



LOCAL RULES AND REGULATIONS

Revised February, 2010

2010 CYB Local Rule Changes

1 – The League – Changed two references to the Player Agent to the current title, Player and Coach Agent.

2 – Teams

2.1 – Added the Shetland Division with a maximum of 11 players per team

2.2 – Added reference to the Shetland Division indicating a minimum roster size of 10.

2.4 – Added reference to the Shetland Division and allowing 4 total team coaches.

3 – Legal Players

Added reference that the natural league age for the Shetland Division is from 4-6 yrs old.

Added reference that league age is determined by how old the player is on 4/30.

Included reference allowing registration to the Shetland Division for 4-6 yr olds.

5 – Selection of Players

5.31 – There will be no try out for the Shetland Division.

5.32 – Changed Player Agent to Player and Coach Agent.

8 - Playing Rules

8.10 – Allows Shetland to have four coaches on the field.

8.21 – Disallows straight steals and suicide squeezes of home plate. Penalty is the manger will be given a warning and runner is called out. However, a safety squeeze is permitted.

9 – Pitching

9.3 – Mandates the current pitch count limits and rest periods. This rule requires both teams to have a parent, not a coach, track their teams pitch counts and maintain a pitching log.

10 – Length of Games

10.3 – Shetland will play 1 hr games

10.4 – 3 Innings will constitute a complete game in Shetland

10.41 – A complete game is 6 innings in Shetland.

10.6 – There is no Mercy Rule in the Shetland Division.

15 – Standings – Standings will not be kept in the Shetland Division.

17 – Penalties

17.1 – Changed two references from the Player Agent to the Player and Coach Agent.

17.3 – Players will no longer be subject to the suspension rule.

17.35 – Covers how to handle player ejections, but there is no mandatory 1 game suspension.

17.8 – Clarifies that a player ejected for losing control of his bat will not need to leave the playing field. In the Shetland Division the player will only be called out after the 2nd offense, not ejected.

18 – Protests

18.1 – Added reference to the Shetland Division.

Mustang 8 – Allows the ability to run for a catcher if 4 runs have been scored (excluding the open inning)

Bronco 5 – Allows the ability to run for a catcher if 4 runs have been scored (excluding the open inning)

Pony 3 – Allows running for the catcher with 2 outs.

Pony 4 – Allow pinch running for the pitcher with 2 outs to allow him time to change his shoes if playing on a portable mound.

Appendix 2 – There are no playoffs in the Shetland Division.

Appendix 3 – Added reference to the Shetland Division for team formation.

A3-13 – The Shetland Commissioner shall form teams taking age, school, geography and special requests made at the time of registration.

A3-14 – In Shetland, no more than 6 players in the upper age group can be assigned to a team of 10.

1 The League

The Carlsbad Youth Baseball Executive Board of Directors is composed of six (6) elected officials' President, Vice President, (administration) Vice President (Operations) Treasurer, Secretary, and Player and Coach Agent.

For the purpose of resolving certain specific issues, the League will form a Decisions Committee. The Decisions Committee is chaired by a Board Member (selected by the President, typically the Vice President of Operations), the Player and Coach Agent and the Commissioner of the division in question.

The following rules and regulations have been developed and adopted by the CYB Executive Board of Directors (the Board). Any League Member may request modifications or clarification to the rules by submitting proposed rule modifications in writing to the CYB Executive Board. These rule change proposals will be assessed and dispositioned through the league's annual rules revision process, with any resulting rules modifications approved by the Executive Board of Directors.

Any rules issues requiring clarification within the current season should be submitted in writing to the Rules Committee Chairman (VP Operations), who will consult with the Chief Umpire in developing an interpretation of the rule in question. This ruling will then be communicated to all impacted parties. Such inquiries will also be evaluated as candidate rule change proposals for the next rules revision process cycle.

Official Major League Baseball Rules as released through the office of the Commissioner of Baseball, and PONY Baseball Rules and Regulations published by Pony Baseball, Inc., Washington, PA, and the PONY BASEBALL handbook for the current season shall apply to matters not covered by CYB Local Rules and Regulations. The hierarchy of rule application for CYB shall be as follows:

- A) Appendix 2 Rules take precedence over Local CYB Rules (Spring Post-Season Playoffs only)
- B) Local CYB Rules take precedence over Pony and MLB Rules
- C) Pony Rules take precedence over MLB rules
- D) MLB rules

2 Teams

2.1 The League is divided into five (5) divisions containing teams consisting of the following maximum number of players:

<u>DIVISION</u>	<u>MAXIMUM PLAYERS PER TEAM</u>
SHETLAND	11
PINTO	12
MUSTANG	12
BRONCO	12
PONY	12
COLT/PALOMINO	15

2.2 The Player Agent shall attempt to maintain team rosters at eleven (11) or twelve (12) players so as to provide maximum playing time for each player. In Shetland a team rosters of 10 is acceptable.

2.3 Team names in each division shall be selected in accordance with an appropriate procedure determined by the league's commissioner.

2.4 Except as provided in Rule 8.11, each team will have one manager and one designated coach (with a maximum of three (3) coaches overall, including Manager); the Pinto and Shetland Divisions may have a maximum of four (4) coaches overall, including Manager. Where possible, each team shall have a team scorekeeper and a team parent.

2.5 No team will be allowed to replace a player in the last two (2) weeks of the regular season.

3 Legal Players

Players within PONY Baseball's "traditional" age limits listed below are eligible to play as follows:

<u>DIVISION</u>	<u>LEAGUE AGE</u>
SHETLAND	4-6
PINTO	7-8
MUSTANG	9-10
BRONCO	11-12
PONY	13-14
COLT/PALOMINO15-18

Divisional assignments based on the "traditional" age grid are determined by the player's birth date and where it falls on the PONY Baseball age grid. A player's league age is determined by how old they will be on April 30th.

In October 2008, PONY Baseball created an "and under" program that expands the age eligibility for each division by reducing the minimum age for each division. Effective Spring 2009, CYB will adopt PONY's "and under" program to the extent that the minimum age for each division will be expanded by ONE (1) year relative to the "traditional" age grid divisions. To illustrate:

Shetland Age Eligibility will be league ages 4 to 6
Pinto Age Eligibility will be league ages 6 to 8
Mustang Age Eligibility will be league ages 8 to 10
Bronco Age Eligibility will be league ages 10 to 12
Pony Eligibility will be league ages 12 to 14
Colt/Palomino Eligibility will be league ages 14 to 18

Players of league ages 6, 8, 10, 12, and 14 who wish to participate in the “older division” must demonstrate an adequate skill level to play in the “older division.” CYB’s policy and player placement procedures are described in detail in CYB’s “And Under” Program Policy and Application document, which can be downloaded from CYB’s website.

In certain special cases, a player may apply to “play down” in a division below that assigned from the age grid. The age grid, and age grid waiver policy can both be found on the CYB website, or copies of these documents can be requested from the registrar.

3.1 Players who play in a non-Pony league may also participate concurrently in CYB. We require that a player disclose the fact that he/she is playing in more than one league, and declare where his/hers first loyalty lies in the event of a schedule conflict. All managers should be made aware of the player’s status and principal loyalty prior to evaluation at try-outs and again at the division pre-draft meeting.

3.2 In order to be eligible for an All-Star team, each player must satisfy the age, residency, and participation rules as stipulated in the PONY baseball rule book. Information on the PONY rules related to tournament play can be found on the CYB website.

4 Boundaries

The Pony Baseball Organization of San Diego County defines CYB boundaries. A map which outlines the boundaries may be inspected by contacting the league registrar.

