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**VENTURA COAST**  
**YOUTH BASEBALL**  
**2016 GUIDELINES**

Prepared by:  
The Board of Directors of the  
Ventura Coast Youth Baseball

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## **Article I. Objective**

### **A. Primary**

The primary objective of VCYB shall be to implant firmly in the youth of the community the ideals of good sportsmanship, healthy competition, honesty, loyalty, courage, and reverence.

## **Article II. Guidelines for Parents, Division Player Agents, Managers, and Coaches**

### **A. General Responsibilities and Behavior of Parents**

Parents are the most influential of all VCYB members on conduct of players, managers, coaches and umpires. It is therefore vital to the success of this program for the parents to maintain good self-control at all times and express positive support for all participants.

The VCYB is a parent-supported organization. All parents must assist the league officers in attaining the objective of the VCYB.

#### **1. Requirements**

Parents will be expected to fill one or more of the following team support functions in addition to required snack bar duties:

- Manager or Coach
- Team Scorekeeper
- Team Field Preparation and Clean Up
- Team Parent
- League Yearbook Support
- League Team Parent
- League Division Player Agent
- VCYB Picture Day Support
- VCYB Fundraising Support
- Board of Directors Member

#### **2. Conduct**

The conduct of the parents when in contact with the team manager, coaches, players, and especially when at the games will be that of a responsible adult. Any parent or spectator who was ordered to be removed from the field area by the umpire is suspended from attending the remainder of that game. VCYB has a zero tolerance policy in regards to inappropriate language, aggressive, threatening, or harassing behavior towards any participant involved in the league, the use of tobacco and/or alcohol around or near the VCYB premises.

#### **3. Penalty of Misconduct**

Penalty of up to the remainder of the season may be applied upon review by the Disciplinary Committee. Umpires shall submit a written report to the Division Player Agent via the Director of

Umpires. Penalty: If the suspended parent or spectator attends a game involving their team during the suspension period, the game may be forfeited to the opposing team at the discretion of the Disciplinary Committee.

#### 4. Interaction with Managers

Problems between parents, managers and/or coaches should first be discussed between the parties directly involved to attempt a resolution. If an issue cannot be resolved at this level, the manager should arrange a meeting between the parties involved and the Division Player Agent. If the issue is still not resolved, the parties should meet with the Head Player Agent and finally with the Board of Directors, if necessary. Failure to follow this plan will result in a denial of appeal.

#### 5. Uniforms and Equipment

Parents and managers are responsible for the equipment issued to players and managers. All equipment shall be checked out/returned and documented by the Director of Equipment. Equipment must be returned at the end of the season. If equipment is not returned, those responsible will be billed at the current rate of replacement and shall be excluded from further participation in the VCYB program until such bill is paid or the equipment is returned.

#### 6. Fund Raising

All parents are required to participate in VCYB fundraisers.

## **B. General Responsibilities and Behavioral Standards of Division Player Agents**

Each Division Player Agent supports the Head Player Agent and shall be responsible for the organization and conduct of their league division.

#### 1. Division Player Agent's Specific Responsibilities

- Review of all managerial candidates, which will be provided by the Head Player Agent. At the conclusion of these reviews, compile a list of all applicants and present this final list of candidates to the Board of Directors for approval via the President.
- Review the Bylaws and submit any proposed changes in writing to the Board of Directors via the Head Player Agent.
- Attend the skills ratings for their respective divisions (Pinto – Pony).
- Work with the Director of Equipment to coordinate the distribution (at the beginning of the season) and collection (at the end of the season) of equipment to team managers for their respective divisions.
- Meet with team managers, as required, to keep managers apprised of league operation, schedule of events, and other important issues.
- Attend the player draft.
- After player draft, obtain and maintain current team rosters. Ensure that all roster changes are approved by the Board of Directors before distributing to the managers.
- Attend the proceedings for selecting the all-star players, managers and coaches.
- After notification, in writing, by the team managers, approve and supervise disciplinary action of players.
- If required, initiate disciplinary action or dismissal of managers and coaches as specified in the Bylaws.
- Inform the Director of Umpires when umpires are late, do not report for games, or demonstrate less than acceptable conduct and skills in officiating or maintaining control of the game.

- Provide assistance to the Director of Field of Maintenance in the upkeep of fields. This includes preparation, maintenance and clean-up assistance by using the League team personnel. It is the Player Agent's duty to ensure that the managers oversee the cleaning of the dugout, field, and bleachers after all games and practices.
- Submit request to reschedule games to the Scheduling Committee via the Head Player Agent.
- Ensure managers obtain medical information sheets for each player and have them during all practices and games.

## **C. Selection of Team Managers and Coaches**

### **1. Team Managers**

- Managers will be selected by the Board of Directors from a list of candidates provided by the President.

