

Terrell Athletic Recreation Association

2015 Amendments

I) The League (Shetland-Pony)

The purpose of this league is to provide an opportunity for youth to be a part of a team, learn the game of baseball and to enjoy their experience participating in youth sports. Our league is deemed a youth recreational league made up of the following divisions:

- A) Shetland-T Ball
- B) Pinto-8U
- C) Mustang-10U
- D) Bronco-12U
- E) Pony-14U

II) Player Eligibility

- A) Players should play within their age group; no player is allowed to play down without board approval. Players may choose to play up with the permission of their parents and manager.
- B) A player's fee and registration form is required for participation.
- C) Date of birth shall be certified by birth certificate, hospital certificate, passport or equivalent religious or legal documentation, which is the manager's responsibility to verify.
- D) No player may participate in a league game if he/she is wearing a hard cast of any kind.
- E) Players may play on only ONE team in ONE age division per season.
- F) Players must play 7 out of 10 regular season games to be eligible to play in the spring end of season tournament.
- G) Players must play 5 out of 8 regular season games to be eligible to play in the fall end of season tournament.

III) Playing Rules and Schedules

League play will be governed with the rules published by Pony with the exceptions contained in the following rules:

- A) Umpires will host a manager's meeting prior to the start of every game to cover all rules related to time limit, runs per inning, and any other local rules. No protest of "time remaining in games" may be made once the teams have completed the postgame handshake. Immediately following each game the team manager must sign the game scorecard approving the final score and pitching records. If he/she fails to do so within 30 minutes after completion, the right to protest the game for any reason is forfeited.
- B) The home team will occupy the first base dugout and is official scorekeeper. **Both teams are responsible for cleaning up trash in their spectator areas and dugouts.**

- C) 15 minutes after game start time is forfeit time and will not be added to the end of the game. 8 players are required to begin and continue a game. An automatic out will be called for the 9th batter each time their spot is passed or until he/she shows up. Less than 8 players at any time is a forfeit. For players who are ejected, an out will be recorded each time their spot comes up.
- D) We will allow one fill in player when a team is unable to take the field with 8 players.
 - 1) The fill in player must be a TARA registered player from the same or lower division.
 - 2) Must be approved by opposing manager at pre-game manager's meeting.
 - 3) Must play right field, and bat last in the line up.
- E) Pregame infield practice is **NOT** allowed. All pregame warm ups will take place in the outfield.
- F) Suspended games may only be completed with players that were on the roster at the time of the suspended game.
- G) No fans, teams, etc. may use any type of artificial noisemaker. Examples are but not limited to air horns, blow horns, tambourines, etc.
- H) **No slashing. It results in an automatic out.**
- I) **Only USSSA BPF 1.15 2 5/8 diameter or less bats are allowed. 14U is allowed USSSA BPF 1.15 2 5/8 diameter or less, or BBCOR -3. No wood bats allowed. First offense on an illegal bat the player is out. Second offense, player and manager are removed from the game. Third, offending team forfeits the game.**
- J) Courtesy runners are allowed for catcher on base in all divisions. When there are 2 outs in an inning, a courtesy runner will be allowed to replace the catcher who is on base. The batter making the 2nd out will be designated as the courtesy runner. If a team has fewer than 9 players, there will not be a courtesy runner.

IV) Managers and Coaches

- A) All managers, assistant coaches, and team moms **must submit a background check** each season prior to the team's first game in order to be allowed on the field and in the dugout. If there are issues with the background check, it will be the board's discretion to allow that manager, or coach to participate or not. The TARA Board strongly encourages those that feel they may have something on their background that may cause concern, to talk to the board prior to the background check being submitted.

V) Protests and Forfeits

- A) Protests based on umpire judgment are not permitted. Protests of the final score are not permitted. Scoring issues must be resolved before the game has been completed.

- B) If the protest is based on a rule interpretation, the objecting manager must notify the home plate umpire, other manager, and official scorekeeper. The scorekeeper will note in the scorebook the exact point at which the game was protested. At the time of the protest, the protesting manager will sign the scorecard noting his/her protest on the card and he/she must pay \$75 cash immediately. He/she needs to submit a written protest to the League Administrator within 30 minutes of the completion of the game. Failure to sign the scorecard, provide the protesting fee and the written protest in the time allowed will result in a loss of protest. If the protest is won, the fee will be refunded and the protest committee will instruct on how to proceed.
- C) **Unsportsmanlike conduct will not be tolerated.** In the event any spectator, player, or manager is ejected from the game he/she will be subjected to the following penalties:
- 1) Suspension of the game of incident plus the following game
 - 2) Suspension for the remainder of the season
 - 3) Probation

VI) End of Season Tournament

- A) The regular season record will determine seeding for the end of season tournament. Tiebreakers in order are: head to head if two teams are tied. If more than 2 teams are tied then runs allowed, followed by runs scored, followed by a coin flip.
- B) Games will follow regular season format unless ending in a tie. When time expires and an inning is completed with a tie, then the next inning will begin with a Texas Tie Breaker. Each team starts it's half inning with one out and the bases loaded. The last batter from the previous inning is placed on first base, the batter above him is placed on second base and the batter above him is placed on third base. Each team gets an at bat and the game continues until a winner is determined.
- C) **Players must play 7 out of 10 regular season games to be eligible to play in the spring end of season tournament.**
- D) **Players must play 5 out of 8 regular season games to be eligible to play in the fall end of season tournament.**
- E) Pitching Rules for tournaments:
- 1) **Mustang**: not more than 6 innings in a calendar day
 - 2) **Bronco** and **Pony**: not more than 7 innings in a calendar day
 - 3) **Mustang, Bronco** and **Pony**: pitchers shall have 40 hours rest after pitching in 4 or more innings in the same calendar day
 - 4) Innings are logged by outs