5 Selection of Players

5.1 Registration

- CYB registration is to take place on the dates indicated by the Board’s posted calendar (on website)
- Separate registrations are required for spring and fall play. Only CYB approved forms shall be used for registration.
- A legal document or official CYB League roster will confirm each player’s age.
- The spring season registration cut-off date shall be March 31.

5.2 Player Assignment

5.21 No player shall be permitted to “play-down” without an Age Grid Waiver Application approved by the age-grid-assigned Division Commissioner and the Player Agent.

5.22 In the event that more players register than can be accommodated by the number of teams to be organized, players signing up prior to the official close of registration shall be given priority. In addition, new protected players who register at or prior to the second tryout date shall be given priority. All others shall be placed on the waiting list maintained by the Player Agent in the order of registration date. Vacancies shall be filled from the **waiting list** and from no other source.

5.3 Try-Outs

5.31 All registered players in all divisions except Colt/Palomino and Shetland are requested to try out. Failure to try out does not carry a penalty.

5.32 Try-outs will be held for the spring and fall season. The CYB Board will establish try-out dates for each division. The Player and Coach Agent or Registrar will prepare a roster of registered players and assign player try-out numbers. Copies of the roster will be given to the coaching staff prior to tryouts.

5.33 All managers and coaches or their designees should attend each try-out. The coaching staff will assist in conducting the tryouts. All players will attempt the following:

Fielding and throwing:

- Players will be positioned in the outfield; each player will field several fly balls and will be required to make throws to second base and/ or home plate.
- Players will be moved to the shortstop position. Each player will field several ground balls and will be required to make throws to first base.
- Players will be moved to first base, where they will catch the shortstop's throw and relay to the catcher.

Hitting:

- Each player will take a turn in the batter's box, properly equipped with a batting helmet. Each player will attempt to hit five (5) pitches. After the 5th pitch the player will run to 1st base.

5.4 Team Formation

5.41 Teams in each division shall be formed according to the terms specified in Appendix 3.

6 Playing Fields

6.1 Base and mound definitions will be subject to field availability and subject to restrictions placed on field changes by the City of Carlsbad.

6.2 The permanent fences at the respective playing fields will determine home run and backstop distances, provided that the Board of Directors may authorize the Pinto Division to utilize a temporary outfield fence. For Bronco Division games at Pine Field, the temporary fence should be placed at approximate distances of 225 feet down the foul lines, and 275 feet at center field.

7 Equipment

7.1 A uniform shall consist of a hat, jersey, pants, belt (except Pinto Division), and socks.

7.2 No additions or adjustments of any kind shall be made to the uniforms.

7.3 Except as stated in rule 7.4, metal cleats are permitted during regular season play in Pony, Colt/Palomino divisions only. Shoes with interchangeable cleats are highly recommended. At the discretion of the umpire, any player wearing metal cleats may be ejected from the game for spiking.

7.4 Metal cleats are not approved for use on fields with synthetic turf, or for pitching on portable mounds.

7.5 Teams may use only uniforms and equipment approved by the Local League. Personal protective equipment and bats must meet PONY BASEBALL safety standards. Players may add only their names and/or numbers to their helmets.

7.6 Players on deck, batters and base runners shall wear protective helmets. Catchers must wear a helmet, face mask with throat guard, chest protector, shin guards and protective cup during practice and games – NO EXCEPTIONS. Any player not wearing a protective cup shall not be permitted to squat behind the plate during any practice or game, or while warming up a pitcher on the sidelines or between innings. Protective cups are recommended equipment for all players.

7.7 Batting devices of any kind are not allowed on the field or outside the field of play during the game.

8 Playing Rules

8.1 No jewelry except a medical alert ID taped to the body may be worn during games.

8.2 There will be no eating or drinking on the field or in the dugouts during games by players, managers, coaches or umpires in all divisions. Subject to the team manager's discretion, closed plastic drink containers, gum and sunflower seeds are permitted in the dugouts and on the field (natural turf only). Under no circumstances are any food or beverage items other than water or clear beverages permitted on synthetic turf fields, or in the dugouts of such fields. Team managers shall be responsible to enforce this rule.

8.3 The home team will occupy the third base dugout.

8.4 The League Equipment Manager shall provide two game balls and replacements for home run balls (see 13.5) for each game.

8.5 During the regular season, if a team fails to field at least eight players within 15 minutes after the scheduled start time, the game shall be declared a forfeit. If after the start of play a team is reduced to less than eight players, the game shall continue and shall count as an official game. Failure of both teams to field at least eight players at the start of a game results in a double forfeit. There shall be no automatic out recorded when a missing player's position in the batting order comes up. In the event of a game that is forfeited due to a player shortage, participants including umpires are encouraged to continue to play a scrimmage game. For such a scrimmage game, a team may borrow one or more defensive (non-pitching) players from the opposing team.

8.6 Each team will supply at least one person to help prepare the field for play. Both

teams shall be responsible for complete preparation of the field for play.

8.7 Time permitting; each team shall have ten minutes of pre-game warm-ups on the game field. The visiting team shall have the field for the time beginning twenty-five minutes prior to the scheduled start time until fifteen minutes prior to the scheduled start time. The home team shall have the field for the period beginning fifteen minutes prior to the scheduled start time. All pre-game infield warm-ups will be completed five minutes prior to the scheduled start time. The umpires shall have the last 5 minutes prior to game time for pre-game preparation and instructions.

8.8 Prior to games, use of the infield (for infield practice, batting, or pitching) is prohibited until such time as designated in Rule 8.7 or such time as instructed by the home plate umpire. Wiffle ball batting will be permitted in the outfield areas only. Pitching from the mound prior to the start of the game (except when the home team takes the field) is also prohibited.

8.9 If a player arrives late for a game, the manager has discretion to decide whether the innings missed shall count as an inning that player sat out (see Pinto Rule 15, Mustang Rule 4, Bronco Rule 3, Pony Rule 2). Also at the manager's discretion, the innings missed may be deducted from the minimum inning requirements of Pinto Rules 13 & 14, Mustang Rule 5, and Bronco Rule 3. The player bats at the bottom of the line-up. In the event of a suspended game, only those players present at the time of suspended play are eligible to play in the continuation.

8.10 One manager and two coaches (or three coaches in the absence of the manager) are allowed on the field during a game. At least one League-approved manager or coach should be on the field at all times, except in case of emergency in which case another parent may fill in. The field includes the playing surfaces and dugouts. Coaches cannot coach from outside the playing field. Pinto and Shetland teams shall be allowed four (4) coaches on the field.

8.11 A maximum of two coaches may position themselves outside of the dugout during play, as long as they can do so safely and do not interfere with play of the game. The allowed positioning of the coaches is dependent upon the field and is at the discretion of the umpires.

8.12 The offensive team must have two coaches in coaching boxes at all times. Only one of the coaches may be a player. Any player coaching a base must be in uniform and wear a helmet.

8.13 For the safety of all players, runners are required to slide or avoid on a close play. (For the purpose of this rule: A play is constituted by having a runner and a fielder-in-possession-of OR fielder-in-the-act-of-receiving the baseball in proximity of the base.) A base runner shall be called out if contact occurs and the base runner fails to slide, does not attempt to avoid a fielder, or commits an obvious unsafe play in the opinion of the umpire. Defensive players shall not block the base to which the runner is advancing unless in possession of the ball or in the act of receiving the ball. The determination of a "close" play is entirely Umpire judgment.

Approved Ruling: A thrown ball up or off the line from home plate or a base is not to be considered a close play. It is unrealistic for a base runner to slide or in some

cases avoid when a thrown ball is clearly off its intended target. Any contact that would be made is considered incidental.

