

# Friendswood Youth Baseball

## Local League Rules

2020

### I. GENERAL PLAYING RULES

**A. Rules of Play:** Unless modified by these Local League Rules, all games will be conducted pursuant to the 2020 [Baseball](#) Rules and Regulations of [PONY International Baseball](#).

**B. No “Gentlemen’s agreements”:** “Gentlemen’s agreements” (or any agreement to play a game other than as provided within these Local League Rules, in addition to the 2020 Baseball Rules and Regulations of PONY International Baseball) are not permitted.

**C. Time Limits:** For all divisions except Bronco, if a game is tied after the time limit has expired, then each team will be credited with one-half win and one-half loss. No inning will be started after the earlier of:

1. 10 PM (9 PM for Tee Ball).
2. The Spring time limit specified below:
  - a. Shetland (Mini Tee and T-Ball) : 1:15
  - b. Pinto (Coach Pitch): 1:30
  - c. Mustang 9U & 10U: 1:40
  - d. Bronco: 1:45
3. An inning is considered to have started immediately after the 3rd out of the previous inning is made or the moment the home team scores the maximum runs possible for the previous inning.

4. A game will be considered regulation after time has expired. After time has expired, a game can only be continued through the earlier of the completion of the current inning or until the home team has taken the lead, and will be continued only if:

- a) The visiting team is behind, but can (when considering league-imposed run limits) score enough runs to either tie or beat the opposing team during the top 1/2 of the current inning;
- b) The home team is behind, but can (when considering league-imposed run limits) score enough runs to either tie or beat the opposing team during the bottom 1/2 of the current inning.

5. If a game is stopped due to the expiration of time during an inning, scores will be reverted to the last full inning, unless the game ends due to the home team taking the lead during that inning.

**D. Beginning the Game:** Teams in all divisions except for t-ball are required to have at least nine (9) players available to participate to begin or continue a game (Shetland 6U t-ball games may be started with a minimum of 8 players. Shetland 5U t-ball games may be started with a minimum of 7 players). Games will begin at the scheduled start time. If a team does not have at least nine (9) players available for a game within 10 minutes after the scheduled start time, a forfeit will be declared and the score will be recorded as 6-0. Any manager may appeal a forfeited game, PROVIDED that said manager submits to the Division Player Agent AND League President in writing the reason for such failure to appear within 24 hours of the scheduled time for the forfeited game. Upon appeal, the Board will determine whether or not a forfeited game will be rescheduled.

**E. Suspension of Game:** Prior to the start of any game, only an Officer of the Local League, the Safety Officer or any Player Agent may suspend the game due to weather or condition of the field. After game time PONY Rules Section 11 will prevail. The Player Agent will reschedule make-up games.

**F. Conduct of Managers:** Only the manager may appeal or discuss with an umpire (or approach an umpire to appeal or discuss) a call. An umpire shall issue a warning to the manager of the team involved in violating this rule. A second violation will result in the manager being ejected and suspended. Additional violations will result in the ejection of the coach and forfeiture of the game in question. Additionally, after a warning, an umpire can eject a manager if the manager fails or refuses to take steps to control

obnoxious or abusive fans of players on his team.

**G. Player Conduct:** A manager, with written prior approval from the division player agent, may impose a one-game suspension on a player under the following documented circumstances:

1. Failure to attend at least 50% of practices during the two-week period preceding the game for which the player is suspended;
2. Using profanity or abusive language before, during or after practices or games;
3. Intentionally hitting, spitting at, kicking or offensively contacting another player, parent or coach; or
4. Conducting him or herself in an unsportsmanlike manner (such as throwing equipment, arguing with an umpire or ridiculing a teammate or opponent).

If the behavior described above occurs during a game, the umpire may remove the player from the game. A manager may remove a player during a game ONLY AFTER obtaining approval from the division Player Agent or, if the Player Agent is not available, the Board Member on Duty. A Manager must notify the Player Agent in writing within 24 hours of the game that a player was removed during a game for disciplinary reasons.

*The Board understands that situations may arise where disciplining a player is necessary, but disciplinary action by a manager is not provided for in the PONY Rules. However, the Board sternly opposes any use of disciplinary rules for the purpose of gaining an advantage over an opponent. For this reason, Managers should make a concerted effort to not discipline players by removing the player during a game. Even though a manager receives prior approval, the Board may consider a manager's removal of a player without cause as grounds for forfeiture upon proper protest or may take other action as deemed necessary.*

**H. Base Coaches:** The Local League may use two (2) adult base coaches in all divisions. If a player is used as a base coach, that player shall wear a batting helmet.

**I. Equipment:** Unless these rules stipulate otherwise, all equipment used in games or practice will conform to specifications of PONY International Baseball and local rules.

1. No equipment shall be modified to attempt to gain a competitive advantage over an opponent or deemed unsafe by the umpires or the Board.

2. Intentional or repeated violation equipment standards can result in manager/coach suspension.
3. Use of metal cleats are prohibited in the Shetland through Bronco divisions.
4. Leather baseballs are to be used across all divisions (vinyl covered baseballs are not to be used).