### **2. Team Coaches**

- After the Board determines the selection of managers, the team manager will recommend a minimum of two coaches and submit their names to the appropriate Division Player Agent for approval by the Board of Directors within ten (10) calendar days.
- In the manager's absence, one of the coaches will be the acting manager.

## **D. General Responsibilities and Behavioral Standards of Managers**

### **1. Managerial Responsibilities**

- Teach each player the game of baseball and the meaning of playing together as a team.
- Teach each player the meaning of good sportsmanship by precept and example.
- Instruct and show by example good safety habits of practice and play.
- Develop, to the best of his ability, the overall athletic skill of each player on the team.
- Ensure his players' parents carry out the work necessary for the team's function. These job assignments are typically those of Coach, Scorekeeper, Team Parent, Field Preparation and Cleanup, Refreshment Coordinator, and Snack Bar Worker.
- Provide a qualified scorekeeper, except in Mini Shetland and Shetland divisions, for each scheduled game and be responsible for the submission of game scores to the Chief Scorekeeper.
- Maintain discipline of the players, parents and spectators of the team at all practices and games.
- Notify parents of practices and games.
- Ensure player and parent participation in keeping fields and areas around bleachers and dugouts clean. Failure of the manager to comply will warrant forfeiture of the game unless he or she lost, then the last win of that team may be forfeited.
- Maintain a current record of player participation, e.g., games, innings played, innings pitched, etc.
- Maintain order in the dugout by having a coach or self in the dugout at all times during play.
- Be responsible for set-up or take down of the field when designated as the home team in the league schedule.
- Ensure that equipment in his possession is in safe and usable condition.
- Be accountable for his team's equipment, which must be returned by the last scheduled turn-in date. Failure to comply may result in a fine.
- Notify the appropriate Division Player Agent if an umpire is late or does not report for a game, or demonstrates less than acceptable conduct and skills in officiating or maintaining control of the game.

- All Pony, Bronco, Mustang, and Pinto Managers:
  - i. No one other than players and Board approved coaches and manager are to be in the dugout during games. Other children of the manager or coaches, or siblings of the players are not allowed in the dugout under any circumstance.
  - ii. A maximum of three (3) Board approved manager/coaches are allowed on the field or in the dugout during any game.
  - iii. While on offense, there is to be only one third base coach, one first base coach. The remaining coach or manager is to be in the dugout or near the dugout entrance.

## 2. Manager Behavioral Standards

The manager, to exhibit proper behavior in the VCYP program, must:

- Demonstrate good sportsmanship at all times.
- Appropriately discipline players when necessary without attacking the player's character.
- Never imply, directly or indirectly, by action or comments that any particular player was personally responsible for the win or loss of a game.
- Never solicit votes for an all-star team player or managing position prior to the all-star team or manager selection meeting.
- Never use alcohol or tobacco products of any kind during games, or practices, or at any time while in contact with any VCYP player or VCYP player's family.

## E. Reasons and Procedures for Disciplining or Dismissing a Manager or Coach

If a manager or coach is not discharging his responsibilities, he may be disciplined or dismissed only by approval of the Board of Directors.

### 1. Disciplinary Measures for Rules Violation or Misconduct

- The Division Player Agent, with approval of the Board of Directors may suspend managers and/or coaches for one game because of violations of the VCYP Bylaws.
- The Division Player Agent shall notify the Head Player Agent in writing of any violation and disciplinary action proposed.
- A manager, coach or spectator ordered removed from the game by the umpire shall not instruct or manage his team for the remainder of that game. Penalty of up to the remainder of the season may be applied upon review by the Disciplinary Committee. During any suspension period, the Manager or Coach shall not instruct or manage his team in any manner from the stands or sidelines, including but not limited to, speaking with or giving instructions to players or fellow coaches on his team, or using any other member of his team or general public to communicate instructions to his players or fellow coaches. During his suspension, the Manager or Coach may conduct regular practices with his team, but may not manage or coach during any game, including pre-game warm-ups, as noted above.
- The umpire shall submit a written report to the appropriate Division Player Agent via the Director of Umpires, within 24 hours of ejection. All appeals of suspensions must follow the same procedures as a protest. If sideline coaching, or umpire harassment continues, the manager, coach or spectator shall be subject to dismissal by the Disciplinary Committee in addition to the forfeiture of the game.
- Any manager, coach or spectator who inappropriately touches or exhibits inappropriate behavior with or toward an umpire or League Official may be suspended for the balance of the season, subject to an appeal, if any. The umpire shall submit a written report within 24 hours to the Director of Umpires. The manager, coach or spectator shall also submit a report in writing within 24 hours to the Head Player Agent. The Disciplinary Committee shall review the matter.

