

2010 PINTO DIVISION
TECOLOTE YOUTH BASEBALL
LOCAL RULES
November 6, 2010

TECOLOTE YOUTH BASEBALL, INC
PINTO DIVISION LOCAL PLAYING RULES

1. ELIGIBILITY

- 1.1 Teams will be selected by draft, after skills assessment. The player agent, division representative and managers will select Pinto age boys and girls to teams, trying to take into consideration the following criteria:
- (a) school area;
 - (b) home address; and,
 - (c) experience.
- 1.2 If a player does not attend the skills assessment the player is drafted in the following manner (up to the discretion of the Pinto 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 the 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.
- 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 filled out (including last name, uniform number and position by standard baseball position-- numbering sequence) 15 minutes prior to the start of the game and distributed to the opposing manager and official scorekeeper.
- 1.4 When a player has missed 2 consecutive games, the player agent should be contacted immediately. The manager shall contact the player 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.
- 1.5 The maximum number of teams in the division is ten (10).
- 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.

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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 an 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 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.

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

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- 2.6 Free substitution rule shall apply
- 2.7 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.

Each team must submit a lineup listing all official eligible players and their game status (batting position, injured and present (will not play), absent, league discipline). Each team must have an “official roster” that must be presented to the official scorekeeper at each game. The official roster shall list the name of each player assigned to the team at the draft in alphabetical order. The roster must be signed by the player agent or division rep. Any legal substitutions or deletions shall be signed off by the player agent or division rep.

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. In previous years, 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.

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. 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 Pinto 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.

- 2.8 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. GAME RULES

Official baseball rules shall apply, with the exception of the following:

- 3.1 All players present at a game must be placed in the (i) batting order and (ii) field. No player will be permitted to play as a “rover” but must be placed in an infield (i.e., catcher, pitcher, 1st base, 2nd base, 3rd base or shortstop) or outfield position and each player must maintain such position in accordance with section 3.11.
- 3.2 The end of each team’s turn at bat each inning is determined as follows:
(A) After 5 runs are scored or when 3 outs occur. Exception: in the 6th inning there is no 5 run limit and each team’s turn at bat in the 6th inning will end when either (i) there are three outs (ii) such team has batted through the line-up. If the teams are unequal in number the team with a lesser number of players will be allowed to bat the same number of players as the team with the greater number of players
- 3.3 A pitching machine will be used, with the back of the machine located 38 feet from the point of home plate. The speed of the machine shall be set at the start of the season by a vote of the managers, the player agent and the division representative. The speed will be the same for all games until changed by another vote. No walks are allowed but a batter may strike out.
- 3.4 Game time limitation: No inning shall start after 1 3/4 hours of play has elapsed. Any game exceeding the time limitation of 2 hours will be considered complete, regardless of the number of innings completed. If an inning starts before the 2 hour time limit, but extends over 2 hours, both halves of the inning will be completed, regardless of the time limit.
- 3.5 Tie games:
(a) If a game has ended in a tie prior to the time limitation, the teams will play additional innings as required to break the tie, keeping in mind the same time limitation, rule 3.5 above.
(b) If the game has ended in a tie and time has run out, the game will only be continued at the end of the half if the tie game should have an effect on first or second place standing, otherwise, the game will be officially recorded as a tie game.
- 3.6 Minimum number of players: A team must have at least 7 players to start a game and at no time can continue with less than 7 players, or the game will be forfeited. The forfeited game may be played as a practice game.

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- 3.7 Overthrows:
- A) Any infield overthrow to a non-deadball area, the runner may advance only 1 base at their own risk. Upon reaching the base; the ball is dead.
 - B) For any ball thrown from the infield to an infield position that enters a deadball area, the ball is dead, the runner is awarded 1 base only at no risk.
 - C) Any overthrown ball from the outfield that enters a deadball area– the ball is dead, runners are awarded 2 bases at no risk to the runners.

Note to umpires: the intent of this rule is to control play and limit haphazard play

- 3.8 If in the judgment of the official umpire, a batter throws his/her bat after hitting the ball and the batter or a runner is out, the out will stand and the batter will be warned regarding throwing the bat. If in the judgment of the umpire a batter throws his/her bat after hitting the ball, and the batter is safe, the ball is dead. All runners will return to their respective bases and the batter will be given a second chance to hit the ball and drop the bat. If the batter throws the bat a second time he/she will automatically be called out and runners will return to their original bases.
- 3.9 Twenty run rule: If a team is leading its opponent by at least 20 runs after 4 or more equal innings have been played, or after 3 and 1/2 innings if the team second at bat shall have a 20 run lead at the end of its third inning, or before the completion of its 4th inning, the game shall be terminated and the team in front declared the winner.
- 3.10 Defensive players must maintain a reasonable and normal position until the ball is put into play.
- 3.11 A coach or manager will operate the pitching machine and the umpire will position himself on the field of play.
- 3.12 The pitching machine may be adjusted at the beginning of each ½ inning. The vertical and horizontal plane must be agreed upon by the manager or coach of the batting team. The average batter is the standard to be used. In a dispute the umpire will decide. If the pitches change and create an unfair disadvantage to the batters, the machine may be adjusted at the umpires discretion. If a manager purposefully adjusts the pitchine machine while operating the machine the manager may be warned for unsportsmanlike conduct. A continuing violation will result in an ejection from the pitching machine feeder position. Another coach will then be allowed to feed the pitching machine. If all coaches are ejected the oppoisite team or umpire will then feed the pitching machine. A manager or

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coach that fails to immediately leave the pitching machine position for a violation of this rule may be ejected for unsportsmanlike conduct.