**J. Fake Bunts and No Slashing:** A batter will be called out if he squares to bunt then swings away, whether or not he makes contact with the ball. Additionally, the acting manager of the team on which the offending player participates will be issued a warning and the umpire shall notify the Board of the infraction.

**K. Courtesy Runners:** If a team's catcher is on base with two (2) outs, the team is allowed a courtesy runner for that player. The courtesy runner must be the player who made the last out. The player who is substituted for must enter the next half-inning as the catcher and remain in that position for at least one (1) defensive out.

If the Home team is batting in the bottom of the last inning, there is no courtesy runner rule in effect as the Home team will not be taking the field after their at-bat.

*Teams are highly encouraged to use the courtesy runner rule at all times to expedite play, rather than to only use the rule to provide a team an advantage by substituting a better base-runner.*

**L. Throwing the Bat:** During an at bat, if in the umpire's judgement, players that intentionally throw their bats after a hit ball will be given a warning on the first incident. The second time the bat is thrown, the player will be called out in the same game.

**M. Run Rule:** In all Divisions except Bronco 12U, the maximum number of runs a team may score in any one inning is five (5) with one exception: if a batter hits a home run over the fence, all runs scored by the home run will count (the 'continuation rule'.) The 'continuation rule' does not apply after the time limit has expired.

*The intent of not allowing the 'continuation rule' after time expires is to not allow unnecessary game extensions based on the low probability occurrence of a late over the fence home run.*

**N. Umpire and Board Consideration of General Game Conduct:** Board Members, Managers, or Coaches are the representative leadership of the FWYB and are expected to conduct themselves in a respectful and professional manner. The FWYB Board of Directors expects fellow Board Members, Managers, and Coaches to hold themselves to the highest standards of behavior.

Board Members, Managers, and Coaches shall be a positive role model for the players in FWYB and encourage sportsmanship by showing respect, courtesy, and positive support for players, coaches, officials, and spectators. Members shall not engage in unsportsmanlike conduct with any official, coach, player, or parent such as taunting, booing, refusing to shake hands or using profane language or gestures. No member shall ever encourage behavior or practices that endanger the health or safety of our athletes.

Managers and coaches shall not teach or encourage game play by any player considered to make a mockery of the game of baseball, inhibit or retard player development, take undue advantage of disciplinary rules or unreasonably extend games or breaks in games without good cause. Umpires, during a game, and the Board at all other times, may consider any conduct of managers coaches and players that may violate this rule and issue warnings for a first offense or suspend or eject a manager from a game or games for additional offenses.

**O. Field Responsibilities:** See Field Responsibilities Document on the league website for specific details.

### **1. Field Preparation & Baseballs:**

#### **a) The managers and coaches of both teams MUST:**

- i. Provide one new official PONY League baseball to the umpire prior to the game, and provide an additional ball as needed during the game.
- ii. (For Mustang and Bronco divisions): Provide a list of ineligible pitchers with the lineup card at the beginning of the game.

### **2. Scorekeepers, Recorders, Pitch Count Restrictions & Maintaining Pitch Counts.**

### **a) Scorekeepers & Scoreboards**

i. The home team will be responsible for appointing a scorekeeper who will be responsible for keeping a record of the general manner and conduct of the game for both teams, including record of all outs, runs scored, and note any protests lodged, (and for Mustang and Bronco divisions – the number of pitches thrown by each pitcher during the game).

ii. The scorekeeper shall use the Official Field Scorebook for the game which can be obtained at the concession stand. The scorebooks must be returned to the concession stand at the conclusion of games each evening.

iii. The visiting team should provide a volunteer (over the age of 10) to operate field scoreboards.

**b) Recording the Final Score and Pitch Count:** For ease of recordkeeping and website updates, **immediately following each game** the winning manager shall be responsible for reporting (in accordance with reversion rule (I)(C)(5)) the score of each game (and for Mustang and Bronco divisions – the number of pitches thrown by each pitcher during the game) in the Official Scorebook which is to remain in the concession stand. Scores, pitch counts, and relevant data shall be reported via the League provided electronic form.

### **c) Pitch-Counters (Mustang and Bronco divisions only)**

i. Managers from each participating team shall select a volunteer to represent their team as the official pitch counter. Volunteers can be an extra coach, parent, fan, ADA, DA or anybody they choose. Pitch Counters must stay **outside** the fenced-in playing field area. Both counters should sit next to each other in an area where they can view the game without interruptions. The Pitch Counters will confer with each other **at the end of each half-inning** (every three outs) to make sure their respective count matches for the current pitcher for each team's pitcher. If there is any discrepancy that cannot be resolved between the two pitch counters and manager for each team **before the beginning of the next half-inning**, the count kept by the visiting

team's Pitch Counter shall be adopted as correct.

ii. Pitch Counters will have a copy of the pitch count rules, so they can refer to them if needed. Only the managers of each team can ask either pitch counter questions about the pitch counts for either team.

iii. When the pitch count gets to 15 pitches before the allotted **maximum** number of pitches for that particular player, the Pitch Counters will alert the managers and umpires of the pitch count.

iv. When the pitcher reaches his **maximum** pitches, the Pitch Counters will tell managers and umpires, and the pitcher shall be removed. The pitcher will be allowed to finish pitching to a batter until the batter has reached base or been put out.

v. When any pitcher is substituted into a game, one or both of the pitch counters will **immediately** tell the scorekeepers so he/she can record in the scorebook the number of pitches thrown by the removed pitcher. The scorekeeper, managers and pitch counters shall all sign the score book at the end of the game attesting to the score, and pitch count for each pitcher.

c) **Violations of Scorekeeping, Recording or Pitch-Count Rules:** In addition to the sanctions generally available to the Board for violations of the Official Regulations and Playing Rules or the Local League Rules, managers and/or coaches who are found in violation of the provisions of: (a), (b) or (c) above are subject to, at the discretion of the Board a two (2) game suspension for their first violation, a five (5) game suspension for a second violation, and a complete dismissal for any subsequent violation.

