

YOUTH BASEBALL –
benbrook
SOFTBALL ASSOCIATION

2008 BYBSA SPRING BASEBALL
OFFICIAL GROUND RULES

Playing rules will be based on The Official Baseball Rules of Major League Baseball. Exceptions to these rules are contained in the PONY Baseball Rules and Regulations for the current year and the following BYBSA Ground Rules.

1. Time limits for the games are as follows:

Shetland	1 hour or 5 innings
Pinto	1 hour -15 minutes or 6 innings
Mustang	1 hour -30 minutes or 6 innings
Bronco	1 hour -45 minutes or 7 innings
Pony	1 hour -45 minutes or 7 innings

For Pinto and Shetland Divisions – no inning will be started more than 15 minutes after time has expired in any game (except as directed by the Baseball Director to determine final league standings). A new half inning begins when the final out of the previous half inning has been recorded. If time has expired, a new inning does not start.

For Mustang, Bronco, and Pony Divisions all games will be completed until one team prevails, regardless of time limits or innings played, as described above.

2. “Ten Run Spread” rule is in effect in Mustang, Bronco, and Pony. A run per inning rule is in effect in Shetland, Pinto, and Mustang. The runs per inning rules are as follows:

Shetland 5 runs/inning through the fourth inning, then 10 runs in the fifth inning. If game is tied after 5 innings, and time has not expired a 6th inning will be played (10 run inning). As time permits additional innings may be started as long as **1 hour** has not elapsed. After 6 or more innings, if the game is still tied, the game is declared a tie. If a run spread exists of 11+ runs after 4, then the game is considered complete.

Pinto 5 runs/inning through the fifth inning, then 10 runs in the sixth inning. If game is tied after 6 innings, and time has not expired a 7th inning will be played (10 run inning). As time permits additional innings may be started as long as **1 hour and 15 minutes** have not elapsed. After 7 or more innings, if the game is still tied, the game is declared a tie. If a run spread exists of 11+ runs after 5, then the game is considered complete.

Mustang 5 runs/inning
Bronco and Pony no run limits

Length of Game: Any game that is called before completion for any reason, shall be considered complete if:

- Shetland - 3 innings are complete
- Pinto/Mustang - 4 innings are complete
- Bronco/Pony - 5 innings are complete

3. Forfeits:

For Pony, Bronco, and Mustang Baseball - Any team fielding only 7 players at the start of the game will be declared a forfeit.

- Games may start with 8 players. The No. 9 batter in the line-up is blank and an out is issued each time the No. 9 batter position is reached.
- If the 9th player arrives, this player must be added to the No. 9 batter slot in the batting order. **When the 9th player arrives, they may not participate in the current half inning. If their team is in the field, they cannot enter the game until the team comes into bat, if the team is at bat, he cannot enter the game until the team returns to the field. This applies even if the empty slot in the batting order comes up.** Additional players who arrive for play will be added to the bottom of the batting order.

For Shetland and Pinto Baseball - Any team fielding only 8 players at the start of the game will be declared a forfeit.

- Games may start with 9 players. The No.10 batter in the line-up is blank and an out is issued each time the No. 10 batter position is reached.
- If the 10th player arrives, this player must be added to the No. 10 batter slot in the batting order. **When the 10th player arrives, they may not participate in the current half inning. If their team is in the field, they cannot enter the game until the team comes into bat, if the team is at bat, he cannot enter the game until the team returns to the field. This applies even if the empty slot in the batting order comes up.** Additional players who arrive for play will be added to the bottom of the batting order.

4. Substitution rules will be the same as the current PONY Baseball Rules and Regulations with the following exceptions:

Mustang/Bronco/Pony Free substitution in effect, except for pitchers.

5. Pitching rules are as outlined in the PONY Baseball Rules and Regulations for league play. **All coaches must report pitching changes to the official scorekeeper at time of change.** Pitching innings will be recorded in the scorebook.

