

# **SIMI YOUTH BASEBALL, INC.**

## ***LOCAL PLAYING RULES***

***2016 SEASON***

***ALL DIVISIONS - PONY BASEBALL***

***SYB LOCAL PLAYING RULES 2016 SEASON***

***Revised: November 30, 2015.***

ALL GAME RULES ARE IN ACCORDANCE WITH THE CURRENT EDITION OF THE RULES AND REGULATIONS OF *PONY BASEBALL, INC.* AS AMENDED BY THESE LOCAL RULES.

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THIS INDEX IS NOT INTENDED FOR ANY PURPOSE OTHER THAN TO SIMPLIFY A SEARCH FOR A RULE AND IS NOT INTENDED TO REPLACE, SUPPLEMENT, OR DELETE ANY RULE CONTAINED IN THESE RULES.

NOTE – The SYB Board of Directors shall exercise its discretion in resolving any disputes or challenges arising from the implementation of these rules. Decisions by the SYB Board are considered final.

## ***SYB LOCAL PLAYING RULES 2016 SEASON***

1. A game may start earlier than scheduled if both teams and the umpire are ready. Any team not ready to play fifteen (15) minutes after the scheduled game time will forfeit that game.
2. Scheduled games will be limited so that no new inning will be started after two and one half (2:30) hours for Pony two hours fifteen minutes (2:15) hours Bronco, and two hours(2) hours for Mustang. Reference the Pinto Rules for Pinto. Reference the Shetland Rules for Shetland.
3. In all divisions, except Shetland and Pinto, in case of inclement weather or darkness, or other uncontrollable circumstances, so long as two (2) hours are played, all games will be considered complete regardless of the number of innings played. If a game must be stopped during an inning, the score that was recorded at the end of the last complete inning of play will be the final score unless the score is tied or the visiting team has tied or gone ahead in its half of the uncompleted inning, in which case, the game will be considered a suspended game and will be continued to a later date from the point at which it was stopped. If a game, which would otherwise be suspended, is the last game of the day, play may continue at the umpire's discretion. The continuation of any suspended game is to be scheduled by the Division Player Agent or Chief Player Agent on the next available date. If, prior to the commencement of daylight savings time, a game is suspended prior to the completion of two (2) hours of playing time, on the continued game date the game will be played out for the complete game. All games that must be continued will be completed regardless of the result it may have in the standings. Reference PONY Rule 11 – Length of Games, Section D.
4. In the event of darkness or inclement weather, the start of the last inning of any game will be at the umpire's discretion.
5. For the purposes of rules 2, 3, and 4, a new inning officially begins at the moment the last out is recorded in the bottom half of the previous inning.
6. If a game is continued for any reason to a later time, regular pitching and innings allowed rules apply to the continued game. If a player has pitched and was removed as a pitcher, he may not be utilized again as a pitcher in the continued portion of the game. If a player is absent on the day a game is started and is present on the day a game is continued, he is an eligible player and must be used. If the player does not play his

required number of innings in the continued game due to this absence when the game started, the “must play” rule will not apply.

7. Any player who is not available to play in a game will be listed on the line-up sheet along with the reason for the player’s unavailability. The line-up sheet must be given to the opposing manager and scorekeeper prior to the start of the game. If a player is missing the day of the makeup and no replacement is available that player's at bat will count as an automatic out one time only.

8. If, at the scheduled start time of a game, a team has fewer than nine (9) players ready to start the game, it may use eight (8) players from its roster only if necessary to avoid a forfeit. However, an out will be assessed each time the ninth spot in the line-up comes up. If a team has less than nine (9) players at the start of the game, players from a lower division may be used to fill the missing spot(s) in the lineup, up to a nine (9) player roster, in accordance with Rule 47, "Use of Temporary Players." Reference Pinto rules for Pinto.

Any time a team is reduced to eight players, the ninth spot will be an out every at bat. If a player is injured or any other event forces a player to leave during a game, an out will be assessed the next at bat only (unless reduced to eight players). If a player is ejected an out will be assessed every time that player is due to bat. Temporary players / play ups must be added to the line up before the start of the game. Temporary players / play ups cannot be added to line up during the game.

9. The approval of a member of the Board of Directors not involved in the Division is required prior to any player being “benched” for disciplinary reasons. Every effort should be made to notify the player’s parents and the Division Player Agent of the benching and the reasons therefore prior to the start of the game. If this is not possible, the parents and the Division Player Agent must be notified after the game by the Manager of the affected team and an approving Board Member. The approving Board Member must sign the official scorebook, acknowledging the benching. An email needs to be sent to the division Player Agent within 24 hours for documentation.

10. If a player is ejected from a game by an umpire, the umpire must advise the official scorekeeper of the reason(s) for the ejection and the scorekeeper shall enter the reason(s) in the scorebook. An ejected player will be declared an ineligible player and can no longer play in that game. Further, a player that is ejected must be in uniform, sit on the bench, and shall not be allowed to play during the next scheduled game that the player

attends. A player ejected from a game may appeal the subsequent game suspension as follows:

(A) The Manager (or Coach acting on his behalf) must notify a member of the Board of Directors before leaving the complex. If this cannot be done, the manager must notify the Division Player Agent, Chief Player Agent, or President by 10:00 p.m. of that day or the right to appeal is lost.

