

2010 MUSTANG/BRONCO  
TECOLOTE YOUTH BASEBALL  
LOCAL RULES  
November 6, 2010

**TECOLOTE YOUTH BASEBALL, INC.**  
**MUSTANG/BRONCO DIVISIONS -LOCAL PLAYING RULES**

**1. ELIGIBILITY**

- 1.1 A) All players shall play a minimum of 3 complete innings of each regular game. However in the event that a game is prematurely terminated for any reason, this rule may not apply. All managers are instructed to proceed as if the game were to be completed.  
B) No player shall sit more than two consecutive innings. If a player sits two consecutive innings, the player must play the next two consecutive innings in the field.
- 1.2 It shall be the responsibility of both managers to see that the proper substitutions are made. If in the opinion of the chief scorekeeper (or another board member without a conflict if the chief scorekeeper has a conflict of interest, e.g., a player in the same division), a player on a team does not play a minimum of 3 complete innings as required by tecolote eligibility rules, the game shall be forfeited by that player's team. A ruling by the chief scorekeeper may be requested at any time during the season. Three complete innings is hereby defined as three offensive and three defensive innings, not two defensive innings and one "at bat."
- 1.3 All eligible players must appear on the official lineup card each game including status of each player: batting position, absent, injured, league discipline; all players present at game time must comply with rule 1.1, unless the official scorekeeper is notified prior to the start of the game that a player is either absent, injured or on league discipline. Line-up cards shall be completely (first and last names, uniform number and position number) filled out in triplicate fifteen minutes prior to the start of the game and distributed to the opposing manager and official scorekeeper.
- 1.4 The player agent shall be notified within 72 hours by the manager of any team member not meeting minimum playing requirement time. The player agent and division representative shall be notified as soon as possible of any discipline problems occurring on any team. It is the responsibility of the division rep/player agent and the team manager to initiate and enforce league disciplinary actions.
- 1.5 In the event a player must leave the game due to illness or injury, the following substitution rules will apply:
- A If a batter is injured or becomes ill before the at bat is complete and can not complete the at bat, the next batter in the lineup is substituted for the injured/ill player and assumes the injured batter's count. No out is recorded for this at bat. All remaining players lower in the batting order after the injured player, move up one position.

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- B If a player is injured while on the basepaths (after having reached base successfully and time is called), if the injured player can not remain in the game, then the player who recorded the last out substitutes for the injured player as a pinch runner only. The next time the injured player's position comes up to bat, the player is removed from the lineup and all remaining players lower in the batting order after the injured player, move up one position. An out is recorded the first time through the lineup.
  - C If a player is injured or becomes sick and is removed from the game, the player must take an out the first time the sick player comes up to bat. Then the player is removed from the lineup all remaining players lower in the batting order after the sick player, move up one position..
  - D If a player leaves the game for any reason other than injury or illness, the team must take an out each time the missing player's position comes up to bat.
- 1.6 Players that choose to play in any other organized baseball league at the same time as playing in Tecolote Youth Baseball spring season, may have their privilege to participate in the Memorial tournament and all star tournaments suspended subject to board approval.

**2. TEAM ROSTERS**

- 2.0 No team shall exceed twelve players on the roster. The preferred number of players is 11.
- 2.1 Additional sign-ups after the draft are the responsibility of the player agent. Players will be placed by vacancy or draft rotation at the discretion of the player agent in the attempt to maintain balanced teams.
- 2.2 Managers shall notify the player agent of any team vacancies within 24 hours from the time the manager is notified.
- 2.3 No player shall be assigned to a team after opening day. The purpose of this rule is to insure balanced teams and to avoid "stacking" a team. Exception: In the event a team's roster is unbalanced, the manager must accept the next player assigned by the division rep/player agent from the waiting list (manager does not have right of refusal). "Impact players" shall not be assigned to a team unless an impact player has left a team or has been injured and will not return. An "impact player" is a player that would be assessed as a first through fourth round pick by

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the division rep and player agent. The player agent/division representative has final decision to act in the league's best interest to assign/add 1 or more players. The division rep/player agent may consult the president of the league as long as there is no conflict of interest (player in the same division).

2.4 Teams will be selected by draft, after skills assessment. The player agent, division representative and managers will select/assign players to teams, trying to take into consideration the following criteria:

- (a) school area;
- (b) home address; and,
- (c) experience.