**P.** The use of on deck circles (including fenced areas in dugouts or attached to dugouts) are prohibited.

## II. SPECIFIC DIVISION RULES

### A. Shetland 6U Tee Ball & Foal 4U MiniTee Ball

1. Playing Field: Games will be played on a regulation PONY International Baseball infield with the following modifications:

- a) Halfway lines will be marked between all bases except first base and home.
- b) A 10-foot arc will be marked from the back of home plate extending to the third base foul line and across to the first base foul line. c) A batting tee will be placed on home plate.
- c) Pitcher's Line: A line will be marked extending the pitcher's plate 3 feet on both sides.
- d) Safety base will be used at first base.

2. Equipment:

- a) A USA [Baseball](#) approved bat shall be used. b) The pitcher must wear a batting helmet and face guard. c) The catcher must wear full catcher's gear (helmet, face mask with throat protector, chest protector, and shin guards).

3. Player Participation:

- a) All players present at a game will bat in order (continuous batting). Free substitutions on defense.
- b) Ten players may play in the field, but no more than five (5) may be positioned in the infield (the catcher is not considered an infielder).
- c) The pitcher must have one foot on the Pitcher's Line until the ball crosses home plate or the batter makes contact with the ball off of the tee.
- d) All outfielders must be positioned behind the apron of the infield.

No player will sit out more than two (2) innings during a game unless due to illness or injury or conduct (as defined in (I) (G) above).

4. Batter:

- a) **Mini Tee Ball:** There are no strikeouts.

**b) Tee  
Ball:**

**i. Coach Pitches**

- a) **COACH PITCHER:** At the beginning of an at bat, a manager shall provide an adult pitcher to pitch to each Batter.
- b) **Number of Coach Pitches:** a Batter will only receive a maximum of two pitches regardless of whether the pitch is considered a strike or any ball becomes a foul ball during the at bat. Local Rule defining “foul territory” as including the area between home plate and the 10-foot arc applies to any balls hit under the Coach Pitch Option.
- c) The Coach Pitcher shall be over the age of 12 and is selected by the offensive team. The Coach Pitcher shall deliver the ball in an overhand motion (from a standing position or on one knee) from behind the designated pitching line. A Coach Pitcher may be replaced while his team is batting, ***but the game clock will be stopped by the umpire.***
- d) The Coach Pitcher may not coach once the ball has been placed in play. To speed up the game, the Coach Pitcher is able to communicate to the batter up to the point he/she releases the pitch. Coach Pitcher is not allowed to communicate to runners once the ball has been released. Communication from the Coach Pitcher can continue once the play or individual pitch sequence has concluded. The Coach Pitcher must immediately attempt to leave fair territory and avoid interference with a batted ball, a thrown ball, and a fielder’s view. The umpire may issue a warning for the first offense and the Coach Pitcher may be ejected for a second offense.
- e) If the batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgement the coach interferes in the fielders attempt to make a play, the ball is dead

and the lead runner is out.

f) Procedure After Two Pitches: If, after the allotted number of pitches is thrown, the Batter fails to become a batter-runner subject to being put out, the Batter will complete his at bat using a tee and the batter will be considered to have no strikes.

***The intent is for the coach pitcher to deliver a pitch on a relatively flat plane at an appropriate height and speed for the batter with minimal arc.***

## **ii. Traditional Tee Ball Batting**

### **Rule**

a) Batting Tee: The batting tee shall be placed on top of the plate with placement of the ball being over the plate. Both of the batter's feet shall remain in the batter's box. Coaches shall "square" the batter's feet prior to hitting.

b) Three strikes result in a strikeout

c) A "strike" will be called in the following instances:

1) A batter misses the ball and tee completely;

2) A batter hits **ONLY the tee** without causing the ball to carry beyond the 10-foot arc (see note below);

3) In the umpire's discretion, the batter bunts the ball;

4) With less than two strikes:

a) a batted ball does not carry beyond the 10-foot arc in front of home plate;

b) a batted ball lands beyond, then rolls back within, the 10-foot arc before being touched by a defensive player;

c) a batted ball is a "foul ball".

d) A "foul ball" has the meaning provided in the Official Regulations and Playing Rules, except that the area between home plate and the 10-foot arc is

also considered “foul territory”

e) If the batter swings and misses the ball, they must fully reset their bat before taking the next swing. A partial swing will constitute a “slug bunt” attempt.