(B) The Protest Committee will consist of at least three of the following: Chief Player Agent, Chief Umpire, and any Division Player Agent not directly involved. No board member who is directly involved in the protest will be allowed to be on the protest committee.

(C) Any rule violation that does not have a specified penalty, the penalty will be decided by the Board of Directors.

(D) If practical, before the player's next game, a hearing will be held by the Protest Committee. Otherwise, a hearing before the entire Board of Directors will be held at which the Board must:

(1) Determine the reasons for the ejection;

(2) Consider whether the player has been the subject of previous ejections;

(3) Consult with the umpire involved in order to determine the umpire's opinion as to whether the conduct involved was of such character as to warrant a subsequent game suspension, and

(4) Grant the affected player a reasonable opportunity to rebut or explain the conduct that led to the ejection and to present witnesses on his/her behalf.

After considering these facts, the Protest Committee or the entire Board shall decide whether a subsequent game suspension is appropriate. Unless extraordinary circumstances are present, no decision on the appeal can be made until the involved umpire has been consulted. If an emergency meeting of the Board of Directors cannot be convened prior to the affected team's next game, then the suspension will be stayed until such time as the Board of Directors acts upon the appeal after notice of the hearing to the affected player. If the umpire cannot be located immediately after the game, the Protest Committee may not hold a hearing at the field. There is no appeal from the decision of either the Protest Committee or the entire Board of Directors.

11. Each team shall have a batting lineup. The lineup will allow free defensive substitution throughout the game with the exception of pitcher substitution limitations (see Rule 33). The batting lineup will consist of all rostered players in all divisions excluding Shetland

12. All players must play a minimum of three (3) innings in the field. No player shall be out of the field for more than one (1) inning at a time. If a player does not play the required number of innings in the field due to a short, completed game, then that player must start and play 4 consecutive innings in the next scheduled game in the field

13. If a manager fails to substitute players in accordance with Rules 11 and 12, resulting in a player not receiving the proper amount of innings in the field, then the affected player must start and play the entire next scheduled game. Further, the game where the violation occurred shall be forfeited and the manager may be subjected to additional disciplinary action by the Board.

14. Rules 11, 12, and 13 apply to all regularly scheduled games whether they are played prior to the commencement of daylight savings time, including games that end early because of the "mercy rule".

15. All line-up changes must be reported to the official scorekeeper at the time the changes are made.

16. Managers and coaches must carry out their respective functions from the prescribed areas on the field. No form of coaching may be performed from outside the designated areas. Designated area is to be no closer to home plate than the bat rack.

17. Adult managers and coaches who occupy the "coaching boxes" must be wearing a team cap and shirt. No open toe shoes allowed on the field at any time. Any minor under the age of 18 must wear protective helmet. Players who coach must be in full uniform, wearing protective helmets. Under extenuating circumstances, adult coaches may occupy coaching boxes without being in uniform. There shall be a maximum of three coaches (including manager) on the field of play at any time, in the Pinto, Mustang, Bronco and Pony Division excluding Shetland.

18. Only a manager or a coach may enter the playing field during a time out for consultation with a player or umpire.

(A) In the Pony, Bronco, Mustang and Pinto divisions, there will be only one offensive time out per inning.

19. Code of Conduct

(A) All managers, coaches, players, parents and fans are hereby notified that league rules prohibit anyone from:

(1) Using profanity and/or harassing any umpire, player, opposing player, manager, coach, league official, parent or fan. Team managers are responsible for the good conduct of their coaches, players, parents and fans during games.

(B) Any manager, coach, player, parent or fan violating the Code of Conduct is subject to: (1) Immediate ejection from the game by the umpire in charge of the game, or a Board Member, not involved in the game, and subsequent suspension or disciplinary action from the Board of Directors. (2) The umpire in charge, either at his discretion or at the direction of the attending Board member, may go to the managers and ask them to return their teams to their respective dugouts. (3) The umpire in charge and/or the Board Member will then inform the crowd that play will be suspended until the offending individual(s) leave the facility. (4) In the event that the offending individual(s) refuse to comply, the manager of the offending team will be responsible for compliance. (5) Failure to comply will result in a forfeiture of the game and subject the manager of the offending team to disciplinary action from the Board of Directors according to league rules. Remember: GOOD BEHAVIOR DOESN'T COST ANYTHING!! However, it does pay -- it allows the players and other teams to enjoy a game between kids just for the fun of it.

20. Parents or other spectators shall not enter the playing field at any time during the game unless summoned by a manager or umpire to attend to a sick or injured player.

