Local Standing Rules

Amended 1/16/2015

West Garden Grove Youth Baseball Local Standing Rules

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I. Article 1 -Registration Requirements

A. All players must be registered by the last tryout date to be eligible for tryouts and the draft.

B. Any player registered after the last tryout has been completed will not be eligible for the draft. Refer to Article V1 for late sign ups.

C. No registrations will be accepted after two thirds (2/3) of the regular season games have been played in the corresponding player age group divisions.

II. Article 2 -Team Composition

A. The President, Player Agent, First Vice and Chief Umpire shall meet and determine the final composition of teams for the current season in respect to the number of teams in each division and the number of players on each team. Team composition shall be delivered to the Board of Directors for majority approval. This shall be complete at least seven (7) days and may be revised up to 24 hours prior to the draft. All teams will be dissolved at completion of tournament play so new teams are formed the following season. Managers may not bring in a pre-determined team.

III. Article 3 - Tryout Requirements

A. All players wishing to participate in Shetland – Pony divisions must participate in a scheduled tryout to be eligible for the draft. League age 14, 15 and 16 year old players who participate in CIF sanctioned baseball will try out once CIF has concluded.

B. After the drafts, all players sixteen (16) years of age and less who registered on or prior to tryout date but did not try out will be placed on teams by Player Agent within 24 hours of the completion of the draft. (providing all teams are equal in number, players will be assigned in draft order sequence.) OPTION: Manager/team next in line at end of regular draft sequence will have first pick of said player/s that did not attend try out but who were registered prior to or on tryout day. This will continue in order of same sequence of regular draft until all the players are drafted accordingly. This is to occur immediately after completion of regular draft.

OPTION: Player Agent to blind draw registered non-tryout players and assign these players to manager/team according to draft sequence immediately following regular draft. The only exception to this option is if the player is manager or coach option.

IV. Article 4 – Player Selection and Draft

A. The selection of players for all divisions (excluding Foal and Shetland) shall be the draft system and will follow the rules set forth below.

B. Determining draft order: Team Managers or their representative at the draft shall determine the draft positions of each team by drawing lots. If a second draft is required in any division the draft position of each team shall be determined by a new drawing of lots.

C. **Managers Option** - All managers will have the option of drafting their son/daughter player in a protected round. Failure to draft the manager's player in the protected round will deem the player eligible for the open draft.

1. Pinto – Managers option Age 7 fifth (5th) round, age 8 fourth (4th) round
2. Mustang - Managers option Age 9 fifth (5th) round, age 10 fourth (4th) round
3. Bronco - Managers option Age 11 fifth (5th) round, age 12 fourth (4th) round
4. Pony - Managers option Age 13 fifth (5th) round, age 14 fourth (4th) round

D. **Sibling Option** – Brother or sister option must be taken in subsequent rounds following manager option. In the event the sibling option is being exercised in conjunction with the Managers option, the older of the two players must be drafted first in accordance to article 4C. Once a manager has exercised the sibling option (once), he/she may not exercise the option again. All sibling options will be made known to all coaches and Player Agent prior to the start of the draft.

E. **Coach's Option** – Each manager is afforded the opportunity to select one coach and subsequently freeze their coach option player in the draft. To be eligible to exercise the coach's option, the manager must notify the Player Agent in writing on the Coach's Option Request Form seven (7) days prior to the draft of their intent to exercise the coach's option. All coaches' options must be approved through the board prior to the draft for the coach's option to be utilized. All coaches' options will be exercised in the first (1st) round of any draft. All coaches' options will be made known to all coaches prior to the start of the draft. If you do not have a coach at the time of the draft, you can use pick from the pool of players.

V. Article 5 - Player Trades

A. Trades may be made on a player(s) for player(s) basis provided they are made before the draft is deemed over by Player Agent. Draft will be deemed complete and final 48 hours after draft night.

B. All trades must be presented to the Player Agent for executive board approval.

VI. Article 6 – Player Replacement

A. All player replacements must be conducted by the Player Agent.

B. All teams (Shetland – Pony) may not petition the Player Agent for a replacement player unless the team's roster drops below 9 players. PONY and BRONCO: If no player is available on waiting list, manager shall supply Player Agent three player names from Bronco or Mustang level that may be invited to play on team. Manager is in NO WAY to contact these players or their parents of the intent to be drafted up. Player Agent to inquire of these players to see if they wish to be drafted up into division under assumption that all age requirements are met. Player will be then assigned to new team.

C. All unassigned players shall be evaluated by the Player Agent to determine what division the player will be assigned. The Player Agent will determine if the player is to be placed on the team that was set to draft next, or on another team. If it is requested by the Player Agent to have the player placed on the non-subsequent team from the draft, the request must be brought to the Executive Board for approval.

VII. Article 7 - All Stars

A. Shetland – Mustang - A manager meeting will be held in early April to discuss each team's players and their suggestions for all-star players.

B. By the end of April the Board will approve the following teams to participate in All-Stars, 14u, 12u, 11u, 10u, and 8u. Each year based on player participation the board may adjust these teams at their discretion. The player will not be added to the ballot until a commitment letter has been signed and collected from the player's parent(s).

