



Oxnard Youth Baseball

Bylaws and Guidelines

Revision History

Version	Revised by	Approved by	Date Approved
1.0	S. Hernandez, T. Reyes	Board of Directors	Jan. 27, 2017
1.1	S. Hernandez	Board of Directors	Mar. 28, 2017
1.2	NYSB Board	Board of Directors	Nov. 15, 2018
1.3	T. Reyes	Board of Directors	Mar. 7, 2018
1.4	NSYB Board	Board of Directors	Jul. 25, 2018
1.5	OYB Board	Board of Directors	Jan. 30, 2019
1.6	OYB Board	Board of Directors	Feb. 8, 2019
1.7	T.Reyes	Board of Directors	Mar 26, 2019
1.8	OYB Board	Board of Directors	Apr. 16, 2021
1.9	OYB Board	Board of Directors	Feb. 11, 2022
2.0	OYB Board	Board of Directors	2/28/2023
2.1	OYB Board	Board of Directors	1/22/2024
2.2	OYB Board	Board of Directors	1/13/2025

1. Mission Statement

1.1. The primary objective of Oxnard Youth Baseball (OYB) is to implant firmly in the youth of the community the ideals of good sportsmanship, healthy competition, honesty, loyalty, courage, and reverence.

2. Board of Directors - Structure and Operation, and Responsibilities

2.1. Oxnard Youth Baseball Board of Directors is comprised of the Board of Directors, Player Agents, and additional Board Members.

2.2. OYB's Ambassador (a person who acts as a representative or promoter of a specified activity)

Duties to include:

2.2.1 Help seek out and secure sponsorships

2.2.2. Promote involvement in fundraising.

2.2.3 Help develop new strategies that can help grow awareness of our organization.

2.2.4 Serve as a liaison to the general membership

Duties may change as defined in organization bylaws and constitution or as needed to fulfill board requirements and address overall organizational goals.

2.3. Board Members who miss 3 consecutive meetings may be ejected from his/her position.

2.4. Spring 2025 Board of Directors:

2.4.1. President: Paul Lemos

2.4.2. Vice President: Chris Gathman

4.3. Secretary: Diana Mendez

2.4.4. Treasurer: Hector Sosa

2.4.5. Head Player Agent: VACANT

2.5. Spring 2025 Player Agents will be responsible for division oversight:

2.5.1. Foal: Paul Lemos

2.5.2. Shetland: Brandon Merriweather

2.5.3. Pinto: Chris Gathman

2.5.4. Mustang: Hector Sosa

2.5.5. Bronco: Richard Vasquez

2.5.6. Pony: Joe Vaca

2.5.7. Colt: N/A

2.6. Spring 2025 General Board Members:

2.6.1. Registrar: Brandon Merriweather

2.6.2. Team Mom Coordinator: Vacant

2.6.3. Snack Bar Coordinator: Vacant

2.6.4. Communications Manager: Amanda Fagan

2.6.7. Official Scorekeeper: Amanda Fagan

2.6.8. Equipment Manager: Moises Arroyo

2.6.9. Grounds Manager: Vacant

2.6.10. Fundraising and Sponsorship Coordinator: Vacant

2.6.11 Scheduler: Chris Gathman

2.7. Committees/Officials

2.7.1. Disciplinary Committee: President, Vice President, Head Player Agent, Player Agent (corresponding division), and Secretary. Other Board Members may be substituted in the event one of the mentioned Board Members has a conflict of interest.

2.7.1.a. Secretary is only for recording of minutes. In the event of a tie, the secretary is the deciding vote.

2.7.2. Protest Officials: Division Player Agent, Head of Umpires, Other Available Player Agent

3. Sexual Abuse and Molestation Policy

3.1 Oxnard Youth Baseball is committed to creating and maintaining a safe and respectful environment for all participants, including players, coaches, volunteers, officials, and spectators. This policy aims to prevent sexual abuse and molestation, ensure appropriate responses to allegations, and promote a culture of accountability.

3.2 Scope

3.2.1 This policy applies to all individuals involved with the League, including but not limited to board members, coaches, assistant coaches, team managers, volunteers, players, officials, and spectators. It governs behavior during all League-related activities, events, and communications.

3.3 Definitions

3.3.1 Sexual Abuse: Any form of sexual activity or behavior toward a minor that is unwanted, inappropriate, or illegal, including but not limited to molestation, exploitation, or grooming.

3.3.2 Molestation: Any act or conduct by an adult directed toward a minor that is sexual in nature and intended for the adult's gratification or to manipulate the minor.

3.3.3 Grooming: The process by which an individual builds trust with a minor and their family for the purpose of sexual exploitation.

3.4 Prohibited Conduct

3.4.1 The following behaviors are strictly prohibited:

- Sexual abuse or molestation of any kind.
- Any form of grooming behavior.
- Inappropriate physical contact, including touching, hugging, or other forms of physical affection that are not relevant to the sport or explicitly consented to by the child's parent or guardian.
- Use of sexual or suggestive language in any form of communication, including verbal, written, or electronic.
- Inviting minors to private, one-on-one settings without prior parental or guardian consent.

3.5 Prevention Measures

3.5.1 Screening and Background Checks:

- All coaches, volunteers, and officials must undergo background checks before participating in League activities.
- Screening includes checks for criminal records, particularly offenses involving minors.
- All individuals must complete a Livescan clearance prior to assuming their roles within the League.

3.5.2 Training:

- All adults in supervisory or leadership roles must complete mandatory training on preventing, recognizing, and reporting sexual abuse.
- Completion of SafeSport training is required for all coaches, volunteers, and officials.
- The League will provide annual refresher courses to reinforce awareness and compliance.

3.5.3 Supervision:

- Two-adult rule: No minor should be alone with a single adult in a non-public setting.
- Practices, games, and other activities must occur in open and observable environments.

3.6 Reporting Procedures

3.6.1 Mandatory Reporting:

- Any individual who suspects or becomes aware of potential sexual abuse or molestation must report it immediately to the League's designated Safeguarding Officer or a board member.
- Reports can be made anonymously, but providing contact information may assist in a thorough investigation.

3.6.2 External Reporting:

- In accordance with California Penal Code Section 11165.7, all mandated reporters, including coaches and volunteers, must report suspected child abuse to the local child protective services or law enforcement agency. The League will support and facilitate compliance with these legal requirements.

3.6.3 Protection from Retaliation:

- Individuals who report concerns in good faith will be protected from retaliation.

3.7 : Investigation Process

3.7.1 Initial Assessment:

- The League's Safeguarding Officer will conduct an initial review of the report to determine if immediate action is required.

3.7.2 Internal Investigation:

- If warranted, a confidential internal investigation will be conducted, involving the board of directors or a designated third-party investigator.

3.7.3 External Cooperation:

- The League will fully cooperate with law enforcement and child protective services during external investigations.

3.8 : Consequences of Policy Violations

3.8.1 Any individual found to have violated this policy will face immediate disciplinary action, up to and including removal from the League and a permanent ban from all League activities.

3.8.2 Legal authorities will be notified as required by law.

3.8.3 Any actions taken will prioritize the safety and well-being of minors.

3.9 Policy Review and Updates The League's board of directors will review this policy annually to ensure it remains current and effective. Updates will be communicated promptly to all stakeholders.

3.10 Acknowledgment All individuals involved with the League must acknowledge receipt and understanding of this policy by signing an annual agreement.

4.0. Guidelines and Behavioral Standards for Parents

4.1. General Responsibilities and Behavior of Parents

4.1.1. As a parent-supported organization, OYB's most influential members on the conduct of players, team managers, coaches and umpires are its parents. It is therefore vital to the success of the league for parents to always maintain self-control and express positive support for all participants. To achieve success as a league, all parents must assist and support our league officers.

4.1.2. OYB has a zero-tolerance policy regarding inappropriate language, aggressive, threatening, or harassing behavior toward any participant involved in the league. Anyone not adhering to this policy may be subject to a disciplinary meeting which could result in suspension, ejection, or termination from the league.

4.1.3. The use of or being under the influence of tobacco, vaping, drugs, and/or alcohol on or within 50 ft. of the OYB premises is strictly prohibited. This includes practices, games, events, and/or functions where OYB membership is present.

4.2. Requirements

4.2.1. As a parent-supported organization, parents are encouraged to participate in various duties that support OYB. They include but are not limited to:

- Team manager
- Assistant Coach
- Team scorekeeper
- Field preparation and clean up
- Team parent
- Field Monitor
- Snack Bar Help
- Field Clean Up Day
- Base Umpire (outside the division of their player)
- Participate as a member on the Board of Directors

4.3. Penalty of Misconduct

4.3.1. Any parent or spectator who has been removed from the field area by the umpire is suspended from attending the remainder of that game and cannot be present at any OYB facility and/or event for the remainder of day.

4.3.2. Penalties of up to the remainder of the season may be applied upon review by the disciplinary committee. Umpires shall submit a written report to the Division Player Agent.

4.3.3. Any Team Manager, including their coaching staff and/or team parent who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit the game and all rights to protest.

4.4. Interaction with Managers

- 4.4.1. Concerns and/or issues between parents, team managers, and coaches should first be discussed between the parties directly involved to attempt a resolution.
- 4.4.2. If the concern and/or issue cannot be resolved, a grievance form must be completed by both parties and submitted via email to oxnardyouthbaseball@gmail.com
- 4.4.3. Upon receipt of a grievance form, the Head Player Agent will assign the grievance form to the appropriate player agent to resolve the issue.
- 4.4.4. If the issue is still not resolved, the parties shall meet with the Head Player Agent and the Disciplinary Committee if necessary.
- 4.4.5. Failure to follow the above procedures will result in a denial of appeal.

4.5. Uniforms and equipment

- 4.5.1. Team Managers are responsible for the equipment issued to the team.
- 4.5.2. All equipment shall be checked out/returned and documented by the Equipment Manager or their approved designee.
- 4.5.3. All equipment issued must be returned at the end of the season. Managers must make a \$100 refundable deposit OR a copy of a credit card with ID in order to check out gear. Upon return of equipment the deposit will be returned and credit card information will be destroyed. If equipment is not returned, the Team Manager(s) is financially responsible for replacing any missing equipment and will be billed at the current rate of replacement and shall be excluded from further participation in OYB sanctioned functions until such bill is paid or the equipment is returned.

4.6. Fundraising

- 4.6.1. All parents are required to participate in OYB fundraisers. This applies only to Spring and All-Star Seasons.

4.7. Scholarships

- 4.7.1. All families awarded a scholarship or scholarships will need to provide the league with a minimum of 6 hours of volunteer time for each partial scholarship and a minimum of 12 hours for each full scholarship. This is in addition to any other volunteer hours that may be required by the team manager or parent. Volunteer opportunities include but are not limited to the snack bar, field maintenance, opening/closing duties, and/or clean-up duties.
- 4.7.2. Scholarship applications are required and must be submitted 30 days prior to the beginning of the upcoming season.
- 4.7.3. Scholarship applications require submission of evidence of need. Scholarship decisions cannot be made without the required evidence of need.

4.8. Animals

- 4.8.1. No pets are allowed at OYB facilities during scheduled games and practices except for properly registered service animals. Service animals may be asked to wear and display credentials on school or OYB property.
- 4.8.2. Consequence to violating the above by-law is at the discretion of the disciplinary committee.

5. General Responsibilities and Behavioral Standards of Division Player Agents

- 5.1. A Division Player Agent supports the Head Player Agent and is responsible for the organization and conduct of their assigned league division.

5.2. Division Player Agent's responsibilities include but are not limited to:

- 5.2.1. Under the guidance of the Head Player Agent, manage all complaints, concerns, and grievances.
- 5.2.2. Help in reviewing all managerial candidates within the Player Agent's assigned division. Upon review, a compiled list of possible candidates will be presented to the Board of Directors for approval.
 - 5.2.2.1. If there is a shortage of managerial candidates, it is the Player Agent's responsibility to recruit team managers for those teams (e.g.: parent from the team's roster or otherwise).
- 5.2.3. Review the bylaws and submit any proposed changes in writing to the Board of Directors via the Head Player Agent.
- 5.2.4. Attend the evaluation for their respective divisions. This excludes the Foal division.
- 5.2.5. Coordinate with the Equipment Manager the distribution (at the beginning of the season) and collection (at the end of the season) of equipment to/from team managers in their respective divisions.
- 5.2.6. Meet with team managers as needed to facilitate communication of league operations, schedule of events, and other important issues.
- 5.2.7. Attend and oversee the player draft for their division.
- 5.2.8. After the player draft, obtain and maintain current team rosters.
- 5.2.9. Ensure that all roster changes are approved by the Board of Directors before distributing to the managers.
- 5.2.10. Oversee the implementation of disciplinary actions of players, managers, coaches, parents, members, etc. (refer to grievance procedure)
- 5.2.11. At the direction of the Head Player Agent, enforce any disciplinary action approved by the Disciplinary Committee.
- 5.2.12. Inform the Director of Umpires when umpires are late, do not report for games, or demonstrate less than acceptable conduct and skills in officiating or maintaining control of the game.
- 5.2.13. Provide assistance to the Director of Field of Maintenance in the upkeep of fields. This includes but is not limited to educating managers on field preparation, maintenance, and clean-up assistance.
- 5.2.14. Ensure that team managers oversee the cleaning of the dugout, field, and bleachers after all games and practices.
- 5.2.15. Ensure team managers obtain medical information sheets for each player and have them during all practices and games.

6. General Responsibilities and Behavioral Standards of the Team Manager, Coaches and Team

Parent

6.1. Number of Managers and coaches per division

- 6.1.1. Foal and Shetland divisions are required to have a Team Manager and will be allowed a maximum of 3 league-approved assistant coaches on the field during the games.
 - 6.1.1.1 For Shetland, if the team parent is in the dugout, they will be considered one of the three allowed assistant coaches.