21. Protests of a game must be lodged in accordance with PONY Baseball, Inc. rules.

22. All equipment must be kept in designated areas.

23. No players are permitted to warm-up in any spectator areas. Warm-ups are to be conducted in the designated areas of the playing field. Each team is allowed to use or occupy one-half (½) of the playing field during warm-ups.

24. The home team is responsible for preparing the field for the game. This includes setting the bases up, painting the foul lines, and watering the mound, if necessary. The visiting team is responsible for applying and raking in rubber to home plate area and around bases, re-compacting the pitcher's mound and watering the mound and bullpens after each game and for securing the equipment if there are no more games that day. **Both teams are responsible for picking up trash and keeping their dugouts and bleacher areas clean. Both teams shall empty the trashcans on their side of the field as needed.**

25. Except in Shetland, the home team shall supply the official scorekeeper who must be at least sixteen (16) years old. If no scorekeeper can be found, the home team manager or coach will act as the official scorekeeper. The official scorebook shall be stored in the score booth. The official scorekeeper must remain in the scorekeeper's booth, if directed by the umpire. Managers are required to sign the pitching log after each game.

26. Any manager, coach, or parent ejected from a game shall go to the parking lot and not be involved in the game in any way. Failure to reach the parking lot within five (5) minutes will cause that game to be ruled as a forfeit against the offending team.

27. Managers and coaches must govern their conduct in accordance with standards of good sportsmanship and fair play and must bear in mind that they are acting as role models for young people. Any manager or coach ejected from a game will be fined fifty dollars (\$50.00) and will not be allowed to return to the team's next game until the fine is paid. With the consent of the Board of Directors, any imposed fine may be reduced by the performance of work on behalf of the league. Spectator ejection could be subject to a \$50.00 fine before they are let back into complex. If an umpire ejects a manager or coach from a game, the umpire must advise the official scorekeeper of the reasons for the ejection and the scorekeeper shall enter the reasons in the scorebook. Further, any manager or coach ejected from a game, shall be suspended from participating in that team's next game. Any manager or coach ejected from a game may appeal the subsequent suspension as follows:

(A) The manager or coach must notify the official scorekeeper of the appeal prior to the end of the game.

(B) The scorekeeper shall note the appeal in the official scorebook.

(C) The manager or coach shall sign his or her name in the scorebook acknowledging the recording of the appeal.

(D) The manager or coach must also notify a member of the Board of Directors not involved in the game of the appeal before leaving the complex. If this cannot be done, the manager or coach must notify the Division Player Agent, Chief Player Agent, or President by 10:00 p.m. of that day or the right of appeal is lost.

(E) If practical, before the manager's next game, a hearing will be held by the Protest Committee. Otherwise, a hearing by the entire Board of Directors will be held. At the hearing, the Board must:

(1) Determine the reasons for the ejection.

(2) Consider whether the manager or coach has been the subject of previous discipline.

(3) Consult with the umpire involved in order to determine the umpire's opinion as to whether the conduct involved was of such character as to warrant a subsequent game suspension.

(4) Grant the affected manager or coach a reasonable opportunity to rebut or explain the conduct which led to the ejection and to present witnesses on his or her behalf. After considering these facts, either the Protest Committee or the entire Board must decide whether a subsequent game suspension is appropriate and how the suspension will be served. Unless extraordinary circumstances are present, no decision on the appeal may be made until the involved umpire has been consulted. If an emergency meeting of the Board of Directors cannot be convened prior to the affected team's next game, then the suspension will be stayed until such time as the Board of Directors acts upon the appeal after notice of the hearing to the affected manager or coach. If the umpire cannot be located immediately after the game, the Protest Committee may not hold a hearing at the field. There is no appeal from the decision of either the Protest Committee or the entire Board of Directors.

28. It is recommended all players should wear a protective cup that they must supply.

29. Metal cleats cannot be worn in any division, except Pony, on SYB fields during Regular Fall and Spring seasons. Metal cleats may only be worn during Tournaments and in All Star Games. Failure to comply will result in the player being removed from the game until in compliance.

30. With the exception of the Colt division, No manager or coach may leave a player at a practice field without his / her parent or guardian.

31. Any manager or coach receiving two (2) negative written reports from the umpires regarding behavior and conduct will cause said manager to be called before the Board of Directors for questioning and possible disciplinary action.

32. Any umpire receiving two (2) negative written reports from the managers will cause said umpire to be called before the Board of Directors for questioning and possible disciplinary action.

33. If a manager or coach makes two (2) trips to the mound in Pinto, Mustang, Bronco, or Pony during any one (1) inning (per pitcher), the pitcher must be removed as pitcher, but may continue to play in the game in another position. Once a pitcher has been removed from that position, he/she may not pitch again in that game.

34. All teams must use league issued uniforms and hats for all games.

35. Any decision as to whether a child is too ill or injured to play will be a collective decision between the child's parents and the manager. Any player wearing a cast or other appliance that is likely to cause injury to another player, if contacted, or any player suffering from any communicable disease shall be deemed ineligible to play. Other situations regarding eligibility of a player for reasons of sickness and/or injury shall be decided on a case by case basis.