**NOTE:** *Under this rule a batter can only strike out if he/she: (1) completely misses the ball and tee on the third strike or (2) hits **ONLY** the tee on the third strike without causing the ball to go beyond the 10-foot arc. If the batter hits **ONLY** the tee, but still causes the ball to go beyond the 10-foot arc, he/she does not strike out regardless of whether the ball rolls back within the 10-foot arc. Unless the batter attempts a bunt, if, in the umpire’s judgment, the batter hits **ANY** part of the ball with two strikes he/she cannot strike out.*

5. Pitcher: The pitcher must have at least one foot on the pitcher’s plate until the batter makes contact with the ball. If the pitcher does not maintain the required contact with the plate or line and the batter puts the ball in play, the offensive manager has the choice to allow the play to stand or to replay the pitch. If replayed, the pitch does not count against the batter.

6. Catcher: The catcher must be positioned on the opposite side of the plate from the batter and at least 10 feet from home plate.

7. Base Runner: A base runner must stay in contact with the base until the batter makes contact with the ball.

8. Overthrow Rule:

a) An overthrow will be defined as any thrown ball by an infielder, which is thrown with the intent of making a play on any runner or in order to stop the lead runner, which is not caught or stopped by the infielder. The throw must go outside of the foul lines or it must get past the intended infielder receiving the throw.

b) The ball must be thrown by an infielder in order to be ruled as an overthrow.

c) If the infielder, to whom the ball is being thrown, catches or stops the ball in foul territory, he will be allowed to make an immediate and continuous play.

d) If the ball goes beyond the infielder and there is no reasonable opportunity for an immediate and continuous play, it will be ruled an overthrow and all runners will stop at the base obtained prior to the overthrow, or if past the halfway mark will be awarded the next base.

e) An overthrow may be ruled at any base (including home plate), as long as the

ball is thrown by an infielder.

*Example: a ball thrown to second base by an infielder may be ruled an overthrow if the ball is missed and rolls toward the outfield and there is no reasonable opportunity for an immediate and continuous play.*

f) On any overthrow; all runners will be placed at the last base legally obtained prior to the overthrow. Exception: If a runner is beyond half-way to the next base, he will be placed on the advance base.

*Example: Runners on 1<sup>st</sup> and 2<sup>nd</sup> base, ball hit to pitcher who throws the ball to 2<sup>nd</sup> base for the force out and results in an overthrow. Runner advancing from 2<sup>nd</sup> to 3<sup>rd</sup> will be allowed to go home if runner has passed the halfway mark between 3<sup>rd</sup> and Homeplate.*

g) Any ball intentionally thrown across a foul line in an attempt to kill the play will not be considered an overthrow, and play will continue.

#### 9. Time or Dead Ball:

a) The umpire will grant "Time" when a player is in control of the ball and has stopped the advance of the leading base runner.

b) For purposes of this rule, "**stopped the advance**" means (1) that the defensive player with the ball is in position to tag the leading base runner if he were to continue to advance **OR**, (2) runners have stopped advancing and defensive player is in a reasonable position to make a play on the lead runner.

c) Should the umpire call "Time" while a base runner is advancing to an unoccupied base and that runner has past the halfway mark, that runner will be awarded the base to which he was advancing. A runner that has not passed the halfway mark on the base path at the point "Time" is called, must return to the base from which runner was advancing.

d) Only the umpire will call "Time".

#### 10. Coaches on Field:

a) Mini Tee Ball: Coaches and volunteers having gone through the FWYB screening process may be positioned in various locations on both offense and defense to facilitate instruction of the players and the conduct of the game.

b) Tee Ball:

- i. Offense: When batting, a team may have four adult coaches on the field: first base coach, third base coach, coach pitcher, and batting coach. The batting coach may assist the batter with alignment in the batter's box, set the ball on the tee, and remove the tee from the plate after the ball is hit. The batting coach and coach pitcher are to remove themselves from involvement in the play once the ball has been put into play.
- ii. Defense: Only two defensive coaches are permitted outside their dugout; but may not be positioned outside a 3 foot box extending in front of the dugout and running the length of the dugout. One defense coach will be allowed to stand in the outfield foul territory opposite of their team's dugout side.

11. Underhand Bowling or Overhand Bouncing or Rolling the Ball Prohibited: Players should be instructed to make a proper baseball play. If in the umpire's judgment, a defensive player intentionally, bowls, bounces or rolls the ball to a base in lieu of a throw or toss, the umpire shall declare the ball dead, the batter-runner is awarded first base and any runners are awarded the base to which they were advancing.

12. Rule Violations and Protests: In the event a rule is violated, the umpire will determine if the ensuing play stands. The umpire's decision is final. There will be no protests in T-Ball.

**B. Pinto 8U & Pinto 7U**

1. Playing Field: Games will be played on a regulation PONY infield. A Pitcher's Line shall be drawn extending 3 feet to the right and left side of the pitcher's rubber.

2. Player participation:

a) All players present at a game will bat in order (continuous batting). Free substitutions on defense.

b) Ten players may play in the field but no more than five may be positioned in the infield. The "outfield" is defined as that area fifteen feet beyond the

outer edge of the infield apron.

c) No player will sit out more than two innings during a game unless due to illness, injury or conduct (as defined in (I) (G) above).