C. Player Selection

1. 10u and 8u – The All Star team will be selected from a ballot consisting of all rostered players that meet the league age requirement, and have a signed commitment letter on file. (10u team will have all rostered players who are league age 10 and 9. 8u team will have all rostered players who are league age 8, 7 and 6).

a) All managers in their respective divisions will be eligible to vote for their All-Star team. All managers will vote for a designated number of players set forth by the Player Agent before the voting. The players will be ranked from 1st (most manager votes) to last (least manager votes).

b) A point system will be used for voting. Manager's first choice will receive 24 points, second choice will receive 23 points, etc. The points will be added and the top 12 players will be the Red all-star team.

c) If it is decided by the managers and Board to have a second all-team, the next 12 players will make up the Blue all-star team.

d) All-Star Manager will be allowed to select the 13th player on the All-Star team without regard to the managers' ranking.

e) If for any reason an All-Star player needs to be replaced, the next player with the most points will be the replacement player.

2. 11U and 12U– The All-Star team will be selected by the following ranking system combining managers and players votes.

a) Players vote for players - A point system will be used for voting. Player's first choice will receive 24 points, second choice will receive 23 points, etc. The points will be added and the top 12 players will be the Red all-star team.

b) Managers vote for players – A point system will be used for voting. Manager's first choice will receive 24 points, second choice will receive 23 points, etc. The points will be added and the top 12 players will be the Red all-star team.

c) Combining of the Player and Manager Rankings – The player and manager rankings are blended by adding the two numbers together to create the final ranking of players. The twelve (12) players with the highest ranking will be selected for the Red All-Star team. If there is a tie for the 12th position, the All-Star manager will break the tie.

d) The 13th position on the All-Star team will be selected at the sole discretion of the All-Star manager.

e) If for any reason an All-Star player needs to be replaced, the next player with the most points will be the replacement player.

f) The next 12 highest ranked players will be selected for the Blue All-Star team.

g) Based on player participation the board may adjust these teams at their discretion.

3. 14u– The All-Star team will be selected by the following ranking system combining managers and players votes.

a) Players vote for players - A point system will be used for voting. Player's first choice will receive 24 points, second choice will receive 23 points, etc. The points will be added and the top 12 players will be the Red all-star team.

b) Managers vote for players – A point system will be used for voting. Manager's first choice will receive 24 points, second choice will receive 23 points, etc. The points will be added and the top 12 players will be the Red all-star team.

c) Combining of the Player and Manager Rankings – The player and manager rankings are blended by adding the two numbers together to create the final ranking of players. The twelve (12) players with the highest ranking will be selected for the Red All-Star team. If there is a tie for the 12th position, the All-Star manager will break the tie.

d) The 13th position on the All-Star team will be selected at the sole discretion of the All-Star manager.

e) If for any reason an All-Star player needs to be replaced, the next player with the most points will be the replacement player.

f) The next 12 highest ranked players will be selected for the Blue All-Star team.

g) Based on player participation the board may adjust these teams at their discretion.

D. All-Star Manager Selection

1. Any manager of a regular season team interested in managing an All-Star team will submit their name as a potential candidate to the Board by the end of April. The Board will approve potential All-Star managers based on their performance as a manager and ability to represent the league in a professional manner during the All-Star tournament**.**

2. The Board will approve candidates for the All-Star team manager position and will submit the names of the managers for a vote by the other managers of that division. The candidate with the most votes will be selected as the manager for that division's All-Star team. If there is only one candidate, he/she must still be approved by a majority vote of the other managers in the division. If the vote should end in a tie, the League President will vote to break the tie.

3. Potential managers are required to have managed a league team. If there are no interested managers, Board discussion and majority vote are required to offer manager positions to alternative interested parties.

4. The All-Star manager will choose his/her assistant coaches and submit their names to the board for final approval. The All-Star manager should give first consideration for assistant coaches to other managers in the division that submitted interest in managing the All-Star team.

VIII. Article 8 – Must Play Requirements

A. An inning shall consist of six (6) full outs. Three (3) outs in the top half of the inning and three (3) outs in the bottom half of the inning. The inning begins for a player at the time his/ her name is announced to the official score keeper, regardless of whether or not the player would have come to bat in the inning.

B. All substitutions in the Pony division must be reported to the official score keeper. Failure to do so may cause a violation of the must play rule as defined below. Bronco – Pinto divisions will only notify the official score keeper on a player position change form for all pitching changes.

C. Lineup cards must be presented prior to the start of any game to the official score keeper and must indicate all absences, injuries or penalties and all pitching eligibility used.

D. Must Play Requirements

1. These requirements shall be monitored by the Chief Score Keeper and enforced by the President and Player Agent.

2. Each player must meet their must play requirements unless a player is being penalized, or needs to leave the game for any reason. In the event the game is called prior to its completion, the Must Play Rule will not apply, providing any player would have the ability to satisfy their must play requirements.

3. No player may sit out consecutive defensive innings unless being penalized.

4. If a manager is found to be in violation of the Must Play Rule, and after the offending manager and league President have been notified by the Player Agent, the following penalties for the first and second violation may be applied at the discretion of the Player Agent and President:

a) ***First Offense*** *- Player plays the entire next game and the Manager is issued a written warning.*

b) ***Second Offense*** *– Player plays the entire next game and the Manager is suspended from the team's next game.*

c) ***Third Offense*** *– Player plays the entire next game and the Manager will be relieved of his managing privileges.*

E. Player Position Sheet (Shetland – Bronco Divisions)

1. Each Manager must complete and provide the Official Score Keeper a hand written and accurate player position sheet immediately following the played game. Late copies will not be accepted under any situation. The penalty for violation of this article whether accidental or otherwise shall be:

a) ***First Offense*** *– The Manager shall receive a written warning.*

b) ***Second Offense*** *– The Manager shall be suspended for the team's next game.*

c) ***Third Offense*** *– The Manager shall be relieved of his managing privileges.*

IX. Article 9 – Penalizing Players

A. Managers may assess penalty innings towards a player's required play only after notifying the Player Agent and President of the intent and reason for the penalty, and receiving approval from the Player Agent and President.

B. Without approval of the Board of Directors, but with the approval of the Player Agent and President and with the Chief Score Keeper and opposing Coach being notified, all league Managers may charge penalty innings for the following reasons:

1. If the Player misses practice without notification to his Manager or Coach.

2. If the Player misses a game without a valid excuse.

3. If the Player is late for a game or practice without a valid excuse.

C. Innings penalized for the reasons stated above will be entirely at the discretion of the Manager providing the total innings penalized for any given offense does not exceed one half (1/2) of the total innings played by the player in the last game.

D. Any additional penalties must be approved by the Board of Directors.

E. Frequent absence by player from practice and/ or games must be reported to the Player Agent immediately for investigation.

X. Article 10 – Game Conduct

A. Only uniformed members of the team, a manager and three (3) official coaches of record and umpires are allowed in the dugouts or on the field of play. In the absence of any two (2) or more of the manager or official coaches of record, a responsible adult may be designated by the Board to act in their place. Any two (2) official manager/coaches are sufficient.

B. All equipment shall be inside the dugout, and none should protrude the fencing.

C. A player may not throw his/her bat, helmet, glove or equipment or act in an unsportsman like manner. Failure to adhere to these standards may result in the player being ejected from the game by the umpire.

D. Managers and coaches may not wander from the dugout; they are to remain in the dugout area behind the fences.

E. Managers, Coaches, Umpires and Players are prohibited from using any type of tobacco, e-cigarettes or vapors on the playing field or in the dugout at any time, including all practice fields at any GGUSD location. Failure to follow this rule will result in manager/coach suspension.

F. In all WGGYB games only approved managers and coaches are allowed on the field for pre-game warm ups.

G. Players may not leave the field of play for any reason without the approval of the umpire.

H. Agreements that do not follow PONY or WGGYB rules or by-laws are not allowed. In other words two coaches may not agree to not follow the rules for a particular game.

XI. Article 11 – Local Rules

A. **Team Representative**

1. Each team will provide a team representative prior to the date of official league play. The team representative will be a non-voting member of the Auxiliary Board.

B. **Equipment**

1. All male players must wear a protective cup during all practices and games.

2. All catchers in Foal – Bronco must have a throat protector attached to their catching helmet at all times unless they are wearing a hockey styled mask.

3. All Catchers who are warming up the pitcher must wear full protective equipment (including shin guards, chest protector and helmet) if they are in the crouched position. If a catcher is warming up the pitcher and stands up, they only need to wear the catcher's helmet.

4. All batters, base runners and on deck batters must wear a protective helmet while outside the dugout at all times.

5. All bats must conform with the current official Pony rule book.

6. All players are encouraged to wear plastic or rubber baseball style cleats. Metal cleats may be worn by Pony division players only.

7. Players are not permitted to wear any jewelry during games or practices unless it is medically required. Jewelry is defined as watches, rings, piercings, necklaces, or bracelets.

C. **Addressing the Umpire**

1. Only the Manager (or designated coach in the absence of the manager) may come onto the playing field to address an umpire during the game. (Time out must be requested and granted by the umpire before the manager or designated coach steps onto the field to address the umpire.) In the case of an injury both the manager and coaches may come onto the field to assist the injured player once the umpire has granted time out or called the ball dead.

D. **Official Scorekeepers/Pitch Counter**

1. It is strongly encouraged to have at least 2 scorekeepers for each team. All scorekeepers MUST attend the scorekeeper clinic or the manager will face suspension of the first game of the season.

2. The Home team will provide the official score keeper and pitch count recorder.

E. **Base Coaches**

1. In all Shetland – Pony division games the offensive team must station two base coaches on the field. Pinto – Pony only - The base coaches may be adults or players. Players MUST wear helmet while stationed as a base coach. One (1) adult must remain in the dugout at all times.

