the dugout unless they are on deck, on base or playing defense.

2. All players must have a numbered jersey at game time. A number written with a marker on a t-shirt is acceptable.
3. All players must have their ball cap on while playing defense.

VI. The Limits:

1. Five (5) innings per game.
2. There will be a fifteen (15) run mercy rule after 3 innings, eight (8) run mercy run after four (4) innings; 3 ½ innings if the home team is winning and the visiting team has completed 4 at bats.
3. In case of a tie at the end of the fifth (5th) inning, extra innings will be required (no limit to the number of extra innings) in an elimination game only. Pool play games can end in a tie. Any extra Innings needed will be played as an open inning with no run limit.
4. Teams must field at least eight (8) players, after a fifteen (15) minute grace period, If a team is unable to field at least nine players at any point during the game, they shall forfeit the game.

VII. Managers and Coaches:

1. When on offense coaches are allowed in the following positions:
 - a. One (1) coach outside of the foul lines at first and third base.
 - b. One (1) pitching coach.
 - c. One (1) team parent in the dugout to help keep the dugout organized and the game moving.
 - d. The umpire will assist the balls back to the pitcher.
 2. When on defense coaches are allowed in the following positions:
 - a. One (1) manager in front of their dugout against the dugout fence.
 3. Managers and/or coaches may NOT touch players while the ball is in play. If a manager or coach touches a runner during play, that runner will be called out. If a defensive player is touched by a coach, any outs on the play shall be nullified and all runners will be advanced an additional base once the play is completed.
 4. The managers must have the line-up cards to the official scorekeeper and the opposing manager fifteen (15) minutes prior to game time. No changes can be made to the lineup once it has been turned in except as stated in *Section III rule 4*.
 5. Anyone using profanity on or off of the field will be subject to ejection from the baseball facility.
- Not only the Umpire but also tournament officials and members of the board of directors will strictly enforce this rule.

Teams may run for the pitcher/catcher of record at ANY time with a player on the bench. If a team is batting 9 players it must be the sub, if batting entire lineup it's the last out.

Once lineup is submitted, the number of batters may not change. Players not in the original lineup may only enter once and once removed can no longer re-enter the batting order. Offensive players that were in the original lineup and removed for substitution must re-enter lineup in the original spot they were removed from and may not be removed again. All substitutions must be made through the umpire, including pitching changes. Late arriving players made be added to bottom of lineup upon arrival if batting entire lineup.

If a player is injured or sick and no substitution is available, the player will not be called out, but may not return to tournament play for remainder of day. All players should wear a uniform. Uniforms need to have numbers on the back (if a player does not have a number on their uniform, please inform the director prior to your first game). If a number is not present, it will be handled at the tournament director's discretion.

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****7u/8u****

Teams may only field 9 players on defense. In the case where a team has only 8 players the team will receive an OUT every time the 9th spot comes up in the batting order. If a team only has 8 players, one must play the catcher position.

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1. Side changes after:

- a. Three (3) outs, or
- b. Five (5) runs

Note: Fifth inning is unlimited.

2. Up to Ten (10) defensive players maximum on the field as follows:

- a. Four (4) players on the infield and pitcher and catcher.
- b. The remaining players must be positioned no closer than 15 feet beyond the infield until the ball is hit.
- c. Catcher will be in full gear and may stand up.

3. All players in attendance must bat. The batting order shall not be changed after the game starts except to add late players who will be added to the batting order as they arrive, or in the case of injury, illness or ejection as governed by PONY rules.

- a. Managers shall notify the Umpire, who shall notify scorekeepers and the opposing manager, of any late players as they arrive, or any injuries or illnesses that impact the batting order.

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- C. If a batted ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike and no runners shall advance.

- D. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.

- E. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

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