

Quick Reference Sheet for Umpires (Updated June 3, 2025)

1. No game starts without a PONY Director at the plate meeting.
2. All player equipment must be examined.
3. Only 9 players bat except for Shetland 5U and 6U
4. Use the Blue Pages of the PONY Rule Book and the WZ Supplemental Rules for Shetland and Pinto
5. All games continue until there is a winner. There are no ties and the California tie breaker is not used. There are no time limits.
6. Mercy rule: Pages 24-25 of the Pony Rule Book –
 - a. Shetland – Mustang - If a team is leading by at least 15 runs at the end of three innings or 10 runs at the end of four or more complete innings, the game shall be declared complete and that team shall be declared the winner.
 - b. Bronco – Pony - If a team is leading by at least 15 runs at the end of four innings or 10 runs at the end of five or more complete innings, the game shall be declared complete and that team will be declared the winner.
7. **Disruptive Spectators:** At no time will an umpire engage a spectator. If there is a disruptive spectator or spectators, the umpire will stop the game and have the respective manager leave the field and either sit or stand next to them until the situation is under control – it could be one pitch, one inning or the rest of the game. If it is a spectator that does not appear to have an affiliation with either team, then both team managers will come off the field and either sit or stand next to the disruptive spectator until the situation is under control. Play will continue once the umpire tells the manager to leave the field to handle the situation.
8. If an umpire ejects a manager, coach or player, it must be reported to the PONY Tournament Director immediately.