HIGH POINT PONY LOCAL RULES
FOAL BASEBALL DIVISION

Play in the Foal Baseball Division will be governed by the Official Pony Rule Book, except for the Division specific Local Rules detailed below which supersede Pony Rules. Any agreement changing Local or Pony Rules will not be allowed. High Point Pony reserves the right to review and change these local rules as deemed necessary.

Coach & Team Expectations

1. All coaches and adult volunteers must have an approved background check on file with the league. It is the head coach's responsibility to ensure coaches and volunteers have their approved background check on file before allowing them to assist with the players. Background checks are good for the year in which approved.
2. Only coaches with a completed volunteer and background check form on file with HP PONY can be on the field. If a noncertified Coach is used, the team's Manager will be suspended for one game. A 2nd offense will result in suspension for the remainder of the season.
3. Coaching staff can be unlimited, as long as everyone is background checked.
4. Any player, coach, or fan that is ejected from a game will receive an automatic 1 game suspension.
5. The HOME team will occupy the 3rd base dugout for all games.
6. The Home Team is responsible for turning off the field lights.

Equipment

1. Bats may not be larger than 2 ⅝" diameter.
2. All bats must be certified with the USABat licensing stamp, BBCor (-3) or wooden.
3. The following equipment is STRONGLY ENCOURAGED TO BE USED BY ALL PLAYERS:
   a. Mouth Guards
   b. Athletic Supporters w cups
   c. Helmets & Facemasks
   d. Heart Guards
4. Metal cleats are only allowed in Pony Baseball. All other divisions must use rubber/molded.

Game Play

1. All players should start with a tee. If a stronger player would benefit from pitches, they may be thrown 3 pitches prior to attempting to hit from a tee *(this is coach's discretion and should not be an option for all players).*
2. Pitchers must throw overhand and cannot use props such as buckets to sit on while pitching. Pitchers may move in front of the rubber if needed.
3. The entire roster present in the game shall bat each inning.
4. The inning will end after all players have batted.
5. Defensive play is stopped after 1 attempt at an out or after any coach calls time.

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6. On offense, if the runner is more than halfway towards the next base when play is stopped, they advance to the next base
7. Games will be a maximum of 3 innings, but no new inning after 1 hour.
8. No bunting, stealing, or leading off base.
9. Balls hitting the Coach Pitcher are dead balls and batter will remain at bat without losing a pitch.
10. A 10' arc will be drawn in front of home plate. If the batted balls don't cross the line, it will be deemed a dead ball and the batter will continue the at bat.

Misc Rules

1. Swinging bats outside of the fenced area is NOT allowed. Throwing balls for warmups should be done in areas away from spectators.
2. All players must remain in the dugout area during the game. Only players and certified coaches are permitted in the dugout area and playing field.
3. Coach's buckets must remain on the concrete walkway in front of the dugout and may not be out in the dirt.
4. No food in the dugout; drinks only. PLEASE CLEAN UP AFTER YOUR TEAM.