## 2. Procedures for Dismissal

- The Division Player Agent shall first discuss the violation with the manager and/or coach and attempt to correct the violation.
- If the Division Player Agent is unable to correct the violation, the manager and/or coach will then, together with the Division Player Agent, meet with the Head Player Agent in a further attempt to resolve the violation.
- If it becomes necessary, the Head Player Agent and the Division Player Agent will bring the manager and/or coach before the Board of Directors.

## **Article III. Assignment of Players to Teams, Replacement, Reassignment, and Disciplining or Transferring Players**

### **A. Assignment of Players to Mini Shetland & Shetland**

- When assigning players to teams, parity is the main objective. The Board of Directors will attempt to form and assign all teams in Mini Shetland & Shetland using geographical location of players. Team assignments will include the manager's son or daughter unless otherwise requested. The number of players on each team will be eight (8) for Mini-Shetland and ten (10) for Shetland. No child under the league age of three (3) will be accepted to play.

### **B. Assignment of Players to Teams in all other Leagues**

The Pinto, Mustang, Bronco and Pony divisions:

The Board of Directors will determine the number of players on a roster based upon the number of registered players of the current year

- All proposed managers shall attend the skill ratings for his/her division and rate each player. These scores will be used as a source of personal information for each manager
- The parent of a player may request in writing that a particular manager not select his child. Only one (1) request will be considered. This request cannot be in attempt to increase the probability of being selected by a more preferred manager. The request must be provided to the Board of Directors, Vice President, or President 48 hours prior to any draft. The President with two other Board Members will approve or reject the request. If approved, the affected manager will be informed prior to the draft.
- The number and ages of players on each team will be at the discretion of the Board.
- Any player not attending Skills Ratings will be last to be drafted.

### **C. Player Draft Procedures**

In selection of players, the basic goal of VCYB is to achieve league balance.

- At least 48 hours prior to the draft, the appropriate Division Player Agent will make available to all managers a list of all eligible players. This list will be obtained from the Head Player Agent.
- The President or Vice President will be responsible for the draft proceedings.
- The Head Player Agent and Secretary (for recording) shall assist the President or Vice President and serve with him/her as a three member Team Formulation Review Committee to resolve any unforeseen problems.
- No one other than Managers and the appropriate Division Player Agent shall be allowed at any draft proceedings.
- The manager's child shall be drafted automatically.

- Random numbers will be selected by each manager according the number of managers drafting. A serpentine formation will be used starting with the manager who drew the number one(1). The process continues to reverse itself each round until the draft is concluded.
- All players that have attended skills ratings will be drafted prior to those who did not attend tryouts.
- A manager without an automatic draft pick will choose a player whose value is equal to or greater than the average player in the automatic draft as his first round selection.
- The sibling of a selected player will be automatically drafted to the same team during their natural round, based upon the ratings of the panel, unless specified by the parents.
- After all rosters are full, each manager may initiate ONE trade and be involved in no more than two trades. The President or Vice President must approve all trades. All trades must occur at the draft.
- All Managers are to attend the Draft selection meeting.

#### **D. Roster Control**

- In Pinto, Mustang, Bronco, and Pony divisions, Managers are expected to maintain a full roster of 11 or 12 players as determined by the Board of Directors for each year. In all other divisions, Managers will maintain a full roster as determined by the Board of Directors. Injured or sick players who are expected to resume playing before the conclusion of the season may be retained on the roster.
- Managers must immediately notify the Division Player Agent of any player who might not resume playing before the conclusion of the season. The Division Player Agent will notify the Head Player Agent.
- All proposed changes in a team's roster shall be communicated to and approved by the Board of Directors, prior to said change taking place.

#### **E. Replacement and Reassignment**

- When a roster opening occurs, the manager in need of a replacement player will select the next eligible player for prospective transfer from the waiting list and notify the the Board of Directors. A roster opening is deemed to occur when a player is not expected to return to his team. No Manager or Parent may contact any prospective replacement player or their parent(s). The Board of Directors will contact the prospective replacement players' parents, as well as the Division Player Agent. Immediately upon acceptance by the prospective replacement player's parent to the team, the manager is then permitted to, and shall, contact that player and invite him to the next practice and arrange for a proper uniform. A final decision by the replacement player's parent must be made before the team's next game.
- If a team roster falls below the approved number, the Board of Directors will contact the next person on the waiting list.

#### **F. Acceptable Reasons for Disciplinary Action**

- The manager has the responsibility of maintaining a high standard of behavior among the players on the team. If the manager feels that a player is behaving in a manner not consistent with good sportsmanship or not in the best interest of the team, he or she may request, through the Division Player Agent, that the Board of Directors remove the offending player from the team roster.