If a player does not attend the skills assessment the player is drafted in the following manner (up to the discretion of the player agent/division rep)

- If all managers agree to the skill level of the player, the player is drafted in the agreed upon round
- If a majority of the managers do not agree on skill level of the player, the player will be selected via lottery at the end of the draft for all players that did not attend the skills assessment.

2.4.1 Roster replacements will not be made until contact between the parent and the player agent is made.

2.5 Free substitution rule shall apply. Exception: Pitcher position cannot be freely substituted. This rule does not supersede rule 1.1.

2.6 Each team shall "bat through" the line-up of eligible players.

Clarification: if a player is not present by the start of the game you may 1) keep the player in the lineup but take an out each time the player's position comes up to bat if the player is not present, if the player shows up late, the player enters the game in the batting order listed in the lineup; 2) scratch the player with no penalty prior to that player's at bat. If you scratch the player and the player shows up late, you may not re-enter the player into the lineup.

*It is the policy and desire of the league that managers and coaches do not cause players to be alienated resulting in a player's absence. The following rule is known as the **player differential rule** and is an attempt to encourage managers and coaches to foster a positive environment for players of all skill levels.*

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If a team has two less players present than the opposing team the name of one missing player shall be placed on the line-up and each time that player would come to bat shall be an out. However the third out in an inning by this rule shall not be counted if the batter prior to the missing player walks or is hit by a pitch. If the batter reaches base by a walk or by being hit by a pitch the out shall be taken at the beginning of the next inning. For clarification, the third out in an inning cannot be assessed against a team based on the “player differential” rule.

When an opposing manager believes that a manager or coach has caused a player to be alienated, the board shall be notified. The situation will be investigated and the board may take action to discipline the offending manager or coach. Penalties may include disallowing the offending manager/coach from participating in the memorial tournament or all star tournaments. Any team playing with 2 players less than the opposing team is subject to review.

The Division Representative, with the approval of the Tecolote board, can change this rule only before the start of the season, and half way through the season.

- 2.7 If there are two outs and the next inning catcher is on base, the manager has the option of taking the catcher off base and putting the last out on as a runner to save time.

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**3. PITCHING RULES**

- 3.1. Pitchers may pitch a maximum of:
  - (A) Maximum of 3 innings per game with a maximum of 10 innings per week in Bronco subject to 3.1-D.
  - (B) Maximum of 2 innings per game with a maximum of 6 innings per week in Mustang subject to 3.1-D.
  - (C) Scorekeeper is to advise managers after 40 pitches for Mustang or 65 for Bronco have been thrown.
  - (D) Maximum number of pitches thrown shall be 50 for Mustang and 75 for Bronco. Pitchers may finish current batter after maximum pitches have been thrown.
  
- 3.2. Bronco pitchers, after pitching in four or more innings on the same calendar day; Mustang pitchers, after pitching in 3 innings or more on the same calendar day, must have 40 hours rest before pitching again.
  
- 3.3. The 2004 Pony baseball rule 9-n(1) for base stealing shall apply for the entire season for Mustang.
  
- 3.4. For Mustang: During the first half of the season, the runner on third base can not lead off. During the second half of the season the runner on third base can lead off but cannot pass the halfway mark between home and third base, before the ball passes home plate or is hit into fair territory. In the case of a violation, the base runner will be called out.
  
- 3.5. For Mustang only: catchers can not catch for more than 4 innings in a single game.
  
- 3.6. If a pitcher pitches during the Memorial day tournament, the number of innings pitched will not count against the maximum number of innings pitched during a week as set forth in rules 3.1.A (Bronco). and 3.1.B (Mustang), above. However, rule 3.2 does apply.
  
- 3.7. For Mustang: the dropped third strike rule will be enforced as per MLB rules.
  
- 3.8. Bronco division: Intentional walks will be enforced as per MLB rules. For Mustang: For the first half of the season Intentional walk rules will be enforced as Pony baseball rules. During the second half Intentional walks will be enforced as per MLB rules.