3. Batter:

a) Three strikes or 5 pitches will result in a strikeout. However, if the 5th or subsequent pitch is a foul ball; the batter will be allowed an additional pitch.

*[Batters do not strike out if they foul off any 5<sup>th</sup> or subsequent pitch.]*

b) The batter may not advance on a base on balls or if hit by a pitch. c) Bunting is NOT permitted in both Pinto 8U & Pinto 7U Divisions.

*NOTE: FWYB strongly recommends that if a pitcher is underdeveloped or the managers or coaches have any concerns regarding the pitcher's ability to field a ball, a helmet with face guard should be used.*

5. The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.

6. Base Runner: There is no stealing allowed in Pinto divisions.

**\*\*NOTE:** The catcher is the sole defender allowed to cover defensive plays at the plate. If a defensive play develops at home plate, ONLY the catcher is permitted to cover. If the catcher is actively involved in the development of the play, an alternate position is allowed plate coverage.

Example: The catcher moves off the plate to recover an overthrow and now has the ball to assist the play at home plate. In this scenario, an alternate position is permitted to take over at the plate to receive a throw from the catcher.

If the catcher is inactive in the development of the play at the plate, but an alternate position takes coverage of the plate, an obstruction call will be enforced with the offensive runner declared safe.

8. Overthrow Rule:

a) If a thrown ball goes out of play, a base runner will be awarded the base he

was advancing to plus one extra base.

b) In Pinto 7U, if an overthrow occurs at any base, a base runner may advance, at the risk of being thrown out, no more than two bases (the base he was running to plus one extra base). In the event of a second overthrow to a base, the base runner may continue to advance under this rule.

*Example: For an overthrow at 1<sup>st</sup> base that goes over the fence, whether or not the runner has crossed the base, the runner is awarded 2<sup>nd</sup> base. For an overthrow at 1<sup>st</sup> base that remains in play, whether or not the runner has crossed the base, the runner may attempt to advance to 2<sup>nd</sup> base but not 3<sup>rd</sup>.*

c) There is no overthrow rule in Pinto 8U if the ball remains in play.

#### 9. Time or Dead Ball:

a) The umpire will grant "Time" when a player is in control of the ball and has stopped the advance of the leading base runner.

b) For purposes of this rule, "stopped the advance" means (1) that the defensive player with the ball is in position to tag the leading base runner if he were to continue to advance OR, (2) runners have stopped advancing and defensive player is in a reasonable position to make a play on the lead runner.

c) Should the umpire call "Time" while a base runner is advancing to an unoccupied base and that runner has past the halfway mark, that runner will be awarded the base to which he was advancing. A runner that has not passed the halfway mark on the base path at the point "Time" is called, must return to the base from which runner was advancing.

10. Coaches: When batting, a team may have two adult coaches on the field: first base coach and third base coach.

11. Coach Pitcher: The Coach Pitcher shall be over the age of 12 and is selected by the offensive team. The Coach Pitcher shall deliver the ball in an overhand motion (from a standing position or on one knee) from 38 feet. A Coach Pitcher may be replaced while his team is batting, but the game clock will be stopped by the umpire.

*The intent is for the coach pitcher to deliver a pitch on a relatively flat plane at an appropriate height and speed for the batter with minimal arc.*

a) The Coach Pitcher may not coach once the ball has been placed in play. In an effort to speed up the game, the Coach Pitcher is able to communicate to the batter up to the point he/she releases the pitch. Coach Pitcher is not allowed to communicate to runners once the ball has been released. Communication from the Coach Pitcher can continue once the play or individual pitch sequence has concluded. The Coach Pitcher must immediately attempt to leave fair territory and avoid interference with a batted ball, a thrown ball, and a fielder's view. The umpire may issue a warning for the first offense and the Coach Pitcher may be ejected for a second offense.

b) If the batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgement the coach interferes in the fielders attempt to make a play, the ball is dead and the lead runner is out.

12. Only 3 coaches are permitted to be on the field while a team is on offense.

a) The coach pitcher

b) The 1<sup>st</sup> base coach

c) The 3<sup>rd</sup> base coach.

### **C. Mustang 9U & Mustang 10U**

1) Player Participation:

a. All players present at a game will bat in order (continuous batting). Free substitutions on defense.

b. Mustang 9U: Ten (10) players may play in the field with free substitution, except the pitcher.

c. Mustang 10U: Nine (9) players may play in the field with free substitution, except the pitcher.

d. In the event ten (10) defensive players are permitted, four of those players must be positioned in the outfield. The "outfield" is defined as that area twenty (20) feet beyond the outer edge of the infield apron. This rule will not apply once a batter squares to bunt.

e. All players shall meet their six defensive out player participation by the end of the fourth inning. If the last half of the fourth inning is not played for any reason, the manager of the visiting team will not be penalized for not meeting a player's minimum player participation. If a player does not complete his minimum player

participation requirement for a game, the manager shall insert said player in the next scheduled game to meet the missed time from the previous game and the minimum player participation for that game. The manager may be suspended for a game, or games, for failure to meet player participation requirements.

