

# North City Youth Baseball

## 2011 League Rules, Regulations, and Playing Rules

### **1. GENERAL FIELD RULES**

1.1. Alcohol is not permitted in the vicinity of the fields, snack bar, or parking lot. On the first offense, you will be asked to leave the fields. The second offense may result in a ban from the fields for the season.

1.2. The use of tobacco or illegal drugs by anyone is not allowed on the lower area surrounding the snack bar and playing fields.

1.3. The riding of bicycles, skateboards, and scooters is not permitted beyond the parking lot. Please remind your players and parents.

1.4. Climbing on the cliffs and hillsides surrounding the fields is not permitted because of erosion. Please remind your players and parents.

### **2. SAFETY**

2.1. All players will wear a protective helmet while in the on deck circle, at the plate, while running the bases, and while providing protection to a pitcher warming up. Helmets must remain on the player's head until he/she is safely inside the dugout.

2.2. All players must wear a cup for protection. Catchers must also wear a protective helmet, mask, and throat protector. This is required during practices, while in the bullpen, and during games. Warm up pitchers, catchers, and player protector must wear proper head gear at all times. Players determined to NOT be wearing a cup shall NOT play. (Safety procedure)

2.3. Metal cleats are permitted only in the Bronco and Pony Divisions.

### **3. MANAGERS AND COACHES**

3.1. Managers shall be appointed by the Board of Directors as per Article 4, Section B, Subsection 15 of the North City Baseball Constitution and Bylaws. Coaches and other team representatives shall be selected by the manager subject to approval by the Board.

3.2. During practices and games, each team must be under the direct supervision of at least two adults which should include a manager or official coach.

3.3. At each game and practice, the responsible adult must possess each player's registration form. These forms constitute the official roster of players eligible to participate as well as provide the official notification in case of medical emergency. The first non-compliance will

result in the manager being suspended from the current game and next game. A second non-compliance will result in disciplinary hearing for the manager and loss of practice time.

3.4. During practices and games, shirts and shoes must be worn at all times on the playing fields and in the batting cage.

3.5. The managers of both teams shall be responsible for the preparation of the field before games. Each manager is responsible for cleaning up of his/her dugout and bleacher area after each game. They are also responsible for the watering of the infield grass. ALL managers will be responsible for watering the infield after any practice they have on North City fields. First offense is a warning; second offense will result in loss of next scheduled practice on North City playing field.

3.6. The official scorekeeper shall sit directly behind the umpire and is provided by the home team. The scorekeeper shall not be in the dugout or on the field. The visiting team shall be responsible for keeping score on the electronic scoreboard.

3.7. After the last game of the day, the managers (or a representative) must remain near the snack bar until it is fully closed and locked. This is for the safety of those working in the snack bar.

3.8. The player agent shall notify the Board of Directors the second time when a player has been benched for disciplinary reasons. The Board of Directors will determine consequences of further disciplinary problems. Consequences shall be suspension from further games, disqualification for tournament play, and/or expulsion from NCYB.

3.9. A manager and/or coach who are determined by a majority vote of the Board of Directors to have knowingly violated the player selection rules shall be prohibited from managing and/or coaching at North City for two years.

#### **4. PLAYER UNIFORM**

4.1. All players must wear the uniforms provided by NCYB. If a manager fields a player out of uniform, then the opposing manager may rule the player ineligible for that game.

4.2. The NCYB provided uniform will consist of a NCYB team jersey and a NCYB team hat. A player may substitute the NCYB team hat for a comparable baseball hat. Shirts must be worn tucked in, and a belt must be worn with baseball socks

#### **5. PLAYER SELECTION-Shetland**

5.1. The president will assemble each team.

5.2. Each team will have approximately the same number of players. Shetland team composition will be balanced between player ages and playing experience.

5.3 Within the parameters of 5.2, every effort will be made to place players together as requested any parents/guardians.

## **6. PLAYER SELECTION-Bronco, Mustang, and Pinto (THE DRAFT)**

### 6.1 Definitions

a. Primary coach – the primary coach is the person named by the manager, prior to the draft, who shall act as a coach during the season. No individual shall be a manager and/or primary coach for that same division.

b. Reserved players – a reserved player is a player who is automatically placed on a team. Reserved players are those players who are legal dependents, parents, grandparents or “close relative with the approval of the board” of the manager and one primary coach.