8.14 Except in the Pinto Division, catchers must use a catcher's mitt (glove) during games.

8.15 Only a player playing the position of first base is permitted to wear a first baseman's glove.

8.16 A player will not be allowed to play with a hard cast. A player may play with a soft cast provided he/she has a doctor's release. Umpires shall advise the Board if an abuse or mistake is seen. Umpires shall advise the Board if, in their judgment, a team manager has exercised poor judgment or abusive behavior in the act of determining player fitness for play.

8.17 Teams are responsible for removing trash from their respective dugouts and from the field upon completion of games.

8.18 In the event a player becomes injured or ill during a game, the player's parent or the team manager will determine if the player is able to continue playing. An injured or ill player, once removed from the game, may not return during that game. Umpires are to give ample time in the event of an injury so that the player may recover from the situation causing the injury.

8.19 In the case of injury to a player (deemed serious by the umpire) while a play is in progress, the umpire shall call "time-out" so a team official can attend to the player. The umpire shall award bases that he/she feels would have been obtained had the "time-out" not been called.

8.20 At the end of the game teams shall form a line in front of their dugouts. The manager or coach will lead their team to where both teams will meet and exchange handshakes.

8.21 All players available must be in the batting order submitted to the official scorekeeper. The batting order may not change once the game has started unless the removal of a player because of injury, illness, ejection or other legitimate reason (subject to approval of the opposing manager). Any player leaving the game for one of these reasons will not be considered an out during a subsequent at bat. Such a player may not re-enter the game. A player arriving late shall be placed at the bottom of the batting order. In the event of a suspended game, only those present at the time play is suspended shall be eligible to play in the continuation.

8.21 **NO STRAIGHT STEALS OF HOME OR SUICIDE SQUEEZES** are allowed. If a straight steal of home is attempted the runner will be called out and the manager shall be given a warning and referred to the Decisions Committee. A Safety squeeze is permitted provided that the runner does not break for home until after the batter bunts.

9 Pitching Rules

9.1 Pitchers shall not be warmed-up except on the field of play, unless, in the opinion of the home plate umpire, this can be done safely without risk of injury to players and/or

bystanders. Umpires will allow, in their judgment, sufficient time for replacement pitchers to warm-up. A minimum of eight pitches will be allowed.

9.2 The warm-up catcher shall be a member of the pitcher's team and wear a mask and protective cup. In order to avoid delay, a manager or coach shall be permitted to warm-up the pitcher between innings.

9.3 Regular season pitching inning limits, pitch count limits, and rest periods for each division are specified in the table below.

Division	Max Innings/Day (Spring)	Max Innings/Day (Fall)	Max Innings/Week (Spring)	Max Pitches/Game	2-Day Rest Threshold (pitches)	3-Day Rest Threshold (pitches)	4-Day Rest Threshold (pitches)
Mustang	2	2	4	50	30	40	50
Bronco	3	3	6	60	40	50	60
Pony	4	3	8	70	50	60	70
Colt/Palomino	7	7	10	90	60	80	90

Each team will provide one parent, not a coach, to monitor pitch counts for their team. Upon reaching the mandated pitch count, the current pitcher may finish pitching to the batter of record. Each team should maintain a permanent record of not only their players pitch counts, but also the opponents pitch counts.

Rest Rule – Upon appeal, the plate umpire will review the pitching log for any infractions. If none are found, play will resume. If the accuracy of the pitching log is questioned, the division commissioner can request to review the pitching logs of recent opponents for consistency. Any manager found in violation of the rest rule will be ejected from the game and subject to additional penalties per rule 17.3.

Pitching on 2 Teams – In cases where pitchers are participating on another (eg Club/Travel) team at the same time as their recreational team, managers are encouraged to communicate closely with the pitchers, their parents and the other manager to ensure protection of the pitchers' arms.

For purposes of computing the innings pitched per week, the week shall be from 12.01 a.m. Monday to 12:00 p.m. (midnight) the following Sunday.

9.4 No pitcher may wear a long sleeve white or gray colored shirt, use a white or gray colored glove, or use or wear any article of clothing or equipment as a means of concealing the baseball during his/her delivery.

10 Length of Games

10.1 No practice shall exceed three (3) hours in length. Pre-game practices shall be limited to one (1) hour, and no post game practices shall be held, provided that managers and coaches are encouraged to discuss the just completed game with their players. Violation of this rule shall be grounds for discipline of the manager/coach.

10.2 The official game clock shall be kept by the home plate umpire. After the delivery of the first pitch, the home plate umpire shall inform the scorekeeper of the current time

as well as the official starting time of the game.

10.3 Once play has commenced, no inning shall begin after the following times have elapsed:

<u>DIVISON:</u>	<u>TIME LENGTH</u>
SHETLAND	1 HR
PINTO	1 HR/30 MIN
MUSTANG	1 HR/45 MIN
BRONCO	2 HR/10 MIN
PONY	2 HR/15 MIN
COLT	2 HR/15 MIN

An inning officially starts immediately after the third out of the bottom of the preceding inning is made, regardless of the time it takes the defensive team to leave the field.

Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any game shall revert to the previously completed inning.

10.4 The following number of innings played shall constitute a complete game:

<u>DIVISION:</u>	<u>MINIMUM # OF INNINGS</u>
SHETLAND	3 INNINGS
PINTO	3 INNINGS
MUSTANG	3 INNINGS
BRONCO	4 INNINGS
PONY	5 INNINGS
COLT	5 INNINGS

10.41 The following number of innings shall comprise a regulation game.

<u>DIVISION:</u>	<u>MAXIMUM # OF INNINGS</u>
SHETLAND	6 INNINGS
PINTO	6 INNINGS
MUSTANG	6 INNINGS
BRONCO	7 INNINGS
PONY	7 INNINGS
COLT	7 INNINGS

10.5 Any game not completed may be made up at a later time. In this event, the Division Commissioner will determine whether a makeup game will be played.

10.6 In the Spring and Fall season, there is a 10 run "Mercy Rule" after 5 innings of play in the Bronco-Colt divisions. There shall be a 12 run "Mercy Rule" in the Mustang Division after 4 innings. There is no Mercy Rule in the Pinto and Shetland Divisions.

10.7 In the Spring and Fall season, if a game falls under the "Mercy" rule and both Managers agree to continue to "play on", the "Mercy rule" is waived and the

game is played with Umpires to the “no inning after” time. There will be no open innings when “Mercy” rule is waived.

11 Schedule

11.1 The Board shall determine the spring game schedule.

11.2 Prior to the commencement of the regular game season, each team shall conduct at least two (2) and at most (4) practices per week. After the season has commenced, a minimum of one (1) and a maximum of two (2) practices per week are recommended. The Division Commissioner shall provide practice schedules.

11.3 Canceled or suspended games may be made up at a later time. In this event, the Division Commissioner will determine whether a makeup game will be played.

12 Umpires

12.1 The plate umpire will be in charge of the field.

12.2 Judgment calls made by the umpire are official and final. Only the team manager or designee may discuss rule interpretations with the umpire. Anyone violating this rule may be requested to leave the field area.

13 Score Keeping

13.1 Each team shall be issued a scorebook. The home team shall provide the "official" scorekeeper at each game. The umpire shall not start the game until the official scorekeeper has been identified, and has been provided with team batting orders, etc. Numbers in the book must match the numbers on the player's jerseys. Scorekeepers are encouraged to record the pitcher and number of pitches thrown in each inning as an aid to coaches in following pitch-count guidelines.

13.2 Home run balls will be awarded to the player hitting it.

14 Managers and Coaches

14.1 Manager/Coach Selection

Selection of Managers and Coaches shall be in accordance with the league's published policy.