36. All offensive players while approaching a base must either slide, or veer to avoid contact with a defensive player who is in possession of the ball or who is in the act of fielding a throw. Any offensive player who does not slide, or veer and causes contact with a defensive player, who has possession of the ball or who is in the act of fielding a thrown ball may be called out. Incidental contact between players shall be disregarded, as this rule is in place to avoid collisions. If in the umpire's judgment, the offensive player attempted to injure the defensive player, then the offensive player shall be ejected from the game and will be subject to the provisions of rule #10. If in the umpire's judgment, the defensive player completely blocks the offensive players right to the base, then the umpire may call the runner safe due to obstruction.

37. The local playing rules for the Pinto and Shetland divisions are incorporated into these rules.

38. All team banners shall be hung behind home plate immediately adjacent to the score booths. Shetland banners may be hung on dugouts.

39. Season scheduling will be applied based on the number of teams per division. Board of directors may modify schedule as they see fit. There are no guarantees on the number of games played due to weather or extenuating circumstances. All games cancelled due to weather or extreme circumstances, will be rescheduled if possible.

40. Post season play to be determined. Post season rules are at the discretion of the SYB Board of Directors and will be posted before the tournament starts.

41. Draft Rules:

**1 - NOTE:** Any collusion or attempt to negatively impact or manipulate a draft will result in the following:

**2** – The draft will be stopped and team rosters will revert back to include only those players assigned to their respective teams prior to the tryouts. (Manager's Option & Priority Pick Option)

**3** – The draft will resume and ALL players will be selected via a "hat pick"

4 – If it is determined that only a portion of the Managers are participating in this "3rd priority pick", these managers will not participate in the remainder of the draft, and their rosters will be filled via a hat pick after all other managers have completed drafting their respective teams.

(A) Managers draw numbers for their position in draft round.

(B) All managers begin with equal points (unless otherwise noted). No carry overs.

10 players = 2000 points

11 players = 2200 points

12 players = 2400 points

(C) Draft Option Round:

(1) Manager Option = (100 - 400 Points)

(2) Priority Pick (Coaches) Option = (100 – 400 Points)

5 – Manager Option and Priority Pick (Coaches) Option Ranking

(A) Manager Option and Priority Pick (Coaches) Option must attend one of the tryout sessions and will be ranked by the managers within the respective division. Upon completion of tryouts - and at least 3 days before the draft - all managers will send their player rankings of the Manager Option and Priority Pick (Coaches) Options to the Division Player Agent & Chief Player Agent. Rankings should be sent in ranked order starting with the top ranked player on down and must include all players (Manager Option and Priority Picks). Once the Division Player Agent has received all rankings, he/she will place each manager's player rankings within the player ranking scale.

(B) For teams of 9 or less:

Top 3 players will be placed at a ranking value of 400 points

From the 4<sup>th</sup> ranked player on down, each player will have a sliding scale ranking value of minus 20 points (i.e. 4<sup>th</sup> ranked player 380 points, 5<sup>th</sup> ranked player 360 points, etc.)

(C) For teams of 10 or more:

Top 4 players will be placed at a ranking value of 400 points

From the 5<sup>th</sup> ranked player on down, each player will have a sliding scale ranking value of minus 20 points (i.e. 5<sup>th</sup> ranked player 380 points, 6<sup>th</sup> ranked player 360 points, etc.)

6 - Division Player Agent shall compile the final ranking of the players, eliminating the highest and lowest ranking of each player in determining the in the final Manager Option and Priority Pick rankings. Final rankings will be provided to all managers at the beginning of the draft. If both agree, the Chief Player Agent and the applicable Division Player Agent may, subject to a 2/3 majority vote of the managers, change any players ranking point value which are determined to be too high or too low in value, (High) not to exceed 400 points (Low) not to be less than 100 points.

If the coaches option is siblings (2 players), both players must attend tryouts and will be ranked as outlined above in order to determine their final point value.

(D) Draft Round Bid:

- (1) Manager opens with player on floor for bid.
- (2) Bids begin with minimum 50 points.
- (3) Minimum bid increase is 10 points.
- (4) Bids are to be in multiples of 10.
- (5) Manager may "pass" to withdraw from bid round for player. Upon passing the manager is no longer involved in the remainder of bidding for that player.
- (6) Manager may have 4 "time outs" (45 seconds each) for the entire draft.
- (7) Manager must maintain enough points to fill team roster. Manager is "locked out" from bid when short of points.
- (8) Blocked manager cannot bid on a player who blocked the manager.

(E) Conclusion of a division draft will be considered official and complete.

(F) Any player registering after the conclusion of the draft will be placed on a waiting list and will only be placed on a team with approval of the Executive Board. Placement on any team will be via a random drawing held at a meeting to be determined by the Executive Board of Directors. All newly registered players will be put into a hat and all teams that have available positions will draw from that hat. No player is to be placed on the team by a manager, Player Agent, Chief Player Agent or any member of the Board. No player will be assigned to a team unless there are at least two players to be assigned or there are at least two teams that need a player.

