

## SEV Baseball 2025 Spring Season Guidelines

**General Information:** Welcome to the Southeast Valley Pony league. PONY stands for Protecting Our Nation's Youth, and as such good sportsmanship is expected. This is true of players, coaches, and parents. It is the coach's responsibility to maintain an atmosphere of respect for players, umpires, and parents. Verbal abuse from parents will not be tolerated; as a coach please ensure you are setting this expectation with parents of your players.

Games will be held at the Frontier Family Ballfields. The home team is the official scorekeeper, is in the 3rd base dugout, and responsible for setting up bases, mound, and lines. Equipment will be found in the cage next to the dugouts. The visiting team is in the 1st base dugout, and puts bases and mound back in the equipment cage after the last game. All trash needs to be picked up after games and the field should be left clean. Blue cards are in use unless otherwise noted: include Head Coach's Last Name and Pitcher's name, number and pitch count. USSSA, USA, BBCOR, and wooden bats are allowed (see bat rules per division); reference PONY's Decertified Bat List as needed. No metal cleats unless noted. Mercy rules will be in effect.

### Updated Rules for 2025

- If Player is injured during a game and the team does not have a substitute batter, Player is out at first bat only. Any subsequent at bats are not counted as an out. (If both teams are batting their full lineup, Coaches can agree to waive out with Umpire at plate meeting.)
- If Team is short a player, Team may substitute with another registered SEV Player. Substitute Player can only play outfield and will bat last in the lineup. Substitute Player can play in their current division or one division higher.
- If a Coach wishes to protest the game, the appeal must be announced before the next pitch/play. A protest can only be on an incorrect rules interpretation.
  - \$100 deposit, if you win the appeal you get \$100 back
  - Coaches may not protest a judgement call.
- If Pitcher goes over pitch count, Pitcher and Head Coach are both ejected
  - Pitcher is ineligible to pitch next game
  - Head Coach is suspended for next game
- If Pitcher is deemed to have intentionally hit a batter, both Head Coach and Pitcher will be ejected from the game and subject to suspension pending disciplinary committee findings.

### Ejections

- If Player is ejected, Parent is also ejected
  - Subject to suspension pending disciplinary committee findings
- If Parent is ejected, their Player(s) and Head Coach is ejected from current game
  - Parent also suspended from next game for minor incident
  - For major incident (physical threats or police called) Parent will be suspended for the season and the disciplinary committee will determine future eligibility
- If any Coach is ejected, that Coach and their Player(s) is ejected
  - If Coach has no player, just Coach goes
  - Coach is suspended for next game
- Any ejected person must leave premises
- Board Members have authority to eject Players, Coaches or Parents

## SouthEast Valley PONY Baseball Spring 2025 Division Guidelines

### **Foal (5U) TBall Division Director – Andrew Minter**

No umpires allocated for TBall.

**Distance:** Bases are set at 50' apart.

**Time Limits:** Three Full Innings

**Division Rules:** Teams bat the entire lineup then switch. Players advance one base per batter, all players on base run to Home Plate after the last batter. No blue cards are used.

### **Shetland (7U) Coach Pitch Division Director – Nolan Routt**

1 Junior Umpire per game.

**Distance:** 40/60

**Time Limits:** Drop dead at 1 hour 15 minutes or 4 full innings (whichever comes first)

**Division Rules:** Batter gets 5 pitches; if the batter fouls the 5<sup>th</sup> pitch, they keep batting until they are out or reaches base (no walks). Ball is dead once the pitcher has the ball or the ball is controlled by infielders after being returned from the outfield. No lead off or steal, runners only advance one base on overthrows, tagging on fly balls is allowed.

**Game Play:** Teams bat the entire lineup but scoring is stopped after 3 outs with a maximum of 5 runs per inning; unlimited runs AFTER the 3rd inning. After 3 outs, coaches can clear bases (Coaches decide with Umpire prior to game) but the remaining line up still bats. Catcher can have a substitute runner (last out) to keep the gameplay moving.

