**2025 Center Township Athletic Association – League Rules:**

For any rules other than those listed below, refer to the “official Pony League” rulebook available here:

[2025 Pony Rule Book](https://drive.google.com/file/d/1aoHxSAOEcmfrdVH5fHOZ32H8pRBJu3fW/view)

League Guide:

Foal 4U – Age 3-4 – Tee Ball

Shetland 6U – Age 5-6 – Coach Pitch

Pinto 8U – Age 7-8 – Coach Pitch

Mustang 10U – Age 9-10 – Player Pitch

Bronco 12U – Age 11-12 – Player Pitch

Pony 14U – Age 13-14 – Player Pitch

Colt 16U – Age 15-16 – Player Pitch

Ages are cut off at April 30th – i.e. A player must not turn 5 before May 1, 2025 to still be eligible for Foal league.

Bats:

All Center Township Athletic Association leagues require the use of USA stamped bats. All Colt 16U bats must be -3 BBCOR standard. 2 ¾” bats are prohibited across all CT leagues. Wood bats are permitted across all leagues.

Foal 4U League Rules – 2025:

1. Games are ~60 minutes or two full innings, whichever occurs first.
2. Metal cleated baseball shoes are prohibited.
3. Bunting is prohibited, results in a dead ball and replay of the pitch.
4. Stealing and leadoffs are prohibited. Runners will be sent back.
5. No infield fly rule.
6. All batters must hit the ball from a tee. The tee is placed directly on home plate.
7. Players in the pitching position must wear a helmet or mask. A chest shield is encouraged but not required.
8. Defensive fielding pitcher must start within 8 feet of the pitching rubber.
9. The entire roster of players present for the game shall bat in rotation.
10. A player is limited to 3 independent swing attempts. If the player fails after 3 swings, a coach can assist with the next swing.
11. A half inning constitutes the entire batting order completing an at bat. The last batter should attempt to clear the bases.
12. The batting order should change each game, such that a new batter hits first each game, rotating throughout the year. If a batter hits first in the first game, they should hit second in the next game. If a batter hits second in the first game, they should hit third in the second game. This follows for all batting order positions such that the last hitter hits first in the second game. If a player is absent, simply move each batter up one spot in the batting order to compensate. See Appendix 1 – Example Batting Order Rotation for reference.
13. Every attempt should be made to rotate positions each inning. No player should play in the outfield for both innings unless the player is physically or mentally unable to play the infield.
14. No score shall be officially kept.

Appendix 1 – Example Batting Order Rotation:

