

MAPLE VALLEY PONY BASEBALL ASSOCIATION, INC.

Baseball & Fastpitch Divisional Rules

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Article I. BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES

1. Maple Valley Pony coaches and players will comply with the Pitch Smart guidelines set forth by Major League Baseball and adopted by the Pony parent organization.
2. Pitch Smart is applied to all divisions, and all players in Maple Valley Pony Baseball. The Maple Valley Pony Fastpitch Softball league is not affected by Pitch Smart limits.
3. Pitch Smart places limits on a pitcher through pitch counts as opposed to limiting the innings pitched by Pony players.
4. The following chart will guide a coach's use of pitchers in a game and throughout the season:

AGE RANGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

5. Pitches Thrown and Required Rest are calculated in calendar days. For Pitch Smart, a game occurs on a calendar day, the following day would be the first day of required rest.
 - a. Example 1: An 11-year-old pitcher can throw a maximum of 85 pitches in one calendar day. If the pitcher was to throw 85 pitches in a day, that pitcher would be required to have 4 calendar days of rest before being able to pitch again. If that pitcher threw 85 pitches on a Monday, he would not be eligible to pitch until Saturday (Tues-Friday would be the required days of rest).
 - b. Example 2: A 10-year-old pitcher who throws 25 pitches in a game on Tuesday and is required to take 1 calendar day of rest. That pitcher would be eligible to pitch on Thursday (Wednesday would be calculated as the 1 needed calendar day of rest).
6. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
7. Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed.
8. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and pitch count shall begin at that point.
9. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the completion of postponed games or suspended games, tie games, or exhibition games.
10. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
11. In the absence of an official scorekeeper, the home team book shall be the official record of game statistics, including pitch count.
12. Tracking pitch counts and replacing pitchers when necessary is the responsibility of the coach. The game umpires will not adjudicate complaints about pitch count and the use of a pitcher.
 - a. If a disagreement arises and it cannot be solved by the two coaching staffs, the complaining coach will file a protest with the Division Director pursuant to these bylaws.
13. The Maple Valley Pony League reserves the right to adjust pitching rules for league playoffs.

Article II. SHETLAND BASEBALL DIVISION RULES

The rules for Shetland Division will be as published in the official PONY Baseball Book, and the Official Baseball rulebook, with the following exceptions:

1. An adult coach or asst. coach will pitch either underhand/overhand to that coach's own team or has his/her player hit off a tee.
 - a. Each batter gets no more than 5 swings. If the batter does not reach base after 5 swings the batter will be called out.
 - b. No strikes or balls are called. No base on balls allowed.
 - c. A batter hit by a pitched ball is not entitled to advance to 1st base; the ball is dead and does not count as a pitched ball.
 - d. The adult pitcher does not field any balls and must make an effort to stay out of the way. The adult pitcher must pitch off the pitching rubber.
 - e. If the ball hits the adult pitcher it is a live ball.
 - f. The player/pitcher will play even with the pitcher's mound until the ball is hit, and then will do the fielding for defense. The player pitcher cannot leave his/her position to field the ball until the ball is hit. Penalty: the batted ball will be dead, the batter is awarded 1st base, and any forced runners will advance.
 - g. Hitting the batting tee or missing the ball will constitute a swing (1 of 5 swings). The ball is dead, and any batter or runner will make no advancements. If any portion of the ball, tee, or both ball and tee is hit over 5 feet in fair territory, it will be considered a batted ball.
 - h. Each player will be allowed a maximum of 5 swings before the batter is called out. A caught foul ball will be treated the same as in the Baseball rulebook. Bunting is not allowed.
 - i. The player pitcher cannot leave his/her position to field the ball until the ball is hit. Penalty: if this action prevents the batter from reaching 1st base the batter is awarded 1st base and forced runners will advance.
2. Nine batters or 3 outs are the maximum allowed per ½ inning.
3. At no time will a team field more than 6 infielders. At no time will either team field more than 11 fielders. Each player will play 2 consecutive innings in the field. If this is not possible due to a game that is called due to time limit, any player not playing 2 consecutive innings in the field must start the next game.
4. Teams may start a game with as few as 8 players.
5. A player, at no time, will be allowed to throw a bat. The coach must warn the players before the game of the "NO BAT THROW RULE". Penalty: If a player throws a bat, the batter will be called out. No runner may advance.
6. Runners may not advance another base on an overthrow by an infielder to 1st or 3rd base.
7. Runners may not advance after a ball from the outfield is thrown or carried to inside of the infield and is in the possession of an infielder.
8. All players on the team roster will be in the batting line-up and will bat in their turn even if they do not play defense that inning.
9. Game time is 6:00 PM (unless noted on game schedule). The game may be started earlier at the discretion of the coaches. No inning may begin after 7:30 PM.
10. All players must play a minimum of 1 inning in the infield per game.