6.1.1.2 For Foal, the board approved team parent is allowed in the dugout in addition to the coaching staff mentioned in 6.1.1.

6.1.2. Pinto division and up are required to have a Team Manager and will be allowed a maximum of 2 league-approved assistant coaches on the field during games.

6.2. Team Parent per Division

6.2.1 The Team Parent must complete and pass a background check AND Livescan. The background check must be completed before the person may be team parent during a game or practice.

6.2.2 The Team Parent is subject to completing Concussion, Cardiac Arrest, and Abuse Awareness Training.

6.2.3 There shall be one team parent per team.

6.2.4 Ensure that the player's parents carry out the work necessary for the team's function. These job assignments are typically those of Assistant Coach, Scorekeeper, and field preparation and cleanup.

6.3. Selection of Team Manager and Coach(es)

6.3.1. Team managers will be selected by the Board of Directors from a list of candidates provided to the league from the Registrar.

6.3.2. In the team manager's absence, one of the coaches will be the acting team manager (team manager will need to determine hierarchy)

6.3.3. After the Board of Directors determines the selection of the team manager, the team manager will recommend his/her coaching staff and Team Parent and submit their names to the appropriate Division Player Agent which will then be submitted to the Head Player Agent for approval by the Board of Directors

6.3.4. The Team Manager and Assistant Coaches must complete and pass a background check with a vendor chosen by OYB. In addition to a background check, Team Managers and Assistant Coaches must complete and pass a Livescan. No Manager or Assistant Coach will be allowed to have contact with any player on the team (during practices, games, etc.) until said background check and Livescan has been completed and approved by OYB. They will also not be allowed to check out OYB equipment

6.3.5 Each Manager and Assistant Coaches must complete the online Concussion Training Certification, Cardiac Arrest Training Certification, and Abuse Awareness Training Certification approved by OYB prior to being able to coach during practice, a game, or receive OYB equipment and collect team jerseys.

6.4. Team Manager responsibilities include, but are not limited to:

6.4.1. Teach each player the game of baseball and the meaning of playing together as a team.

6.4.2. Teach each player the meaning of good sportsmanship by being a role model and leading by example.

6.4.3. Instruct and show by example good safety habits of practice and play.

6.4.4. Develop to the best of his/her ability, the overall athletic skill of each player.

6.4.5. Fulfill Team Parent responsibilities in the absence of a Team Parent.

6.4.6. Apart from the Foal division, provide a qualified scorekeeper for each scheduled Home game and be responsible for the submission of game scores and scorebooks to the Chief Scorekeeper. This includes accurate pitch counts for

player pitch divisions. Failure of the home team to provide a score keeper will result in forfeiture of the game.

- 6.4.7. Maintain discipline of the players, parents and spectators of the team at all practices and games.
- 6.4.8. Notify parents of practices and games.
- 6.4.9. Enforce that all players wear the league-provided uniform and hat in the manner in which they are intended to be worn.
- 6.4.10. Fitted hats may be worn if the coach does not make it mandatory for all players to buy, fitted hats must be an out of pocket purchase. Entire team must be in agreement to purchase a fitted hat. It must also match the design of the hat issued by the league.
- 6.4.11. Articles of clothing that contain drug, alcohol, or content of a sexual nature are not permitted.
- 6.4.12. If a manager or coach chooses to wear a hat it must be worn facing forward.
- 6.4.13. Ensure player and parent participation in keeping fields and areas around bleachers and dugouts clean. Failure of the team manager to comply will warrant forfeiture of the game unless that manager's team lost. In this case, the last win of that team will be forfeited.
- 6.4.14. Maintain a safe dugout by having a coach or self in the dugout always during play. The Foal division is allowed to have a team parent in the dugout.
- 6.4.15. Ensure that equipment in his/her possession is in safe and usable condition.
- 6.4.16. Be accountable for his/her equipment, which must be returned to the Equipment Manager by the last scheduled turn-in date. Failure to comply will result in a fine. (see item 3.5.3, above)
- 6.4.17. Notify the appropriate Division Player Agent if an umpire is late or does not report for a game or demonstrates less than acceptable conduct and skill in officiating or maintaining control of the game.
- 6.4.18. **Both** OYB team managers appointed to each game must be present for field prep. Field prep must be fully completed at least 30 minutes prior to the start of the game (unless an agreement has been reached between the two coaches). Failure to comply will result in forfeiture of the game by the team whose manager and coaching staff did not participate in field prep.
- 6.4.19 BOTH OYB Team Managers appointed to the last game of the day played on a field, are responsible for ensuring equipment is properly stored and the field is properly locked prior to leaving OYB facilities.

6.5. Pony, Bronco, Mustang, Pinto, and Shetland Team Managers:

- 6.5.1. No one other than players and Board-approved team managers and coaches are to be in the dugout during games.
- 6.5.2. Only board-approved team managers, coaches, and approved Team Parent are allowed on the field or in the dugout during pre-game warm-ups/activities for all divisions.
- 6.5.3. While on offense, there is to be only one third-base coach and one first-base coach. The remaining coaches or team manager are to be in the dugout or near the dugout entrance. In the Shetland division a Coach or Team Manager will control the pitching machine.

6.6. Team Manager Behavior Standards

- 6.6.1. The team manager is to exhibit proper behavior and always demonstrate good sportsmanship.
- 6.6.2. Appropriately discipline players when necessary without being abusive (verbally or physically), disrespectful or attacking the player's character.
- 6.6.3. Never imply, directly or indirectly, by action or comments that any player was personally responsible for the win or loss of a game.
- 6.6.4. Solicitation of player votes for an all-star team or managing position prior to the all-star team or manager selection meeting is prohibited.
- 6.6.5. The use of or being under the influence of alcohol, drugs, tobacco products, or vaping of any kind during games, practices, or any other OYB event or team function is strictly prohibited.

7. Reasons and Procedures for Disciplining or Dismissing a Team Manager(s), Coach(es) and/or Spectator(s)

- 7.1. If a team manager or coach is not performing his responsibilities, he/she may be disciplined or dismissed only by approval from the Disciplinary Committee.
- 7.2. Disciplinary measures for rules violation or misconduct
 - 7.2.1. The Division Player Agent, with approval and guidance from the Disciplinary Committee, may suspend a team manager and/or coaches for one (1) or more games and/or practices depending on the severity of the act of misconduct by the coach(es) for violating OYB bylaws.
 - 7.2.2. The Division Player Agent shall notify the Head Player Agent in writing of any violation and disciplinary action proposed.
 - 7.2.3. A team manager, coach or spectator who has been removed from the game by the umpire or league staff shall not instruct nor manage his team for the remainder of the game and must leave OYB facilities. Penalty may be applied up to the remainder of the season if necessary, once reviewed by the Disciplinary Committee.
 - 7.2.4. During any suspension period, the team manager or coach shall not instruct nor manage his team in any manner from the stands or sidelines, including but not limited to, speaking with or giving instructions to players and/or coaches on his team, or using any other member of his team or general public to communicate instructions to his player or coaches.
 - 7.2.5. During suspension, and if approved by the Disciplinary Committee, the team manager and/or coach(es) may conduct regular practices with his team, but may not manage or coach during any game, including pre-game warm-ups.
 - 7.2.6. In the instance that an umpire removes a manager, coach or spectator from a game, that umpire shall submit a written report to the appropriate Division Player Agent via the Director of Umpires, within 24 hours of ejection. All appeals of suspensions must be made in writing to the division player agent within 48 hours of notification being sent by the league. If coaching from the side or umpire harassment continues, the manager, coach or spectator shall be subject to dismissal by the Disciplinary Committee in addition to the forfeiture of the game.
 - 7.2.7. Any team manager, coach, or spectator who inappropriately touches or exhibits inappropriate behavior with or towards a player, an umpire or an OYB official, may be suspended for the remainder of the season, subject to an appeal, if any. The