Pitching Rules by Division:

Mustang

- Pitchers may pitch in only three innings per day during the regular season.
- When pitching more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the maximum of three innings per day.
- Mustang pitchers may not pitch more than 8 innings in a calendar week. (12:01am Monday thru 12:00 midnight the following Sunday).
- Pitchers shall have at least 40 hours rest after pitching 3 innings on the same calendar day.
- As soon as a pitcher delivers one pitch to a batter the pitcher is considered to have pitched one complete inning.
- Concerning Balks – 1st half of season 1 balk warning per inning (additional balks in same inning regular baseball rules apply). 2nd half of season begins Monday April 23rd after this no more warnings for balks will be issued.

Bronco and Pony

- Pitchers may pitch in only seven innings per day during the regular season.
- When pitching more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the maximum of seven innings per day.
- Pitchers may not pitch more than 10 innings in a calendar week . (12:01am Monday thru 12:00 midnight the following Sunday).
- Pitchers shall have at least 40 hours rest after pitching in four or more innings on the same calendar day.
- As soon as a pitcher delivers one pitch to a batter the pitcher is considered to have pitched one complete inning.
- Concerning Balks – **All** balks called using regular baseball rules.

6. Protests

Protests based on a play which involves the umpire's judgement shall not be permitted.

Protests based on any interpretation of baseball rules will be handled as follows: 1) Coach must inform the head umpire, opposing head coach, and official score keeper of the decision to protest the game; and 2) submit the nature of the protest in writing (including a \$25.00 fee (cash), fee will be refunded if protesting coach wins the protest) to the BYBSA President, or Vice President, or Baseball Director within 48 hours of the completion of the game; and 3) the head umpire will make a public announcement that the game is being played under protest. The head umpire will permit two (2) minutes for the protesting coach to search the rule book and find the rule under protest. If the coach cannot find the rule within the two (2) minute time limit the game will start again, and proceed under protest. The two (2) minutes provided will not be deducted from the game time.

BYBSA Rules Committee and BYBSA Board Members shall meet to discuss the protest and a ruling on the protest will be issued within 72 hours of receipt of the written protest. If the protest is upheld, the game shall resume from the point of the protest through completion.

Any team that withdraws from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest, and the game is considered a forfeit.

7. Play Requirements

Shetland, Pinto, Mustang, Bronco, and Pony – It is recommended that each player play in at least two complete innings in the field each game. Play requirements may be waived for disciplinary action with prior approval from league commissioner.

In all age groups, entire lineup will bat.

8. **Concerning throwing of Bats, Helmets, or Gloves**

Umpire may call player out for throwing helmets, bats, or gloves in anger. The second offense by the same player will result in automatic removal from the game.

If coach throws helmets, bats, or gloves in anger, coach will be ejected. All coaches and players will adhere to the decision of the umpire without argument. Arguing with the umpire constitutes unsportsmanlike conduct. The first instance of such in the game, the coach or player may be issued a warning or ejected from the game. The second instance, in the same game, will result in automatic ejection.

Any coach or player ejected from game, according to PONY rules are also suspended from the next scheduled game, and are subject to additional disciplinary action as deemed necessary by the BYBSA Board of Directors.

Based on the Umpires discretion, any player in Pony, Bronco, or Mustang may be thrown out of a game for throwing bats, helmets, or gloves. Players in these older divisions have participated in baseball for several years and are fully aware of the rules governing this type of behavior. The umpire should only take this severe action in the case where the safety of other players, coaches, or the umpires is at risk.

Accidental throwing of the bat – The umpire will call time and notify the coach of the player who committed the offense. The player will be informed of the offense and it will be recorded in the scorebook by his or her name. If the same player accidentally throws the bat again, the player will be out and the team will be given a warning regarding accidental throwing of the bat. Any player on the same team who accidentally throws the bat will be called out. The opposing team gets the same “chances” for this rule.