Article III. PINTO BASEBALL DIVISION RULES

The rules for Pinto Division will be as published in the official PONY Baseball Book, and the Official Baseball rulebook, with the following exceptions:

1. For Pitching restrictions see ARTICLE I BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES
2. Official game times are posted on www.maplevalleyponyball.com. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time.
3. The #10 baseball (or similar) as issued by the Equipment Manager will be the official ball.
4. No inning will begin after 1 hour and 30 minutes from official start time
5. The 10-run rule does not apply.
6. All players must play a minimum of 1 inning in the infield per game.
7. Each player will play 2 consecutive innings in the field. If this is not possible due to a game that is called due to time limit, any player not playing 2 consecutive innings in the field must start the next game.
8. If a game is called early for any reason, players who did not play must start the next game.
9. At no time will a team field more than 6 infielders. At no time will either team field more than 9 fielders.
10. All players on the team roster will be in the batting line-up and will bat in their turn even if they do not play defense that inning.
11. Nine batters or 3 outs are the maximum allowed per ½ inning.
12. There will be no leading off or stealing bases. Penalty: each player shall receive 1 warning per game, the second time the player will be called out.
13. A player, at no time, will be allowed to throw the bat. The umpire must warn the players of each team before each game of the No Bat Throw Rule. Penalty: If a batter throws a bat, the batter will be called out. No runner may advance.
14. Runners may not advance another base on an overthrow by an infielder to first base or third base.
15. Runners may not advance after a ball from the outfield is thrown or carried to the inside of the infield and is in the possession of an infielder.
16. The runner must slide or avoid contact or he/she is out. Intentional malicious contact: the runner is out and ejected from the game.
17. A batter hit by a pitched ball
 - a. From coach – is not entitled to advance to 1st base. The ball is dead and does not count as a pitched ball.
 - b. From player – is entitled to advance to 1st base.
18. The adult pitcher does not field any balls and must make an effort to stay out of the way. The adult pitcher must pitch off the pitching rubber.
19. If the ball hits the adult pitcher it is a live ball.
20. The player/pitcher will play even with the pitcher's mound until the ball is hit, and then will do the fielding for defense. The player pitcher cannot leave his/her position to field the ball until the ball is hit. Penalty: the batted ball will be dead, the batter is awarded 1st base, and any forced runners will advance.
21. Each batter gets no more than 5 pitches (bad pitches count towards total pitches). If the batter does not reach base after 5 pitches, the batter will be called out. (During Coach Pitch)
22. In the second half of the season players will pitch in the first 2 innings per game.
 - a. The Board will determine the official 2nd half of the season.
 - b. Player pitcher will be allowed 5 pitches per batter or 3 recorded balls whichever comes first (coach pitcher remains on field).
23. 3 strikes, batter is out (there are no walks)
24. Batter hits ball fairly, then at bat is over, regardless of result of play
 - a. If after 5 pitches or 3 balls have been recorded or batter is not out, or has not reached base safely, then coach pitcher will step in to throw a maximum of 2 more pitches.
 - b. If batter does not hit ball safely after the 2 coach pitches, then the batter is out.
25. If foul on 2nd pitch delivered by coach pitcher, the batter will receive one extra pitch only.
26. If batter does not hit ball safely, then the batter is out.
 - a. The pitcher must be replaced immediately after hitting his/her second batter.

Article IV. MUSTANG BASEBALL DIVISION RULES

The rules for the Mustang Division shall be published in the official PONY Baseball Rulebook, and the official Baseball Rulebook with the following exceptions:

1. For Pitching restrictions see ARTICLE I BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES
2. Official game times are posted on www.maplevalleyponyball.com. There will be a 15-minute waiting period before a team must forfeit. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time. No inning will begin after two hours from official start time to be called out and registered on the home book by the umpire.
3. No steel cleats may be used.
4. Each player must play in 2 consecutive complete defensive innings by the end of the 4th inning, except for disciplinary reasons, which must be reported to the opposing coach prior to the start of the game. Penalty: The League Director shall declare the game a forfeit; violations must be reported at the completion of the game for penalty to be imposed.
5. If a game is called early for any reason, the players who did not play the minimum number of innings must start the next game.
6. A player may be pulled from a game for disciplinary reasons prior to completing 2 innings if the umpire is notified.
7. All players on the roster will be in the batting line-up in their turn even if they do not play defense that inning.
8. A Courtesy runner may be used for the catcher when there are two outs. The courtesy runner will be the player who made the last out.
9. An injured player may not return to the game. However, if the injury occurs in an offense position (batter/runner), then a courtesy runner may take the place of the injured player for this specific instance. If the player is unable to return to play in their next offensive opportunity, then they are removed from the game. The open position is then just skipped and does not result in an out. The injury must be reported to the opposing coach and home plate umpire.
10. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
11. Headfirst slide is to be used only to return to a base; otherwise runner is out.
12. There is no leading off base unless the following conditions are met: (1) A runner is on first base; and (2) there are no other runners on base.
13. In this lead off situation the runner can attempt to steal 2nd base at his own discretion.
14. In all non-lead off situations the runners may not leave their bases until the ball has reached the catcher.
15. Once the pitched ball has reached the catcher, runners may advance at their discretion. Once the catcher throws the ball back to the pitcher, if no play is to be made, the umpire will call time and runners must return to last base touched.
16. The play will be called dead once the ball is returned to the pitcher's glove.
17. There is no straight stealing of home plate.
18. On a passed ball the runner is allowed to advance at his own discretion, but there will not be any "baiting" of a throw. At the discretion of the umpire the runner will be called out in this instance.
19. The batter may not advance on a drop 3rd Strike. The batter is out.
20. All balks will be warnings throughout the year
21. After each game, Coaches must submit to the Mustang Director the game score as well as the information on each pitcher used: player name and total pitch count.

Article V. BRONCO BASEBALL DIVISION RULES

The rules for the Bronco Division shall be as published in the PONY baseball Rulebook, and the official Baseball Rulebook, with the following exceptions:

1. For Pitching restrictions see ARTICLE I BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES
2. Official game times are posted on www.maplevalleyponyball.com. There will be a 15-minute waiting period before a team must forfeit. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time. No inning will begin after two hours from official start time to be called out and registered on the home book by the umpire.
3. No steel cleats may be used.
4. Each player must play in 2 consecutive defensive innings by the end of the 5th inning, except for disciplinary reasons, which must be reported to the opposing coach prior to the start of the game. Penalty: The League Director shall declare the game a forfeit; violations must be reported at the completion of the game for the penalty to be imposed. Unlimited substitutions allowed.
5. If a game is called early for any reason, the player who did not play the minimum number of innings must start the next game.
6. A player may be pulled from a game before having played 2 innings for disciplinary reasons if the umpire is notified.
7. All players on the team roster will be in the batting line-up and bat in their turn even if they do not play defense that inning.
8. A Courtesy runner to may be used for the catcher with two outs. The courtesy runner will be the player who made the last out.
9. An injured player may not return to the game. However, if the injury occurs in an offense position (batter/runner), then a courtesy runner may take the place of the injured player for this specific instance. If the player is unable to return to play in their next offensive opportunity, then they are removed from the game. The open position is then just skipped and does not result in an out. The injury must be reported to the opposing coach and home plate umpire.
10. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
11. Headfirst slide is to be used only to return to a base; otherwise runner is out.
12. After each game, Coaches must submit to the Bronco Director the game score as well as the information on each pitcher used: player name and total pitch count.
13. In the preseason all balks will be warnings. During the season, each pitcher will get one balk warning.

Article VI. PONY BASEBALL DIVISION RULES

The rules for the Pony Division shall be as published in the official PONY Baseball Rulebook, and the official Baseball Rulebook, with the following exceptions:

1. For Pitching restrictions see ARTICLE I BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES
2. Each player must play in 2 consecutive defensive innings by the end of the 5th inning, except for disciplinary reasons, which must be reported to the opposing coach and umpire prior to the start of the game. Penalty: The league director shall declare the game a forfeit, violations must be reported at the completion of the game for the penalty to be imposed.
3. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
4. Courtesy runner may be used for the catcher with two outs. The courtesy runner will be the player who made the last out.
5. Steel cleats are allowed.
6. Headfirst slide is to be used only to return to a base; otherwise runner is out.
7. If a game is called early for any reason, the player(s) who did not play the minimum number of innings must start the next game.
8. A player may be pulled from a game before having played 2 innings for an injury or disciplinary reasons if the umpire is notified.
9. Any player pulled from a game for an injury or disciplinary reasons shall not be allowed to reenter the game.
10. All players on the team roster will be in the batting lineup and bat in their turn even if they do not play defense that inning.
11. The game time is 6:00 PM (unless noted on game schedule). No inning may start after 8:30 PM. Exception: Friday games may start later and end later if playing fields have lights. There will be a 15-minute waiting period for a team that has less than 9 players before the team must forfeit. When both teams have 9 players then the game must start.
12. Pony teams may have Colt players on their team (assigned through the draft/hat pick process) with the following conditions:
 - a. There is no available Colt team established
 - b. The player is no more than 15 years old in league age
 - c. The player cannot play the pitcher position
 - d. The player will not be eligible for All Star or official Pony tournament play. The pitcher must be replaced immediately after hitting his/her fourth batter
13. During the preseason, each pitcher will get 1 balk warning. During the season there will be no warnings for balks.
14. After each game, Coaches must submit to the Pony Director the game score as well as the information on each pitcher used: player name and total pitch count.

Article VII. PONY OLYMPIC, COLT, AND PALOMINO BASEBALL DIVISION RULES

All rules and regulation are as stated in the official PONY Baseball Rulebook, and the official Baseball Rulebook, with the following exceptions:

1. For Pitching restrictions see ARTICLE I BASEBALL PITCHING RULES – ALL DIVISIONS AND AGES
2. Steel cleats are allowed.
3. All Pony Olympic, Colt and Palomino players re-enter the draft each year. No grandfather rights.
4. Pony Olympic, Colt and Palomino players can be selected from tryouts and can be recruited.
5. There can be more than 1 Pony Olympic, Colt or Palomino team. Division director in conjunction with coaches will determine how players are split between teams.
6. Pony Olympic, Colt must have at least 13 paid players and Palomino must have at least 14 paid players.
7. Colt and Palomino players must sign a player contract and then coach turns forms into MVPBA President.
8. Coaches will attend Pony Olympic, Colt or Palomino interlock scheduling meeting.
9. If a Colt or Palomino team decides NOT to play in the PONY Sanctioned NW Regional tournament, they will be given \$550 towards playing in another tournament.

Article VIII. FASTPITCH SOFTBALL RULES

1. Pitching

a. All Divisions:

- i. The pitcher is allowed four (4) warm-up pitches.
- ii. The pitcher must start with one or both feet on the pitching rubber and can not take a step backwards. The pitcher can start with one foot behind the rubber, but whichever style they choose, must step forward towards home plate. Leaning/rocking on the back foot is acceptable as long as a step is not taken.
- iii. The pitcher may use the "sling shot" or the "full windmill" delivery in pitching the ball.
- iv. The strike zone is that space over any part of home plate, which is between the batter's forward armpit and the top of her knees when the batter assumes her natural batting stance.
- v. Although there is not a regulation for pitchers on the amount of batters hit by pitch during a game or inning, coaches are asked to use their best judgment in continuing with a pitcher when their control is lacking and/or batters wellbeing could be at risk.
- vi. Pitchers may only pitch 2 innings then must not pitch for the next 2 innings played. Example: A 3 inning game - pitcher A pitches innings 1 & 2 then they must rest inning 3 and inning 1 of next game.

b. Mustang:

- i. The opposing team pitches to the batter. A batter may strike out or hit into fair territory, but can not draw a walk. If the batter accumulates four (4) balls, the coach of the batting team will pitch from the pitching rubber and assumes the batter's strike count. The coach will continue to pitch the remainder of the strikes. Example: The batter has 1 strike, the coach will pitch up to two (2) pitches. Any pitch (es) made by the coach, are considered a strike, however if the last pitch is fouled off by the batter, they continue their at bat. At the end of the coach's pitches the batter will either be out on strikes or have hit the ball into fair territory.

2. Infield Fly Rule

a. Pinto, Mustang, and Bronco:

- i. The infield fly rule is not in effect.

b. Pony and higher:

- i. The infield fly rule is in effect.

3. Dropped 3rd Strike Rule

(Dropped Third Strike Rule: When the catcher fails to catch the third strike before the ball touches the ground and there are 1) Fewer than two outs and first base is not occupied at the time of the pitch or 2) any time there are two outs.)

a. Pinto, Mustang & Bronco:

- i. The dropped third strike rule is not in effect.

b. Pony and higher:

- i. The dropped third strike rule is in effect.