F. **Players of both Sexes**

1. Each team having a player of both sexes is required to have an adult of each sex (or parent of the specific player in question) present at all team functions for the purpose of rendering personal aid or assistance appropriately required. In the event an adult of either sex (or the parent of the specific player in question) is not present during practice, game or team function, the youths of that sex not represented shall not be allowed to participate.

G. **Ejections**

1. Any Manager, Coach, Player or spectator ejected by an umpire must leave the field immediately and shall remain away from the WGGYB complex, not within sight of any of the playing fields for the remainder of the game. If the person ejected is the Manager or Coach they are automatically suspended for their next game also. At no time shall an ejected player be without adult supervision or allowed to leave the complex until they are released to their guardian. If the person ejected is an adult, that person will be given three (3) minutes to leave the complex. After three (3) minutes the game will be suspended and turned over to the board to review and determine the outcome of the game, which may result in one team forfeiting the game. It is the manager's responsibility to notify any Executive Board member on the property of any ejection immediately following the game.

H. **Standing Rules**

1. Each Manager and Coach will receive a set of local standing rules, and By-laws, and be required to sign the attached Managers/Coaches contract agreement signifying that they have received their copy and will read and understand all of the standing rules and by-laws.

I. League Championship Tournament

1. Each team in Shetland – Pony division will participate in an end of the year tournament to determine the Champion of each division. At the end of the regular season the teams overall record will be used to seed them for the end of the year tournament. The winner of the end of the year tournament will be deemed the league champion.

J. Playing Conditions

1. Any game may be stopped at any time by the umpire if he/ she feels the playing conditions are unsafe (too dark, too wet, lightning). The umpire is also required to stop the game any time the darkness buzzer sounds.

K. Minimum Number of Players

1. Shetland – Bronco Divisions may not start a game with less than eight (8) players present. A ten (10) minute grace period will be afforded to the team that does not have a minimum of eight (8) players present at the start of the game. Once the ten (10) minute grace period has elapsed the umpire will suspend the game and the matter will be turned over to the Executive Board for review and decision. If during the course of the game a team cannot field eight (8) players the umpire will suspend the game and the matter will be turned over to the Executive Board for review and decision. Managers may obtain a player from Player Pool by submitting request to Player Agent prior to game. Only Player Agent is allowed to approve Player Pool players. Once a player from Player Pool is assigned to a team, that player will play in the game and will be afforded all minimums as required in the division. Said player will not be told he is no longer needed by manager or any team rep once that player is assigned.

2. Pool Players – Pinto – Bronco- By March 15 Managers in each division will give a list of 3 eligible pool players to the Player Agent. The Player Agent will receive permission for the players' parent(s) to add their child to the list. If a pool player is needed, the manager must contact the Player Agent. They are not allowed to contact the player directly. The follow playing rules apply to any pool player requested for a game:

   a) Pool player must be registered with WGGYB

   b) Pool players must be eligible to move up to play a game in the next division. E.g., a Bronco player must be eligible to play in the Pony division to become a pool player.

(1) 12 yr old and above are eligible for Pony

(2) 10 yr olds and above are eligible for Bronco

(3) 8 year olds and above are eligible for Mustang

c) Pool players will only play outfield

d) Pool players will bat last

e) Pool players will play the entire game

f) Pool player will wear their original team's uniform

g) Pool player may not accept an invitation to play if it will result in a conflict with a scheduled game for that player's regular team.

h) No more than two pool players can be used in a game

i) Pool players must be designated as such on the official line up card given to the official scorekeeper and opposing manager

j) Requesting a player does not guarantee a player is available. If you are not able to field your team, local rules K1 above will apply.

L. **Continuous Batting Order**

1. In Shetland – Bronco division teams will hit a continuous batting order per the official lineup card submitted to the official score keeper and opposing manager prior to the start of the game.

M. **Run Limits**

1. In the case where a maximum run per inning rule occurs or a mercy rule is to be applied, teams will not leave the field of play until the Official Score Keeper has confirmed the score.

N. **Pitching Rule/ Limitations**

1. Pinto – Pony – A new pitcher gets a maximum of eight (8) warm up pitches, continuing pitchers get five (5) warm up pitches. A Manager or Coach may warm up a pitcher while a catcher is getting his protective gear on. A pitcher may not return to pitch in any game once he has/ she has been replaced on the mound.

2. Pinto – Pony - The delivery of a single pitch constitutes having pitched one inning. (The only exception to this rule is a game suspended in mid-inning. In such case, the inning counts against the pitcher's total in the first instance, but not in the second instance --i.e., if the pitcher pitches to one batter, it counts as one inning pitched. When the game is resumed, that same pitcher can finish that inning without it counting against his total again in the week in which the game is completed.)

3. Mustang – Pony – WGGYB is governed by the same Balk Rules as MLB

O. Batters / Base Runners

1. Shetland – Pony divisions – Base runners may not be touched by base coaches or team mates as they round a base in an effort to control or guide their progress. The base runner may be called out at the umpire's discretion.

2. Shetland – Pony divisions - A courtesy runner will be allowed for the catcher of record when there are two (2) outs to provide an opportunity for the catcher to get his protective equipment on. The courtesy runner for the catcher shall be the player who made the last out.