#### **G. Notification of Disciplinary Action**

- A player shall not be benched for disciplinary reasons such as missing practice, being late for practice or other "non-game" reasons until the player's parents have been notified. The Division Player Agent will then notify the Head Player Agent. The Head Player Agent may act in the place of the Division Player Agent if the latter is unavailable. A written notice shall be submitted to the

Disciplinary Committee by the Division Player Agent via the Head Player Agent. The Disciplinary Committee will review and make an appropriate decision on any further action, if necessary.

## **H. Reasons for Removing a Player from a Game**

- If it is the opinion of the manager that a player's participation in a game may result in injury either to him self, or to another, that manager may, with the concurrence of the umpire, remove said player from the game. The umpire must make note of any player removals in the affected team's scorebook. There is no penalty unless the affected player's team falls below nine (9) players, at which time an out will be recorded for the removed player in his spot in the batting order for the first time only.
- Subsequent missed at-bats by the removed player will be skipped and no penalty will be assessed.
- A player who has left the field has a grace period of 60 seconds after he has been called to the batter's box to return to the field. If the player fails to return before the end of these 60 seconds, the player will be called out, but may return to the line-up in the same batting order.
- A player who has left the complex for any reason will not be recorded as an out, but may not return to the line-up at any point during the game. However, if the removal of a player causes the team to fall below 9 players, an out will be recorded for the first missed at-bat only.

## **I. Player Ejected from a Game**

- A player ejected from a game by the umpire is suspended for the remainder of that game. Penalty of up to the remainder of the season may be applied upon review by the Disciplinary Committee.
- The umpire shall submit a written report to the Director of Umpires within 24 hours. The Director of Umpires shall forward a copy of the ejection report to the Head Player Agent prior to the Disciplinary Committee convening.
- A suspended player may attend the game as a spectator only. If a player is found to have violated the suspension, the game in which the violation occurred will be forfeited at the discretion of the Disciplinary Committee.
- In the event of an ejection, the ejected player's spot in the batting order will be recorded as an out in all subsequent at-bats, as well as that at-bat if there is not an eligible substitute or if the last player that was removed from the game is not eligible, if the ejection occurs while the player is batting.
- All ejections shall be evaluated by the Disciplinary Committee to determine disciplinary actions and suspensions. The board is comprised of Director of Umpires, Head Player Agent, President and/or Vice President, Secretary (for recording), and the appropriate Division Player Agent. The board may invite the manager involved to determine the appropriate actions against such player. The board shall make every effort to convene prior to the next scheduled game of the ejected player.
- If the President or Vice President manages a team and is involved in the ejection, another Executive Board member will act on the Disciplinary Committee in their place.

# **Article III. Practice and Game Guidelines**

## **A. Practice Schedule**

- Pre-season practices may not exceed three per week with a maximum practice time of two hours per practice. Pre-season practices may be adjusted with the approval of the Board of Directors.
- During the season, the combination of games and practices may not exceed four per week.



## **B. Game Schedule**

- The Scheduling Committee is responsible for having a game schedule prepared and distributed to each Division Player Agent. The Division Player Agent is responsible for distributing the schedule to each manager. Each manager is responsible for distributing the game schedule to each player on his/her team.

## **C. Game Rescheduling**

- All games schedules are final when distributed. Games will not be rescheduled except for reasons of weather, field conditions, schedule errors, or if the Board of Directors determines a change would benefit VCYP. Requests to reschedule games must be submitted by the Division Player Agent to the Head Player Agent at least 48 hours prior to the original scheduled game time. The Scheduling Committee will approve or disapprove the requested schedule change. If the schedule change is approved, the Scheduling Committee will provide the revised written schedule to the Head Player Agent and Director of Umpires. The Head Player Agent will provide the revised schedule to the Division Player Agent. The Division Player Agent will notify the team managers.

## **D. Special League Rules**

The game rules are governed by PONY Baseball Rules except as follows below.