(G) Miscellaneous Draft Rules:

- (1) Two siblings entering a division together will be drafted as a package.
- (2) Blocks must be requested by the end of that division's try-outs dates and times. All blocks must be declared in writing, including the reason for the block. Any block must be approved by Board of Directors.
- (3) Any player not registered by the day of the last try out will automatically be a hat pick unless three quarters of the managers agree that the player must be in the draft.

- (4) All managers must notify the Chief Player Agent who their priority pick will be before the first tryout or they will not receive a priority pick for that season.
- (5) Only the manager, coach of record or parent of the priority pick are allowed to be in the draft room and participate in the draft.

#### 42. Miscellaneous General Rules:

- (A) In Mustang only, "balks" will be enforced without warning starting April 1st. Prior to April 1<sup>st</sup>, balks will be enforced after (1) warning per pitcher.
- (B) All players must be paid-for before draft day or Divisions draft time.
- (C) With the exception of games that are suspended, or postponed, due to inclement weather, darkness, or other natural conditions, there will be no rescheduling of games. If a team fails to field, and play, at least eight (8) players within 15 minutes of scheduled game time, that team will be given a forfeit. Managers with less than nine (9) players at game time, or in advance of that game, may augment their roster by using a temporary player from a lower division (see rule 47, Use of Temporary Players.)
- (D) Amount of players per team will be determined by the SYB Board of Directors prior to the division draft.
- (E) Balk rules per division: reference Pony Rule Blue Book and Sporting News Baseball Rules Book, for defining.
- (F) Pony Baseball Blood Rule: Bleeding must be stopped, open wound covered and if there is excessive amount of blood on the uniform, uniform must be changed before athlete may participate.

43. A manager candidate, once approved, is allowed to be a manager in one division and a coach in another division. A manager is allowed to manage two teams only if one team is in the Shetland Division.

#### 44. Selection of Managers:

- (A) All meetings or business held for the purpose of selecting or interviewing managers is to be overseen by the Chief Player Agent. All managers must complete the live scan background process prior to manager interview. Coaches of record must complete the live scan background process prior to Opening Day.
- (B) All persons interested in managing must turn in an application to the Chief Player Agent. The Chief Player Agent is to present the list of applications to the Board. When possible all managerial applicants shall be interviewed. After all interviews are completed, the Board will select managers in the following order:
- (1) A vote on each nominee as to whether they are qualified to coach in the division. Majority vote required.

(2) All the remaining nominees are to be placed in a pool vote. The Board will vote each division's ballot by placing the nominees in their order of selection. Every nominee must have a placing. If a ballot fails to place all nominees on the ballot, that ballot is void unless corrected by that Board Member. The nominees will be given teams in the order they are placed by this pool vote. If a new team is made, the next nominee in the order will be offered the team. If a team is lost, the last manager in the order will forfeit their team.

(C) Available team names will be selected from a random drawing on a date set with all managers and Board members invited to attend. The Chief Player Agent will run the drawing. Only the managers that were voted on in the pool vote will be in the random drawing for a team. Any team name trades must take place at that meeting.

#### 45. All-Star Selections:

(A) All All-Star Managers (A, B, C) will be determined via a vote conducted by the Board of Directors. Factors taken into consideration include Team standings; Coaching ability; overall conduct throughout the year; overall participation in and support of the League; Input from Coaches poll; The Board may request an interview with any All-Star managerial candidate.

(B) The All-Star teams will be selected in the following manner:

(1) A mandatory manager's meeting will be held no later than the middle of April to discuss potential All-Star Candidates. A second mandatory manager's meeting will be held no later than the end of the first weekend in May to make any revisions to the original candidate list.

(2) A final mandatory manager's meeting will be held no later than two (2) weeks following the second meeting described in Rule 48(B)(1). The meeting will not be official unless the Chief Player Agent and applicable Division Player Agent are present. At that meeting, each manager will present their rankings of all of the nominated players, listing them in order from 1 to whatever the final number of players is. The minimum number of players on the nominee list shall be 30. The order that the manager's present their selections will be made by a blind draw. At the completion of a manager's presentation, each manager in the division will be permitted to challenge the ranking of one player, and the manager making the presentation must justify the ranking and may either change the ranking of that player, or let it stand as originally presented. Each team will send no more than one (1) representative to the manager's meeting as described in rule (B)(1)-(2). The representative must be the manager or a coach of the team.

(3) At the completion of the presentations, the Chief Player Agent and the applicable Division Player Agent shall compile the final ranking of the players, eliminating the highest and lowest ranking of each player in determining their final position in the

rankings. If both agree, the Chief Player Agent and the applicable Division Player Agent may, subject to a 2/3 majority vote of the managers, change the order of any player if, in their opinion, the ranking of that player is not equitable due to gross inconsistencies in rankings by the managers. The Chief Player Agent and the applicable Division Player Agent will then certify the ranking of players.