3. Pinto – Bronco – Intentional walks are allowed. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches.

P. Automatic Outs

1. A base runner is automatically out and subject to ejection if in the umpires judgment:

a) Pinto – Pony - He/She fails to slide or avoid a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.

b) Pinto – Pony - He/She slides with cleats high carelessly and attempts to intimidate or injure another player.

c) He/She purposely attempts to dislodge the ball from a defensive player other than by a proper slide.

d) Shetland – He/She slides head first into any base.

Q. Protests

1. It is expected that Managers and Coaches will ALWAYS display emotional control and good Sportsmanship when questioning an Umpires call of judgment. Judgment calls are not subject to protest, only rule interpretations. When protesting a standing rule it is the sole responsibility of the protesting manager to show the umpire the written rule being questioned. A reasonable time will be given to the protesting manager to find the rule in the Standing Rules. If the protest is to be continued beyond this, the manager must inform the Plate Umpire and Official Score Keeper that the game will be continued under protest. The score book shall be marked by the official score keeper at that spot and include the notation "Protested by…" Within 24 hours the protesting manager will deliver a written protest to any board member. The document should include a narrative of the incident, a copy of the rule in question, the manager interpretation, and the umpire's decision.

2. A protest committee made up of board members will be appointed by the league President to review the matter. The committee will consist of three (3) members and will not contain a person managing or coaching a team in the division in question or with a family member playing in that division. All members must vote on the issue and the majority decision will be final.

R. Field Regulations and Upkeep Duties

1. It is the responsibility of the visiting team to drag the field, insert the bases, insert the pitching rubber if necessary and line the fields before each game. The home team is responsible for putting the bases away, drag and rake the field and water the field after each game. Any holes or divots found in the pitcher's mound or batter's box must be filled in after the game by the home team. Bases do not need to be put away if there is another game schedule on that field on the same day.

2. The visiting team gets to take pre-game warm ups on the field for ten (10) minutes beginning twenty five (25) minutes before the game is scheduled to start. The home team gets to take pre-game warm ups on the field for ten (10) minutes beginning fifteen (15) minutes before the game starts.

3. It is the responsibility of each team to completely clean their dugout and bullpen area off all trash after the game is completed.

4. Bicycles, skateboards, scooter, inline skates or roller skates, etc. are not permitted to be ridden or operated at the complex.

5. It is the responsibility of all managers to ensure that their team is represented by at least three (3) members during all assigned field maintenance days. If the team is not properly represented at the assigned field maintenance the manager may be suspended from his next scheduled game.

6. There shall be no ball playing or warm ups in the snack bar area or in the areas along the baseline fencing between the fields except where designated.

S. Amendments

1. These Standing Rules or any section there of maybe amended or replaced by two thirds (2/3) vote of the board of directors present at any duly constituted meeting, providing that such proposed changes are submitted to the Rule Committee for their review and recommendation.

T. Foal

1. **Game Duration** - 1 hour and 15 minutes.

2. **Number of Coaches** - four (4) total. One must remain in the dugout at all times, two base coaches and one at home plate with the batter. You may have two coaches in the field on defense.

3. **Must Play** – All players will play the entire game.

4. **Run Limits** - Each team will bat completely through their line up each ½ inning. No outs or runs will be counted.

5. **Batters/ Base Runners** – Each batter will hit off a tee located directly above home plate. They will use a bat specifically marked t-ball. All other bats are not allowed. Each player may advance to the next base after the ball it hit and will only advance one base at a time until the last batter in the order hits, then all players will continue to run until they reach home plate.

6. **Sliding** – No sliding allowed.

U. Shetland –

a) **First ½ of season** - Game Duration - 1 hour 45 minutes or 3 innings max whichever comes first. Games will be played on Saturday only.

b) **Second ½ of season -** Game Duration - 6 innings time permitted –No new inning will be started after 1 hour and 30 minutes. After 1 hour and 45 minutes the game will be stopped. Weekday games will be added in the second half of the season.

c) Number of Coaches - Four (4) total. One must remain in the dugout at all times, two base coaches and one on the pitching mound working the pitching machine. The pitching machine coach will be considered one "umpire" for that half inning. The opposing team will provide one coach behind the plate to serve as the second umpire. You may have two additional defensive coaches in the field. The defensive coaches must stand behind the offensive base coaches outside the foul lines. One coach may be stationed behind the catcher on defense to pick up past balls to assist in speeding the game along.

d) Must Play - Each player shall play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st base, 2nd base, Short Stop or 3rd base). No player shall sit out two innings.

e) **Substitutions -** A maximum of ten (10) players may play defensively at a time. No more than six (6) players may play infield at one time. Outfielders must be on the outfield grass by at least ten (10) feet until the pitch crosses the plate or the batter strikes the ball. No player shall play more than two (2) consecutive innings at any position. When substituting for an injured base runner the manager must use the player who made the last offensive out. Any player who must leave the game due to injury or personal reasons will not be declared out when his/her time at bat occurs

f) Run Limits – There is a maximum of 5 runs scored in any inning. There is no Mercy Rule in effect.