1. Should a manager or coach not have a reserve player as in b, “Reserve players”, that manager/coach will not be allowed an additional reserve player

2. Only if all managers agree before the draft begins will a team be allowed to reserve more than 2 players.

c. Pool players – all players who are registered prior to the draft who are not reserved players are pool players.

d. Non draft players – a player who is not registered prior to the draft.

### 6.2. Tryouts

a. The Board of Directors will set the date, time, and location of each divisional tryout.

b. The player agent, with the assistance of other Board members, will conduct each divisional tryout. The president will oversee the activities.

c. Reserved players must tryout.

### 6.3 Draft

#### 6.3.1. General

a. The draft shall be held at a location and time determined by the player agent with the approval of the president.

b. The player agent will chair the draft.

c. The president and/or vice president shall be present at the draft to ensure that all league rules are followed.

d. The manager shall select his/her players. A manager may designate another official coach to make player selection. In this situation, the manager must inform the player agent and/or the president.

e. Only two team representatives may be present at the draft.

f. The player agent must explain all rules to the team representatives prior to the draft activity.

g. Pool players may not designate a manager for whom they will not play unless they have previously filed a written letter with the Board describing the objectionable behavior of such manager. Such report must be approved by the Board as a reason for rejection of such manager or managers. Pool players who refuse to play for a manager or managers without a Board approved letter will not be permitted to play for another manager.

### 6.3.2. Activity

- a. The player agent shall provide the managers with the following information for all players: name, age, years of experience, and if they played as an All-Star the previous year.
- b. Reserve players will be placed on the appropriate team rosters.
- c. The player agent shall display all available pool players' names.
- d. All reserved players will be openly discussed as to what round that player would fall in the draft. Managers will come to agreement by majority vote as to what round that player falls. The player agent will break all ties. All players who are known by managers that were not present at try outs will be rated and available for the draft. All players who are not known and not present for tryout will be put into a hat and picked in draft order.
- e. Managers with two reserved players will lose two draft picks. In the case where there may be three reserve players three rounds will be lost.
- f. The manager or their representative will select players from the available pool players until all players have been selected.
- g. Each selection will take less than one minute.
- h. Players signing up after the draft will be placed on teams by player agent/president and vice president until all teams have the same number of players.
- i. When all players have been selected, each manager will be given a complete roster of his selected players.
- j. All player trades must be made in the draft room at the conclusion of the draft and MUST be discussed and approved by all present at the draft with player agent and president. Notification of any player prior to such approval invalidates the trade.
- k. Players must be notified of their team selection within 24 hours of the conclusion of the draft by their manager.
- l. Once a player has been notified of their team selection they are not eligible to be traded.
- m. Siblings of pool players shall be assigned to the same team at the request of the parents or guardians of the players.
- n. The placement of siblings on a team shall result in the loss of the round that sibling would be forecasted to go.

### 6.3.3. Selection order

- a. A ballot filled out by each manager and turned in to the player agent shall determine the order of draft selection. Managers will not include their own team in this ballot. The player agent with help of the president or vice president will then tally the ballots and finalize selection order numbers. This number shall also be used for scheduling purposes.
- b. The selection order shall be reversed in every other round starting after the third round and continue until all players have been selected.
- c. Team name selection shall be in order of number selected in a random draw.

## **7. GENERAL PLAYING RULES (ALL DIVISIONS)**

The rules of play will consist of current Official Baseball Rules; PONY Baseball Rules and Regulations; and NCYB League Rules, Regulations, and Playing Rules. If a conflict between rules exists, PONY Baseball Rules and Regulations override Official Baseball Rules; the NCYB League Rules, Regulations, and Playing Rules override both PONY and Official Baseball Rules.

7.1. All teams shall bat the entire line up during North City baseball.

7.2. No player shall sit in consecutive innings at any time, nor shall any player sit more than 2 innings in Pinto and Mustang and 3 innings in Bronco.\*

7.3. All players shall play a minimum of one inning in the infield each game. An inning will consist of three outs in the same inning. In Pinto, catcher will count as an infield position only if the player is in a crouching position behind the plate. This rule is NOT in effect during the North City Double Elimination Tournament. \*

\* In rules 2 and 3, failure to adhere to these rules will result in:

Infraction 1: warning

Infraction 2: manager ejection for one game

Infraction 3: appear before the Board of Directors for sanctions.