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**4. EQUIPMENT & UNIFORMS**

- 4.1 Steel cleated shoes are permitted in Bronco.
- 4.2 Players, managers or coaches who throw a bat, helmet, catcher's mask or any other equipment in a fit of anger during game, may be ejected from the game by the umpire.
- 4.3 All players, managers, and coaches on the field must be in a baseball uniform. A maximum of four uniformed coaches, including the manager, allowed on the field of play at any one time during a game. At no time will a non-uniformed parent or coach be allowed to coach on the field, including first and third base coaching boxes. In an emergency (no coaches/manager present by game time) a non-uniformed parent may assist as a coach but must remain in the dug-out at all times. Uniformed players may coach in the first and third base coaching boxes. The non-uniformed parent may not be outside the dug-out.
- 4.4 Managers and coaches must be in full uniform during all league games. Uniforms to consist of league furnished hat and shirt. Baseball pants, belts and stirrups are to be furnished by individual players, managers, and coaches
- 4.5 No hitting aids are allowed during games.

**5. SAFETY RULES**

- 5.1 Throat protectors must be worn by all catchers during practices, games and anytime they are warming up a pitcher. Catchers must wear a protective mask and protective cup.
- 5.2 If in the umpire's judgment, if without the ball or without the ball being in route to him/her, a player fakes a tag for the purpose of causing a runner to slide, he/she is to be immediately ejected from the game.
- 5.3 If in the umpire's judgment, any player who applies excessive force during the game shall be ejected. If an offensive player, it shall be an out and ejection from the game .
- 5.4 All players while in route to home plate, must slide or avoid contact, if there is any reasonable chance that a play will be attempted at the plate. Failure to do so in the umpire's judgment, will be an out.

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- 5.5 If in the umpire's judgment, the batter throws the bat the batter will be warned for the first offense, and will be deemed out for any subsequent offenses, and the ball is dead. All runners will return to their previous bases.
- 5.6 Protective cups must be worn by all male players during games.

**6. SUSPENDED, CANCELED OR INCOMPLETE GAMES**

- 6.1. Games which are played long enough to become an official game (per official pony rules (Mustang 4, Bronco 5) and are tied at the suspension of play shall be declared a tie and each team awarded ½ point in the standings.
- 6.2. Games which are canceled shall be made up the next available Sunday as long as 48 hours notice is provided. For example: if a game is rained out on a Monday – Thursday, the rescheduled game will be played the following Sunday. If the game is rained out on Saturday, the rescheduled game will be played one week from the next Sunday (8 days later). Failure to agree with the date or dates scheduled will result in a forfeit(s).
- 6.3 A team submitting a line-up with only 8 players, or the line-up being reduced to 8 players, shall take an out each time the vacant position is due at bat (superceded by rule 2.7).
- 6.4 Division reps may institute a time limit on games when more than one game is scheduled in a day. Note: the last game of the day has no time limit in case of a tie only (refer to pony rules 11f).
- 6.5 Bronco division: There shall be the following time limit: no new inning after two hours and fifteen minutes. Mustang division: There shall be the following time limit: no new inning after one hours and fifty minutes.

**7. ADDITIONAL PENALTIES**

- 7.1 If the division representative is notified 48 hours prior to game time, that a manager will not be able to field a participating team for a scheduled game, the team will not be charged with a forfeit, if caused by inability to field a team due only to a school activity or a religious retreat. The game will then be rescheduled by the division representative.
- 7.2 When a player has missed 2 consecutive games without a valid excuse, the player agent shall be contacted immediately and he or she will warn the player that repetition will result in his/her suspension. The manager shall contact the player

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agent to investigate the absences. The player agent has the ability to to suspend and/or bench the player for 1 game. Further suspensions must be reviewed by the board. The division rep with the concurrence of the league president, chief scorekeeper, player agent and at least 1 additional vice president may concur with the manager's request to suspend the player.

- 7.3 There will be no physical or verbal abuse tolerated on the playing field. Verbal abuse includes, but is not limited to verbally belittling a player, untoward language or excessive yelling at the players. Any violation of this rule, upon receipt of a complaint, will be investigated by the player agent, division representative and president. If after investigation, the player agent, division representative and president determine that further action is necessary, it will be addressed at the next regularly scheduled meeting of the board of directors, with the offending party present. If the offending party does not attend the board meeting, the offending party is immediately suspended.
- 7.4 Any adult participant ejected from the playing field by an umpire shall be suspended from that team's next official game and will have no contact with the team on the field before and during the game. The offending adult may be asked to appear before the board of directors to explain his or her actions. In addition, any adult ejected twice can only be reinstated by a majority vote of the board of directors.
- 7.5 Any player participant ejected from the playing field by an umpire shall be suspended from that team's next official game.
- 7.6 All suspensions are subject to appeal by the board.