umpire shall submit a written report within 24 hours to the Director of Umpires. The team manager, coach, or spectator shall also submit a report in writing within 24 hours to the Player Agent Manager. The Disciplinary Committee shall review the matter and decide the appropriate action(s) to take.

8. Assignment of Player to Team, Replacement, Reassignment, or Transferring of a Player

8.1. Assignment of players in Foal Division

8.1.1. Team assignments will include the manager's son(s)/daughter(s) unless otherwise requested.

8.1.2 All other players will be placed on teams with the goal of evenly distributing age and experience.

8.2. Assignment of players to teams in Shetland, Pinto, Mustang, Bronco and Pony divisions:

8.2.1. The Board of Directors will determine the number of players on a roster based upon the number of registered players in the current season.

8.2.2. All proposed Managers shall attend the skill ratings for his/her division and rate each player objectively. These scores will be used as a source of personal information for each manager.

8.2.3. The parent of a player may request in writing that a particular manager not select his child. Only one (1) request will be considered. This request cannot be an attempt to increase the probability of being selected by a more-preferred manager. The request must be provided via league email prior to the applicable draft and is not a guarantee that the player will not be placed on that coach's team. The President, with at least two (2) other Board Members will approve or reject the request. If approved, the affected Team Manager will be informed prior to the draft.

8.2.4. Any player who does not attend the skills evaluation will be a random "hat pick."

8.3. A roster opening is deemed to occur when a player is not expected to return to his team

8.3.1. When a roster opening occurs, the team manager in need of a replacement player will acquire the next eligible player as determined by the Head Player Agent and/or the Board of Directors.

8.4. If a team's roster falls below the approved number, the Head Player Agent and/or Board of Directors will contact the next player on the waiting list or player for reassignment. This is at the discretion of the Board of Directors.

9. Player Draft Procedures

9.1. For any given season (Spring, Fall or otherwise), no refunds shall be given once a player has officially been drafted by a manager and assigned to a team.

9.2. In selection of players, the basic goal is to achieve league balance.

9.3. On the day of the skills rating, the appropriate Division Player Agent will make a list of all eligible players available to all team managers. This list will have been obtained from the Head Player Agent and will be based on fully paid league sign-ups.

9.3.1 Players that have not fully paid will not be eligible to participate in the skills rating.

9.3.2 Players that are on a wait-list will not be eligible to participate in the skills rating.

- 9.4. Division Player Agents along with the President or Vice President will be responsible for the integrity of the draft proceedings.
- 9.5. The Head Player Agent and Secretary (for recording) shall assist the President or Vice President and serve with him/her as a three (3) member Team Formulation Review Committee to resolve any unforeseen problems.
- 9.6. No one other than team managers and OYB Board Members shall be allowed at any draft proceedings.
- 9.7. The team manager's associated player (ex: grand/son or grand/daughter, niece, nephew, etc.) shall be his/her mandatory third (3rd) pick in the draft. Associated players will be claimed prior to the draft.
- 9.7.1 Assistant Coaches will not be assigned to a team until after the draft has been completed. If a Team Manager has a specific Assistant Coach they would like to work with, the Team Manager must draft his/her associated player, as they would any other player that attended the skills rating.
- 9.8. Random numbers will be selected by each team manager to determine the order of the draft.
- 9.9. A "serpentine" pattern will be used to draft players, starting with the team manager who drew the number one (1). The process continues to the final draft pick in the order, then reverses itself back to the #1 spot, etc. (e.g.: 1-6, 6-1, 1-6, etc.)
- 9.10. All players that have attended skill rating will be drafted prior to those who did not attend.
- 9.11. The sibling of a selected player will be automatically drafted to that same team, filling the draft spot for that team's subsequent round of the draft *unless* the parent specifically requests that the siblings be allowed to play on different teams.
- 8.11.a If the undrafted sibling did not attend player evaluations, he/she will be placed on the same roster in the position of the first "hat pick"
- 9.12. After all rosters are full, each team manager may initiate one (1) player trade and be involved in no more than two (2) player trades. Hat picks will not be eligible to trade. The President or Vice President must approve all player trades. All player trades must occur at the draft, immediately following.
- 9.13. All team managers are required to attend the player draft selection meeting.
- 8.14 In the event that a manager has not been assigned to a team at the time of the draft, a member of the Board of Directors will draft a team in that division. A team manager will be assigned as soon as possible by the Player Agent of that division.

10. Roster Control

- 10.1. In Pinto, Mustang, Bronco and Pony divisions, team managers are expected to maintain a full roster of 10-12 players as determined by the Board of Directors. Roster size may increase as necessary at the discretion of the Board of Directors.
- 10.2. In the Foal and Shetland divisions, team managers will maintain a full roster as determined by the Board of Directors.
- 10.2.1. The maximum number of players on each Foal division team roster shall not exceed nine (9).
- 10.2.2. The maximum number of players on each Shetland division team roster shall not exceed twelve (12). In rare occurrences, OYB Board may allow up to thirteen (13).
- 10.3. Injured or sick players who are expected to resume playing before the conclusion of the season must be retained on the roster.
- 10.4. Managers must immediately notify the Division Player Agent of any player who might not resume playing before the conclusion of the season. The Division Player Agent will notify the Head Player Agent.

10.5. Any changes to a team's roster must be approved by the Board of Directors prior to the changes taking place.

11. Acceptable Reasons for Disciplinary Action Regarding Players

11.1. It is the responsibility of the team manager to maintain a high standard of behavior among the players on the team. If the team manager feels that a player is behaving in a manner not consistent with good sportsmanship or not in the best interest of the team, he or she may request, through the Division Player Agent, that the Board of Directors remove the offending player from the team roster.

11.2. The Division Player Agent will then notify the Head Player Agent. The Head Player Agent may act in the place of the Division Player Agent if the latter is unavailable. A written notice shall be submitted to the Disciplinary Committee by the Division Player Agent via the Head Player Agent. The Disciplinary Committee will review and make an appropriate decision on any further action (warning, suspension, or ejection from the league) if necessary.