7.4. Coaches may warm up pitchers between innings. In Pinto and Mustang, there will be no more than four coaches on the field or in the dugout at any time. In Bronco, there will be no more than three coaches on the field or in the dugout at any time. Adults must stay in the dead ball area during defensive innings.

a. Only managers, coaches, and team players are allowed in the dugout. No one under the age of 16 may be on the field during games.

7.5. Ejections from a game

a. Any player ejected from a game shall be listed as ejected in the official scorebook and the player will be ineligible for the following game. Two or more ejections may result in suspension from the league.

b. Any manager or coach ejected from a game shall be listed as ejected in the official scorebook and the manager/coach will be suspended from the following game. A second ejection will result in ineligibility to manage or coach any Memorial or All-Star team and removal from coaching/managing your team, subject to consideration by the Board.

c. The league official scorekeeper will be responsible for notifying the president and player agent when an ejection occurs, in a timely manner.

7.6. Minimum number of uniformed players

A game will not begin until each team has a minimum number of uniformed players.

*Bronco, Mustang, and Pinto:* the minimum number of players is 8

*Shetland:* this rule does not apply

Minimum number less than 8 uniformed players:

*Bronco, Mustang, and Pinto:* If, at any time, 8 or less uniformed players are in the lineup, the 9<sup>th</sup> position in the batting order will count as an out when that position comes to bat (12 player rosters). If, at any time, 7 or less uniformed players are in the lineup, the 8<sup>th</sup> position in the batting order will count as an out when that position comes to bat (11 player rosters).

*Shetland:* rule does not apply

7.7. Makeup games will be scheduled by the vice president with approval by the president and player agent (excluding preseason games).

7.8. The following circumstances will apply to a batter who, during the course of his/her swing, inadvertently throws the bat will be:

a. First offense: the umpire will give an official warning. The warning will be recorded in the official scorebook.

b. Second offense: the umpire will call time out, the ball will be ruled dead, the batter will be ruled out, and all runners shall return to the bases where they began play.

7.9. The offensive team will consist of a continuous batting order of all players present for the game and who are on the official roster of players. The official roster of players is defined by the manager's copies of the player registration forms which managers are required to have at all practices and games.

a. A player who is in the lineup, entered into the official scorebook and is not present for his/her scheduled batting appearance shall be removed from the lineup and the scoring boxes will be annotated with "failure to appear." This will create an updated batting order. This will not count as an out, unless Rule 7.6 applies.

b. A player who is in the lineup, entered in to the official scorebook, and leaves prior to the completion of the game shall be removed from the lineup and the scoring boxes will be annotated with "left early." This will create an updated batting order. This will not count as an out, unless Rule 7.6 applies. Note this rule does not apply to a player who has temporarily left the field. In this case, the game will be delayed for a reasonable length of time.

c. A player not in the lineup, not entered into the official scorebook, and who arrives late will be added as the last batter in the lineup. This will create an updated batting order. These players will be credited with playing the inning for purposes of Rule 7.6.

7.10. The infields of all four baseball diamonds are reserved on the day of all scheduled games. Teams who do not have the next scheduled game will not be allowed to practice.

7.11. Each team will be allowed up to 15 minutes on the field for pregame warm-ups. If there is less than 30 minutes before the game, each team will have equal warm-up time.

7.12. All players must play in 80% of the scheduled games to be eligible for Memorial and All-Star tournament teams. A game shall be considered complete after 4 innings of play in Pinto and Mustang and after 5 innings in Bronco, from the start of each game time. Excused absences include a documented injury and 6<sup>th</sup> grade camp for Bronco players.

7.13. The first part of the season will be played with no standings. Standings will be kept during the second part of the season. At the conclusion of the second part of the regular season, a double elimination tournament will be played. (Note: The second part of the season is to be a schedule which consists of having played each opposing team at least twice, the first part of the season will be the remaining number of games to fulfill the established season schedule. The first and second halves of the season do not necessarily consist of an equal number of games.) The standings from the second part of the season will be used to determine the seedings for the tournament. Should there be a tie between two teams, the tiebreaker to determine the seeding

will be in this order: 1) head to head competition in the second half of the season, 2) point differential between the two teams in the second half of the season, 3) fewest runs allowed for the second half of the season, 4) most runs scored in the second half of the season, 5) coin toss. Should there be as tie between three or more teams tiebreakers 1 & 2 will be thrown out and the teams will be seeded based upon tiebreakers 3, 4, & 5 as needed.