9. Coaches and players are the only persons allowed in the dugout during the game.
10. Coaches will be held responsible for their actions and the actions of their players and fans. [Refer to the Code of Conduct](#)
11. Each team is required to clean out their dugout and fan area after each game. Failure to do so may result in the Head Coach being suspended from the next game.
12. The **visiting team is responsible for providing an adult to operate the scoreboard.** The **home team is responsible for providing the official scorekeeper.** The visiting team should occupy the third base dugout and the home team should occupy the first base dugout.
13. Make-up games will be rescheduled and posted.
14. Cleats:
 - Metal cleats are permitted in Baseball Bronco and Pony divisions only. All other baseball divisions are not permitted to wear metal cleats. *This includes screw in football cleats.* **(Exception: Mustang Tournament Play Teams)**

15. Leading Off Bases:
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| Shetland | Runners shall remain in contact with each base until the ball is hit or crosses home plate. |
| Pinto | Runners shall remain in contact with each base until the ball is hit or crosses home plate. |
| Mustang | Regular baseball rules apply |
| Bronco | Regular baseball rules apply |
| Pony | Regular baseball rules apply |

16. Baseball Shetland Division

- The pitcher must throw the ball to first base. The same player may play the Pitcher position only two (2) innings and then a different player must play the pitching position.
- Pitchers may tag out or run down and tag out runners going to 2nd base, 3rd base, or home plate.
- The batter may take a maximum of 5 swings. Any batted ball which does not travel beyond the 10-foot arc line will be considered a foul-strike for the purpose of this rule. If a batted ball stops on the 10-foot chalk arc it is considered a fair ball.
- Two Defensive Coaches are permitted in the field of play (must remain on the outfield grass during play) for the 1st half of the season, 2nd half of the season begins Monday April 23rd, after this, no defensive coach is permitted in the field during play.
- Outfielders must be in the grass outfield prior to the start of play.
- Regarding batting from the Tee – The batter may not swing at the ball until the pitcher has made the throwing motion, or the batted ball is declared a dead ball and must be replayed with no penalty to the batter. A coach may assist the batter only one time during the at bat for the 1st half of the season. Umpire or Batter must adjust the tee, coach may not touch the tee. The batter may address the tee (measure up) one time prior to the ball being placed on the tee, once the ball is placed on the tee the batter must swing, if the batter addresses the tee (measures up) again a strike shall be called, resulting in an out if it is the batter's fifth attempt to hit the ball.

Baseball Pinto Division

- A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by a "Coach Pitcher". 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 or foul tip unless it is also the sixth pitch.
- **The coach pitcher may not instruct the batter, the 1st or 3rd base coach may address the batter. The first time the pitcher addresses the batter, a warning is issued. On a second offense with the same pitcher, the pitcher will be removed from the mound.**
- Regarding the Coach Pitcher – If a batted ball hits the coach pitcher the ball is dead. The pitch is a foul strike and no runners may advance. If the batted ball hits the pitcher on the 6th pitch the batter is out. The coach pitcher must exit the field of play once the ball is hit. If a live ball hits the coach pitcher, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

Mustang/Bronco/Pony

- BYBSA does not have a “Must Slide” rule. This call is at the umpires’ discretion, not to be disputed by coaches, players, spectators, etc. Intentional contact by a runner may result in the runner being out and subsequent ejection from the game at umpire’s discretion.

17. Player Draft Rules:

- In each league, no team shall have more than 8 players of the older age on the roster. Provided that all teams are of equal number of the older players, exceptions may be granted to allow for additional players of older age.
- In each league, blind draft players will be selected by age to provide every chance possible for an even age spread of older and younger players on each team. Blind drafting will take place, after the physical league tryout (if applicable) **If a parent/ guardian does not want their child playing for a specific coach, the parent/guardian may exercise a Parental Veto.** The parental veto may only be utilized once per calendar year, and will be tracked by “Players Name”. (If a veto is exercised for the Fall '06 league, then another veto will not be allowed until the Fall '07)

Shetland – 4 coaches

- Head Coaches may protect a number of players equal to the number of coaches, not to exceed **4**, prior to the draft selections. Additional players are selected utilizing a blind draft according to player’s age until rosters are completed.