- 3.13 Batters are not permitted to bunt. A batter doing so will be called back to the plate and charged with a strike. The ball is dead and no runner may advance.
- 3.14 Substitutions: Before the start of any inning fielding changes may be changed. Fielding positions may not be changed during an inning, except in the event of an injury.
- 3.15 All players present at a game will play defensive positions on the field during each inning. Regular baseball rules and positions apply, except for the number of allowable outfielders. A team may field up to 6 infield players. Outfielders should not be staggered and should be in an arc.
- 3.16 Base runners are not permitted to steal or lead off bases and must remain in contact with the base until the ball is hit by the batter. A runner violating this rule is out.
- 3.17 There is no “infield fly rule” in Pinto.
- 3.18 When the ball is in the possession of an infielder and in the judgment of the umpire all play has ceased, the umpire shall call “time.” The ball is dead and shall be returned to the pitching machine.
- 3.19 A player will remain at bat until he/she either strikes out, puts the ball into play or has received 5 pitches. Provided, however, if a player fouls off the fifth pitch (and the ball is not caught for an out), such player shall be given one (1) additional pitch.
- 3.20 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 one base.
- 3.21 Defensive team will be allowed 1 time out per half of inning. There may be up to two defensive coaches in the outfield. They must be positioned behind the deepest outfielder. They may not touch a fielder to direct them to a position or to the ball. The offensive team may have a manager and/or coach in the coaching boxes at 1st and 3rd bases and an additional coach or team father in the dugout to help with the batting rotation. A maximum of 4 adults are allowed on the field (including the dugout) at any one time.

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- 3.22 When at bat, managers should have 2 players in addition to the batter, with helmets on and ready to bat.

4. EQUIPMENT & UNIFORMS

- 4.1 Steel cleated shoes are not permitted.
- 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.

Note to umpires: the intent of this rule is to protect the safety of the players, umpires, and coaches. If the batter has un-intentionally thrown a bat, then the umpire may give the batter a warning.

- 4.3 All players, managers, and coaches on the field must be in uniform. Only 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 be allowed to coach on the field, including the pitching machine, first and third base coach. If one of the four is absent, a non-uniformed parent may assist in the dug-out. The non-uniformed parent may not be outside the dug-out area. This rule allows a maximum of four adults per team on the field, including in 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. No shorts are allowed.
- 4.5 No hitting aids are allowed during games

Note to umpires:

1. Pinto manager or coach may adjust the pitching machine once per half inning for height and horizontal adjustments only.
2. In an attempt to speed up the game, the umpire may instruct managers to keep the between-innings team meetings short.

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 cup.

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- 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 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**, 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.

6. SUSPENDED, CANCELED OR INCOMPLETE GAMES

- 6.1 Games which are played long enough to become an official game and are tied at the suspension of play shall be 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 one or more games is scheduled

7. ADDITIONAL PENALTIES

- 7.1 When a player has missed 2 consecutive games without a valid an excuse, the player agent shall be contacted immediately and he or she will warn the player that repetition could result in his/her suspension for the remainder of the season. The manager shall contact the player agent to investigate the absences. The player agent has the ability 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.

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- 7.2 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.
- 7.3 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.
- 7.4 Any player participant ejected from the playing field by an umpire shall be suspended from that team's next official game.
- 7.5 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. 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.

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9. SEASON PLAY

- 9.1 The season shall be divided into two parts.
- 9.2 In the event of a 2 team tie the winner is determined by head-to-head record. In the event of a tie, the winner shall be decided by a one game play-off to be played, as scheduled by the division representative, at the end of that half. In the event that 3 or more teams tie at the end of the second half of the season, the following tie-breaker rule 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 majority vote of the managers in the division.
- 9.4 The season championship shall be decided by a tournament, played at the end of the season. All teams will participate in the 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 shall 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.
- 9.5 The first and second place trophy for the season will be determined by the end of the year Tournament. A medal will be awarded to the team with the best overall record. A team that wins a trophy (1st or 2nd place trophy in the end-of-season tournament) is also eligible for the best overall record medal if they have the best overall record.

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- 9.6 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 1 year.

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10. TOURNAMENT AND 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 majority 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 The players of the all-star and tournament teams will be selected as follows:
- 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.
- If the managers choose to select a player that was not nominated as 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 12 players.
- 10.5 All-star and tournament teams are to consist of 12 players.
- 10.6 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 any level of all-star play. Pony rules effective January 1, 2004 mandate at least 12 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. The division representative shall also determine the potential travel ball conflict for each player. The A and B team shall have at least 12 players on each team that do not have potential travel ball tournament conflicts. The manager of the a team shall make appropriate substitutions between A and B team players to insure that there will be at least 12 eligible players to compete at any level of all-star play.

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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.

- 10.7 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
- 10.8 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.
- 10.9 Parents are required to pay for the Memorial day/all star jersey.
- 10.10 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.

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.

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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. Failure to follow this rule results in forfeiture of practice time.

13. TECOLOTE DIVISION REPRESENTATIVE

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