14.2 All managers and coaches must wear shoes (no sandals) and a League issued shirt (recommended) on the playing field.

15 Standings

Standings will not be kept in the Shetland, Pinto, Mustang and Bronco Divisions. In the Colt/Palomino Division, the Division Commissioner will determine with other league counterparts whether standings are to be maintained.

In the Spring season only, Standings will be maintained and will be used as a basis for seeding in the post-season tournament in the Pony Division. Standings will be determined based upon the following tie-breaker system

- 1) Winning Percentage
- 2) Head-to-Head record
- 3) Least runs allowed head to head
- 4) Most runs scored head to head
- 5) Coin Flip

The computation of Winning Percentage will include the results of all completed games, including ties.

The equation to be used for Winning Percentage (WP) is:

$$\text{WP} = (\text{Wins} + (\text{Ties}/2))/(\text{Total Completed Games})$$

In this definition, a "completed game" is according to the definition in Section 10.4.

16 Reserved

17 Penalties

17.1 A manager desiring to sit a player out for failure to appear on time for a game, missing practice, or violating team or league rules, shall notify the Player and Coach Agent and the player's parents in writing. The Player and Coach Agent shall discuss the matter with the manager and the player and shall authorize the action by written notice to the player and the manager that the player will sit out the next scheduled game following the notice. A player sitting out may be in uniform and sit in the team dugout during the game which he/she is sitting out, and at the manager's discretion, may be used as a base coach, and may be inserted in the game only in order to prevent the team from being unable to field eight (8) players. If the player is inserted in the game, he/she will be deemed to have sat out the entire game. A player sitting out shall be identified to the official scorekeeper as "present but not playing".

17.2 If, during a game, a manager must bench a player for disciplinary reasons, the manager shall notify the umpire, the opposing manager and the official scorekeeper. The managers shall give written notice of the benching to the Player Agent within forty-eight (48) hours after the conclusion of the game. The Player Agent shall keep a record of such actions, and shall report to the Board periodically regarding the same.

17.3 Any manager, coach, or spectator ejected from a game may not be within 250 feet of home plate for the remainder of the game, and will automatically be suspended for a minimum of one (1) additional game. The Decisions Committee, appointed by the President, will review all ejections and will require a statement from the ejected individual. The Decisions Committee can suspend an individual for up to two additional games and may recommend suspension of more than two additional games to the Board. Decisions will be communicated through the league Commissioners and team

managers.

17.35 Any Player ejected for egregious unsportsmanlike like conduct, malicious contact, or an egregious violation of the rules and or conduct maybe suspended for an additional game or more. The Decisions Committee, appointed by the President, will review all ejections and will require a statement from the ejected individual. The Decisions Committee can suspend an individual for up to two additional games and may recommend suspension of more than two additional games to the Board. Decisions will be communicated through the league Commissioners and team managers.

17.4 All players, managers, coaches, parents and spectators will be expected to strictly comply with the CYB RULES OF CONDUCT, a copy of which is attached to these Local Rules.

17.5 There will be no hitting or throwing of balls into any chain link fence at any CYB field. This rule has been mandated by the City of Carlsbad.

17.6 Noisemakers are not permitted at any game. Use of such devices may result in ejection of the manager.

17.7 There will be no organized distracting chatter or motions/movements that might create an unsafe situation for an opposing player.

17.8 Any player who loses control of the bat and inadvertently “throws-the-bat” during his/her at-bat shall receive a warning from the umpire on the first instance. A second instance during the same game shall result in the player being ejected from that game only, but the player is not required to leave the field. In the Shetland Division a second instance during the same game shall result in the player being called out.

18 Protests

18.1 Protests are strongly discouraged. Protests based on a play, which involves an umpire’s judgment, shall not be permitted. In the Shetland, Pinto and Mustang Divisions, protests shall not be allowed except in post-season play, as the PONY LEAGUE OFFICIAL RULES shall permit.

18.2 When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, scorekeeper and opposing team’s Manager that the game is preceding under protest, and the grounds therefore. The objecting manager then must submit a written protest in writing within 48 hours to the League’s President or Vice President of Operations. A Decisions Committee will then be formed to investigate and resolve the issue, with consultation from the Chief Umpire. The ruling of the Decisions Committee shall be final and not subject to appeal.

19 General Conduct

19.1 Any violation of the local Rules and Regulations or the CYB or NYSCA CODE OF CONDUCT may result in the suspension of a player, manager, coach, umpire, or other person for such period as shall be deemed appropriate by the Board.

19.2 Alcoholic beverages will not be allowed on or around the playing field. CYB

encourages a tobacco free environment at all CYB activities.

19.3 Except in cases of emergency, spectator contact with players on the field or in the dugout is prohibited.

19.4 Players may not leave the playing field without the permission of a manager or coach.



Carlsbad Youth Baseball

P.O. Box 4475
CARLSBAD, CA 92018

Shetland Division Rules *Revised November 2011*

"Shetland league focuses totally on instruction of beginning players"

The Shetland Division shall follow the rules set forth by the Official Baseball rules, PONY Baseball, and the CYB Local Rules and Regulations.

Role of the Commissioner

1. The Shetland Commissioner will oversee and enforce the guidelines provided by the Rules Committee and CYB Executive Board.

Playing Field

1. Distance between bases: 50 feet
2. A ten foot arc will be inscribed in front of home plate, from the first base line to the third base line. Any batted ball which does not travel beyond that line will be considered a foul ball.
3. In the event no lines are available, the umpire's judgment should be considered final.

Equipment

1. Safety baseballs are required. The ball must weigh not less than 5 or more than 5 ¼ ounces & measure not less than 9 or more than 9 ¼ inches in circumference.
2. Bat shall not be larger than 2 ¼ inches in diameter. NO BIG BARREL BATS. Metal, composite, and wooden bats are legal.
3. It is recommended that "rubber molded cleats" be used for Shetland play
4. Batter, players in the on deck batter area, base runners and players coaching in the baseline coaching boxes are required to wear a "batter's helmet" which gives protection to the top of the head, temples, ears and base of the skull.
5. Catchers are required to wear a helmet. Catcher's gear consisting of mask, chest protector, and shin guards should be used if available.
6. Protective athletic cup is recommended.

Rosters

1. Teams will consist of any combination of 4, 5 and 6 year old players.
2. Team size: Minimum 8 players per team. Maximum of 12 players per team.
3. Coaching positions: 1 Manager, 3 Coaches.

Game Length

1. Game length shall be as many complete innings as possible within 1 hour.
2. A complete inning consists of both teams batting.
3. No inning shall start after 1 hour of time has passed since first pitch.
4. The last inning shall be completed even if 1 hour has passed.
5. Two (2) complete innings constitutes a complete game.

Defensive Positioning

1. All players on the roster must play defensively.
2. No minimum number of players is required to play a game.
3. There will be free defensive substitutions.
4. Players SHALL NOT play in the outfield in consecutive innings.
5. No player will play the same position more than two (2) times in a game.
6. There shall be a maximum of four outfielders, stationed 15 feet behind the baseline.
7. The catcher position is required when 10 players are playing defensively. Catcher is optional for less than 10 players.
8. Standard infield positions are P, 1B, 2B, 3B and SS. Extra infielders may be used if all other positions are filled. Extra infielders will be stationed between first base and second base, and between third base and second base.
9. An infielder CANNOT stand on a base before the ball is hit.
10. No infielder may be positioned more than 5 feet from 1st/2nd or 2nd/3rd baselines towards home plate.