Pinto – 4 coaches

- League try-outs will be conducted prior to the drafting of players. Head Coaches must declare their 4 protected players, to include the players of coaches, to their league commissioner prior to the league try-outs.
- Any coach not declaring his/her 4 protected players prior to league try-outs may select an additional player(s) after the fourth drafting round is complete.
- Any coach, who might have more than one offspring playing in the same league, may protect all for the roster, at the cost of the fifth round pick, and additional rounds if necessary.
- Additional players are selected (drafted) until rosters are completed. Players participating at the league try-outs will be selected first and those players not participating in the league try-outs will be selected utilizing a blind draft. Drafting rules addendum.
- Regarding players not present at the league try-outs – Players that are clearly front-line or “A” Players may be added to the non-draft player pool upon majority decision by coaches. These players must be discussed by the coaches prior to this occurring.

Mustang/Bronco/Pony – 2 coaches

- League try-outs will be conducted prior to the drafting of players. Head Coaches must declare their 2 protected players, to include the players of coaches, to their league commissioner prior to the league try-outs.
- Any coach not declaring his/her 2 protected players prior to league try-outs may select an additional player(s) after the second drafting round is complete.

- Any coach, who might have more than one offspring playing in the same league, may protect all for the roster, at the cost of the third round pick, and additional rounds if necessary.
- Additional players are selected (drafted) until rosters are completed. Players participating at the league try-outs will be selected first and those players not participating in the league try-outs will be selected utilizing a blind draft. Drafting rules addendum.
- Regarding players not present at the league try-outs – Players that are clearly front-line or “A” Players may be added to the non-draft player pool upon majority decision by coaches. These players must be discussed by the coaches prior to this occurring.
- Coaches may retain 9 players for Fall Instructional League. (Spring) Player retention will be set by the allowable number of coaches recognized by PONY for that league. (i.e if PONY allows 2 coaches for that league then a coach may only protect 2-players. Exception: siblings within the same family, eligible to participate in the same league. Prime is also exempted from this rule.)

18. Baseball Pitching and Base Distances and Baseball Type

<u>Division</u>	<u>Bases</u>	<u>Pitching Distance</u>	<u>Ball Size</u>
Shetland	50 feet	38 Feet *	Regular Baseball
Pinto	50 feet	38 Feet **	Regular Baseball
Mustang	60 feet	44 feet	Regular Baseball
Bronco	70 feet	48 feet	Regular Baseball
Pony	80 feet	54 feet	Regular Baseball

* Pitcher must start with one foot on the pitching rubber, and stay in contact with rubber until ball is hit.

** Pitcher must have one foot in contact with the rubber when the pitch is released.

19. BYBSA will No longer charge “Gate Fee’s” for tournaments. Budget Committee will determine, based upon 2006 fiscal numbers the appropriate amount per team to charge, per tournament.
20. BYBSA will reimburse any team representing BYBSA @ that leagues, “Highest” Pony recognized level of competition. Amount to be recommended by the Budget Committee.
21. Determining a “League Winner”
The criteria for determining a “League Winner” will be:
1. Overall Record.
 2. Head-to-Head record.
 3. Single game play-off with team(s) having the same/meeting criteria in 1 & 2.
 - Should there be more than 2 teams meeting the criteria for 1 & 2, and there are an uneven amount of teams, then the first play-off game will be determined by a coin flip. (Coin flip: all parties will simultaneously flip a coin-*“Head & Tail” will be determined prior to flipping*) The “odd” flipper will be out (resulting in a bye), and the flipping will continue until the teams are evenly matched, and play can be begin.

22. Recreational All-Star Head Coaching selection:
The Head Coach of the league winning team will have first right of refusal. Should the League winning Head Coach decline to coach the All-Star team for that league, then selection process will be as follows:
1. The opportunity will be presented to each Head Coach, in order of finish from highest to lowest. (2nd, 3rd, 4th, 5th, etc....)
 2. If no Head Coach accepts the position, then the process will start over, with the assistant coaches, in order of finish from highest to lowest. (2nd, 3rd, 4th, 5th, etc....)
 3. Once the Head Coach is determined, the Head coach will choose his/her assistants.
 4. Head coach will choose his/her team. (Number of players to be determined by Pony Baseball Tournament Rules)
23. Prime Coaches will submit their roster to BYBSA's League President at least 48hrs. prior to such time as is required by Prime-Interlock League.