

Wolf River Pony League Rules 2026

1. The league is governed by WIAA rules except for the rules stated herein. The rules stated here have precedence over any other rules.
2. Players must be no older than 14 years of age on April 30 to be eligible to play in the Wolf River Pony League.
3. Except for injury, players need to participate in 50% of the league games to be eligible for the year-end tournament.
4. Home team supplies the umpire and game balls (3 new Diamond Babe Ruth balls).
5. Home plate umpires must be WIAA Certified. There are no protests. The decisions of the umpire are final.
6. Coaches may discuss the rules with the umpire, keeping in mind the intent and spirit of this league.
7. Umpires must sign the score book of each team with their phone number after the game is completed.
8. Tie breakers for year-end league standings will be head-to-head, then runs allowed, and then coin flip.
9. Games will begin at the time scheduled at the league meeting. If a team does not arrive for the game or does not arrive after 15 minutes of the scheduled start time, that team will forfeit the game. A team that does not show up and does not let the other coach know an hour ahead of game time will pay a \$25 fee to the league and the home team umpire fees.
10. Only coaches and players are allowed in the dugout.
11. Metal cleats or plastic are allowed. No jewelry is allowed. Shirts must be tucked in.
12. Coaches are responsible for the conduct of their players on and off the field.
13. Before the game starts, coaches must discuss with the umpire whether they will bat the entire team or 9 players.
14. When batting 9 players, the re-entry rule applies.
15. Games can start with 8 players, but the 9th batter will be an out if that batter hasn't shown-up prior to batting.
16. All games will be 7 innings in length unless run rule, weather, darkness issues
17. Postponed rained out games will resume play at the point they are interrupted. Voted on at meeting
18. Under most circumstances there are no ties. The game will be played until one team wins unless called by the umpire because of darkness. It will be treated the same as a rainout.

19. A ten (10) run rule will be in effect after 5 innings or 4.5 innings if the home team is ahead.
20. A fifteen (15) run rule will be in effect after 4 innings or 3.5 innings if the home team is ahead.
21. The home plate umpire will determine the official start time of the game. There is a two-hour time limit for the game. No new inning may start after this time has expired. There is no time limit for play-off games. Coaches may agree to alter the time-limit, but if there is no agreement, the limit will be 2 hours.
22. In the event of an injury and a player cannot bat, the player will be skipped in the batting order and will not be counted as an out. However, the injured player cannot re-enter the game.
23. Courtesy runners will be allowed in cases of injury. A courtesy runner will be allowed for the catcher and pitcher after two outs in the inning. The courtesy & pinch runners must be the last out if a team is batting everyone or a player not in the game if batting 9 players.
24. A pitcher may pitch a maximum of 3 innings each game. One pitch constitutes an inning. 14-year-old players are limited to 2 innings per game.
25. Bats are swing what you bring.
26. Bases are 75 feet, and the pitching rubber is 54 feet.
27. If a player squares to bunt, they may not pull back and swing at a pitch. This is a safety issue. It will be an automatic out and it is considered a dead ball situation.
28. Base stealing and leading off is allowed. Base stealing rules are the same as regular high school rules.
29. Each pitcher will receive one balk warning.
30. If a balk is called on the pitcher, each pitcher will be given one warning. After one warning each balk will result in a base runner being awarded a base. On a warning or a called balk, the play is ruled dead.