Article IX. PINTO FASTPITCH DIVISION RULES

The rules for Pinto Division will be as published in the official PONY Fastpitch Book, and the National Federation of High School Association Softball Rules will prevail, with the following exceptions:

1. Official game times are posted on www.maplevalleyponyball.com. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time.
2. The #10 safety softball (or similar) as issued by the Equipment Manager will be the official ball.
3. No inning will begin after 1 hour and 30 minutes from official start time
4. The 10-run rule does not apply.
5. All players must play a minimum of 1 inning in the infield per game.
6. Each player will play 2 consecutive innings in the field. If this is not possible due to a game that is called due to time limit, any player not playing 2 consecutive innings in the field must start the next game.
7. If a game is called early for any reason, players who did not play must start the next game.
8. At no time will a team field more than 6 infielders. At no time will either team field more than 10 fielders.
9. All players on the team roster will be in the batting line-up and will bat in their turn even if they do not play defense that inning.
10. Nine batters or 3 outs are the maximum allowed per $\frac{1}{2}$ inning.
11. There will be no leading off or stealing bases. Penalty: each player shall receive 1 warning per game, the second time the player will be called out.
12. A player, at no time, will be allowed to throw the bat. The umpire must warn the players of each team before each game of the No Bat Throw Rule. Penalty: If a batter throws a bat, the batter will be called out. No runner may advance.
13. Runners may not advance another base on an overthrow by an infielder to first base or third base.
14. Runners may not advance after a ball from the outfield is thrown or carried to the inside of the infield and is in the possession of an infielder.
15. The runner must slide or avoid contact or he/she is out. Intentional malicious contact: the runner is out and ejected from the game.
16. A batter hit by a pitched ball
 - a. From coach – is not entitled to advance to 1st base. The ball is dead and does not count as a pitched ball.
17. The adult pitcher does not field any balls and must make an effort to stay out of the way. The adult pitcher must pitch off the pitching rubber.
18. If the ball hits the adult pitcher it is a live ball.
19. The player/pitcher will play even with the pitcher's mound until the ball is hit, and then will do the fielding for defense. The player pitcher cannot leave his/her position to field the ball until the ball is hit. Penalty: the batted ball will be dead, the batter is awarded 1st base, and any forced runners will advance.
20. Each batter gets no more than 5 pitches (bad pitches count towards total pitches). If the batter does not reach base after 5 pitches, the batter will be called out. (During Coach Pitch)
21. 3 strikes, batter is out (there are no walks)
22. Batter hits ball fairly, then at bat is over, regardless of result of play
 - . If batter does not hit ball safely after the 5 coach pitches, then the batter is out.
23. If foul on 5th pitch delivered by coach pitcher, the batter will receive one extra pitch only.
24. If batter does not hit ball safely, then the batter is out.

Article X. MUSTANG FASTPITCH DIVISION RULES

The rules for the Mustang Division shall be published in the official PONY Fastpitch Book, and the National Federation of High School Association Softball Rules will prevail, with the following exceptions:

1. Official game times are posted on www.maplevalleyponyball.com. There will be a 15-minute waiting period before a team must forfeit. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time. No inning will begin after two hours from official start time to be called out and registered on the home book by the umpire.
2. No steel cleats may be used.
3. Each player must play in 2 consecutive complete defensive innings by the end of the 4th inning, except for disciplinary reasons, which must be reported to the opposing coach prior to the start of the game. Penalty: The League Director shall declare the game a forfeit; violations must be reported at the completion of the game for penalty to be imposed.
4. If a game is called early for any reason, the players who did not play the minimum number of innings must start the next game.
5. A player may be pulled from a game for disciplinary reasons prior to completing 2 innings if the umpire is notified.
6. All players on the roster will be in the batting line-up in their turn even if they do not play defense that inning.
7. A Courtesy runner may be used for the catcher when there are two outs. The courtesy runner will be the player who made the last out.
8. An injured player may not return to the game. However, if the injury occurs in an offense position (batter/runner), then a courtesy runner may take the place of the injured player for this specific instance. If the player is unable to return to play in their next offensive opportunity, then they are removed from the game. The open position is then just skipped and does not result in an out. The injury must be reported to the opposing coach and home plate umpire.
9. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
10. Headfirst slide is to be used only to return to a base; otherwise runner is out.
11. In all non-lead off situations the runners may not leave their bases until the ball has reached homeplate.
12. Once the pitched ball has reached the catcher, runners may advance at their discretion. Once the catcher throws the ball back to the pitcher, if no play is to be made, the umpire will call time and runners must return to last base touched.
13. The play will be called dead once the ball is returned to the pitcher's glove.
14. There is no straight stealing of home plate.
15. On a passed ball the runner is allowed to advance at his own discretion, but there will not be any "baiting" of a throw. At the discretion of the umpire the runner will be called out in this instance.
16. All balks will be warnings throughout the year
17. After each game, Coaches must submit to the Mustang Director the game score.