(4) The top ten (10) players in the certified final rankings who agree to play will be on the "A" All-Star team. The "A" All-Star manager must then select a minimum of two (2) and a maximum of five (5) players; however, these players must be from the next consecutive five (5) players in the certified final ranking who agree to play.

(5) The "B" All-Star team players will be the next consecutive ten (10) players in the certified final ranking who agree to play after the selection of the "A" All-Star players is complete. The "B" manager must then select a minimum of two (2) and a maximum of five (5) players; however, these players must be from the next consecutive five (5) players in the certified final ranking who agree to play.

(6) Any All-Star alternate must be approved by the Board of Directors.

(7) If a player is selected on either the "A" or "B" All-Star team and elects not to play on that team, that player will not be allowed to play on another All-Star team sponsored by Simi Youth Baseball, Inc. for that current season/year.

(8) If Simi Youth Baseball sponsors (supplies uniforms with the Simi Youth Baseball name or logo and/or pays entry fees and/or provides insurance) an All-Star or tournament team in any division in addition to an "A" and "B" All-Star team, that team shall not be selected until after the selection of the "A" and "B" All-Star teams. A player who plays on either the "A" or "B" All-Star team or is selected to one of the teams and elects not to play will not be eligible to play on another Simi Youth Baseball-sponsored team until after the team upon which the player plays or was selected is eliminated from the PONY Baseball Tournament or the team completes its participation in the Simi Youth Baseball Invitational Tournament, whichever occurs first.

(9) Any player that quits or is removed from an All-Star team will not be eligible for All-Stars the following year.

#### 46. Playdowns and Playups:

(A) Play-downs are allowed providing the Division Player Agent, Chief Player Agent, managers, and the Board agrees it is in his or her best interest to play in the lower

division. The player may be asked to supply a doctor's note stating that it is in the child's best interest to play in the lower division.

(B) A parent may appeal any decision to the Board.

(C) Other than the following exceptions, No player will be allowed to play up into the next division and fill a permanent roster spot. The exceptions to this rule are the use of a temporary player, as described in Rule 47.

#### 47. Use of Temporary Players:

If a team in the Mustang through Pony divisions cannot field nine (9) players for the start of any game, the manager of that team may obtain temporary players from a lower division, under the following conditions:

(A) Temporary players must be registered with Simi Youth Baseball, must be in their last year of play in their respective divisions, and may only play up into the next division.

(B) Temporary players can be used only to fill a roster up to nine (9) players. If a tenth player arrives unexpectedly before or after the start of the game, the temporary player must still be utilized. "Must Play" rules will still be in effect. A temporary player must bat at the end of the lineup, and may only be utilized as an outfielder in the defensive line-up. However, if playing with 5 team players and using 4 play ups, 1 play up may play the infield

(C) A temporary player's priority is to his or her regular team. No player will be used on a temporary basis if that player's game conflict's with that of the team that is in need of a player. On any calendar day, a temporary player must play in his or her regular game, if one is scheduled, in order to be eligible to play in a play-up game.

(D) For identity purposes, the temporary player will wear his regular uniform, and the opposing manager must be notified that a temporary player is being utilized for the game.

(E) Prior to utilizing a temporary player, the manager will have the player's parent or guardian sign the League's permission slip (kept in the scorebook), and the completed permission slip will be given to the umpire at the game for recording in the official scorebook and forwarded to the Chief Player Agent as soon as practicable. Failure to obtain the required signature will subject the manager to disciplinary action, including suspension, by the Board.

(F) Division Agents are to compile a list of eligible play-up players in their respective divisions. These lists are to be distributed to their respective Division Agent (for example, the Bronco Play list is given to the Pony Player agent for distribution).

(G) Temporary players may not play more than 2 times for the same team in the next division per half or per third, whichever applies to the division. Teams in the next upper division that use the same temporary player more than 2 times will be subject to

forfeiture of the game in which the temporary player was used for the 3rd, 4th etc. time. If the season is played as one continuous season, without halves or thirds, then temporary players may not be used more than 3 times for the same team for the season and a max 12 play up games per season.

(H) For the Pinto division - If, at the scheduled start time of a game, a team has fewer than ten (10) players ready to start the game, it may use nine (9) players from its roster only if necessary to avoid a forfeit. However, an out will be assessed each time the tenth spot in the line-up comes up. If a team has less than ten (10) players at the start of the game, players from a lower division may be used to fill the missing spot(s) in the lineup, up to a ten (10) player roster, in accordance with Rule 47, "Use of Temporary Players."

There is a 2 game max per day for any player (any combination of regular games or play up games).

48. The Board recognizes that extenuating circumstances may arise. Managers are welcome to make an appeal to the Board. The Board will consider the case. Exceptions to the rule will require a vote of two thirds (2/3) majority of Board of Directors present as long as there is a quorum.