- All League Rules
  - No inning shall begin within 30 minutes of scheduled start time of the next game on that field, or as daylight permits.
  - Forfeiture is 15 minutes after scheduled starting time of the game.
  - Home Team occupies the THIRD BASE dugout, regardless of which team arrives to the game first.
  - Home Team is responsible for all field setup before the game (putting in bases as needed, chalking lines, raking & watering as needed, etc); and take down after the game (raking the mound and home plate), and in the case of the final game of the day, putting away the bases and any benches/equipment used in the game.
  - Visiting Team takes Infield Pre-Game FIRST (in leagues where Pre-Game IF-OF is done) for 10 minutes, followed by the Home Team for 10 minutes. The Visiting Team will commence their Pre-Game Routine at 30 minutes before game time (for 10 minutes); the Home Team will then commence their Pre-Game Routine at 20 minutes before game time (for 10 minutes). This will leave the final 10 minutes for Umpire meetings at home plate. In the event that the Visiting Team is delayed in starting their Pre-Game routine due to delays in field set-up, their Pre-Game routine time shall not be reduced. Instead, the Home Team's Pre-Game Routine time shall be reduced by the amount of time of the delay, such that the Home Team will have as much time as is available to them before the umpire meeting at home plate.
  - Intentional walks are not permitted in the Pinto division at any time.
  - Infield fly rule is in effect in all divisions except mini Shetland and Shetland.
  - A team must have a minimum of eight players at the start of the game to play a game. When a team has only eight players, an out shall be recorded when the missing ninth player is due to bat the first time at bat only; subsequent at-bats by the missing ninth player shall be skipped without penalty.
  - The names of all players absent from a league game shall be noted on the lineup card before it is given to the opposing manager and scorekeeper.
  - If a play is being made at home plate, or at any base, the runner must slide or attempt to avoid collision with the fielder, or he is out. Determination of whether a play was being made, and whether the runner could have reasonably known a play was being made, shall be made solely by the umpire(s) and shall be the basis for determining whether the runner is safe or out. If the umpire decides a runner intentionally collides with the fielder while not attempting

to slide, the runner is out and ejected from the game. **THIS IS NOT A MUST-SLIDE RULE!** If in the opinion of the umpire, the runner could not have reasonably known a play was being made on him, and a collision occurs with the fielder and the runner, the runner is out if put out, and safe if ruled safe (e.g. the play stands as played) without risk of penalty.

- Any player arriving late will be inserted at the end of the batting order.
- When a player throws one or more pitches to a batter in a given inning, that player will have an inning pitched recorded.
- Pitching: Appropriate Rest Days:
- PONY Tournament rules will apply

**Note\*** Rest is calculated from the start time of the previous game in which player pitched, to the start time on next game in which player pitches

- In the event of a rain out or reschedule of the game that would effect a team due to pitch count. The Executive Board will make a ruling in the pitching issues.

- **Mini Shetland Division Rules:**

This division is the instructional use of the "tee" and/or coach pitch.

- **Pitching:**
  - Each batter will have a chance to swing the bat four times at coach pitches, if player still hasn't hit the ball, the tee will be used. The runner will advance to 1st base once the ball is hit.
- **Offense:**
  - Batter and runners will advance one base at a time. (No lead offs. Runners take off when the ball is hit.)
  - All players will bat to complete an inning. No outs are recorded.
  - When the last batter in the lineup hits the ball, that batter and all the runners on base will run, clearing the bases.
  - Offensive coaches will be stationed in the coach's boxes (at first and third base), as a coach pitches or the tee is used, and at the catcher position.
- **Defense:**
  - All players will play defense, except at the catcher position.
  - The player fielding the pitcher's position shall take a position five (5) feet to the left or right side of the coach.
  - Defensive coaches may include two (2) adult coaches who may be positioned on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.
- **Playing Rules:**
  - Two (2) complete innings. Game will be completed to it's continuation.
  - Recommended players wear "rubber" molded cleats and/or "tennis shoes"
- Manager must be at least 18 years of age

- **Shetland Division Rules:**

- **Playing Field:**
  - Machine pitching distance: 38 feet (Machine Pitch)
  - Distance between bases: 50 feet
  - A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.

- A 10-foot arc will be inscribed in front of home plate from the first to the third base foul lines.
- Ten foot horizontal lines will be drawn 15 feet from the base lines and the second base to determine where the outfield begins and the infield ends.
- **Equipment:**
  - The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland and is the only pitching machine approved for Shetland play.
  - The ball must weigh not less than 5 or more than 5-1/4 ounces & measure not less than 9 or more than 9-1/4 inches in circumference. No tee-ball bats allowed.
  - Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required. **RECOMMENDED:** Diamond Flexi Ball – level 5.
  - Both metal and wooden bats are legal provided the barrel does not exceed 2-5/8".
  - Tee ball bats will not be allowed.
  - It is recommended that "rubber molded cleats" or "tennis shoes" be used for Shetland play.
  - Batter, players in the on deck batter area, and base runners are required to wear protective head gear which gives protection to the top of the head, temple, ears, and base of the skull.
  - Catchers are required to wear a mask with throat guard (Hockey style, if not throat guard must attach to mask and extend to top of chest), chest protector, shin guards, protective athletic cup, and protective head gear, which gives protection to the top of the head and both ears when catching behind the plate.
  - Extended Safety base will be used at first base.
- **Pitching:**
  - Pitching machine only. See Equipment 2A above.  
Setting for machine: Power Lever = 2; Micro Adjust = 3; Release Block = 4
    - A player will receive four pitches from the machine, if players still has not hit the ball, the tee will be used.
  - The player fielding the pitcher's position shall take a position four (4) feet to the side of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.
  - If a batted ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike, and no runners shall advance.
  - If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
  - If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
  - The coach who is feeding the pitching machine shall not give coaching instructions to batters or runners. They may not in any way interfere with the defensive players.
  - On a batted or thrown ball that enters the outfield, the coach/pitcher must move to foul territory.
- **Playing Rules:**
  - The first three (3) weeks of season will be played with "Round Robin" Rules. Starting week four (4), PONY Shetland Tournament Rules will apply.
    - Game length shall be five (5) innings or 1-1/2 hours, whichever comes first. No new inning can start 1-1/2 hours from game time.
    - The entire roster of players present for the game shall bat in rotation. Once the batting order is submitted to the scorekeeper, it will not be changed, except for injury or ejection.
    - A batted ball becomes dead when an infielder within the baselines of the infield or at a base and has possession of the ball and holds the ball over their head.
    - **Defensive and Offensive Substitutions:**
      - Minimum of nine (9) players shall be used defensively with a maximum of twelve (12). There will be free defensive substitutions.