**8. MANAGER AND COACHES**

- 8.1. Team managers shall sign for all equipment and uniforms assigned to their team and shall be responsible for their return to the equipment manager no later than 1 week after the season's last game.
- 8.2 Managers shall recognize the fact that the youth of today have many interests outside of baseball. No youth will be required to attend more than 2 mandatory practices during any one week.
- 8.3 Each team will be allowed one (1) manager and one (1) official coach. A manager may name an assistant coach and team parent after teams are selected.

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All managers and coaches are required to present yearly background checks from the sheriff's department by opening day. A new background check will be required each season. This rule applies to regular season, tournament play, and winterball no manager or coach will be allowed on the field for games or practice after opening day until the background check is received and verified by the division representative. Note: any background checks that report a positive hit, will be evaluated by the board on a case by case basis.

- 8.4 Each team is responsible to maintain a clean dug-out at all times. The home team will prepare the field before each game, including dragging, watering, setting up bases, and chalking. The home team of the last game of the day must dismantle the field, including removing bases, repairing the mound, removing the pitching machine, watering and dragging the field and cleaning up the dug-outs. Failure to follow the above rules will result in forfeiture of practice time.

9. **SEASON PLAY**

- 9.1 The season shall be divided into two parts.
- 9.2 In the event of a 2 team tie in the first half, the winner is determined by head-to-head record. In the event that 2 or more teams tie at the end of the second half of the season, the following tie-breaker rules will be in effect:
1. Head to head record
  2. Least runs allowed (between tied teams)
  3. Most runs scored (between tied teams)
  4. Forfeits are considered a score of 6-0
  5. In case of a game that ended in a tie, the score is considered a 3-3 tie (3 points awarded to each team).
  6. A double forfeit will result in a 0- 0 score. (0 points awarded to each team)
- 9.3 The winner of the first half shall be the manager of the Memorial day tournament team "A" team manager. The second place team at the end of the first half shall be the memorial day tournament team "B" team manager. In the event that the manager of the "A" team declines or decides to manage the "B" team, the second place manager shall manage the "A" team. If a vacancy in either the "A" and/or "B" team manager arises due to the manager(s) declining to take a team the vacancy will be filled by a vote of the managers in the division.

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- 9.4 The season championship shall be decided by a tournament, played at the end of the season. All teams shall be in the post season tournament. Teams will be seeded based on best overall record at the end of the season. Note that rule 9.2 will be used to determine tie-breakers in case of ties at the end of the season in order to rank teams for seeding in the tournament bracket. The end of year tournament could be pool play, a full double elimination tournament or a modified double elimination tournament. The format will be decided prior to the beginning of league play.
- 9.4.1 The first and second place trophy for the season will be determined by the end of the year tournament.
- 9.4.2 A medal will be awarded to the team with the best overall record. A team that wins a trophy (1<sup>st</sup> or 2<sup>nd</sup> place trophy in the end-of-season tournament) is also eligible for the best overall record medal if they have the best overall record
- 9.5 If any team member abandons or quits during the regular season or tournament play, then that team member is ineligible to be nominated or play on any tournament or all star team for one year (subject to review by the board).
- 9.6 Regular season local Tecolote rules will be followed during post season tournament play. General Pony pitching rules shall apply, however, local Tecolote pitch count rules shall supercede the Pony rules. For Mustang only: catchers may catch for more than 4 innings per game during the end-of-season tournament.

**10. POST SEASON PLAY**

- 10.1. The manager of the "A" all-star team is the manager of the team that wins the tournament (rule 9.4). The manager of the "B" all-star team is the manager of the second place team in the tournament (rule 9.4). If the manager of the "A" team declines to take the "A" team, and decides to manager the "B" team, the second place manager will be the manager of the "A" team. If a vacancy in either the "A" and/or "B" team manager arises due to the manager(s) declining to take a team, the vacancy will be filled by a vote of the managers in the division.
- 10.2. The business manager and coach for each all-star team will be selected by the all-star manager and approved by the division rep, player agent and league president (or appointed designee with no conflict of interest) before public announcement.
- 10.3. All-star teams will be chosen as follows:

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All players shall vote for 10 players to be named to the all star team. The 10 players that receive the most player votes shall be placed on an all star team (either the "A" or the "B" team) or shall receive all star recognition (if the player is not eligible for all star play).