VII) Pinto League (8U)

- A) Length of Games
- 1) Games are 6 innings in length unless shortened because the umpire calls the game.
 - 2) The game may be called by the umpire and considered complete if:

- (a) A team is leading their opponent by fifteen runs after three innings, twelve runs after four and ten runs after five innings.
 - (b) One hour and fifteen minutes has elapsed since the beginning of the game.
- B) Must play rule
 - 1) All Pinto teams will bat their entire line up each game.
 - 2) Free substitution is in effect.
 - 3) A player who shows up late will be placed at the bottom of the batting lineup.
- C) Run Limit
 - 1) No teams may score more than 6 runs per inning.
- D) Coach Pitch Rules
 - 1) Each player is allowed 6 pitches or three strikes. Batter is not out on a foul ball on 6th pitch. No walks or hit by pitch.
 - 2) The manager/pitcher will be the manger or offensive coach for the team batting.
 - 3) The manager/pitcher must be in contact with the rubber while pitching and must pitch overhand. **No kneeling or pitching from the knee is permitted.**
 - 4) After a fair, hit ball, the pitcher/manager must leave fair territory in a direction opposite of the direction the ball was hit, until the ball is called dead. First violation is a warning. Second violation the lead runner is declared out. Third violation the lead runner is declared out and the pitcher is removed from the mound for the remainder of the contest.
 - 5) The pitcher/player must be parallel to the pitching rubber and no more than 5 feet to the left or right of the pitching rubber until after the ball is thrown.
 - 6) A fair, hit ball that accidentally hits the manager/pitcher is a foul ball. If in the judgment of the umpire, the manager intentionally let the ball hit him/her or did not make an effort to get out of the way, the batter is out. Effect: ball is dead, runners return to previous bases. The manager/pitcher is allowed to protect himself from bodily injury, constituting a foul ball.
- E) Slung Bats
 - 1) First slung bat by a batter constitutes a warning by the umpire. The next slung bat and any other during the game by the same batter constitutes an out.
- F) On Deck Hitters
 - 1) On deck hitters must stay in the on deck circle until their time to bat.

VIII) Mustang League (10U)

- A) Length of Games
 - 1) Games are 6 innings in length unless shortened because the umpire calls the game.
 - 2) The game may be called by the umpire and considered complete if:

- (a) A team is leading their opponent by fifteen runs after three innings, twelve runs after four and ten runs after five innings.
 - (b) One hour and fifteen minutes has elapsed since the beginning of the game.
- B) Must Play Rule
 - 1) All Mustang teams will bat their entire line up at each game. Late arriving players will be added to the bottom of the batting line up when they arrive.
 - 2) Free substitution is in effect. Remember, pitchers removed from the mound during the game, may not return to the mound during the same game.
- C) Run Limit
 - 1) No teams may score more than 6 runs per inning.
- D) Pitching Rules
 - 1) A pitcher must be removed from the mound once he/she has pitched 3 innings.
 - 2) Pitcher's must observe Pony's 40-hour rest rule.
- E) Open Bases
 - 1) All league and tournament games will be played with open bases.

IX) Bronco League (12U)

- A) Length of Games
 - 1) Games are 7 innings in length unless shortened because the umpire calls the game.
 - 2) The game may be called by the umpire and considered complete if:
 - (a) A team is leading their opponent by fifteen runs after three innings, twelve runs after four and ten runs after five innings.
 - (b) One hour and thirty minutes has elapsed since the beginning of the game.
- B) Pitching
 - 1) A pitcher must be removed from the mound once he/she has pitched 5 innings.
 - 2) Pitcher's must observe Pony's 40-hour rest rule.
- C) Must Play Rule
 - 1) All Bronco teams will bat their entire line up each game. Late arriving players may be added to the bottom of the batting line up when they arrive.
 - 2) Free substitution is in effect. Remember, pitchers removed from the mound during games may not return to the mound during the same game.
- D) Run Limit
 - 1) No team may score more than 7 runs per inning.

X) Pony League (14U)

- A) Length of Games

- 1) Games are 7 innings in length unless shortened because the umpire calls the game.
- 2) The game may be called by the umpire and considered complete if:
 - (a) A team is leading their opponent by fifteen runs after three innings, twelve runs after four and ten runs after five innings.
 - (b) One hour and forty-five minutes has elapsed since the beginning of the game.

B) Line Up

- 1) Teams may bat the line up and play free substitutions, but 9 players with the starts able to leave the game and re-enter or they may bat 10 (extra hitter, not DH). They must designate when turning in their lineup to the official scorekeeper and must play the entire game as such.
 - (a) If batting the lineup, any late players may be added to the bottom of the batting lineup.

C) Equipment

- 1) Metal cleats are permitted.
- 2) 14U is allowed USSSA BPF 1.15 2 5/8 diameter or less, or BBCOR -3.
- 3) No wood bats allowed.
- 4) First offense on an illegal bat the player is out. Second offense, player and manager are removed from the game. Third, offending team forfeits the game.