g) **Batters/ Base Runners –** Once a team makes 3 outs in any half of an inning or scores 5 runs, they will rotate from hitting to playing in the field. Bunting is not allowed. The pitching machine will be set thirty eight feet (38') from home plate. The pitching machine will be operated by a coach from the hitting team. Each player will receive five (5) pitches off the machine to try and put the ball in play. If on the fifth (5th) pitch the batter fouls the pitch they will be given one more chance to put the ball into play. If the batter hits the ball and it strikes the pitching machine, the ball will be considered a dead ball and the batter will be awarded first base. A batter may only advance one base on an overthrow to first base in an attempt to put out the batter. However any base runner that was on base before the ball was put into play may continue to advance until the ball is called dead. A ball that has hit the pitching coach will be called dead immediately and be considered a foul ball. If this occurs on the sixth (6th) pitch the batter will be given one more pitch. Base stealing is not permitted.

First ½ of the season only: If after 5 pitches the ball is still not put into play the batter will be given two (2) chances to hit a ball off a tee. If they still cannot put it into play off the tee it will be considered a strike out.

h) **Time Outs and Dead Balls** - After a ball is put in play by the batter the play is deemed to be dead or time out when any infielder has clear possession of the ball and holds the ball above his/her head within the lined area of the infield. On a batted ball runners may advance until an infielder has control of the ball in the infield. Once the ball becomes dead it is the judgment of the pitching machine coach or plate coach, whichever has the best view, to determine if the runner has not gone entirely beyond the halfway point between the bases. If the runner has not crossed the halfway point, he/she will be required to return to the base from which they are coming.

i) **Sliding –** Sliding is only allowed feet first into a base. If a player dives head first into any base they will immediately be called out.

j) **Score Keeping –** It is the responsibility of the home team to keep the official game time. Allowing a game to run over the time limit may result in disciplinary action against the manager. The scorekeeper will collect the player position sheet, keep track of runs and outs and report the final score.

V. Pinto

1. **Game Duration** - 6 innings time permitted – Official games are four (4) innings (3 innings before daylight savings time). No new inning will be started after 2 hours. After 2 hours and 15 minutes the game will be stopped. When a game is stopped due to time the game will revert back to the last complete inning unless the home team is ahead and at bat in the bottom of the inning when the game is stopped. A game will be deemed a complete game providing four (4) complete innings have been played (3 innings before daylight savings time) when time runs out or when six (6) innings have been completed. If a complete game ends in a tie, both teams will be awarded a ½ win and ½ loss. A game will be considered suspended if less than 4 innings have been completed (3 innings before daylight savings time) when the time limit has been reached or the game has been stopped by the umpire due to natural causes (rain or darkness). Suspended games will be continued on the first available open day. Inability to field a team may result in forfeiture of the game.

2. **Number of Coaches** – Maximum four (4) total. One must remain in the dugout at all times. No coach is allowed on the field of play unless they are coaching first or third base.

3. **Must Play** - Each player shall play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st base, 2nd base, Short Stop, or 3rd base) within the first 4 innings of the game. No player shall sit two consecutive innings. Each player must play a minimum of 4 innings in a complete game.

4. **Substitutions** - A maximum of ten (10) players may play defensively at a time. No more than six (6) players may play infield at one time. Outfielders must be on the outfield grass by at least ten (10) feet until the pitch crosses the plate or the batter strikes the ball. Free defensive substitution. A player must play all three outs in each half of an inning to be credited with playing an inning. When substituting for an injured base runner the manager must use the player who made the last offensive out. Any player who must leave the game due to injury or personal reasons will not be declared out when his/her time at bat occurs providing the manager notifies the Official Score Keeper and opposing Manager that the player will be leaving the game. If the Manager fails to notify the Official Score Keeper or opposing Manager before the player misses their at bat then the "Out of Order" penalties will apply on appeal.

5. **Pitching Limits** - A player may pitch 2 consecutive innings per game and a total of 4 innings per calendar week (Sunday – Saturday). If a pitcher pitches in two (2) consecutive innings they must have 40 hours of rest between appearances. Upon hitting the third batter in a game the pitcher must be removed from the mound

6. **Run Limits** - There is a maximum of 5 runs scored in innings 1-5. In inning 6 there will be unlimited scoring. There is no Mercy Rule in effect.

7. **Batters/ Base Runners/ On Deck Batters** - Bunting is not allowed. Batters must have one foot in the batter's box at all times. Base Runners are permitted to leave their base once the ball has left the pitcher's hand. If a runner leaves the base early and the ball is not hit into play, the runner must return to the base they left prematurely. If the runner leaves the base early and the ball is hit into play the runner may advance no more than one base unless is forced to advance further based on the batter hitting a ground rule double or a home run. Base runners in the process of advancing to the next base when the ball is controlled by the pitcher and called dead will be allowed to continue to the next base providing they have reached the approximate half way point to the next base. If they have not reached the half-way point to the next base the umpire will return the runner to the previous base unless a play is made on the runner and control of the ball in relinquished. Base runners may advance to home on a passed ball, forced in on a walk or batted in. Drop third strike rule is not in effect. Infield fly rule is not in effect. On deck batters are permitted, and must wear a protective helmet at all times and remain inside the on deck circle while the ball is in play.

