

SouthEast Valley PONY Baseball Fall 2026 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. Home Team is the official scorekeeper, 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. Visiting Team is in the 1st base dugout and puts the 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.

Equipment: USSSA, USA, BBCOR, and wooden bats are allowed; reference PONY's Decertified Bat List as needed. Batting helmets required for all players and bat boys. Athletic cups recommended for all players aged Pinto and older. No metal cleats unless noted. Blue cards used for all divisions except TBall; ensure proper completion before signing.

Mercy Rules (8U+): 15 runs through 3 innings, 10 runs through 4 innings, or 8 runs through 5 innings

New 2026 Rules:

- All teams must utilize GameChanger to keep score and pitch count
- All Players must bat and cannot sit two consecutive innings defensively
 - First Offense: warning
 - Second Offense: forfeit game
 - Third Offense: Coach suspension; referred to Disciplinary Committee
- Any timeouts or pitching changes during the last 5 minutes freeze the game clock.

Misc. Rules:

- If Player is injured during a game, Player is out during first at bat **only**.
- If a team is short a player, the team may substitute with another registered SEV Player. Substitute Player can only play outfield and bat last in the lineup. Substitute Player can play in their current division or up one division. *Regular season games only
- 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.
- If a Coach wishes to protest a call, the appeal must be announced **before** the next pitch/play. A protest can only be on an incorrect rules interpretation.
 - \$100 cash deposit. If Coach wins the appeal, receives \$100 back
 - Coaches may not protest a judgement call

SEV Baseball Season Guidelines (continued)

Ejections

- If Player is ejected, Parent is also ejected
- If Parent is ejected, their Player(s) and Head Coach is ejected from current game
 - Parent also suspended from next game for minor incident
 - Parent suspended for the season for major incident (physical threats or police called)
- If Coach is ejected, their Player(s) is also ejected
 - Coach also suspended from next game
- Any ejected person must exit the premises
 - Failure to exit in a timely manner will result in forfeit and QCPD being called
- Board Members have authority to eject Players, Parents or Coaches
- Disciplinary Committee will review all ejections to determine if additional consequences are needed and future eligibility

Pitching Chart

League	Daily Max	Required Days Rest					
Age	Pitches	0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
Pinto 8U	50	1-20	21-35	36-50	N/A	N/A	N/A
Mustang 9U	75	1-20	21-35	36-50	51-65	66+	N/A
Mustang 10U	75	1-20	21-35	36-50	51-65	66+	N/A
Bronco 11U	85	1-20	21-35	36-50	51-65	66+	N/A
Bronco 12U	85	1-20	21-35	36-50	51-65	66+	N/A
Pony 14U	95	1-20	21-35	36-50	51-65	66+	N/A
Colt 16U	95	1-30	31-45	46-60	61-75	76+	N/A

- If Pitcher goes over daily maximum or does not follow rest days:
 - Pitcher and Head Coach are both ejected from current game
 - Regular ejection rules apply
 - Pitcher is ineligible to pitch next available game
 - Head Coach is suspended for the next game
 - Instance submitted to Disciplinary Committee

Southeast Valley PONY Baseball Fall 2026 Division Guidelines

Shetland (5U) TBall Division Director – Ryan Goodman

No umpires allocated for TBall.

Distance: 50' Bases

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.

Pinto (7U) Coach Pitch Division Director – Connor Henline

1 SEV Junior Umpire per game.

Distance: 60' Bases

Time Limits: Drop dead at 1 hour 30 minutes or 4 full innings (4th inning, 3 Pitches ONLY)

Division Rules: Batter gets 5 pitches; if Batter fouls the 5th pitch, they bat until they are out or reach base (no walks). The play is dead once the ball is released from an outfielder or returned to pitcher. Runners can advance to the next base if they are already past the base. Example: Outfielder throws in and the runner is past 1st base, he/she can advance to 2nd base only. If a runner improperly advances to the next base, the play continues and if the runner can be tagged out. If it's determined a runner advanced improperly, they will be sent back to the correct base. No lead off or steal, no advancing on overthrows, no infield fly, 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; max 10 runs in 4th 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.

Fielding Alignment: Maximum 4 outfielders, standard 6 infielders. "Pitcher" stands within a foot of the mound. Defense can have two coaches ONLY 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 to pitch. The ball is live if the ball hits the pitching coach.

Pinto (8U) Kid Pitch Division Director – Rob Uyematsu

1 Top Choice 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 ONLY allowed on dropped or passed balls, no stealing home in any manner. Runners only advance one base on overthrows then the ball is dead. The ball is dead once the pitcher has the ball. No balks, no infield fly rule, no dropped third strike and 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 DIRECTLY in front of mound) until the ball is in play or the player strikes out. If Batter fouls 2nd pitch, they keep batting. Batter cannot reach base if hit by pitch (from Coach), Batter instead gets one more pitch. The ball is live if it hits the Pitching Coach. Catcher can have a substitute runner (last out) to keep the gameplay moving.

SEV Division Guidelines

Mustang (9U) Division Director – Russ Tonks

1 Top Choice Umpire per game.

Distance: 44/60

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

Division Rules: NO leadoffs, but steals are allowed once the ball crosses home plate. One warning per team for leading off; after the warning, the runner will be called out. Base runners may advance on all overthrows. The ball is dead once the pitcher has the ball. No balks, no infield fly rule, no dropped third strike, and tagging on fly balls is allowed. One warning per TEAM for batter's interference. Catcher can have a substitute runner (last out) to keep the gameplay moving.

Game Play: Teams bat 3 outs or 5 run limit per inning then switch. Unlimited runs AFTER the 2nd inning. Standard 9 players on field. Ball 4 results in a walk.

Mustang (10U) Division Director – Scott Meyer

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; a balk results in an immediate dead ball (players reset). Infield fly rule in effect, no inning run limit. One warning per TEAM for batter's interference. Catcher can have a substitute runner (last out) to keep the gameplay moving.

Bronco (11U) Division Director – Karim DeLucca

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 not enforced but taught; a balk results in an immediate dead ball (players reset). Catcher can have a substitute runner (last out) to keep the gameplay moving. **Can** use metal cleats (**NOT** on pitching mound).

Bronco (12U) Division Director – Nolan Routt

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 balk 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).

Pony (14U) Division Director – Dave Morgan

2 Top Choice Umpires per game.

Distance: 54/80

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

Division Rules: Baseball rules. Balks are enforced. Catcher can have a substitute runner (last out) to keep the gameplay moving. **Can** use metal cleats (**NOT** on pitching mound).

Mercy Rules (8U+): 15 runs through three innings, 10 runs through four innings, or 8 runs through five innings