7.14. All managers and official coaches are eligible to manage and coach the memorial and or All Star teams. We are looking for the best coaching staffs for tournament teams. The managers of Memorial and All-Star teams shall be picked by a vote of their peer managers within their division. If selected manager declines a team it shall go to the next in line by number of votes. The NCYB Board has final approval of managers and coaching selection. Managers and coaches of Memorial Day and All-Star tournaments teams, and the Thanksgiving Classic team, must manage/coach within that same division that season.

7.15. During the league double elimination tournament the “PONY Blue Rules” shall apply.

7.16 All hitting sticks and similar devices are no longer allowed during game time, but can be used during pre-game warm-up.

7.17 No games scheduled on Sunday shall begin prior to 2pm.

7.18 If a runner is injured and cannot run the bases, the player who made the last recorded out shall be permitted to run for the injured player.

## **8. DIVISION SPECIFIC RULES-BRONCO**

### 8.1. Pitch count

- a. Limit 60 pitches per game for the first 4 weeks of the season
- b. Limit 75 pitches per game after the first 4 weeks of the season
- c. The official scorekeeper will record pitch record. (It is the manager’s responsibility to keep updated pitch counts.)
- d. At 50/65 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.
- e. Any pitch delivered to home plate will count as a pitch, excluding warm up pitches.
- f. Pitching week begins on Monday and ends on Sunday.

8.2. Any pitcher who hits three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

8.3. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

8.4. Mercy rule: If a team has a 10+ lead, at any time, its offensive inning will end at 3 outs or batting through the lineup, whichever comes first. This rule will remain in effect until the other

team reduces the lead to fewer than 10 runs. (This rule will NOT be in effect during the season-end double elimination tournament... Refer to PONY rule 11-G for 10 run rule in effect during League Tournament.)

8.5 No new inning shall begin at or after the 3 hour mark, but the teams will be allowed to complete the inning they are in.

8.6 All players must play a minimum of one inning in the infield.

## **9. DIVISION SPECIFIC RULES-MUSTANG**

### 9.1. Pitch count

a. All players will pitch one full inning (3 outs) or a minimum of 25 pitches during the regular season.

b. Limit 3 innings or 50 pitches per game, whichever comes first, for the first 4 weeks of the season.

c. Limit 3 innings or 60 pitches, whichever comes first, after the first 4 weeks of the season.

d. The official scorekeeper will record pitch count. (It is the manager's responsibility to keep updated pitch count.)

e. At 40/50 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.

f. The pitcher will be allowed to finish pitching to the batter if the 50/60 count is reached during the batter's at bat.

f. Any ball delivered to home plate will count as a pitch.

h. One pitch per inning will count toward the 3 inning limit.

i. Pitching week begins on Monday and ends on Sunday.

9.2. Any pitcher who hits three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

9.3. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

9.4 Mercy rule: If a team has a 10+ lead, at any time, its offensive inning will end at 3 outs or batting through the lineup, whichever comes first. This rule will remain in effect until the other team reduces the lead to fewer than 10 runs. (This rule will NOT be in effect during the season-end double elimination tournament... Refer to PONY rule 11-G for 10 run rule in effect during League Tournament.)

9.5. PONY Baseball Rules for Mustang, Section 9, Paragraph N, Option 1 will be used for the entire season: "Runners may lead off and steal bases, as in the Official Baseball Rules" with the following exception. During the regular season, no direct stealing of home off the pitcher will be allowed, but the runner may steal on a wild pitch/passed ball or errant pick-off attempt at 3<sup>rd</sup> base. During the end-of-season tournament, players at 3<sup>rd</sup> base can steal at will.

9.6. Rule 6.09(b) of the Official Baseball Rules will apply in this format. The “third drop strike rule” will be in effect the entire season.

9.7. No new inning shall begin at or after the 2 hour 45 minute mark, but the teams will be allowed to complete the inning they are in.

9.8 All players must play a minimum of one inning in the infield.

## **10. DIVISION SPECIFIC RULES-PINTO**

10.1. PONY Baseball Rules for Pinto, Section 10, Paragraph B, Option 2 will be used. A pitching machine will be used. The machine will be set to 38 mph for half of the total number of games in the season (includes games not counted towards end-of-season tournament). Then the speed will be increased to 40 mph for the remainder of the regular season and the end-of-season tournament. The umpire will be positioned behind home plate. A coach of the offensive team will deliver balls into the machine.