Coaching Positions

1. Offensive coaches will be stationed in the coach's boxes, as a coach pitching, and (optionally) behind the catcher.
2. Defensive coaches are allowed along the fair/foul lines and in the outfield.
3. If a batted ball strikes a defensive coach, the ball is dead and runners shall advance one base.
4. Defensive coaches may call time to approach a defensive player between batters.

Umpires

1. The coach pitching will serve as umpire for that half inning.
2. The Coach/Umpire may not coach players during live action.
3. The Coach/Umpire may rely on assistance from the base coaches for close plays at first and third base.
4. The Coach/Umpire has a difficult job. To set a proper example, please refrain from questioning judgment calls.

Pitching-Coach Pitch

1. Pitching will be done by the batting team's coach.
 - A. The coach shall pitch from a position approximately half way between the pitcher position and home plate preferably from his/her knees.
 - B. If a batted ball strikes the coach pitching, the ball is dead, no runners shall advance, and the batter is allowed another pitch.
2. The coach who is pitching shall not in any way interfere with the defensive players.
3. The coach may provide guidance for where the batter should stand to avoid the batter being hit by the pitch or adjusting to the height of the pitch.
4. The batter will be pitched up to 3 hittable pitches.
 - A. A hittable pitch is a pitch thrown with an approximate location between the head and knees of the batter and over an area covered by a normal bat.
 - B. If the ball is not put into play by the 3rd pitch, the batter will hit off the batting tee.
 - C. If the last pitch is hit foul, the batter may take an additional pitch.
 - D. A player will be given enough swings to put the ball in play. There will be no strike outs.
 - E. No intentional bunts are allowed.

Game Play

1. Each team shall bat their entire roster each inning.
 - A. Once the last batter in the lineup has batted, the teams change sides. There is no limit to the number of outs made per inning.
 - B. Batting order should change each inning.
2. On a batted ball runners may advance until the ball reaches the infield area.
 - A. Runners called out shall return to the dugout.
 - B. The ball is dead and play is stopped when the ball reaches the infield and the umpire should call "TIME".
 - C. Once the ball becomes dead and, 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.
 - D. Runners may not advance on overthrows.
3. Managers should encourage defensive players to attempt to make outs on every play and should encourage players to throw overhand except in situations where an underhand toss would be a normal play.
 - A. If a ground ball is hit to the pitcher, the pitcher is required to either hold the ball or throw to a base. The pitcher shall not race towards the base in an effort to beat the runner. If the pitcher does race to the base, the runner is automatically safe. However, if the ball is hit up the first or third base lines a pitcher is permitted to tag the runner for an out.
 - B. Outfielders cannot make force or tag plays. If the outfielder does tag a runner or runs to a base, the runner is automatically safe. Outfielders must throw the ball to the infield.
4. Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit. If a runner does lead off, the play will be reset and the batter will go back to the plate.
5. No infield fly rule.
6. Runs are not counted and score is not kept. Under no circumstances should anyone keep or announce a score during or after a game. There is no winning or losing for any game.

Shetland Sub-Division Rules

Shetland has a large number of players across 3 ages. If there are enough players in Shetland, it is recommended the Shetland division split into subdivisions to separate younger and older players. The following are suggested rules for the 2 sub-divisions.

Sub-Division Selection Criteria

1. The younger sub-division will be mostly 4 and 5 year old players.
2. The older sub-division will be mostly 6 year old players, but can have 5 year old players that exhibit a higher skill set.
3. Siblings that are 6 and 5 will play in the older division.
4. Siblings that are 6 and 4 will play in their respective divisions.

Younger Division

All Shetland Division rules apply with the following exceptions:

1. Season starts with tee ball play and moves to coach pitch no earlier than mid season and at coach's discretion.
2. Base running will be station to station thru the entire season.
3. The last batter of the inning is permitted to "run the bases" to home, even if the play results in an out.

Older Division

All Shetland Division rules apply with the following exceptions:

1. Season will start with tee ball for first 2-3 games then move to coach pitch.
2. Base running will be station to station for first two(2) games then move to doubles for remainder of season. At this time, base runners will be able to advance two bases.
3. The last batter does not "run the bases" by default. Standard dead ball rules apply.



PINTO DIVISION *Revised January 2012*

The Pinto Division shall follow the rules set forth by the Official Baseball rules, PONY BASEBALL, and the CYB Local Rules and Regulations with the following exceptions:

1. Pinto players will hit pitches delivered from a pitching machine.
2. The pitching machine shall be placed at 38 feet from home plate and the speed set at 38 MPH on the machine's digital display. The offensive team may adjust the pitching machine only between innings and shall not delay the game in doing so.
3. The offensive Coach will feed the machine and act as umpire on calls to second base only. The visiting team in the 1st base dugout will provide a coach to act as first base umpire for both teams and the home team in the 3rd base dugout will provide a coach to act as the third base umpire for both teams. Playoff games will have an umpire appointed for all games.
4. The coach operating the pitching machine shall not give coaching instructions or in any way interfere with defensive play once the ball is in play.
5. Prior to Easter/Spring Break, all players get up to six pitches to put the ball in play. If the 6th pitch is fouled off, the at-bat will continue until the ball is put in play in fair territory or the pitch was taken or swung and missed. After Easter/Spring Break, a batter shall be declared out after he/she has missed three swings OR six pitches, whichever comes first. Again, if the 6th pitch is fouled off, the at-bat will continue until the ball is put in play in fair territory or the pitch was taken or swung and missed.
6. A team's at-bat will be considered complete when five (5) runs have been scored or three (3) outs have been recorded whichever occurs first. There will not be an open inning at the end of the game
7. Each team shall have a maximum of ten (10) players on the field in defensive positions. Four (4) shall play outfield positions with NO ROVER.
8. Outfielders must remain on the outfield grass until the ball is hit.
9. Defensive players must hold their respective positions until the ball is hit (no crowding the plate).
10. The defensive pitcher shall take position, ALWAYS TO THE REAR OF THE PITCHING MACHINE, and on the left or right hand side so that at least one foot is in contact with the Pitching circle. In addition, ALL PLAYERS playing the pitcher position MUST wear a batting helmet in the field.
11. The catcher, if properly equipped (including a protective cup), may squat behind the plate. If they do so, they are allowed to return each pitch to the pitcher. However, if the catcher stands off to the side behind the batter in lieu of squatting, they are to retrieve each pitch and place the ball in the bucket next to the fence. If they stand off to the side, they can field their position once the batter swings. Managers are strongly encouraged to have their catchers catch or squat behind the plate.

12. Managers are allowed unlimited substitutions during a game. Once a defensive inning has begun, a player may not change his/her position except in the event of injury, illness or ejection.

13. Each player must play a minimum of three (3) different positions during each game.

14. Each player must play a minimum of two innings per game at an infield position, which is classified as P, 1B, 2B, 3B, and SS. Catcher is NOT an infield position. If the manager and the Player Agent determine that for safety reasons a player should not play an infield position then this rule may be waived. However, prior approval by the Player Agent must be obtained

15. Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season, and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.

16. If a batted ball strikes the pitching machine it remains LIVE, but not a fly. If the ball goes into foul territory UNTOUCHED, the ball is dead, the batter is awarded first base and all runners advance one base.

17. When an infielder (not an outfielder that has run into the infield with the ball) is in possession of the ball on the infield dirt, and the infielder makes no further play on a runner, the ball is dead. If a runner advancing to the next base is more than halfway there, they may continue to that base. Otherwise, they must return to the preceding base. If the umpire/feeder/coach has not called timeout, the player has the option of making a play on the advancing runner. If he does, then play continues until it is stopped as mentioned above by another fielder. However, it is against the spirit of the rules for a runner to deliberately try to advance to a base they would not normally be trying for in an attempt to draw a throw. This would be up to the umpire's discretion and they should lean to the side of the fielder.