8. **Dead Ball and Time Outs** - The play is deemed to be dead when the ball that is put in play by the batter is controlled by the pitcher who is standing on the pitching rubber. The second "trip to the mound" in the same half inning to talk to the same pitcher or the third "trip to the mound" in any game to talk with the same pitcher will result in that pitcher being replaced. A "trip to the mound" occurs anytime a manager crosses the baseline, whether he talks to the pitcher or another defensive player. It will not be considered a "trip to the mound" if manager calls a player to the baseline to talk in the event the other team has called time out or a significant delay in the game has occurred over which the manager has no control. The batter should be within a step of the batter's box when getting a sign from the coach, or between pitches. One (1) offensive time out is permitted per ½ inning.

W. Mustang

1. **Game Duration** - 6 innings time permitted – Official games 4 innings (3 before daylight savings time). No new inning will be started after 2 hours. After 2 hours and 15 minutes the game will be stopped. When a game is stopped due to time the game will revert back to the last complete inning unless the home team is ahead and at bat in the bottom of the inning when the game is stopped. A game will be deemed a complete game providing four (4) complete innings have been played (3 innings before daylight savings time) and time runs out or six (6) innings have been completed. If a complete game ends in a tie, both teams will be awarded a ½ win and ½ loss. A game will be considered suspended if less than 4 innings have been completed (3 innings before daylight savings time) when the time limit has been reached or the game has been stopped by the umpire due to natural causes (rain or darkness). Suspended games will be continued on the first available open day. Inability to field a team may result in forfeiture of the game.

2. **Number of Coaches** – Maximum three (3) total. One must remain in the dugout at all times. No coach is allowed on the field of play unless they are coaching first or third base.

3. **Must Play** - No player shall sit two consecutive innings. Each player must play a minimum of 4 innings in a complete game.

4. **Substitutions** - A maximum of ten (10) players may play defensively at a time. No more than six (6) players may play infield at one time. Outfielders must be on the outfield grass by at least ten (10) feet until the pitcher releases the ball. Free defensive substitution. A player must play all three outs in each half of an inning to be credited with playing an inning. When substituting for an injured base runner the manager must use the player who made the last offensive out. Any player who must leave the game due to injury or personal reasons will not be declared out when his/her time at bat occurs providing the manager notifies the Official Score Keeper and opposing Manager that the player will be leaving the game. If the Manager fails to notify the Official Score Keeper or opposing Manager before the player misses their at bat then the "Out of Order" penalties will apply on appeal.

5. **Pitching Limits** –A player may pitch a maximum of 3 consecutive innings or 65 pitches per game and a maximum of 6 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 65 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 65 pitch threshold. Each pitcher will be issued one balk warning per game. If a pitcher pitches in two (2) or more consecutive innings they will require 40 hours of rest between appearances. (i.e. if you pitch on Wednesday, you will be required to rest on Thursday and Friday and may pitch again on Saturday. If you pitch on Saturday you will be required to rest on Sunday and Monday and may pitch again on Tuesday.) Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches. Upon hitting the third batter in a game the pitcher must be removed from the mound.

6. **Run Limits** - There is a maximum of 5 runs scored in innings 1-4. In innings 5-6 there will be unlimited scoring. There is no Mercy Rule in effect.

7. **Batters/ Base Runners/ On Deck Batters** - MLB baseball rules are in effect. Drop 3rd strike rule is in effect. Bunting is allowed. Batters must have one foot in the batter's box at all times. On deck batters are permitted, and must wear a protective helmet at all times and remain inside the on deck circle while the ball is in play. Infield fly rule is in effect.

8. **Time Outs and Dead Balls** - The second "trip to the mound" in the same half inning to talk to the same pitcher or the third "trip to the mound" in any game to talk to the same pitcher will result in that pitcher being replaced. A "trip to the mound" occurs anytime a manager crosses the baseline, whether he talks to the pitcher or another defensive player. It will not be considered a "trip to the mound" if manager calls a player to the baseline to talk in the event the other team has called time out or a significant delay in the game has occurred over which the manager has no control. One (1) offensive time out is permitted per ½ inning.

X. Bronco

1. **Game Duration** - 7 innings time permitted – Official games 5 innings (4 before daylight savings time). No new inning will be started after 2 hours and 15 minutes. After 2 hours and 30 minutes the game will be stopped. When a game is stopped due to time the game will revert back to the last complete inning unless the home team is ahead and at bat in the bottom of the inning when the game is stopped. A game will be deemed a complete game providing five (5) complete innings have been played (4 innings before daylight savings time) and time runs out or seven (7) innings have been completed. If a complete game ends in a tie, both teams will be awarded a ½ win and ½ loss. A game will be considered suspended if less than 5 innings have been completed (4 innings before daylight savings time) when the time limit has been reached or the game has been stopped by the umpire due to natural causes (rain or darkness). Suspended games will be continued on the first available open day. Inability to field a team may result in forfeiture of the game.