10.2. If there is a play at home, the runner MUST slide. Failure to do so will result in the runner being called out at the discretion of the umpire.

10.3. The defensive team will play ten players, 4 players being outfielders. No player may play the same position more than 2 innings per game during the regular season. This rule will not be enforced during the end-of-season tournament. There is no infield fly rule in Pinto.

10.4. Modify PONY Baseball Rules for Pinto, Section 9, Paragraph H, add: If this rule is violated, the umpire shall give one warning per team to the manager. Subsequent violations will be called out. “Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit or crosses home plate.”

10.5. Modify PONY Baseball Rules for Pinto, Section 9, paragraph F: “A batter shall be declared out after failing to hit a fair ball after 6 pitches are delivered by a pitching machine.” Only 5 pitches are allowed. If the 5<sup>th</sup> pitch is fouled off, one additional pitch is given. Pitches delivered by the pitching machine may be declared “no pitch” if, at the discretion of the umpire, the pitch was not in the strike zone.

a. During the second half of the regular season and during the end of season tournament (playoffs), a batter will be declared out after 3 swinging strikes. If the batter fouls off pitches, they will be given a maximum of 6 pitches to hit a fair ball.

10.6. If on the 5<sup>th</sup> pitch the batter hits a foul ball he/she shall receive a 6<sup>th</sup> and final pitch.

10.7. Modify PONY Baseball Rules for Pinto, Section 11, Paragraph B: “Maximum 5 runs per inning except in the 6<sup>th</sup> or extra inning which are open.” NCYB allows a maximum of 6 runs per inning. If there are less than 3 outs when the 6 runs are scored, the team will change sides.

10.8. No new inning shall begin at or after the 2 hour 30 minute mark, but the teams will be allowed to complete the inning they are in.

10.9. The 10 run rule will only come into play during the Pinto Double Elimination Tournament...refer to PONY rule 1-G.

10.10 If a batted ball hits the pitching machine and (i) does not go into foul territory prior to passing first or third base, the ball shall be deemed to be “live” and must be played by the defensive players, or (ii) goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance only one base, or (iii) goes into foul territory after third or first base, the ball is live and runners may advance at will.

## **11. DIVISION SPECIFIC RULES-SHETLAND**

11.1. No score shall be kept.

11.2. All games will be official ties.

11.3. PONY Baseball Rules for Shetland, Section 9, Paragraph C, will be modified to allow 10 defensive players, 4 of the defensive players will be in the outfield.

11.4. PONY Baseball Rules for Shetland, Section 9, Paragraph B will not be used during the second half of the season. If a defensive team gets three outs, the team will change sides.

11.5. The batting tee will be placed on home plate. During the first half of the season, each batter will be allowed six swings at the ball. During the second half of the season, a coach from the offensive team will first deliver 3 underhand pitches. If no balls are batted fair, then the batter will get three swings from the tee.

11.6. Sliding is prohibited. The first slide for each team will result in a warning. Subsequent slides will count as an out.

11.7. Base runners may advance, at risk until the defensive team has control of the ball in the infield. Upon possession, time will be called and all base runners will return to the closest base. If the batter has advanced to first base, then the first base runner will advance to second base.

11.8. Two defensive coaches will be allowed on the field for instructional purposes. They are not to interfere with the ball or players.

11.9. The offensive team will have three coaches on the field. They are batting, 1<sup>st</sup> base, and 3<sup>rd</sup> base coaches.

11.10. Time out shall be called when a coach wants to demonstrate an instructional point during the game.

11.11. All Shetland managers and coaches are reminded that Shetland is likely to be a player's first encounter with organized baseball. This is an instructional division. Good sportsmanship must be the first priority of all adults.

11.12.a. No new inning shall begin at or after the 2 hour mark, but the teams will be allowed to complete the inning they are in.

b. All Shetland games shall be 3 innings unless rule 11.12a applies.

11.13. There will be a Shetland Exhibition after Closing Ceremonies. Each team will have equal representation between the two teams.

## **12. POST SEASON PLAY**

The following rules shall apply to Bronco, Mustangs, and Pinto divisions.