12. Reasons for Removing a Player from the Game

12.1. Can include but are not limited to injury or illness, misconduct, and/or parent decision.

12.2. A player who leaves the complex during a game for an injury or illness will not be recorded as an out, and the player may not return to the line-up at any point during the game. If a player leaves the game due to injury, they must provide a doctor's note of clearance to the Division Player Agent prior to participating in any practices or games.

12.2.1 If the removal of a player due to injury or illness (as mentioned above) causes the team to fall below nine (9) players, an out will be recorded for the first missed at-bat only.

12.3. A player who left the complex for misconduct or parent decision will result in an out for every at-bat for the remainder of the game.

13. Player Ejected from a Game

13.1. A player ejected from a game by the umpire is suspended for the remainder of that game; the ejected player must leave the field of play and cannot remain in the dugout nor in the stands or general viewing area(s) of that game. Furthermore, that player cannot be in contact with anyone on the field of play. A penalty of up to the remainder of the season may be applied upon review by the Disciplinary Committee.

13.2. The umpire shall submit a written report to the Umpire Coordinator/Director of Umpires within 48 hours. The Umpire Coordinator/Director of Umpires shall forward a copy of the ejection report to the Head Player Agent prior to the Disciplinary Committee convening.

13.3. A suspended player may attend games as a spectator only. If a player is found to have violated the suspension, the game in which the violation occurred may be forfeited at the discretion of the Disciplinary Committee.

13.4. All ejections shall be evaluated by the Disciplinary Committee to determine the appropriate disciplinary actions and suspensions. The Disciplinary Committee is composed of the Director of Umpires, Head Player Agent, President, and/or Vice President, Secretary (for recording purposes), and the appropriate Division Player Agent. The Disciplinary Committee may invite the manager involved to determine the appropriate actions against said player. The Disciplinary Committee shall make every effort to convene prior to the next scheduled game of the ejected player.

13.5. If the President or Vice President manages a team and is involved in the ejection, another Executive Board member will act on the Disciplinary Committee in their place.

13.6. A player ejected from a game may be disqualified from all-star play at the discretion of the disciplinary committee.

14. PRACTICE AND GAME GUIDELINES

14.1. Practice Schedule

14.1.1 Pre-season practices may not exceed four (4) days per week with a maximum practice time of six (6) hours weekly.

14.1.2. During the season, teams can have games and/or practices on no more than 4 days per week, total (e.g.: 2 games, 2 practices).

14.2. Game Schedule

14.2.1. The Scheduler is responsible for preparing the season's game schedule. The Player Agent Manager is responsible for distributing the schedule to each team manager. Each team manager is responsible for distributing the game schedule to each player on his/her team.

14.3. Game Rescheduling

14.3.1. All games schedules are final upon distribution.

14.3.2. Games will not be rescheduled except for reasons of weather, field conditions, significant schedule errors, or if the Board of Directors determines a change would be beneficial.

14.3.3 Rescheduled games will take place on the next available weekday.

14.4. Special League Rules

14.4.1. Game rules are governed by OYB bylaws, then PONY, and then MLB if necessary.

14.4.2. No inning shall begin within 30 minutes of scheduled start time of the next game on that field.

14.4.3. Forfeiture is 15 minutes after scheduled starting time of the game called by the umpire.

14.4.4. The scheduled home team occupies the third base dugout, regardless of which team arrives at the game first.

14.4.5. On scheduled game days, BOTH teams are equally responsible for all field setup and equipment before and cleanup after the game (unless an agreement is reached between both coaches).

Setup before the game:

- putting in bases
- chalking/painting lines (foul lines, batter's boxes, midway lines on Shetland, etc.)
- raking and packing pitcher's mound
- raking & watering as needed

Breakdown after the game:

- remove and store bases
- place base pegs
- raking, packing, and covering pitcher's mound
- raking home plate/batter's box area
- ensuring all dugouts and areas around the bleachers/stands are clear of trash (recruit parents to help)
- return all equipment to its place
- put away all tables and chairs use by scorekeeper, as applicable
- locking all respective gates

14.4.7. For all games in between the first- and last-scheduled games on weekends, BOTH teams are responsible for field prep. Failure to do so may result in a forfeit.

Field prep includes:

- chalking lines (foul lines, batter's boxes, midway lines on Shetland, etc.)
- raking and packing pitcher's mound
- raking & watering as needed

NOTE: If equipment is missing at the end of the day, the offending or responsible team(s) are required to reimburse OYB for the current monetary value of the missing equipment. They may also forfeit that day's game(s).

14.4.8. Prior to the start of a game, the umpire is responsible for the following:

14.4.8.1. Review and approve playing conditions of the field.

14.4.8.2. Inspect all bats to make sure they are USA/BBCOR or wood bats approved for PONY game play.

14.4.8.3. Inspect all helmets to make sure they are approved for PONY game play.

14.4.8.4. Inspect all catcher's gear to make sure it is approved for PONY game play.

14.4.9. The home team will be allowed to take infield, pre-game warm-ups on the field 30 minutes before game time (for 10 minutes); the visiting team will then be allowed to take their pre-game routine at 20 minutes before game time (for 10 minutes). This will leave the final 10 minutes for umpire meetings and the exchange of lineups at home plate.

14.4.9.1. If the teams are delayed in starting their pre-game routine due to delays in field set-up, the home team will forfeit their pre-game routine. The remaining time will be given to the visiting team up to 10 minutes before game time.

14.4.10. A team must have a minimum of eight (8) players at the start of the game to play. When a team has only eight (8) players, an out shall be recorded when the missing ninth (9) player is due to bat the first time only, subsequent at-bats by the missing ninth player shall be skipped without penalty.

14.4.12. The last name, first name initial, and number of all players, present or absent, shall be noted on the lineup card before it is given to the opposing manager, umpire, and scorekeeper.

14.4.13. The home team is expected to provide an official scorekeeper for the game. If a scorekeeper is not provided, the home team will forfeit.

14.4.14. If a play is being made at home plate or at a base, the runner must slide or attempt to avoid a collision with the fielder, or the baserunner shall be called out. Determination of whether a play was being made and whether the runner could have reasonably known a play was being made, shall be made solely by the umpire(s) and shall be the basis for determining whether the runner is safe or out. If the umpire decides a runner intentionally collided with the fielder while not attempting to slide, the base runner is out and shall be ejected from the game. THIS IS NOT A MUST-SLIDE RULE! If in the opinion of the umpire, the runner could not have reasonably known a play was being made on him/her and a collision occurs with the fielder and the runner, the runner is out if put out, and safe if ruled safe, (e.g., the play stands as played) without risk of penalty.

14.4.15. Any player arriving late to the game will be inserted at the end of the batting order. In a situation in which the player does not arrive by the time the last at-bat comes up, the player will not be allowed to play.

14.4.16. An inning pitched is recorded when the umpire puts the ball into play.

14.4.17. The use of a hitting stick during a game is not permitted.

14.5. Pitching: Required Time of Rest Between Pitching Appearances

14.5.1. Rest is calculated by the number of calendar days between pitching appearances for a player, regardless of the start time or accrued hours in between pitching appearances.