Article XI. BRONCO FASTPITCH DIVISION RULES

The rules for the Bronco Division shall be as published in the official PONY Fastpitch Book, and the National Federation of High School Association Softball Rules will prevail, with the following exceptions:

1. Official game times are posted on www.maplevalleyponyball.com. There will be a 15-minute waiting period before a team must forfeit. A game may begin with eight players and will begin on time if there are eight players present at scheduled start time. No inning will begin after two hours from official start time to be called out and registered on the home book by the umpire.
2. No steel cleats may be used.
3. Each player must play in 2 consecutive defensive innings by the end of the 5th inning, except for disciplinary reasons, which must be reported to the opposing coach prior to the start of the game. Penalty: The League Director shall declare the game a forfeit; violations must be reported at the completion of the game for the penalty to be imposed. Unlimited substitutions allowed.
4. If a game is called early for any reason, the player who did not play the minimum number of innings must start the next game.
5. A player may be pulled from a game before having played 2 innings for disciplinary reasons if the umpire is notified.
6. All players on the team roster will be in the batting line-up and bat in their turn even if they do not play defense that inning.
7. A Courtesy runner may be used for the catcher with two outs. The courtesy runner will be the player who made the last out.
8. An injured player may not return to the game. However, if the injury occurs in an offense position (batter/runner), then a courtesy runner may take the place of the injured player for this specific instance. If the player is unable to return to play in their next offensive opportunity, then they are removed from the game. The open position is then just skipped and does not result in an out. The injury must be reported to the opposing coach and home plate umpire.
9. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
10. Headfirst slide is to be used only to return to a base; otherwise runner is out.
11. After each game, Coaches must submit to the Bronco Director the game score.
12. In the preseason all balks will be warnings. During the season, each pitcher will get one balk warning per game.
13. Bronco teams may have Pony players on their team (assigned through the draft/hat pick process) with the following conditions:
 - a. There is no available Pony team established
 - b. The player is no more than 13 years old in league age
 - c. The player cannot play the pitcher position
 - d. The player will not be eligible for All Star or official Pony tournament play.

Article XII. PONY FASTPITCH DIVISION RULES

The rules for the Pony Division shall be as published in the official PONY Fastpitch Book, and the National Federation of High School Association Softball Rules will prevail, with the following exceptions:

1. Each player must play in 2 consecutive defensive innings by the end of the 5th inning, except for disciplinary reasons, which must be reported to the opposing coach and umpire prior to the start of the game. Penalty: The league director shall declare the game a forfeit, violations must be reported at the completion of the game for the penalty to be imposed.
2. When there is a play AT a base, the runner must slide or try and avoid the fielder making the play. If a fielder has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the fielder. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched. If the umpire believes this contact is intentional/malicious/flagrant (like leading with shoulder or elbows) the runner is out and shall be ejected. This is a judgment call by the umpire. This rule is intended to reduce dangerous collisions between base runners and fielders. Unintentional contact is not automatically an out. Example: if a fielder obstructs a runner.
3. Courtesy runner may be used for the catcher with two outs. The courtesy runner will be the player who made the last out.
4. Steel cleats are allowed.
5. Headfirst slide is to be used only to return to a base; otherwise runner is out.
6. If a game is called early for any reason, the player(s) who did not play the minimum number of innings must start the next game.
7. A player may be pulled from a game before having played 2 innings for an injury or disciplinary reasons if the umpire is notified.
8. Any player pulled from a game for an injury or disciplinary reasons shall not be allowed to reenter the game.
9. All players on the team roster will be in the batting lineup and bat in their turn even if they do not play defense that inning.
10. There will be a 15-minute waiting period for a team that has less than 8 players before the team must forfeit. When both teams have 8 players then the game must start.
11. Pony teams may have Colt players on their team (assigned through the draft/hat pick process) with the following conditions:
 - a. There is no available Colt team established
 - b. The player is no more than 15 years old in league age
 - c. The player cannot play the pitcher position
 - d. The player will not be eligible for All Star or official Pony tournament play. The pitcher must be replaced immediately after hitting his/her fourth batter
12. During the preseason, each pitcher will get 1 balk warning. During the season there will be no warnings for balks.
13. After each game, Coaches must submit to the Pony Director the game score.