#### 49. Pitching Rules:

(1) Mustang: Pitchers are limited to no more than 3 innings per day / 4 innings in 2 consecutive days / 5 innings per week. A 48-hour rest period is required after pitching 3 innings on the same calendar day. If a pitcher pitches 2 innings on one calendar day, they may pitch no more than 2 innings on the next consecutive day. If a pitcher pitches 3 innings in one calendar day, the 48-hour rest rule applies. For purposes of this rule, a week is deemed to begin at 12:01 a.m. on Monday of each week. If this rule is violated, the game in which the violation occurs will be automatically forfeited with no appeal, and the offending manager will be ejected and serve a one (1) game suspension. Upon the umpires confirmation of the violation, and deeming the game to be a forfeit, the game shall be played to completion. The game will be played to completion without changing the forfeit status (i.e. team who is in violation of the rule will still lose the game).

(2) Bronco: Pitchers are limited to no more than 4 innings per day / 5 innings in 2 consecutive days / 7 innings per week. A 48-hour rest period is required after pitching 4 innings on the same calendar day. If a pitcher pitches 3 innings on one calendar day,

they may pitch 2 innings on the next consecutive day. For purposes of this rule, a week is deemed to begin at 12:01 a.m. on Monday of each week. . If this rule is violated, the game in which the violation occurs will be automatically forfeited with no appeal, and the offending manager will be ejected and serve a one (1) game suspension.

(3)Pony: Pitchers are limited to no more than 5 innings per day / 6 innings in 2 consecutive days / 8 innings per week. A 48-hour rest period is required after pitching 4 innings on the same calendar day. If a pitcher pitches 3 innings on one calendar day, they may pitch 3 innings on the next consecutive day. For purposes of this rule, a week is deemed to begin at 12:01 a.m. on Monday of each week. If this rule is violated, the game in which the violation occurs will be automatically forfeited with no appeal, and the offending manager will be ejected and serve a one (1) game suspension.

NOTE - The Pinto and Shetland divisions, because of their instructional nature, have some rules that are specific for only their division. Shetland is to be an instructional, non-competitive division.

#### **For Informational Purposes Only:**

SYB is not a pitch count league but we do recognize that arm health is important. We RECOMMEND that coaches/managers follow the following guidelines per division for pitching:

Pinto – 45 per game

Mustang – 55 per game

Bronco – 65 per game

Pony – 75 per game

## **PINTO DIVISION RULES AND REGULATIONS**

1. There will be no leading off any base.

2. Runner must remain in contact with the base until **the pitcher releases the ball.**

Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until **the pitcher has released the ball.** **PENALTY:** If runner leaves early they are out. The ball is dead.

3. Until April 1st, a runner at 3rd may not steal home. If a runner at 3rd draws a throw from the catcher, it will be ruled as an attempt to steal home. If the runner successfully steals home, they will be sent back to 3rd. However, if the runner is called (tagged) out, the out will stand. No runner may advance and they are in jeopardy of being tagged out.
4. Effective April 1<sup>st</sup> bunting is allowed.
5. No infield fly rule.
6. No balks on pitchers; however, the pitcher will be instructed by the umpire if his delivery is deceptive.
7. A pitcher may pitch two (2) innings per day and a maximum of four (4) innings per week. If a pitcher pitches two (2) innings on one (1) day, he or she must have forty-eight (48) hours of rest before pitching again. For purposes of this rule, a week is deemed to begin at 12:01 a.m. on Monday of each week. If this rule is violated, the game in which the violation occurs will be automatically forfeited with no appeal, and the offending manager will be ejected and serve a one (1) game suspension.
8. A catcher may catch only three (3) innings per game.
9. All team members bat. Ten (10) players will play on defense, four (4) of which must remain in the outfield.
10. When one team has a ten (10) run lead after four (4) innings, the mercy rule will apply and the game will end.
11. Game time will be no new inning after 1 hour 50 minutes; Game length will be six (6) innings. A maximum of five (5) runs per one-half (1/2) inning may be scored. No run limit will be applied in the 5<sup>th</sup> and 6<sup>th</sup> innings only. In case of inclement weather or darkness, or other uncontrollable circumstances, so long as one hour and forty minutes (1:40) are played, all games will be considered complete regardless of the number of innings played. If a game must be stopped during an inning, the score that was recorded at the end of the last complete inning of play will be the final score unless the score is tied or the visiting team has tied or gone ahead in its half of the uncompleted inning, in which case, the game will be considered a suspended game and will be continued to a later date from the point at which it was stopped. If a game, which would otherwise be suspended, is the last game of the day, play may continue at the umpire's discretion. The continuation of any suspended game is to be scheduled by the

Division Player Agent or Chief Player Agent on the next available date. If, prior to the commencement of daylight savings time, a game is suspended prior to the completion of one hour and forty minutes (1:40) of playing time, on the continued game date the game will be played out for the complete game. All games that must be continued will be completed regardless of the result it may have in the standings. Also reference PONY Rule 11 - Length of Games, Section D.

12. The league recommends that all players seven (7) and eight (8) years old in the Pinto Division wear a protective batting helmet with a full mask. This will help in avoiding injuries to players while they bat.