Coaches can decide before the game if they would like to have more than 3 outfielders in order for all players to participate. Max six infielders: Pitcher, Catcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, Shortstop, & 3<sup>rd</sup> Base. Pitcher is to stand within a foot of the mound. Defense can have two coaches in the outfield, plus one behind the catcher to help gather balls. If a defensive coach interferes with the ball in play, the batter is awarded a triple. Offense can have a coach on each baseline and a third coach to pitch. The ball is live if the ball hits the pitching coach.

### **Pinto (8U) Kid Pitch Division Director – Scott Meyer**

1 Top Choice Junior Umpire per game.

**Distance:** 40/60

**Time Limits:** No New Inning after 1 hour 30 minutes or 5 full innings (whichever comes first)

**Division Rules:** No leadoffs, steals are allowed after the ball crosses plate, no stealing home. Runners only advance one base on overthrows then the ball is dead; no stealing home on overthrows. Ball is dead once the pitcher has the ball. No balks, no infield fly rule, tagging on fly balls is allowed.

**Game Play:** Teams bat 3 outs or 5 run limit per inning then switch. Unlimited runs AFTER the 3rd inning. Standard 9 players on field. If count gets to ball 4, Offensive Coach will pitch two pitches (overhand, standing in front of portable mound) until the ball is in play or the player strikes out. If Batter fouls 2nd pitch, they keep batting. The batter cannot reach base if hit by pitch (from Coach), Batter instead gets one more pitch. Ball is live if it hits the Pitching Coach. Catcher can have a substitute runner (last out) to keep the gameplay moving.

**Mercy Rules:** 15 runs through three innings, 10 runs through four innings, or 8 runs through five innings

**Mustang (10U) Division Director – Connor Henline**

2 Top Choice Umpires per game.

**Distance:** 46/60

**Time Limits:** No New Inning after 1 hour 30 minutes or 6 full innings (whichever comes first)

**Division Rules:** Leadoff and steals are allowed. Balks are not enforced but taught; Coaches can agree to balk limits with Umpire at plate meeting. Infield fly rule in effect, no inning run limit. Catcher can have a substitute runner (last out) to keep the gameplay moving.

**Mercy Rules:** 15 runs through three innings, 10 runs through four innings, or 8 runs through five innings

**Bronco (12U) Division Director – Russ Tonks**

2 Top Choice Umpires per game.

**Distance:** 50/70

**Time Limits:** No New Inning after 1 hour 45 minutes or 7 full innings (whichever comes first)

**Division Rules:** Baseball rules. Balks are enforced; Coaches can agree to 1 warning with Umpire at plate meeting. Catcher can have a substitute runner (last out) to keep the gameplay moving. **Can** use metal cleats (**NOT** on pitching mound).

**Mercy Rules:** 15 runs through three innings, 10 runs through four innings, or 8 runs through five innings

**Pony & Colt (14U/16U) Division Director – Rob Uyematsu**

2 Top Choice Umpires per game.

**Distance:** 60/90

**Time Limits:** No new inning after 1 hour 45 minutes or 7 full innings (whichever comes first)

**Division Rules:** Baseball rules. Coaches can agree on minor modifications with Umpire at plate meeting. Catcher can have a substitute runner (last out) to keep the gameplay moving. **Can** use metal cleats (**NOT** on pitching mound).

14U: USSSA, USA, BBCOR, and wooden bats are allowed

16U: Only drop 3 BBCOR or wooden bats

**Mercy Rules:** 15 runs through three innings, 10 runs through four innings, or 8 runs through five innings

**Pitching Chart**

League Age	Daily Max Pitches	Days Rested					
		0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
Pinto	50	1-20	21-35	36-50	NA	NA	NA
Mustang	75	1-20	21-35	36-50	51-65	66+	NA
Bronco	85	1-20	21-35	36-50	51-65	66+	NA
Pony	95	1-20	21-35	36-50	51-65	66+	NA
Colt	95	1-30	31-45	46-60	61-75	76+	NA
17-18	105	1-30	31-45	46-60	61-80	81+	NA