14.5.2. A rest day is considered one (1) full calendar day after the pitcher has an officially recorded pitching appearance in a game.

14.5.3. In the event of a rain out or rescheduling of a game that would affect a team due to pitch count, the executive board will make a ruling on the pitching issues.

14.5.4 A player may be part of the battery for a maximum of 4 innings.

14.5.5. If a pitcher has reached his/her maximum pitch count, the player must be removed from the battery (pitcher or catcher) for the remainder of the game.

14.5.6 If a player exceeds the allotted pitch count for their designated player age (not the division age) OR pitches without observing the required rest, the player will be deemed ineligible. A team playing an ineligible player will have the following consequences:

- Team forfeits the game.
- Manager suspension for 1 game (minimum).
- Player will incur an extra day of rest AND can NOT pitch in the next game.

14.5.6.1 Pitch Count Violations can be reported to the Division Player Agent or Other Board Member by any OYB Member (Manager, Assistant Coach, Parent, etc). Upon reporting the Violation to the Board, the Board will investigate to verify the violation prior to invoking sanctions. If the violation is reported during the game to the Umpire, the matter will be ruled upon immediately at the field.

14.5.6.2 Any falsification of pitch counts will be subject to disciplinary actions including, but not limited to a 1 game suspension for the Manager of the offending team.

Daily Max		Required Rest (Pitches)				
Age	(Pitches)	0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	21-35	36-50	51-65	66+

15. Foal Division Rules:

15.1. This division is the instructional use of the pitching machine and/or tee.

15.2. Playing Field:

15.2.1. Machine pitching distance: 38 feet

15.2.2. Distance between bases: 50 feet

15.2.3. A 2-foot, perpendicular line will be drawn halfway between each base (apart from between home and first base) to assist the umpire in determining where to place the runner(s) when a batted ball is dead.

15.2.4. A ten (10)-foot line will be drawn on the field that is parallel to the baseline between first and second base. Another identical line will be drawn parallel to the baseline between second and third base. These lines will indicate the official line between the infield and the outfield.

15.3. Pitching

15.3.1. Each batter will be given three (3) pitches from the pitching machine. If the player does not put the ball in fair play on those three pitches, the tee will be used for two (2) additional swing attempts. The runner will advance to first base once the ball is hit into fair territory or when all swings are exhausted.

15.4. Offense/Defense

15.4.1. The batter and runners will advance a maximum of two (2) bases once the ball is hit into fair territory.

15.4.2. No on-deck batters are allowed.

15.4.3. No lead offs. Runners can only leave their base after a ball is hit.

15.4.4. All players will bat to complete an inning.

15.4.5. No outs are recorded.

15.4.6. During the 2nd half of the season, outs will be carried out but will remain unrecorded.

15.4.7. No official score will be kept.

15.4.8. When the last batter in the lineup hits the ball, that batter and all the runners on base will run, clearing the bases.

15.4.9. Offensive coaches will be stationed as follows: in the coaching boxes by first base and third base; by the pitching machine to operate the machine; at the catcher's position.

15.4.10. All players will play defense. The catcher's position will not be filled.

15.4.11. The player fielding the pitcher's position shall take a position on the six (6) foot line drawn behind the coach.

15.4.12. Defensive coaches may include two (2) adult coaches who may be positioned on the playing field, beyond the baselines and two (2) adult coaches behind the outfielders to provide verbal instruction to the defense.

15.5. Equipment

15.5.1. For bat regulation please refer to www.pony.org

15.5.2. Game balls must weigh no less than 5 ounces, +/- 5% ounces & measure not less than 9 inches in circumference.

15.5.3. Safety baseballs, both leather and vinyl covered bearing the PONY BASEBALL emblem, which are manufactured to the specifications above are the baseballs required. RECOMMENDED: Flexi Ball - level 5.

15.5.4. Only rubber molded cleats or athletic shoes are to be used for Foal play.

15.5.5. Batters and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

16. Shetland Division Rules:

16.1. Machine pitching will be used in this division. Distance will be 38 feet from home plate.

16.2. Playing Field:

16.2.1. Distance between bases: 50 feet

16.2.2. A 2-foot, perpendicular line will be drawn halfway between each base (apart from between home and first base) to assist the umpire in determining where to place the runner(s) when a batted ball is dead.

16.2.3. Ten (10) foot horizontal lines will be drawn 15 feet from the first to the third base foul lines.

16.2.4. The outfield will be determined where the infield dirt and outfield grass meet.

16.3. Pitching

16.3.1. Pitching machine must be set as follows: Power Lever = 2, Micro Adjust = 3, Release Block =4

16.3.2. For the first 4 (four) games of the season, each batter will have three (3) pitches from the pitching machine. If the player does not put the ball in play, the tee will be used for one (1) additional swing. If the player does not put the ball in play off the tee, it will be recorded as an out (strikeout).

15.3.2.1 Beginning with the 5th game of the season, the batter will have 5 (five) pitches to put the ball in play (fair territory). If the batter swings at 3 pitches without making contact, an out will be recorded. After the 5 pitches, if the ball is not put in fair territory, the batter is out.

16.3.4. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the fifth (5) pitch.

16.3.5. If a batted ball strikes the coach feeding the pitching machine, the ball is dead. The pitch counts as a strike, and no runner shall advance.

16.3.6. If a batted ball hits the pitching machine and remains in fair territory, the ball is in play.

16.3.7. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

16.3.8. The coach who is in control of the pitching machine shall not give coaching instructions to the batter or any base runners, and he may not interfere in any way with the defensive players. Coaches who fail to comply with these rules will be given one warning. Upon a second infraction, the coach will be removed from the game and disciplinary action may be taken.

16.3.9. On a batted or thrown ball that enters the outfield, the coach in control of the pitching machine must move into foul territory.

16.4. Defense/Offense - All players must play a minimum of 2 defensive innings and bat round robin.

- 16.4.1. If a game is called for any reason before a player gets his/her playing time, that player must play a minimum of 4 innings in the next game.
- 16.4.2. A minimum of nine (9) players shall be used defensively.
- 16.4.3. A maximum of ten (10) players can be used defensively.
- 16.4.4. There will be free defensive substitutions.
- 16.4.5. The player fielding the pitcher's position shall take a position on either side of the pitching machine with one foot placed on the 6-ft. line drawn behind the coach.
- 16.4.6. There shall be a maximum of four (4) outfielders, stationed not less than 15 feet behind the baseline when the coach feeds the pitching machine.
- 16.4.7. As one offensive coach is feeding the pitching machine, the additional 2 offensive coaches are to be stationed in the designated coaching boxes at first and third base
- 16.4.8. Through the first six (6) weeks of the season, a team may have one (1) defensive coach positioned next to his/her dugout and one (1) other defensive coach positioned on the opposing side of the field in foul territory (beyond the dirt cut out). After the first 6 weeks of the season, only one defensive coach is allowed on the field and must remain in front of his/her team's dugout.
- 16.4.9. There is a maximum of five (5) runs allowed per inning or three (3) outs, whichever comes first. Exception: a home run that clears the outfield fence; all runs will count.
- 16.4.10. The entire roster of players present for the game shall bat round robin. Once the batting order is submitted to the scorekeeper, it cannot be changed. The only exception is for injury or ejection.
- 16.4.11. Batters are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead, and no runners may advance.)
- 16.4.12. A runner may not leave a base until a ball is batted into play. If a ball is batted into fair territory and it is deemed that a runner on base left his/her base prior to the ball being hit, that base runner shall be called out on the play. Note that the ball batted into fair territory still constitutes a live ball and the rest of the play will continue.