*Example: If a player only participated 3 defensive outs in a game, the manager will play that player the 3 defensive outs missed the previous game, and the 6 defensive outs for the current game, for a total of 9 outs.*

## 2) Pitchers:

### a. Pitch Count

i. All pitchers are subject to pitching limitations based on their relative age as noted in the Pony 2020 Rules and Regulations.

### b. In addition to the limitations noted above the additional limitations:

i. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. ii. Any player who has played the position of catcher for four (4) or more innings in a game is not eligible to pitch on that calendar day.

Note: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count towards innings caught.

## 3) Pitcher Warm Up:

a. A manager may permit a coach to warm up a pitcher in the bullpen or on the field between innings if a substitute catcher is not available.

b. If an 'on-field' bullpen is used, a 'shagger' shall be positioned in foul territory between 1<sup>st</sup> or 3<sup>rd</sup> base and the pitcher.

c. The 'shagger' can be either a player or coach. d. The 'shagger' must wear a glove and if the 'shagger' is a player, that player must wear a batting helmet.

## D. Bronco 11/12U

### 1. Player Participation:

- a. All players present at a game will bat in order (continuous batting). Free substitutions on defense.
- b. All players shall meet their six defensive out player participation by the end of the fourth inning. If the last half of the fourth inning is not played for any reason, the manager of the visiting team will not be penalized for not meeting a player's minimum player participation. If a player does not complete his minimum player participation requirement for a game, the manager shall insert said player in the next scheduled game to meet the missed time from the previous game and the minimum player participation for that game. The manager may be suspended for a game, or games, for failure to meet player participation requirements.

*Example: If a player only participated 3 defensive outs in a game, the manager will play that player the 3 defensive outs missed the previous game, and the 6 defensive outs for the current game, for a total of 9 outs.*

### 2. Pitchers:

#### a. Pitch Count

- i. All pitchers are subject to pitching limitations based on their relative age as noted in the Pony 2020 Rules and Regulations.
- b. In addition to the limitations noted above the additional limitations:
  - i. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
  - ii. Any player who has played the position of catcher for four (4) or more innings in a game is not eligible to pitch on that calendar day.

Note: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count towards innings caught.

### 3. Pitcher Warm Up:

- a. A manager may permit a coach to warm up a pitcher in the bullpen or on the field between innings if a substitute catcher is not available.
- b. If an 'on-field' bullpen is used, a 'shagger' shall be positioned in foul territory between 1<sup>st</sup> or 3<sup>rd</sup> base and the pitcher.
- c. The 'shagger' can be either a player or coach.
- d. The 'shagger' must wear a glove and if the 'shagger' is a player, that player must wear a batting helmet.

### **III. GENERAL OPERATING RULES**

#### **A. Spring (Competitive) League**

1. Operating Manual: All references to "Operating Manual" will mean the current Operating Manual as published by PONY International Baseball.
2. Registration and Tryouts: Registration and tryouts shall be conducted in accordance with the current Operating Manual. No registration will be accepted after the last registration date (typically tryout day) unless one or more teams in a division have fewer players than other teams in the same division. In that event, the Player Agent will maintain a waiting list of eligible candidates and place candidates on a team until all teams have the same number of players.

*No player that registers by the last published registration date should be turned away. However, after the number of teams in a given division are decided and the player agents accept additional players to the point where all teams have the same number of players, the manner in which players lost for a season are replaced is at the discretion of the Board of Directors.*

#### **3. Division Alignment: and Age Eligibility:**

- a) Determining Division: "League age" is determined by the player's age per PONY Baseball Rules. A player is eligible to participate in any division that his league age will permit. A player must provide the league with documentation to verify league age.

b) Participation Outside of Appropriate Division:

i. Higher Division: A player may request permission in writing during registration to participate in a higher division from the Player Agent prior to tryout. The player must attend a tryout for the division requested and the request must be approved by the Player Agent and the Head Player Agent after the tryout (subject to Board review).

ii. Lower Division: Before or after tryouts, the Player Agent or a parent may request that a player participate in a division below their appropriate division. If approved by the parent, Division Player Agent and the Head Player Agent, the player may be placed in a division level lower than his appropriate division (subject to Board review).

*NOTE: Player safety is the primary factor in determining which division to place a particular player. The above noted limits are imposed to allow the maximum flexibility for varied talent levels while preserving a safe environment on the field. Lesser experienced players may play down at the discretion of the Division Player Agent/Head Player Agent on a case by case basis.*

c) The Local PONY League may operate the following divisions with ages determined by the current PONY Baseball/Softball Age Chart:

- **Colt 16-U:** Players ages 13-16
- **Pony 14U:** Players ages 13-14
- **Bronco:** Players ages 11-12
- **Mustang 10U:** Players age 10
- **Mustang 9U:** Players age 9
- **Pinto 7-8U:** Players age 7-8 (see below).
- **Pinto 7U:** Players age 7
- **Shetland 6U Tee Ball:** Players ages 5-6
- **Shetland 6U Mini Tee Ball:** Players age 4-5
- **Challenger:** Players ages 5-18

Note: Number of 'Play Up' players are limited to the number of spots available in the older division. All 'Play Up' players will be drafted to a team to fill the open spots. Once the spots are filled, the undrafted players will be placed in their true age division pool.