18. When available, a Double Base shall be used at first base to prevent collisions, avoid obstructions, and encourage batters to run full speed to first. When used, the following rule applies at the Double Base

a) A batted ball that first hits the white half of the double base is a FAIR ball, while a ball that first hits the orange half of the double base is a FOUL ball.

b) The batter-runner shall run in the "1st lane" toward the orange half, but may touch either the white or orange half to be safe.

c) The defense shall use the white half for routine putouts, but a fielder recovering an overthrow in foul territory may tag the orange half for the out.

d) Obstruction will be called when the batter-runner does not have a clear path to either half of 1st base and on a close play either slows or swerves to avoid a collision (not applicable to tag plays).

19. For the safety of the youngest players, "Big Barrel" bats (> 2 ¼ inches in diameter) shall not be used in the Pinto Division

20. The home team shall supply at least six balls (one new game ball and five used but still in good condition backup balls) to be used by the feeder for both teams for each game. These are used when the catcher is not in a position to return the ball to the pitcher and helps keep the pace of the game moving.

21. From the beginning of the season until Easter/Spring Break, the maximum hit for a batter will be a double and that is only for a ball that makes it into the outfield grass. Likewise, a player on the bases can move up a maximum of two bases on a ball hit into the outfield grass. At this time, there is no advancement on an overthrow. After Easter/Spring Break, there are no restrictions on the number of bases a hitter or runner can take. They advance at their own risk and can move up on overthrows. However, the umpire feeder needs to stay on top of the time out policy and call it properly when the ball is secured in the infield and the fielder does not make a play towards the runner.

Playoff Rules Only

22. A player will receive one warning when he/she throws a bat in a reckless manner, as determined by the umpire. The second time the player is "CALLED OUT" and the ball is dead, runner(s) return to their original base.

23. A runner cannot break contact with his/her base until the ball is hit or fouled, as determined by the umpire. The first early lead off shall result in a warning to the runner, and the pitch shall be repeated. If the PITCH IS HIT, the defense may elect to keep the result of the play. The second illegal lead off shall result in the runner being called out.



MUSTANG DIVISION

Revised February, 2010

The Mustang Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

1. A team shall have unlimited substitution of all defensive players except the pitcher.
2. When the team at bat has scored 5 runs in any 1/2 inning, the side is automatically out. All innings numbered "Division Max Inning" or greater, or beginning at "Division Open Inning Time", i.e., beginning at 1:20 and later, shall be open innings. The Umpire shall announce the beginning of the open inning to both benches.
3. Runners may lead off from 1st and 2nd base at will. Runners on 3rd may not lead off prior to a pitch. Runners from 3rd may not steal home while the pitcher or the catcher has secure and firm possession of the baseball. A return throw from the catcher to the pitcher is to be considered firm and secure possession of the baseball. In other words, go back to 3rd base when the catcher cleanly receives the pitch. However, if a pitch is thrown wild, or is a passed-ball, or if the return throw from the catcher to the pitcher is wild, then the runner may advance at his own risk. On any offensive play (hit, hit & run, bunt, squeeze, etc.) a base runner on 3rd may legally advance up the baseline at his own risk. On the first occasion that a runner leaves 3rd base before the ball leaves the pitchers' hand, the umpires shall issue a joint warning to both teams. After issuance of the joint warning to both teams, the umpire shall enforce all subsequent violations of this rule.
4. Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season, and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.
5. Each player shall play a minimum of one (1) inning at an infield position per game. The only exception is a safety issue as approved by the Player Agent in advance.
6. Each team shall have ten (10) players on the field in defensive positions. Four (4) shall play outfield positions with NO ROVER. All four (4) outfielders shall remain on the outfield grass until the pitch is thrown. Violation of this rule may result in the umpire declaring a NO PITCH.

7. No breaking balls are permitted. The umpire will give each pitcher two warnings. Upon the third violation the pitcher will be removed from the mound, but not the game.
8. It is recommended that if there are 2 outs, or 4 runs have been scored (excluding the open inning), and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out.
9. If a player is thrown out after a pitcher balks, the play is reset and no out is recorded. If no harm or benefit occurs as a result of the balk, the play stands. In either case, instruction is given regarding the move that caused the balk. At an appropriate point in the season determined by the Commissioner, in consultation with the managers, the Chief Umpire may be notified that umpires should begin enforcing the balk rule through the end of the regular season and play-offs.



BRONCO DIVISION

Revised February, 2010

The Bronco Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

1. A team shall have unlimited substitution of defensive players with the exception of the pitcher.
2. When the team at bat has scored 5 runs in any 1/2 inning, the side is automatically out. All complete innings numbered "Division Max Inning" or greater, or beginning at "Division Open Inning Time", i.e., beginning at 1:45 and later, shall be open innings. The Umpire shall announce the beginning of the open inning to both benches.
3. Every player must play at least one (1) inning at an infield position per game. The only exception is a safety issue as approved by the Player Agent in advance.
4. Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season, and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.
5. It is recommended that if there are 2 outs, or 4 runs have been scored (excluding the opening inning), and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out.



Carlsbad Youth Baseball

P.O. Box 4475
CARLSBAD, CA 92018

PONY DIVISION

Revised February, 2010

The Pony Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

1. A team shall have unlimited substitution of defensive players with the exception of the pitcher. Within a single game, each player must play a minimum of 3 defensive innings (i.e. 9 defensive outs).
2. At an appropriate point in the season determined by the Commissioner, in consultation with the managers, teams may employ a 9-man batting order (with substitutions in accordance with PONY baseball rules), providing that each player must have at least one plate appearance per game. Team managers should monitor cumulative playing time for all players throughout the season, and ensure that playing time is split as equitably as possible.
3. It is recommended that if there are 2 outs, and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out, or a substitute player (if 9-man batting order).
4. It is recommended that if there are 2 outs, and the Pitcher is on base, the manager may pinch run for the pitcher with the player who made the last out, or a substitute player (if 9-man batting order), if the pitcher needs to change his cleats if playing on the portable pitching mounds.



Carlsbad Youth Baseball

PO. Box 4475
CARLSBAD, CA 92018

COLT/PALOMINO DIVISION

Revised December, 2008

The Colt/Palomino Division shall follow the rules set forth by the Official PONY Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

1. CYB spring teams will be assigned based on league-age, grade-level, and experience to achieve teams of equal numbers.
2. Coaches of protected players will be assigned to the team that competitively fits the player's experience, unless separation is requested.
3. Summer Colt/Palomino team managers and coaches will be assigned based on their association with the existing spring teams (CHS or CYB) and their ability to foster team development.

APPENDIX 1

CODE OF CONDUCT

Objective: The goal of CYB is to assure that its members - players, coaches, parents and officials, including members of the Board of Directors and other League representatives maintain the highest standard of sportsmanship and ethical behavior at all times. In order to achieve this goal, a Code of Conduct has been adopted by the Board of Directors of the League. In addition, procedures for the handling of violations of the Code have been developed.