16.5. Equipment

- 16.5.1. For bat regulation please refer to Pony.org
- 16.5.2. Game balls must weigh no less than 5 ounces, +/- 5% ounces & measure not less than 9 inches in circumference.
- 16.5.3. Safety baseballs, both leather and vinyl covered bearing the PONY BASEBALL emblem, which are manufactured to the specifications above are the baseballs required. RECOMMENDED: Flexi Ball - level 5.
- 16.5.4. Rubber molded cleats are required. Metal cleats are not permitted.
- 16.5.5. Metallic and chrome finish helmets are not permitted.
- 16.5.6. Batter and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.
- 16.5.7. On deck batters are not permitted.
- 16.5.8. Catchers are required to wear a mask with throat guard (hockey-style masks with adequate throat protection or a standard catcher's mask with a throat guard attached to the mask that extends to the top of the chest), chest protector, shin guards, protective athletic cup, and protective head gear that gives protection to the top of the head and both ears when catching behind the plate.

16.5.9. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so will result in the player being removed from the game until properly equipped. Continued violations by a player and/or team could result in a suspension or other disciplinary action.

16.6. Playing Rules

16.6.1. "Round Robin" batting orders will be used all season.

16.6.2. Game length shall be five (5) innings. No new innings can start after 1 hour 30min from the game start time.

16.6.2.1 The umpire may stop play prior to the time limit, if they deem play to be unsafe due to darkness during weekday games at the beginning of the season.

16.6.3. A batted ball becomes dead when an infielder within the baselines of the infield or at a base has possession of the ball and holds the ball over their head.

16.6.4. Mercy rule: Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 1/2) or more innings for the home team.

16.6.5. A team may score a maximum of five runs in an inning apart from a home run batted over the fence that results in more than 5 runs in an inning (see 15.4.9, above).

16.6.6. Maximum run rule doesn't apply in the fifth (5th) inning.

16.6.7. No dropped third strike rule.

16.6.8. Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit.

16.6.9. On a ball batted into fair territory, runners may advance until an infielder has control of the ball in the infield and holds the ball up. Once the ball becomes dead in the judgment of the umpire and the runner has not gone beyond the halfway line between the bases, the runner will be required to return to the previous base. Likewise, if the runner is beyond the halfway line between the bases, that runner shall be awarded the next base.

16.6.10. No infield fly rule.

17. Pinto Division Rules

17.1. Pitching/Catching

17.1.1. Pitching Distance is 40 Feet.

17.1.2. Distance between bases is 60 Feet.

17.1.3. For pitch count refer to general rules.

17.1.4. If the pitcher reaches his/her maximum pitch count in the middle of an at bat, he/she can finish the at bat without penalty.

17.1.5. If the player reaches his/her maximum pitch count they may not be a part of the battery (pitcher or catcher) for the remainder of the game.

17.1.6. If a player plays both the catcher and pitcher positions in the same game, he/she can only be part of the battery for a maximum of 4 innings, combined.

17.1.7 No dropped 3rd strike rule

17.2. Defense/Offense

17.2.1. All players will play a minimum of two (2) defensive innings and bat round robin.

17.2.2. All changes must be reported to the official scorekeeper and home plate umpire.

17.2.3. Defensive positions fielded will be nine (9).

17.2.4. Runners may steal bases but no leading off is allowed. The runner shall not leave the base they are occupying until the pitcher releases the ball. Once the pitcher has stepped on the rubber with possession of the ball, the runner who leaves the base before the ball leaves the pitcher's hand will be returned to the previous base without penalty. In the instance that a runner leaves the base before the ball leaves the pitcher's hand and is put into play, the runner is out.

17.2.5. If a game is called for any reason before a player gets his/her playing time, that player must play a minimum of 4 innings the next game.

17.3. Equipment

17.3.1. For bat regulation refer to Pony.org

17.3.2. Only rubber molded cleats are allowed.

17.3.3. Metal cleats are not permitted.

17.3.4. Metallic and chrome finish helmets are not permitted.

17.3.5. The batter, the player in the on-deck batter area, and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

17.3.6. Catchers are required to wear a mask with throat guard (hockey-style masks with adequate throat protection or a standard catcher's mask with a throat guard attached to the mask that extends to the top of the chest), chest protector, shin guards, protective athletic cup, and protective head gear that gives protection to the top of the head and both ears when catching behind the plate.

17.3.7. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so will result in the player being removed from the game until properly equipped. Continued violations by a player and/or team could result in a suspension or other disciplinary action.

17.4. Playing Rules

17.4.1. No inning can begin 1 hour and 40 minutes after the scheduled start time.

17.4.2. Game shall be six (6) innings unless the score is tied. In this event, the game will be played to its conclusion, unless the game is called for maximum time limit or darkness.

17.4.3. Mercy rule: Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 1/2) or more innings for the home team.

17.4.4. A team may score a maximum of five (5) runs in an inning.

17.4.5. Maximum run rule doesn't apply in the fifth (5th) and all subsequent innings

17.4.6 The umpire may stop play prior to the time limit, if they deem play to be unsafe due to darkness during weekday games at the beginning of the season.

18. Mustang Division Rules

18.1. Pitching/Catching

18.1.1. Pitching Distance 46 Feet.

18.1.2. Distance between bases 60 Feet.

18.1.3. For pitch count refer to general rules.

18.1.4. If the pitcher reaches his/her max pitch count in the middle of an at bat, he/she can finish the at bat without penalty.

18.1.5. If the player reaches his/her maximum pitch count they may not be a part of the battery (pitcher/catcher) for the remainder of the game.

18.1.6. If a player plays both the catcher and pitcher positions in the same game, he/she can only be part of the battery for a maximum of 4 innings, combined.

18.2. Defense/Offense

18.2.1. All players will play a minimum of two (2) consecutive defensive innings and bat round robin.

18.2.2. All changes must be reported to the official scorekeeper and home plate umpire.

18.2.3. Positions fielded will be nine (9).

18.2.4. If a game is called for any reason before a player gets his/her playing time, that player must play a minimum of 4 innings the next game.