2. **Number of Coaches** – Maximum three (3) total. One must remain in the dugout at all times. No coach is allowed on the field of play unless they are coaching first or third base.

3. **Must Play** - No player shall sit two consecutive innings. And each player must play a minimum of 4 innings per complete game.

4. **Substitutions** - A maximum of 9 defensive players may play on the field at one time. Free defensive substitution. A player must play all three outs in each half of an inning to be credited with playing an inning. When substituting for an injured base runner the manager must use the player who made the last offensive out. Any player who must leave the game due to injury or personal reasons will not be declared out when his/her time at bat occurs providing the manager notifies the Official Score Keeper and opposing Manager that the player will be leaving the game. If the Manager fails to notify the Official Score Keeper or opposing Manager before the player misses their at bat then the "Out of Order" penalties will apply on appeal.

5. **Pitching Limits** - A player may pitch a maximum of 4 consecutive innings or 85 pitches per game and a maximum of 7 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 85 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 85 pitch threshold. If a pitcher pitches in two (2) or three (3) consecutive innings they will require two (2) days of rest between appearances. (i.e. if you pitch on Wednesday, you will be required to rest on Thursday and Friday and may pitch again on Saturday. If you pitch on Saturday you will be required to rest on Sunday and Monday and may pitch again on Tuesday.) If a pitcher pitches in four (4) consecutive innings they will require three (3) days of rest between appearances. Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches**.** Upon hitting the third batter in a game the pitcher must be removed from the mound.

6. **Run Limits** - A ten (10) run Mercy Rule is in effect after five (5) innings of play.

7. **Batters/ Base Runners/ On Deck Batters** - MLB baseball rules are in effect. Drop 3rd strike rule is in effect. Bunting is allowed. Batters must have one foot in the batter's box at all times. On deck batters are permitted, and must wear a protective helmet at all times and remain inside the on deck circle while the ball is in play. Infield fly rule is in effect.

8. **Time Outs and Dead Balls** - The second "trip to the mound" in the same half inning to talk to the same pitcher or the third "trip to the mound" in any game to talk to the same pitcher will result in that pitcher being replaced. A "trip to the mound" occurs anytime a manager crosses the baseline, whether he talks to the pitcher or another defensive player. It will not be considered a "trip to the mound" if manager calls a player to the baseline to talk in the event the other team has called time out or a significant delay in the game has occurred over which the manager has no control. The batter should be within a step of the batter's box when getting a sign from the coach, or between pitches. One (1) offensive time out is permitted per ½ inning.

Y. Pony

1. **Game Duration** - Pony division shall have no time limit. However play will be stopped 15 minutes prior to scheduled start time of the next game.

2. **Number of Coaches** – Maximum three (3) total. No coach is allowed on the playing field unless they are coaching first or third base.

3. **Must Play** - Each player present must play a minimum of nine (9) defensive outs, six outs must be consecutive at any point during the game and at least one (1) at bat unless the player is being penalized. In the event the game is called early, the Must Play Rule will not apply providing any player in question could have met his/her must play requirements. However those players not meeting their Must Play Requirements must play the first four (4) innings of the next game. Prior to the start of the 4th inning all players must be or have been in the game unless they are being penalized.

4. **Substitutions** - A maximum of 9 defensive players may play on the field at one time. A player must play all three outs in each half of an inning to be credited with playing an inning. When substituting for an injured base runner the manager must use the player who made the last offensive out.

5. **Pitching Limits** - A player may pitch a maximum of 7 consecutive innings or 95 pitches per game and a maximum of 10 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 95 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 95 pitch threshold. If a pitcher pitches in Three (3) consecutive innings they will require two (2) days of rest between appearances. (i.e. if you pitch on Wednesday, you will be required to rest on Thursday and Friday and may pitch again on Saturday. If you pitch on Saturday you will be required to rest on Sunday and Monday and may pitch again on Tuesday.) If a pitcher pitches in four (4) consecutive innings they will require three (3) days of rest between appearances. If a pitcher pitches in 5-7 innings they will require four (4) days of rest. Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches.

6. **Run Limits** - A ten (10) run Mercy Rule is in effect after five (5) innings of play.

7. **Batters/ Base Runners/ On Deck Batters** - MLB baseball rules are in effect. Drop 3rd strike rule is in effect. Bunting is allowed. Batters must have one foot in the batter's box at all times. On deck batters are permitted, and must wear a protective helmet at all times and remain inside the on deck circle while the ball is in play. Infield fly rule is in effect.

8. Time Outs and Dead Balls - The second "trip to the mound" in the same half inning to talk to the same pitcher or the third "trip to the mound" in any game to talk to the same pitcher will result in that pitcher being replaced. A "trip to the mound" occurs anytime a manager crosses the baseline, whether he talks to the pitcher or another defensive player. It will not be considered a "trip to the mound" if manager calls a player to the baseline to talk in the event the other team has called time out or a significant delay in the game has occurred over which the manager has no control. The batter should be within a step of the batter's box when getting a sign from the coach, or between pitches. One (1) offensive time out is permitted per ½ inning.