### Memorial Weekend Tournament, All Star Tournaments

12.1.

a. NCYB shall, when possible, enter an "A" and a "B" tournament team for a Memorial Weekend Tournament at a location selected by the Board of Directors, and the PONY All-Star tournaments. In Bronco and Mustang up to three teams may be entered.

b. In Bronco three teams may be entered. One team will consist of a 12 and under team (12U team). The team will consist mostly of 12 year olds, but outstanding 11 year olds can be elected to the team. However, families of the 11 year olds have the ability to decline the election to the 12U team in favor of playing for the 11U team. The second team will be an exclusively 11 year old team (11U team). An third team may be entered in the Bronco division, registered as a 12U team and will consist of a mix of 11 and 12 year old players from the best remaining players in either age group.

c. In Mustang three teams may be entered. One team will consist of a 10 and under team (10U team). The team will consist mostly of 10 year olds, but outstanding 9 year olds can be elected to the team. However, families of the 9 year olds have the ability to decline the election to the 10U team in favor of playing for the 9U team. The second team will be an exclusively 9 year old team (9U team). An third team may be entered in the Mustang division, registered as a 10U team and will consist of a mix of 10 and 9 year old players from the best remaining players in either age group.

d. In Pinto only two teams will be entered: an "A" and a "B" team. Both teams will be registered as an 8U team.

12.2. Each team shall have a maximum roster of 15 players.

12.3. Selection of players will take place around the end of March. For All-Star teams, the selection will take place around the first week of June.

12.4. Selection process

a. Each team shall nominate players that the manager feels are worthy of consideration. The list shall be given to the league president by a set date. Nominations received after the deadline may or may not be considered at the discretion of the Board.

b. The children of the league will have input on the all stars by ballot in the Bronco division. The players will rank the top nine players in the league excluding players from their own team. The player agent or the President will collect the ballots. The average of the player rankings will be treated with equal weight as a single manager ranking (i.e., one vote in seven total). This will be tested for the Memorial tournament, and continued if successful.

c. The player agent will collect and tabulate scores and prepare a rankings list for the selection meeting.

d. A meeting shall be held with each manager or designee attending. The teams will be selected based on vote tabulation and discussion.

e. Because a parent/relative is managing or coaching a team, players MAY NOT play up or down from "A" to "B" or surpass the list.

#### 12.5. Bronco and Mustang All Star Play

a. In Bronco three teams may be entered. One team will consist of a 12 and under team (12U team). The team will consist mostly of 12 year olds, but outstanding 11 year olds can be elected to the team. However, families of the 11 year olds have the ability to decline the election to the 12U team in favor of playing for the 11U team. The second team will be an exclusively 11 year old team (11U team). An third team may be entered in the Bronco division, registered as a 12U team and will consist of a mix of 11 and 12 year old players from the best remaining players in either age group.

b. In Mustang three teams may be entered. One team will consist of a 10 and under team (10U team). The team will consist mostly of 10 year olds, but outstanding 9 year olds can be elected to the team. However, families of the 9 year olds have the ability to decline the election to the 10U team in favor of playing for the 9U team. The second team will be an exclusively 9 year old team (9U team). An third team may be entered in the Mustang division, registered as a 10U team and will consist of a mix of 10 and 9 year old players from the best remaining players in either age group.

#### 12.6. Players Quitting/ Leaving Tournament or Games

a. Any player who accepts a position on a tournament team and quits for any reason prior to the completion of the tournament series will not be eligible for any tournament or post season play for two complete seasons. This does not include the season they quit during. This rule becomes effective once formal rosters have been submitted for tournament entry. Special circumstances (i.e. family emergency) will be considered by the Board of Directors.

b. Any player who accepts a position on a team must commit to The North City All Star team. Any players who leave during the course of play to attend other games or events will not be allowed to return to the team and section A consequences will apply.

### **13. PROTESTS**

13.1. Protests must be submitted in writing to the vice president of NCYB within 24 hours of the protested game.

13.2. A consideration fee of \$100 in cash must be submitted with the written protest. The fee will be refunded if the ruling is favorable to the protestant. The fee will be donated to NCYB if the ruling is unfavorable to the protestant.

13.3. The Review Committee will hear protests. The president, chief umpire, and player agent will comprise the Review Committee. If any of these Board members are not available or if a conflict of interest exists, the president shall replace the Board member with another Board member.

13.4. Protests will be acted upon within 48 hours of receipt. Sundays and holidays will be excluded from the 48 hour time constraint.

## **END NORTH CITY YOUTH BASEBALL RULES 2011**