In the Bronco division the 12U Red team will be selected first, followed by the 11U Red team, then the 12U Blue (combination) team.

In the Mustang division the selections will follow the Pony age-based All-Star teams.

The managers shall nominate players for the "A" and "B" teams. The managers will discuss the attributes of the players. The managers will then vote for players excluding players from their own team.

The manager of the "A" team may pick players from the list of players voted on by the players and the list of manager-nominated players.

Any player on the player-selected list not placed on the "A" team must be placed on the "B" team or get all star recognition if the player is not eligible for all stars.

The manager of the "B" team may pick players from the remaining list of players voted on by the players and the list of manager-nominated players.

If the managers choose to select a player that was not nominated by the players or one of the top fifteen vote getters on the manager-selected list, the player must be approved by a 50% or more vote of all of the managers.

- 10.4 At the first all-star team meeting on closing day, selected players may elect not to play, or be moved to the other team only, if both managers agree and if the resulting team rosters do not exceed 15 players.
- 10.5 All-star tournaments provide an exciting opportunity for players, coaches and parents. Travel ball tournaments often conflict with all-star tournament play. The league must insure that all star teams have the minimum number of eligible players to compete at all levels of all-star play. Pony rules mandate at least 10 (Pony rule in effect to govern number of eligible players) eligible players be available to compete in tournament play. The division representative shall determine the travel ball playing status of each potential all-star player from those players selected to play on the memorial day tournament team. The division representative shall also determine the potential travel ball conflict for each player.

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The division representative will require all memorial day tournament team players and potential all-star players to complete and sign a form indicating their availability for all-star play, documenting travel ball conflicts, vacations, etc. The players' signature acknowledges that if they commit to an all-star team and thereafter abandon the team for travel ball play, they will be ineligible the next year for all-star play. Only players without travel ball conflicts will be eligible for all-star balloting. The all star rosters announced at the closing day ceremonies shall be consistent with the rules in this section.

The league reserves the right to modify this rule at any regularly scheduled meeting prior to the june board meeting providing that notice is provided to the managers of each division.

- 10.6 Travel money in the amount of \$1,500 per division team, per year, (if funds are available) will be provided to the manager (without board vote) for out of area tournaments. Out of area tournaments are defined as tournaments held outside of southern california. Tournaments in Riverside, San Bernadino, and Orange County may be eligible for a maximum of \$20.00 per tournament for gas to each participant from the league all hosted tournaments snack bar and 50-50 revenues will be turned over to tecolote youth baseball, inc. Other fund raisers are permitted if approved by the operations committee and those revenues may be used by the fund raising team. All-star funds will be maintained as part of the Tecolote Youth Baseball Inc. savings account
- 10.7 All-star and Memorial day business managers will collect a \$50.00 check payable to Tecolote Youth Baseball, Inc. From all parents of all-star and memorial day players. The money will be returned to the parent after they have worked the required number of volunteer hours. The number of volunteer hours required will be determined by the tournament chairperson and approved by majority of the board.
- 10.8 Players, coaches, managers and business managers selected to the Memorial day tournament team are required to purchase their jersey and hat at a cost not to exceed \$40.00. Players, coaches, managers and business managers selected to the all-star team will be required to purchase their jersey at a cost not to exceed \$30.00.
- 10.9 Every player on the Memorial Day and All-Star roster for the Blue and White teams only, must bat at least once and play 2 innings in the field in a regulation length Memorial Day or All-Star game.

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**11. SNACK BAR**

11.1 Teams are encouraged to use the snackbar and to buy snack tickets.

**12. DUGOUT AND FIELD REGULATIONS**

12.1 Each team will police their dugout and surrounding area after each game.

12.2 No drinks (except water and sport drinks), alcohol, food, gum, sunflower seeds, food or tobacco are allowed in the dugout or on the field during practice or game time.

12.3 The home team shall prepare the field before the game by watering, lining and setting up the bases, and raising American flag and in the dismantling of the field upon completion of the game by removing the bases, repairing the mound and cleaning up the area.

**13. TECOLOTE DIVISION REPRESENTATIVE**

13.1 The division representative can make rule(s) changes in the best interest of the division with the Tecolote Board approval.