- Extra infielders are to be stationed between first base and second base, and between third base and second base.
  - There shall be a maximum of four outfielders, stationed not less than 15 feet behind the baseline when the coach feeds the pitching machine.
  - Offensive coaches will be stationed in the coach's boxes, as a coach feeding the pitching machine, and behind the catcher.
  - Defensive coaches may include two (2) adult coaches who may be positioned on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.
  - Maximum five (5) runs per half inning. Exception: Home run over the fence, all runs will count.
  - No mercy rule.
- Batters:
    - Batters are not permitted to bunt or swing easy at the ball. (Penalty: The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead and no runners may advance.)
    - A ten-foot arc will be inscribed in front of home plate, from the first base line to the third base line, and any batted ball which does not travel beyond that line (arc) will be considered a foul strike.
    - The batter is out if failing to hit a fair ball after a maximum of six (6) pitches from the pitching machine.
    - The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch.
    - No dropped third strike rule.
  - Runners:
    - Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit. (Penalty: Runner is out).
    - On a batted ball, runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up. Once the ball becomes dead in the judgment of the umpire the runner has not gone beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.
    - No infield fly rule.
    - Scoring from third:
      - On a batted ball.
      - Continuation play of a batted ball.

All coaches and players will treat the opposing team with respect and be considerate of their time on the field. Fair play is the ultimate goal at all times. All coaches will follow the rules as described here at all times. To keep the pace of play moving, coaches are encouraged to have lineups prepared ahead of time (both offense and defense) so they do not hold up play when making changes from inning to inning. Similarly, on-field instruction during games should be held to a reasonable amount of time. Coaches must all work to keep the momentum of the games going to help avoid players losing interest. (This happens primarily when the team at bat takes a lengthy amount of time to progress through its lineup, and players in the field lose focus).

- Pinto Division Rules:
  - Playing Rules
    - No inning can begin 1 hour and 40 minutes after the scheduled start time.
    - No metal cleats are permitted.
    - Wooden or metal bats manufactured specifically for pony baseball play, which are round not more than 2 5/8" in diameter at the thickest part.
    - It is mandatory that all batting helmets be equipped with a face cage.

- A team may score a maximum of five runs in an inning.
  - Bunting is allowed.
  - On instance of a walk, the ball will remain live.
  - Game shall be six (6) innings unless tie score, in this event the game will be played to it's conclusion, unless game is called for maximum time limit. If game is called due to a time limit, the game will be considered a suspended game and will be scheduled to continue as left off as soon as possible unless three (3) innings have been completed, then the game may be considered a complete game.
  - Defensive and Offensive Substitutions:
    - i. Per the rules of re-entry, starters may re-enter the game, but must be put into their original batting spot
    - ii. All changes must be reported to the home plate umpire
  - Batting order shall be all who are present for the game (Round Robin) and positions fielded: 9
  - Pitching
    - Pitching Distance: 38 Feet
    - Distance between bases: 60 Feet
      - Players shall not throw more than two (2) innings in a calendar day. 40 hours of rest will be required before entering into a new game to pitch.
  - Runners
    - Runners may steal bases but no leading off. Runner shall not leave the base they are occupying at the time of the pitch until the pitcher releases the ball. Once the pitcher has stepped on the rubber with possession of the ball, runner who leaves the base before the pitcher released the ball and the pitch is hit, the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead. However, if the runner is put out trying to steal, the out will supersede the dead ball.
  - Mercy Rules
    - Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 ½) or more innings for the home team.
    - No maximum run applies in the 5th and all subsequent innings.
  - Minimum Defensive Playing Requirements
    - All players will play at least two (2) defensive innings and have at least one (1) offensive at bat in every game.
    - If a game is called for any reason before a player gets his/her playing time, that player must start in the next game.
- 
- Mustang Division Rules:
  - Playing Rules:
    - No inning can begin 1 hour and 50 minutes after the scheduled start time.
    - Length of Games: Six (6) innings
    - No metal cleats are permitted.
    - Wooden or Metal bats manufactured specifically for pony baseball play, which are round not more than 2 5/8" in diameter at the thickest part.
    - Runners may lead off and steal bases in Official Baseball Rules
    - Pitching:
      - Pitching Distance: 46 Feet
      - Distance between Bases: 60 feet
        - Players shall not throw more than three innings in a calendar day. 40 hours of rest will be required before a player enters into a new game to pitch.
    - Mercy Rules
      - Ten (10) run lead after four (4) or more innings for the visiting team and three (3) and a half (4 1/2) or more innings for the home team.