13. If, at the scheduled start time of a game, a team has fewer than ten (10) players ready to start the game, it may use nine (9) players from its roster only if necessary to avoid a forfeit. However, an out will be assessed each time the tenth spot in the line-up comes up. If a team has less than ten (10) players at the start of the game, players from a lower division may be used to fill the missing spot(s) in the lineup, up to a ten (10) player roster, in accordance with Rule 47, "Use of Temporary Players."

Any time a team is reduced to nine players, the tenth spot will be an out every at bat. If a player is injured or any other event forces a player to leave during a game, an out will be assessed the next at bat only (unless reduced to nine players). If a player is ejected an out will be assessed every time that player is due to bat. Temporary players / play ups must be added to the line up before the start of the game, they cannot be added to the line up during the game.

## **OVERALL SHETLAND DIVISION RULES AND REGULATIONS**

**General Rules apply to Both the Upper and Lower Divisions.  
Specific Rules for each division are defined below.**

### **UPPER DIVISION**

The Upper Division will consist of primarily 6 year olds.

### **LOWER DIVISION**

The Lower Division will consist of primarily 5 year olds and under.

## UPPER DIVISION

1. The batter will have four (4) attempts to hit the coach-pitched ball. Failing to do so, the batter will then have three (3) attempts to hit the ball off the tee. If seven attempts do not result in a fair ball, the batter is out. After April 1st, coach pitch changes to machine pitch.

## LOWER DIVISION

1. From Opening Day until April 1<sup>ST</sup>, all players will hit from a batting tee with a maximum of 4 attempts. There will be no Coach pitch. April 1<sup>ST</sup>, this rule shall be modified as follows: The batter will have four (4) attempts to hit the coach-pitched ball. Failing to do so, the batter will then have three (3) opportunities to hit the ball off the tee. If seven swings do not result in a fair ball, the batter is out.

## GENERAL – BOTH DIVISIONS

1. From Opening Day until APRIL 1<sup>ST</sup>, the entire line-up for both teams will bat once per inning, regardless of the number of outs. Batters/runners thrown, forced, or touched out will be allowed to remain on base. After April 1<sup>ST</sup>, bases will be cleared after 3 outs are recorded, but the team at bat will continue batting through their batting order.

2. The base paths will be fifty (50) feet in length.

3. Three (3) coaches may be positioned in the outfield to help direct the defensive play, but may not interfere with any play.

4. The entire team will play defensively. Only six (6) players including the pitcher and catcher may be positioned in the infield. All other defensive players must be positioned in the outfield on the grass. (No “stacked” or “shifted” alignments in the outfield.)

5. All games have a 1 hour and 30 minute drop dead time limit. No new inning shall start after 1 Hour and 15 Minutes. No scores or standings will be kept during the regular season.

6. Games will be umpired by coaches of the team at bat (Coach Pitcher when applies).

7. No stealing allowed. A base runner must have a foot on the base until the ball is hit. (Tournament Rule)

8. No runner may advance when the ball is dead. The ball is called dead when:

A. An infielder has the ball in **fair territory within the base paths** and holds the ball in the air. The runners must entirely pass the "half way" line to be awarded the following

base. If the runner does not entirely pass the "half way" line, the runner will be sent back to the previous base. If the runner behind the lead runner clears the "half way" line, but the runner in front does not, they both go back to their previous base. If the runner in the front clears the "half way" line and the runner behind does not, the runner in front is awarded the extra base, but the runner behind must go back to the previous base. (This is a judgment call).

9. No coach may touch a runner. The first violation will result in a warning. All subsequent infractions in that game will result in the runner being called out.

10. From Opening Day to April 1<sup>st</sup>, base runners may not advance on an overthrow at first base. After April 1<sup>st</sup>, the season will be played under Tournament Rules, which allow a base runner to advance until the ball is declared dead (by the umpire).

11. A batted ball that fails to pass the cutout area of the dirt in front of home plate will be considered a dead ball. This includes balls that hit outside the cutout and spin back.

12. The tee shall be set upon home plate by the offensive coach who shall be responsible for moving it quickly after the ball has been hit by the batter.

13. Four (4) offensive coaches may be positioned on the playing field (entire season). Two (2) of these coaches shall be positioned in the coaching boxes. A third offensive coach may be positioned near home plate in order to speed up play. The fourth coach will pitch.

14. If the coach who is pitching is hit by a batted ball, the ball will be considered dead but will not be counted as one of the batter's pitches. (Tournament Rule)

### **SYB Shetland Overview**

All coaches and players will treat the opposing team with respect and be considerate of their time on the field. Fair play is the ultimate goal at all times. All coaches will follow the rules as described here at all times. To keep the pace of play moving, coaches are encouraged to have lineups prepared ahead of time (both offense and defense) so they do not hold up play when making changes from inning to inning. Similarly, on-field instruction during games should be held to a reasonable amount of time. Coaches must all work to keep the momentum of the games going to help avoid players losing interest. (This happens primarily when the team at bat takes a lengthy amount of time to progress through its lineup, and players in the field lose focus.).