4. Number of Teams (guideline): The Player Agent will determine the number of teams in each Division. Player Agents should strive for roster sizes that are 1 to 3 players larger than the number of defensive players on the field for a given division.

5. Number of Games (guideline): Player Agents should strive to achieve an equitable schedule of between 12 and 18 games for Mustang divisions and below. Up to 20 games is acceptable for Bronco divisions and above.

6. Draft:

a) All divisions will utilize a modified version of Player Selection System, Plan B, (excluding part one), of the Operating Manual with the following options on sons, daughters and siblings:

i. When there are two or more siblings in the draft, and a manager drafts the first sibling, that manager must draft the other sibling. The Player Agent will determine which round the second sibling must be drafted in. This option may only be waived by the siblings' parents prior to the draft.

ii. The Player Agent will determine the draft round placement of all Managers' and Coaches' children.

iii. Managers or Coaches' children who do not tryout will be automatically placed in the first round. Additionally, any Managers or Coaches kids who the board has approved to "play up" will be given a draft round placement of rounds 1 – 6.

b) All players who have requested to play a higher/older division in writing during registration must attend a tryout for the division requested. The number of 'Play Up' players are limited to the number of spots available in the higher/older division. All 'Play Up' players will be drafted to a team to fill the open spots. Once the spots are filled, the undrafted players will be placed in their true age division pool.

*NOTE: The Player Agent should strive for an equal spread of talent through the draft. The Player Agent should attempt to gather as much information as possible in determining the talent of these players. Gathering impartial information from other Player Agents most familiar with the divisions in question should benefit draft equity. For pitching divisions, strong consideration should be given to balancing pitching talent. Conducting a fair draft can be the most contentious point in the season. Assume the Player Agent is acting with the highest level of fairness in mind. The Player Agent's decision is final and shall not be disputed.*

7. Manager and Coach Selection: The Managers Committee of the Board of Directors of the Local League shall compile a list of prospective managers and coaches, evaluate the qualifications and experience of the candidates and make recommendations for appointments by the President for consideration and approval by the Board of Directors. The Board of Directors will establish the criteria by which the candidates will be evaluated. The evaluation process should include, for each candidate: (1) character of the individual; (2) ability to manage a team and different personalities; (3) knowledge of teaching baseball skills; (4) knowledge of the game and PONY Baseball rules; (5) temperament; and (6) past success as a manager or coach, (7) accolades or complaints lodged for or against the individual, (8) length of service to the League, (9) past participation and dedication to Friendswood Youth Baseball League events (10) availability. A committee member may not participate in the evaluation process if he or she is a candidate in that division. In the event the committee cannot unanimously agree as to the recommendation of a candidate, then a majority vote will determine the recommendation to the Board. However, the President shall only cast a vote to break a tie. It is the objective of the Local League to select managers and coaches consistent with the provisions of the Operating Manual. Prior to tryouts, the board must approve all managers. The board may approve additional managers after tryouts, but before the draft, only if deemed necessary.

8. Team Practice: The following minimum and maximum practice times per week will apply:

a) Prior to the start of the regular season:

i. Shetland Mini Tee Ball, Shetland, Pinto and Divisions: min 3 hours, max 8 hours.

ii. All other Divisions: min 3 hours, max 10 hours. b) After the start of the regular season, the above practice limitations change to:

i. Shetland Mini Tee Ball, Shetland, Pinto and Divisions: min 1.5 hours,

max 4 hours.

ii. All other Divisions: min 1.5 hours, max 6 hours.

9. Creation of Player Pools: Each Player Agent will create and run a division “player pool” consisting of players from regular season teams that are willing to participate in extra games during the regular season for teams that face a shortage of rostered players.

a) Players will be objectively assigned to teams needing players on a rotating basis;

b) Managers will not have the right to randomly pick and choose players from the pool and Player Agents will not share the pool list or player rotations with teams;

c) A manager having any advance knowledge of a scheduled game where eight (8) or less players from the team will be available to play MUST immediately contact the Player Agent by phone and email to request a pool player. Any manager can request a pool player from the Player Agent at any time during the regular season.

d) Pool players will not be allowed to pitch for teams other than their regular season team;

e) Pool players that are called and show up at the game site must be in the batting order and play at least nine (9) consecutive defensive outs;

f) Pool players cannot be used to assist teams in the end-of-year tournament, if any.

*Player pools are designed to help prevent rescheduling of games due to a lack of rostered players appearing and, given the limited field time available for games, the Board insists that managers use pool players rather than rely on the Board to reschedule games.*

10. Umpires: The Director of Umpires, with the assistance of the scheduler, will determine the number of umpires for each game and prepare an umpire schedule for each division. The Local League will provide umpires for all regular season games through one or more of the following resources:

- a) Third Party (Paid) Umpire Association
- b) Board Members
- c) Regular Members (i.e. Managers and coaches)
- d) Local League Umpires

11. Tie Breaker Rule for Final Standings and Tournament Seeding: For purposes of the final standings and year-end tournament seeding (if any):

a) first place will be determined by comparing

- 1) overall record
- 2) head-to-head results

If ties for first place still exist, the tie will be broken by a one game playoff and time limits apply. If more than one team is tied for first after looking at (1) and (2) above, teams will flip a coin to be seeded in a single elimination bracket between the first place team, in which case time limits will apply and the first team out of the bracket places last and so on. If the final playoff game ends in a tie after six innings, co-champions will be declared for regular season standings and the teams flip a coin for tournament seeding, if necessary.

b) for teams not tied for first place, tie breakers will be:

- 1) Head-to-head record
- 2) Fewest runs allowed during the regular season
- 3) Tie for regular season place and coin flip for tournament seeding.