- If it is necessary to call a game due to darkness, the Plate Umpire will make the decision to call the game and the game will be considered a suspended game and will be continued where left off as soon as possible, unless four (4) innings have been completed than the games may be considered a completed game.
- Defensive Playing Requirements
  - All players will play at least two (2) consecutive defensive innings and one (1) offensive at bat
  - If a game is called for any reason before a player gets his/her playing time, that player must start in the next game.
  - Any player in the starting line up who was removed for a substitution may re-enter the game one time. The player shall return in their original batting spot.
  - In the instance in which a team does not have an eligible substitute for a player that becomes ill, injured, or ejected from the game by the umpire, the player last removed from the line-up by the manager or coach, who is otherwise eligible to play, shall be used as the substitute.
  
- Bronco Division Rules:
- Playing Rules:
  - No inning can begin 1 hour and 55 minutes after the scheduled start time.
  - Metal cleats are permitted.
  - Length of Games: seven (7) innings
  - Wooden or metal bats manufactured specifically for baseball play, which are not more than 2 5/8" in diameter at the thickest part.
  - Runners may lead off and steal bases in Official Baseball Rules.
  - Pitching:
  - Pitching Distance: 50 Feet
  - Distance between bases: 70 Feet
  - Players may throw up to seven (7) innings in a calendar day. After four (4) innings pitched, 40 hours of rest is required before entering in a new game to pitch.
  - Mercy Rules
    - Ten (10) run lead after five (5) or more innings for the visiting team and for and a half (4 ½) or more innings for the home team.
    - If it is necessary to call a game due to darkness, the Plate Umpire will make the decision to call the game and the game will be considered a suspended game unless five (5) innings have been completed than the game may be considered a complete game.
  - Minimum Defensive Playing Requirements:
    - If a game is called for any reason before a player gets his/her playing time, that player must start the next game.
    - Any player in the starting line up who was removed for a substitution, may re-enter the game one time. The player shall return in their original batting spot.
    - In the instance in which a team does not have an eligible substitute for a player who becomes ill, injured, or ejected from the game by an umpire, the player last to be removed from the line-up by the manager or coach, who is otherwise eligible to play, shall be used as a substitute.
      - All players will play at least two (2) consecutive defensive innings and one (1) offensive at bat.
  
- Pony Division Rules:
  - No inning can begin 1 hour and 55 minutes after the scheduled start time.
  - Metal cleats are permitted.
  - Length of Games: seven (7) innings

- Wooden or metal bats manufactured specifically for baseball play, which are not more than 2 5/8" in diameter at the thickest part.
- Runners may lead off and steal in Official Baseball Rules.
- Pitching:
  - Pitching Distance: 54 Feet
  - Distance between Bases: 80 Feet
    - Players shall throw up to seven (7) innings. After four (4) innings, 40 hours of rest is required before entering into a new game to pitch.
- Mercy Rules
  - Ten (10) run lead after five (5) or more innings for the visiting team and or and a half (4 ½) or more innings for the home team.
  - If it is necessary to call a game due to darkness, the Plate Umpire will make the decision to call the game and the game will be considered a suspended game unless five (5) innings have been completed than the game may be called a completed game.
- Minimum Defensive Requirements:
  - If a game is called for any reason before a player gets his/her playing time, that player must start in the next game.
  - Any player in the starting line-up who was removed for a substitute, may re-enter the game one time. The player shall return to their original batting spot.
  - In the instance in which a team does not have an eligible substitute for a player that becomes ill, injured, or ejected from the game by the umpire, the player last removed from the line-up by the manger or coach, who is otherwise eligible to play, shall be used as a substitute.
    - All players will play at least two (2) consecutive defensive innings and one (1) offensive at bat.

## **F. Protests**

A manager may protest a game after he perceives that the umpire has misinterpreted a rule against his team. Protests based on judgment decisions by the umpire are not permitted.