Players: Players shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures
- Physical altercations of any kind
- Arguing With Umpire
- Umpire abuse of any kind
- Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing With or otherwise showing disrespect to coaches
- Harassment of or discourtesy to opposing players coaches or parents

Managers and Coaches: **Managers and** Coaches shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures
- Physical altercations of any kind
- Umpire abuse
- Intentionally lying to or misleading a game official to gain an advantage
- Instructing a player to hit a batter or base runner with a thrown ball
- Instructing a player to spike or otherwise attempt to injure another player
- Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing With or verbal abuse of opposing players coaches or parents
- Belittling or intentionally embarrassing opposing players, coaches or spectators

Parents / Spectators: **Parents** and spectators shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures
- Physical altercations of any kind
- Umpire abuse
- Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing with or verbal abuse of opposing players coaches or parents
- Belittling or intentionally embarrassing players, coaches or other spectators

League Officials: League officials are responsible for representing the League, and for

providing a good example for League players, coaches and parents. Accordingly, League officials will maintain exemplary conduct and sportsmanship at all times, and shall:

- Place the best interests of the League and its players, coaches, parents and administrators before individual objectives
- Follow and enforce the Code
- Conform to all rules established by CYB, Pony League and the ASA

Electronic Communications

CYB related email communications and CYB email lists shall be used for conducting CYB business. The distribution of inappropriate content is prohibited.

APPENDIX 2

POST SEASON TOURNAMENT RULES

At the conclusion of the spring season, post-season tournaments (“playoffs”) will be held in the Pinto, Mustang, Bronco, and Pony Divisions. The winner of these tournaments will be “World Series Champions” for their respective divisions. There will be no post-season tournament in the Shetland Division.

All teams will participate in the post-season tournaments, which will commence on a date and in a format to be determined by the Board.

In Divisions in which standings are maintained (see Section 15), standings will be used as a basis for determination of the tournament seedings, with teams seeded in the same order as the division standings. In any such divisions, the tournament brackets will be constructed such as to give the early tournament advantage to the higher ranked teams (eg 1 vs 16, 2 vs 15, etc).

In Divisions without standings, tournament seedings will be determined in a blind draw conducted by the Division Commissioner. The home team assignments will be determined by a coin toss.

Tournament brackets and schedules will be generated by the League Scheduler and distributed to Division Commissioners. The Division Commissioners will distribute tournament brackets and schedules to all teams.

Certain rules have been put into place for use ONLY in the post-season tournaments, and those rules are specified below:

A2 – 1: Because of the post-season schedule format, any protest rulings occurring in the post-season will be made on the spot by the Division Commissioner and/or League Board member in conjunction with the senior member of the umpiring crew. If neither the Commissioner nor Board member is available for immediate consultation, the senior member of the umpiring crew shall rule on the protest using the best resources that are at his/her disposal.

A2 – 2: (Mustang, Bronco, Pony) Time limits are not applicable during the post-season tournament, with all being games being played regulation length, or in the event of a tie, extra innings as required to determine a winner.

A2 – 3 A team failing to field at least nine uniformed players within 15 minutes after the scheduled starting time of a game, shall forfeit the game.

A2 – 4: Players are not required to play an inning in the infield.

A2 – 5: A starting pitcher (Mustang, Bronco) is exempted from the requirement to be removed from the game before another player is removed twice, if the player remains at that same position throughout the game. Once the player is removed from that position, the exemption is removed.

A2 – 6: The following inning limits will apply in the spring post-season tournaments.

Division	Max Innings/Day (Spring)	Max Innings/Week (Spring)
Mustang	3	6
Bronco	4	8
Pony	5	10

A2 – 7 (Mustang, Bronco, Pony): The 40-hour rest requirement between this tournament and any previous tournament will be enforced. For purposes of computing the 40-hour rest requirement, 40 hours must elapse between the start time of the game in which the pitching occurred triggering the rest requirement, and the time at which the player next takes the mound to pitch.

A2 – 8 (Mustang, Bronco, Pony): Pitchers' logs must be maintained for each playoff game. The following rules will apply to pitching logs.

- (1) Pitchers will be considered to have “pitched” in any inning in which they have made an appearance on the mound. This is not based upon the number of pitches, batters faced, or outs that a pitcher has recorded, but upon whether the pitcher was officially in the game as pitcher during the inning in question. When there is a doubt on this issue, the home team scorekeeper is responsible for verifying this information with the umpire in charge. Either manager may ask for a clarification on this matter to ensure that no misunderstandings exist.
- (2) At the time of lineup exchange, the visiting team will present the home team scorekeeper with a copy of their up-to-date pitching log.
- (3) The home team scorekeeper is responsible for updating the pitching logs of both home and visiting teams on an inning by inning basis.
- (4) At the completion of each game, the home team scorekeeper must sign the pitching logs of both teams.
- (5) Pitching logs are subject to random inspection.

A2 – 9 Teams found in violation of the specified pitching inning limits and/or player rotation rules for tournament play shall be subject to penalties for an ineligible player, as described in Section 18 of the Pony Rules handbook.

Specific Rules for each Division are shown below:

Pinto

PI – 1: The Pinto Commissioner will designate umpires during playoff games.

PI – 2: All innings beginning at 1:10 and later shall be open innings. The umpire shall announce the beginning of the open inning to both benches.

PI – 3: The Pinto Championship game will be 6 innings long with no time limit. The 6th inning, along with any required extra innings, shall be open innings (no 5-run limit).

PI – 4: There is a 15 run “Mercy Rule” after 4 innings of play

Mustang

MU – 1: There shall be a 10-run mercy rule, applied at the conclusion of 4 innings or 4 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

Bronco

BR – 1: There shall be a 10-run mercy rule, applied at the conclusion of 5 innings or 5 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

BR – 2: There shall be no 5-run limit per inning.

Pony

PO – 1: There shall be a 10-run mercy rule, applied at the conclusion of 5 innings or 5 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

APPENDIX 3

TEAM FORMATION

At the beginning of each season, teams will be formed of all registered, non-waitlisted players. Teams will be formed in each division, including Shetland, Pinto, Mustang, Bronco, Pony, and Colt/Palomino.

Certain rules have been put into place regarding the formation of teams, and those rules are specified below:

General

A3-1: Player/family requests to be placed on a team with a friend/neighbor will be evaluated during the team formation process, if requested at the time of registration. Such requests are not required to be honored.

A3-2: Player/family requests to be placed on a team with a sibling/relative shall be honored during the team formation process, if requested at the time of registration.

A3-3: A parent having an objection to the manager or coach of the team on which their child has been placed may immediately notify the Player Agent in writing, stating the reasons for the objection. The CYB Decisions Committee shall review the request, and if in their judgment a change is warranted and can be accomplished by filling a vacancy on another team in the same division, they may approve the request. Such requests are not required to be honored.

A3-4: Except for Colt/Palomino, which may have 12 players of league age 18, no team shall have more than 7 players in the upper age group of its division with an 11-person roster. This may be 8 players with a 12-person roster.

A3-5: A player who is the child, grandchild, or stepchild of the team's manager or designated coach shall be protected in the draft, for a total of two protected players. In addition each team can protect one (1) sibling of a protected player OR (1) sponsorship player (with the written consent of that player's parent or legal guardian) for a maximum of 3 protected players. If a manager or designated coach does not have a child, grandchild, or stepchild playing in that division, then the manager or designated coach may protect one other player with the written consent of that player's parent or legal guardian. In any case, no team will be allowed to protect more than 3 players.

A3-6: Managers shall notify Commissioners of their protected player candidates at least 72 hours (preferably more than 1 week) prior to the scheduled team formation date.

Colt/Palomino

A3-7: In the Colt/Palomino Division, The Commissioner shall form teams according to the Colt/Palomino local rules modifications.

Pinto, Mustang, Bronco, Pony

A3-8: Prior to team formation, Commissioners shall assign draft rounds to ALL protected players. In assigning rounds to players, Commissioners shall follow the guidelines below:

- a) A Protected Player placement committee SHALL be formed, consisting of at least the Commissioner (chairman) and Player Agent. The committee SHALL have the responsibility of assigning draft rounds to protected players.
- b) The Protected Player placement committee MAY also comprise one or more advisory members, consisting of other board members, present and past managers, coaches and/or independent evaluators.
- c) The Protected Player placement committee SHALL use the **Protected Player Placement Guidelines** (see below, at end of Appendix) as a first step in draft round assignment, making adjustments as appropriate and necessary.
- d) The Protected Player placement committee SHALL take reasonable steps to ensure that protected player assignments are fair.

