

2010 PONY DIVISION
TECOLOTE YOUTH BASEBALL
LOCAL RULES
November 6, 2009

TECOLOTE YOUTH BASEBALL, INC.
PONY DIVISION -LOCAL PLAYING RULES

1. ELIGIBILITY

- 1.1. 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.
- 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, a player on a team does not play a minimum of 3 complete innings as required by tecolote legibility 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 on the team must appear on the official lineup card each game including status of each player: batting position, absent, injured or on 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 (note the 2 player differential rule is in effect):
 - 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. Note: in the case of injury or illness the 2-player differential rule is in effect the 2nd at bat after the injury or illness.
 - 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.

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Note: in the case of injury or illness the 2-player differential rule is in effect the 2nd at bat after the injury or illness.

- 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. Note: in the case of injury or illness the 2-player differential rule is in effect the 2nd at bat after the injury or illness.
- 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. The 2-player differential rule is in effect when the player leaves the game.

2. TEAM ROSTERS

- 2.1. No team shall exceed twelve players on the roster. The preferred number of players is 11
- 2.2. 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.
- 2.3. Managers shall notify the player agent of any team vacancies within 24 hours from the time they occur.
- 2.4. No player shall be assigned to a team after opening day.

Exception: In the event a team's roster is reduced to 10 players, or less, the player agent, division representative and president of the league, may vote to add 1 or more players.

- 2.5. All players must try out before being placed on a team agreed upon by a majority of managers and approved by the division representative and player agent. In the case of a disagreement between the two the president shall cast the deciding vote.
- 2.6. Roster replacements will not be made until contact between the parent and the player agent is made.
- 2.7. Free substitution rule shall apply. Exception: pitcher position cannot be freely substituted. This rule does not supersede rule 1.1.
- 2.8. If there a two outs and the catcher is on base, the manager has the option of taking the catcher off base and putting the last batter out on base as a runner to save time.

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- 2.9. Each team shall “bat through” the line-up of eligible players. 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).

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.

- 2.9.1. If a team has one less player present than the opposing team there shall be no penalty.
- 2.9.2. 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.
- 2.9.3. An out under this rule will not count towards any individual statistics for a player.
- 2.9.4. The Pony Division Representative, with approval of the Tecolote board, can change this rule only before the start of the season, and half way through the season.

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3. PITCHING RULES

- 3.1. Pitchers may pitch a maximum of 90 pitches in one calendar day. Scorekeeper is to advise managers after 80 pitches are thrown. Pitchers may finish current batter after maximum pitches are thrown.
- 3.2. Per official pony baseball rules: pitchers may not pitch more than 7 innings on the same calendar day. Pitchers must have at least 40 hours rest after pitching after four or more innings on the same calendar day. Pitchers may not pitch more than 10 innings in one calendar week. A calendar week is from 12:01am monday to 12 midnight the following Sunday.
- 3.3. Intentional walks will be enforced as per MLB rules.

4. EQUIPMENT & UNIFORMS

- 4.1. Steel cleated shoes are permitted in the Pony division.
- 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. 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 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 dugout at all times. Uniformed players may coach in the first and third base coaching boxes. The non-uniformed parent may not be outside the dugout.
- 4.4. 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. All catchers must wear a protective mask and protective cup.
- 5.2. 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 of the player.
- 5.3. If in the umpire's judgment, the batter throws the bat, the batter will be deemed out. All runners will return to their previous bases.

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5.4. Protective cups must be worn by all 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) and are tied at the suspension of play shall be made up prior to the start of the next regular scheduled game between the two teams. Per official baseball rules, the roster will remain the same as that recorded when the game was suspended.

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 through thursday, the rescheduled game will be played the following sunday. If the game is rained out on a 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 lineup with only 8 players, or the lineup being reduced to 8 players, shall take an out each time the vacant position is due at bat. (supceded by rule 2.9)

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 for the remainder of the season.

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

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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.

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. 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.

9. SEASON PLAY

- 9.1. The season shall be divided into two parts.
- 9.2. Interleague games do no count towards local standings
- 9.3. In the event of a 2 team 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 the 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).

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6. A double forfeit will result in a 0- 0 score. (0 points awarded to each team)
- 9.4. In the event that a team wins both halves of the season, the second place team shall be the team with the second best overall record. In the event of a tie, refer to rule 9.2 to determine the tie-breaker
- 9.5. 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.
- 9.6. The season championship shall be decided by a double elimination 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.
- 9.7. The first and second place trophy for the season will be determined by the end of the year tournament. If 5 teams or more in the division, the third place trophy will be awarded to the best all around record, provided that team has not been awarded a first or second place trophy.
- 9.8. 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). A copy of this rule will be provided to all parents/guardians.
- 9.9. Regular season local tecolote rules will be followed during post season tournament play.
10. **POST SEASON PLAY**
- 10.1. The all-star manager shall be the winner of the post-season tournament. The winning manager will have a choice of the 13 or 14 year old all-star team (or “a” or ”b” allstar team). The 2nd place manager will take the remaining team. If either manager cannot or will not serve, then the manager of the all-star team shall be selected by a vote of the managers, to be selected within 5 days of the last game of the post-season tournament.
- 10.2. With five teams or more, only league age 13 year olds are eligible to play on the 13 year old team and only league 14 year olds are eligible to play on the 14 year old team.

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- 10.3. The all-star managers shall select their coaches within their division.
- 10.4. The business manager and coach for each all-star team will be selected by the all-star manager and approved by the board of directors before public announcement.
- 10.5. All-star teams will be chosen as follows: The players of the all-star and tournament teams will be selected as follows: the managers shall first 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 top 10 vote-getters are automatically named to the "A" team. The next five vote getters are automatically on the "B" team if not selected to the "A" team by the "A" team manager. The "A" team manager must choose 3-5 more. If a selected player was not one of the top fifteen vote getters, the player must be approved by a 50% or more vote of all of the managers.
- The "B" allstar team will be chosen as follows: the remaining players (11-13) will be placed on the "B" team. The managers will then vote for ten players excluding players from their own team. The top vote getters will fill out the team until ten total players are listed. The "B" team manager shall then pick 3-5 additional players. Those players must be approved by a 50% or more vote of all of the managers. All votes will be by a secret vote of the managers
- 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 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. 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 consistant with the rules in this section.
- 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

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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 fee (to be determined each year) check payable to tecolote youth baseball, inc. From all parents of all-star and memorial day players. The check 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. 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.
- 10.10. 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 Each team will participate in the operation of the snack bar. 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. Both the home team and visiting team shall assist in the preparation of 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 Pony division representative can make rule(s) changes in the best interest of the Pony division with the Tecolote Board approval.

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