12. Game Rescheduling:

a) Rainouts: Rainouts are to be scheduled for the earliest schedule availability for teams involved where a reschedule would not place 3 games in successive days. Any rainout rescheduled sooner than 36 hours has to be agreed upon by both managers prior to scheduling. Otherwise, a

minimum of 36 hours must be followed to reschedule.

b) Game rescheduling will always take precedence over practice scheduling. Practices cancelled by rain or bumped for a game shall not be rescheduled. Managers and coaches are encouraged to find alternate fields or utilize their batting cage time if their practice is bumped for a game rescheduled by the league scheduler.

c) Official School Functions: No game shall be scheduled on top of a known school function. In the event of a rainout, the rescheduled game shall not be scheduled on top of a school sponsored event. If the regular season schedule is published prior to school function schedule release and a conflict exists, reschedules shall only be done if one or both teams affected would be forced to forfeit the game due to the school sanctioned event.

Note: School Sponsored event is defined as an event affecting all teams in the division.

## **B. Fall (Instructional) League**

1. Spring League Operating Rules: All Spring League Operating Rules shall apply unless specifically denoted in this section.

2. Registration and Tryouts: To the greatest extent possible, registrations should be accepted up to the first scheduled games. There will be no tryouts.

*The Local League should make every attempt to maximize player participation.*

3. Division Alignment: and Age Eligibility:

a) Local Rule (III)(A)(3), above applies to the fall league as provided therein, except players are generally placed in and encouraged to play in the division they will be in during the following spring.

b) The Local League will operate the following divisions with ages determined by the current PONY Baseball Age Chart:

1. Shetland Mini Tee
2. Shetland T-Ball
3. Pinto Coach Pitch

4. Mustang (BKP)
5. Bronco (AKP)

4. Number of Teams: The Player Agent will determine the number of teams in each Division. Player Agents should strive for roster sizes that are 1 to 3 players larger than the number of defensive players on the field for a given division.

5. Draft: Managers and Coaches children should generally be placed in the 1st & 2nd round. However, the Player Agent has discretion in the player placement.

6. Manager and Coach Selection: The Manager's Committee of the Board of Directors of the Local League shall compile a list of prospective managers and coaches, evaluate the qualifications and experience of the candidates and make recommendations for appointments by the President for consideration and approval by the Board of Directors. Prospective managers and coaches will be required to submit an application form to be eligible for consideration. It is the objective of the Local League to select managers and coaches consistent with the provisions of the Operating Manual.

7. Team Practice & Games: Prior to and during the regular season, all divisions: min-1.5 hrs./max-6 hrs.,

8. Umpires: The Director of Umpires, with the assistance of the Player Agent, will determine the number of umpires for each game and prepare an umpire schedule for each division. The Local League will provide umpires for all regular season games through one or more of the following resources:

- e) Third Party (Paid) Umpire Association
- f) Board Members
- g) Regular Members (i.e. Managers and coaches)
- h) Local League Umpires

9. Keeping Score: Game score will not be maintained or recorded. Scoreboards may be used only for recording balls, strikes, and outs and to keep time; provided however, that if the scoreboard is also used to track scores during a game, it shall be reset at the beginning of each inning.

10. Pitching Rules (Mustang & Bronco): In addition to MLB Pitch Smart Guidelines adopted by the PONY Baseball Rules Committee in Section 10 "Pitching Rules" and T-8 "Tournament Pitching", a player is only allowed to pitch while six (6) outs have been

made for the entire week. A team will not be penalized in the event that a pitcher goes over this limit due to a double or triple play.

11. Pool Players: If at any time during a game a team cannot field nine (9) players, then a player from another team can be used. The added player must be registered with the current fall season of FWYB. While participating as a substitute player, the player must bat last and only play in the outfield.

## **V. AMENDMENTS AND EXPIRATION**

A. These Local Rules may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors provided notice of the proposed change is included in the notice of such meeting. However, any amendment that is not adopted at least one month prior to the first scheduled game of the regular season will not take effect until the following regular season. In accordance with Article X, Section 3, of the Constitution, these Local Rules will expire at the end of the fiscal year, September 30, 2020.

B. At any time, any rule may have further clarification or be reviewed when the Rules Committee is notified in writing of an unforeseen risk to the league. The Rules Committee will review and can offer an immediate response to mitigate the unforeseen risk and resume interim play. If the Rules Committee reviews and decides further immediate action is needed, the Rules Committee will present the concerns to the board at the next monthly board meeting. The Rules Committee will provide the suggested immediate action for the board's approval of a change to the Local Rules. The Local Rules can be subject to review and or be adjusted by board vote and approval of a change to mitigate any unforeseen risk to the league that needs immediate action.

C. The Board of Directors adopted these Local Rules during a regular meeting held on February 5, 2020.