A3-9: After protected player draft round assignments, Commissioners shall review all teams' protected players to ensure that no disallowed combinations exist. If a disallowed combination is discovered, Commissioners shall immediately notify impacted managers to correct the situation by adjusting their team(s)' protected players.

Disallowed protected player draft round combinations in those divisions having 9 or more teams are:

1,1,1	not allowed
1,1,2	not allowed
1,1,3	not allowed
1,2,2	not allowed

Disallowed protected player draft round combinations in those divisions having 8 or less teams are:

1,1,1	not allowed
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Pinto

A3-10: In the Pinto Division, The Commissioner shall, according to age and ability, equally distribute all non-protected players among teams.

Mustang, Bronco, Pony

A3-11: All non-protected players shall be assigned to teams based on a confidential draft by the managers.

A3-12: Draft round penalties shall apply to teams with certain protected player combinations, as specified in the tables below

Shetland

A3-13: In the Shetland Division, the Commissioner shall form teams taking age, school, geography and special requests made at the time of registration.

A3-14: If a 10 player roster is used, there shall be no more than 6 players in the upper age group.

Draft Round Penalty – Divisions with 9 or More Teams

Protected	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
1,1	x x	penalty	penalty	select	select	select	select 2	select	select	select	select
1,1,4	x x	penalty	penalty	x	select	select	select 2	select	select	select	select
1,1,5	x x	penalty	penalty	select	x	select	select 2	select	select	select	select
2,2,2	penalty	x xx	penalty	select	penalty	select	select 2	select	select	select	select
2,2,3	select	x x	x	penalty	penalty	select	select 2	select	select	select	select
2,2,4	select	xx	penalty	x	penalty	select	select 2	select	select	select	select
2,2,5	select	x x	penalty	select	x	penalty	select 2	select	select	select	select
2,3,3	select	x	x x	penalty	penalty	select	select 2	select	select	select	select
3,3,3	select	penalty	x x x	penalty	select	select	select	select	select	select	select
3,3,4	select	select	xx	x	penalty	penalty	select 2	select	select	select	select
3,3,5	select	select	xx	penalty	x	select	select	select	select	select	select
3,4,4	select	select	x	xx	penalty	select	select	select	select	select	select
4,4,4	select	select	penalty	xxx	penalty	select	select	select	select	select	select
4,5,5	select	select	select	x	xx	penalty	select	select	select	select	select
5,5,5	select	select	select	penalty	xxx	penalty	select	select	select	select	select

Draft Round Penalty – Divisions with 8 or Less Teams

Protected	1st	2nd	3 rd	4th	5th	6th	7th	8th	9th	10th	11th
1,1	xx	penalty	penalty	select	select	select	select 2	select	select	select	select
1,1,2	xx	x	penalty	penalty	penalty	Select 2	select	Select 2	select	select	select
1,1,3	xx	penalty	X	penalty	penalty	Select 2	select 2	select	select	select	select
1,1,4	xx	penalty	penalty	x	select	select	select 2	select	select	select	select
1,1,5	xx	penalty	penalty	select	x	select	select 2	select	select	select	select
1,2,2	x	xx	penalty	penalty	select	select	select 2	select	select	select	select
2,2,2	penalty	xxx	penalty	select	penalty	select	select 2	select	select	select	select
2,2,3	select	xx	X	penalty	penalty	select	select 2	select	select	select	select
2,2,4	select	xx	penalty	x	penalty	select	select 2	select	select	select	select
2,2,5	select	xx	penalty	select	x	penalty	select 2	select	select	select	select
2,3,3	select	X	Xx	penalty	penalty	select	select 2	select	select	select	select
3,3,3	select	penalty	Xxx	penalty	select	select	select	select	select	select	select
3,3,4	select	select	Xx	x	penalty	penalty	select 2	select	select	select	select

3,3,5	select	select	Xx	penalty	x	select	select	select	select	select	select
3,4,4	select	select	X	xx	penalty	select	select	select	select	select	select
4,4,4	select	select	penalty	xxx	penalty	select	select	select	select	select	select
4,5,5	select	select	select	x	xx	Penalty	select	select	select	select	select
5,5,5	select	select	select	penalty	xxx	Penalty	select	select	select	select	select

A3-13: If a team's protected player combination is not subject to penalties as shown above, the **ROLL-DOWN** method will be in effect. For example, two (2) 3rd round protected players will be assigned to rounds three (3) and four (4).

A3-14: The draft order shall be determined by a blind draw to be held prior to the draft. The draft order shall not be altered after the blind draw. No trades of the draft order shall be allowed.

A3-15: The player agent or his/her designee shall conduct all division drafts.

A3-16: The Division Commissioner and Player Agent, by agreement, can nullify any draft pick deemed inappropriate.

A3-17: Only team managers and designated coaches may participate in the draft. No team shall send more than two representatives to the draft, and on matters to be voted on at the draft, each team shall have only one (1) vote.

A3-18: Prior to commencement of the draft, all unprotected registrants who did not attend at least one (1) try out shall be identified and discussed in order that each team shall have as much information as possible about them. If no person attending the draft offers information about such a player, that player shall not be eligible to be drafted until after all other players are drafted.

A3-19 The Player Agent shall announce all sibling pairings and other special requests prior to the commencement of the draft.

A3-20: Upon selection of one (1) member of a sibling pair, the 2nd sibling will automatically be assigned to the same team, and shall be considered selected in the next available draft round after selection of the 1st sibling.

A3-21: The draft shall proceed as follows: a) The names of all protected players shall be placed on the draft board in their assigned draft positions. Commencing with the first round on the left side of the draft board, teams shall select in the order determined by Rule A3-14.. The second round shall snake back from right to left, the following round shall go left to right, and that pattern shall continue until all players have been drafted.

A3-22: Without exception, player trades must be completed and posted to the draft board by the Player Agent immediately at the conclusion of the drafting process. Trades not made at that time will not be allowed.

Protected Player Placement Guidelines

<u>MUSTANG</u>	<u>Draft Round</u>
Mustang Second Year Player who was a Mustang All Star	1
Mustang Second Year Player who was a Pinto "A" All Star	2
Mustang First Year Player who was a Two-Time Pinto All Star	2
Mustang Second Year Player who was a Pinto "B" All Star	3
Mustang First Year Player who was a Pinto "A" All Star	3
Mustang First Year Player who was a Pinto "B" All Star	4
Mustang Second Year Player	4
Mustang First Year Player	5
<u>BRONCO</u>	
Bronco Second Year Player who was a Bronco All Star	1
Bronco Second Year Player who was a Mustang "A" All Star	2
Bronco First Year Player who was a Two-Time Mustang All Star	2
Bronco Second Year Player who was a Mustang "B" All Star	3
Bronco First Year Player who was a Mustang "A" All Star	3
Bronco First Year Player who was a Mustang "B" All Star	4
Bronco Second Year Player	4
Bronco First Year Player	5
<u>PONY</u>	
Pony Second Year Player who was a Pony 13U All Star	1
Pony Second Year Player who was a Pony 13/14 Combo All Star	2
Pony Second Year Player who was a Bronco "A" All Star	2
Pony Second Year Player who was a Two-Time Bronco All Star	3
Pony First Year Player who was a Bronco 12U All Star	3
Pony First Year Player who was a Two-Time Bronco All Star	4
Pony Second Year Player	4
Pony First Year Player	5