### **1. Protest Board**

- The Protest Board will consist of the Director of Umpires, Head Player Agent, the appropriate Division Player Agent, the President and/or Vice President and Secretary (for recording). At least five members of the Protest Board must be present to render a decision. In the event the Protest Board is unable to convene five members, another Executive Board Member will attend the meeting and act as the fifth member. The Protest Board shall concern itself only with the game being protested and may solicit testimony from any source that it chooses, but actual decisions shall be based on majority vote. Decisions of the Protest Board are final, are not subject to appeal, and will be submitted to the Secretary for recordation purposes.

### **2. Protest Procedures**

- When a protest occurs, the objecting manager must, at the time of the play, notify the plate umpire, the opposing manager, and the official scorekeeper that the game is being played under protest.
- Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as described above.
- Umpires shall make a public announcement to the crowd when a game is being played under protest.
- The umpire shall submit a written report immediately.

- The protest must be submitted in writing within 24 hours of the completion of the game to the Protest Board in care of the Director of Umpires.

### 3. Decision Time

- The Protest Board will make every effort to render a decision within five calendar days of the receipt of the protest from the protesting manager.

### 4. Game Replay Considerations

- Any game in which a protest is upheld will be replayed from the point of the protest with each team having the same lineup in effect at the time of protest. Pitchers' eligibility shall be determined by the number of innings pitched during the game at the time of protest.
- In leagues using round-robin batting and free substitution, the lineup will remain intact except that an absent player may be deleted from the lineup.

### 5. Game Replay Date

- If a protested game is replayed, it will be replayed as soon as possible. The Scheduling Committee shall schedule replayed games.

## **Article IV. Determination of Standings and Player Awards**



## **A. Determination of Standings**

1. Chief Scorekeeper will be using team record of wins and losses. If there is a tie in the league standings, the head- to- head results will be used. If this does not result in a champion, one (1) playoff game will be played between the two tied teams to determine a champion.

## **B. Player Awards**

1. Pinto, Mustang, Bronco, Pony Divisions:

i. The team with the best record, or in the case of equal records, the team with the best in head-to-head league games or winner of tie-breaking playoff game, according to the Chief Scorekeeper, shall be declared league champion. Each player on a championship team will be given an award. Other awards are at the discretion of the Board of Directors.

2. Mini-Shetland and Shetland Divisions:

ii. League standings will not be compiled and all players will receive participation awards.

Game 1				
	W-1			
<b>Second Seed Team</b>				
	Game 4			
			W-4	
<b>Fourth Seed Team</b>				
Game 2	W-2		Game 6	
<b>First Seed Team</b>				<b>CHAMPION</b>
		L-4		
		Game 5	W-5	
	L-1			
	Game 3	W-3		
			(If Necessary)	
	L-2		Game 7	
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<b>FIVE TEAM LEAGUE</b>					
<b>Double Elimination Tournament</b>					
<b>Fifth Seed Team</b>					
Gm 1					
		W-1			
<b>Second Seed Team</b>		Game 6			
	<b>First Seed Team</b>			W-6	

<b>Fourth Seed Team</b>	Game 4	W-4			
				Game 8	
Gm 2	W-2				
<b>Third Seed Team</b>			L-6		<b>CHAMPION</b>
			Game 7	W-7	
		L-4			
		Game 5	W-5		
	L-1			Game 9	
	Game 3	W-3			
				(if needed)	
	L-2			L-8	

<b>SIX TEAM LEAGUE</b>						
<b>Double Elimination Tournament</b>						
<b>Sixth Seed</b>						
Gm1						
	W-1					
<b>Third Seed</b>	Gm3					
			W-3			
	<b>Second Seed</b>					
<b>Fourth Seed</b>			Gm8			
					W-8	
Gm2						
	W-2					
	Gm4		W-4			
<b>Fifth Seed</b>						
					Gm10	
	<b>First Seed</b>					
				L-8		
		L-1				

		Gm5				<b>CHAMPION</b>
			W-5	Gm9	W-9	
		L-2				
			Gm7	W-7	Gm11	
					(if necessary)	
		L-4			L-10	
		Gm6	W-6			
		L-3				

<b>SEVEN TEAM LEAGUE</b>							
<b>Double Elimination Tournament</b>							
<b>Sixth Seed</b>							
Game 1							
		W-1					
		Game 6					
<b>Third Seed</b>	<b>Second Seed</b>			W-6			
	Game 3	W-3					
				Game 10			
					W-10		
	<b>Seventh Seed</b>						
	<b>First Seed</b>						
<b>Fifth Seed</b>	Game 4			W-4		Game 12	
Game 2	W-2						
			L-6		L-10		
			Game 8				<b>CHAMPION</b>
<b>Fourth Seed</b>				W-8	Game 11	W-11	
		L-1					
			W-5			Game 13	
		Game 5		Game 9	W-9	(If Necessary)	
		L-2					

