

Hoosic Valley Athletic Association
Pony Baseball Rules

December 2015

1. Games start promptly at their scheduled time. If a team is unable to field a team after (15) minutes according to the home team clock, they must forfeit. Both coaches must agree on the time before the (15) minutes expires.
2. The Pitcher must wear a batting helmet with a facemask when playing the pitching position.
3. Catchers must wear all protective gear: helmet, chest protector, shin guards, mask with throat protector and a cup or pelvic protector.
4. The Coach will pitch to his or her own team.
5. Both Pitcher and Coach must have at least one foot inside the pitchers circle when the ball is pitched. The Pitcher must be in the back half of the pitchers circle. The Pitcher must throw overhand.
6. The opposing coach (pitching) must remain in the pitching circle, ensuring they do not interfere with any defensive players or play.
7. All balls that hit a coach will be re-pitched. The batter returns to a zero count.
8. Batters get (7) pitches or (3) swinging strikes, regardless of the location of the ball (in strike zone or not). No batter will be walked. Batters who do not hit the seventh pitch will be called out. No batter can foul out (unless they 'fly out').
9. Games will consist of (6) innings or can be called early due to weather or darkness, whichever comes first. (See H.V.A.A. 'Twilight Rule').
10. Run Limit - Each inning has a (6) run limit, with the exception of the final, 6th inning, where there is no limit. If the game is being called for weather or darkness (as agreed to by both head coaches), then the score at the conclusion of last complete inning will decide the game. If at any point the home team is in the lead of the 6th or final inning, the game is over.
11. An "Official" game must go at least (4) innings (3 ½ if the home team is winning) or else be played in its entirety at a later date.
12. A team must have (7) players present to play. All players present must play a minimum of 3 innings in the field.
13. All players on the score sheet will bat, and in order. Ten (10) players constitute a defensive team. The (4) players designated as outfielders must be behind the infield line before the ball is pitched. Once the ball is in play, an outfielder may move into the infield.
14. Fielders may not be in the base path unless they are playing the ball.
15. Stealing, leading, and bunting are not allowed.
16. A limit of (1) base will be allowed on an overthrow even when the ball remains in play. This is not a 'free' base, the runner must advance safely. If the ball is overthrown again in consecutive attempt on the same runner, they are not permitted to advance to yet another base.
17. Defensive coaches will be the umpires. Once the ball passes through any part of the 10-foot pitchers cylinder, as long as the defensive player designated as the pitcher has at least one foot in the cylinder, play will stop, and all base runners will be awarded the closest base. The umpire must yell out "STOP" when the ball goes through the cylinder.
18. The umpire must not stop play if the ball is being thrown through the cylinder to make a play elsewhere.
19. Runners will be called out for;
 - a. Throwing the bat
 - b. Sliding into first
 - c. Head first sliding. (Diving back to a base will be allowed)
 - d. Colliding with a defensive player who is trying to play a ball.
 - e. Leaving a base before the ball is hit.
 - f. Not sliding at Home base when there is a play at the plate.
20. No play may be made on a runner once play has stopped.
21. Bases will be set 55ft apart.
22. For any rain outs, the coaches should try to schedule a make-up, verifying field availability.
23. Coaches will suspend any player for throwing equipment, using foul language or for un-sportsmanlike conduct.
24. Any rules not expressly defined here, or under H.V.A.A. League Rules, shall be determined by the current Little League rulebook.