

## 2025 Magic Valley League Pony League - 15U By-Laws

### 1. PITCHING COUNT WILL FOLLOW JUNIOR VARSITY RULES AS FOLLOWS:

1-25 PITCHES= 0-DAY REST

26-35= 1-DAY REST

36-60= 2-DAY REST

61-85= 3-DAY REST.

TEAMS ARE REQUIRED TO KEEP TRACK OF PITCHES THROWN EACH INNING FOR BOTH PITCHERS. IF THE HOST FIELD IS ABLE TO HAVE AN EMPLOYEE ALSO DOING PITCH COUNT TO MAKE SURE THEY ALL HAVE THE SAME NUMBERS, THEN THE HOME TEAMS WILL NEED TO REPORT THE FINAL PITCHES TO THE COMMISSIONAR JARRETT VANBIEZEN AFTER EVERY GAME SO I HAVE IT ON RECORD.

### 2. IF A TEAM ONLY HAS 9 PLAYERS, THEN ONLY 9 WILL BAT.

### 3. PLAYING TIME RULE: ALL ELIGIBLE PLAYERS PRESENT AT THE "START" OF EACH GAME MUST PLAY A MINIMUM OF 2 INNINGS OR SIX OUTS (EXTRA BATTER WILL COUNT TOWARDS INNINGS PLAYED). IN CASE OF INJURY, THE COACH MUST INFORM THE HOME PLATE UMPIRE AND THE OFFICIAL SCOREKEEPER. THE COACH MUST ALSO INFORM THE OPPOSING TEAM THAT THE PLAYER HAS BEEN REMOVED FROM THE LINE-UP.

### 4. DESIGNATED BATTER RULE (DH): A team using the DH Rule starts the game with 10 players. All 10 considered starters with one-time re-entry rights. Both the DH and the player for whom he is batting may have substitutes. Both the DH and the player for whom he is batting (and any substitutes for either position) are locked into that spot in the batting order. The DH is terminated when the defensive player for whom the DH is batting pinch-hits or pinch-runs for the DH, or when the DH assumes a defensive position. The termination of the DH position does not impact re-entry rights of those starters; the player who started as the DH could return to that spot in the batting order, but as a straight substitution in both a defensive position and offensively in that spot of the order. The DH and the player for whom he is batting can never be in the game on offense at the same time, nor can they be in the game defensively at the same time. With starter re-entry rights, it is possible for the starting DH to bat again after the DH has been terminated – but it's a regular substitution in that spot in the batting order. A DH does not have to be used – a team can play with a "straight-nine" lineup. If a DH is used, it must be noted on the starting lineup. A DH (traditional or player/DH) cannot be added after lineups have been accepted.

### 5. AGE REQUIREMENT RULE: PLAYERS ELIGIBLE ARE PLAYERS THAT WILL BE NO OLDER THAN 15 YEARS PRIOR TO AUGUST 31ST OF THIS YEAR.

### 6. COMPLETE GAME RULE: ALL GAMES ARE 7 INNINGS UNLESS MERCY RULE APPLIES or TIME LIMIT 2.

**NO NEW INNING AFTER 2 HOURS.** Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired UNLESS THE GAME IS TIED. If the game is tied after a completed inning and the time limit has expired, then we will do 1 inning of the international tiebreaker rule until the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

In League Play Games If the game is still tied after the 1 extra inning then it will be considered a tie (Half a Win/Half a Loss)

**International Tiebreaker Rule: The last batter of the current inning will be placed on second base with 0 outs. The next individual in the lineup will be placed at bat and play will continue from that point. This will continue so forth and so on until a winner is determined. Both Away and Home teams will have an opportunity.**

7. RUN LIMIT PER INNING: A team may get a MAX of 10 runs per inning. There is no catch up plus rule. 10 runs is the cut off. Example: If your team has 9 runs in an inning and bases are loaded the maximum number of runs you can score is still 1 to make a total of 10 runs in that inning.

8. RUN RULE: A GAME WILL BE CONSIDERED COMPLETE IF ONE TEAM HAS A LEAD OF 10 OR MORE RUNS AFTER 4 INNINGS. (3 ½ INNINGS IF THE HOME TEAM IS AHEAD). THERE IS NO CATCH UP PLUS RULE.

9. EQUIPMENT RULE: METAL SPIKES ARE ALLOWED. **WOODEN BATS ARE ALLOWED. BBCOR -3 CERTIFIED BATS ALLOWED. USA BATS UP TO -5 ALLOWED.**

10. TEAM RULE: ALL TEAMS MUST BE REGISTERED WITH-IN THEIR RESPECTIVE TOWNS REC. DEPT / YOUTH ASSOCIATION PROGRAMS.

11. FIELD RULE: 90 FOOT BASELINES / 60'6" PITCHING MOUND.

12. ROSTER RULE: EMAIL ROSTERS TO **JARRETT VANBIEZEN AT JVANBIEZENOTRD@GMAIL.COM.** ROSTERS MUST HAVE PLAYERS FULL NAME, DOB, AGE. IF A PLAYERS AGE IS IN QUESTION AN INQUIRY MUST BE MADE TO THE LEAGUE AND THAT TEAM MUST FURNISH A BIRTH CERTIFICATE. IF THE PLAYER HAS BEEN FOUND TO BE INELIGIBLE, ALL GAMES PLAYED, WON OR LOST WITH THAT PLAYER ON THE ROSTER WILL BE FORFEITED AND RECORDED AS A LOSS FOR THAT TEAM. PLAYERS MAY BE ADDED TO THE OFFICIAL ROSTER DURING THE SEASON IF A TEAM HAS LOST PLAYERS DUE TO INJURY AND SUCH. THE TEAM MUST NOTIFY THE LEAGUE FOR PLAYERS ADDED. PLAYERS ARE NOT ALLOWED TO PARTICIPATE IN ANY OTHER PROGRAM DURING THE REC. SEASON. (LEGION, BABE RUTH ETC.).

13. CONDUCT RULE: ALL COACHES / PLAYERS / OFFICIALS / SPECTATORS WILL CONDUCT THEMSELVES WITH A POSITIVE ATTITUDE. ANY COACH / PLAYER / SPECTATOR WHO CONDUCTS THEMSELVES IN AN INAPPROPRIATE MANNER WILL BE GIVEN A WARNING. ON A SECOND OFFENSE THAT COACH / PLAYER / SPECTATOR WILL BE FORCED TO LEAVE THE PREMISES IMMEDIATELY.

14. GAME RUN RULE - 10 AFTER 4

15. 2 HOUR TIME LIMIT IS IN EFFECT. NO NEW INNING AFTER THE TIME LIMIT UNLESS THE SCORE IS TIED.

16. Warm Up Pitches: A new pitch may get a MAX of 7 warm up pitches. A previous pitcher may only get a MAX of 5 warm up pitches. CHANGED OR ADDED RULES BY COMMISSIONER

**\*Respect the Umps! Just Coach Kids!**

All other rules will follow the 2025 NFHS Baseball Rules