18.3. Equipment

18.3.1. For bat regulation refer to Pony.org

18.3.2. Only rubber molded cleats are allowed.

18.3.3. Metal cleats are not permitted.

18.3.4. Metallic and chrome finish helmets are not permitted.

18.3.5. The batter, the player in the on-deck batter area, and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

18.3.6. Catchers are required to wear a mask with throat guard (hockey-style masks with adequate throat protection or a standard catcher's mask with a throat guard attached to the mask that extends to the top of the chest), chest protector, shin guards, protective athletic cup, and protective head gear that gives protection to the top of the head and both ears when catching behind the plate.

18.3.7. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so will result in the player being removed from the game until properly equipped. Continued violations by a player and/or team could result in a suspension or other disciplinary action.

18.4. Playing Rules

18.4.1. No innings can begin 1 hour and 50 minutes after the scheduled start time.

18.4.2. Game shall be six (6) innings unless the score is tied. In this event, the game will be played to its conclusion, unless the game is called for maximum time limit or darkness.

18.4.3. Runners may lead off and steal bases as in MLB rules.

18.4.4. Mercy rule: Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 1/2) or more innings for the home team.

18.4.5 A team may score a maximum of five (5) runs in an inning. Maximum run rule doesn't apply in the fifth (5th) and all subsequent innings

18.4.6 Players will bat round Robin for the entire season

18.4.7. The home plate umpire may make the decision to call a game due to darkness and/or weather conditions. If the game has completed a minimum of 4 full innings, the game will be considered a complete game. If 4 innings have *not* been completed, it is considered a suspended game and will be continued at the earliest time possible from the point the game was suspended.

19. Bronco Division Rules

19.1. Pitching/Catching

19.1.1. Pitching Distance 50 Feet

19.1.2. Distance between bases 70 Feet

19.1.3. If the pitcher reaches his/her max pitch count in the middle of an at bat, he/she can finish the at bat without penalty.

19.1.4. If the player reaches his/her maximum pitch count they may not be a part of the battery for the remainder of the game.

19.1.5. If a player plays both the catcher and pitcher positions in the same game, he/she can only be part of the battery for a maximum of 4 innings, combined.

19.2. Defense/Offense

19.2.1. All players will play a minimum of two (2) consecutive defensive innings and bat round robin.

19.2.2. All changes must be reported to the official scorekeeper and home plate umpire.

19.2.3. Positions fielded will be nine (9).

19.2.4. If a game is called for any reason before a player gets his/her playing time, that player must play a minimum of 4 innings the next game.

19.3. Equipment

19.3.1. For bat regulation refer to Pony.org

19.3.2. Player may use either rubber molded or metal cleats.

19.3.3. Metallic and chrome finish helmets are not permitted.

19.3.4. The batter, the player in the on-deck batter area, and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

19.3.5. Catchers are required to wear a mask with throat guard (hockey-style masks with adequate throat protection or a standard catcher's mask with a throat guard attached to the mask that extends to the top of the chest), chest protector, shin guards, protective athletic cup, and protective head gear that gives protection to the top of the head and both ears when catching behind the plate.

19.3.6. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so will result in the player being removed from the game until properly equipped. Continued violations by a player and/or team could result in a suspension or other disciplinary action.

19.4. Playing Rules

19.4.1. Length of a game is six (6) innings. No new inning may begin after 2 hours

19.4.2. A complete game is 5 innings.

19.4.3. Runners may lead off and steal bases as in MLB Baseball Rules

19.4.4. Mercy Rule: Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 1/2) or more innings for the home team

19.4.5 A team may score a maximum of five (5) runs in an inning. Maximum run rule doesn't apply in the fifth (5th) and all subsequent innings

19.4.6 Teams will bat Round Robin for the entire season

19.4.5. The home plate umpire may make the decision to call a game due to darkness and/or weather conditions. If the game has completed a minimum of Five (5) full innings, the game will be considered a complete game. If 5 innings have *not* been completed, it is considered a suspended game and will be continued at the earliest time possible from the point the game was suspended.

20. Pony Division Rules

20.1. Pitching/Catching

20.1.1. Pitching Distance 60 feet, 6 inches.

20.1.2. Distance between Bases: 90 Feet.

20.1.3. If the pitcher reaches his/her max pitch count in the middle of an at bat, he/she can finish the at bat without penalty.

20.1.4. If the player reaches his/her maximum pitch count they may not be a part of the battery (pitcher/catcher) for the remainder of the game.

20.1.5. If a player plays both the catcher and pitcher positions in the same game, he/she can only be part of the battery for a maximum of 4 innings, combined.

20.2. Defense/Offense

20.2.1. All players will play a minimum of two (2) consecutive defensive innings.

20.2.2. Batters will bat Round Robin

20.2.3. All substitutions and changes must be reported to the official scorekeeper and home plate umpire.

20.2.4. Positions fielded will be nine (9).

20.2.5. If a game is called for any reason before a player gets his/her playing time, that player must play a minimum of 4 innings the next game.

20.3. Equipment

20.3.1. For bat regulation refer to Pony.org

20.3.2. Players may use either rubber molded or metal cleats.

20.3.3. Metallic and chrome finish helmets are not permitted.

20.3.4. The batter, the player in the on-deck batter area, and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

20.3.5. Catchers are required to wear a mask with throat guard (hockey-style masks with adequate throat protection or a standard catcher's mask with a throat guard attached to the mask that extends to the top of the chest), chest protector, shin guards, protective athletic cup, and protective head gear that gives protection to the top of the head and both ears when catching behind the plate.

20.3.6. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so will result in the player being removed from the game until properly equipped. Continued violations by a player and/or team could result in a suspension or other disciplinary action.

20.4. Playing Rules

20.4.1. Length of game: seven (7) innings. No new innings may begin after 2 hours

20.4.2. A complete game is 5 innings.

20.4.3. Runners may lead off and steal bases as in MLB Baseball Rules.

20.4.4. Mercy rule: ten (10) run lead after five (5) or more innings for the visiting team and four and a half (4 1/2) or more innings for the home team.

20.4.5 A team may score a maximum of five (5) runs in an inning. Maximum run rule doesn't apply in the sixth (6th) and all subsequent innings

20.4.6 Teams will bat Round Robin for the entire season

20.4.7. The home plate umpire may make the decision to call a game due to darkness and/or weather conditions. If the game has completed a minimum of Five (5) full innings, the game will be considered a complete game. If 5 innings have *not* been completed, it is considered a suspended game and will be continued at the earliest time possible from the point the game was suspended.

21. Colt Division Rules

21.1. Pitching/Catching

21.1.1. Pitching Distance 60 Feet 6 inches.

21.1.2. Distance between Bases: 90 Feet.

21.1.3. If the pitcher reaches his/her max pitch count in the middle of an at bat, he/she can finish the at bat without penalty.

21.1.4. If the player reaches his/her maximum pitch count they may not be a part of the battery (pitcher/catcher) for the remainder of the game.

21.1.5. If the player is assigned to both positions in the same game, he/she can only be part of the battery (pitcher/catcher) for a maximum of 4 innings.

21.2. Defense/Offense

21.2.1. All players will play a minimum of two (2) consecutive defensive innings.

21.2.2. All substitutions and changes must be reported to the official scorekeeper and home plate umpire.

21.2.3. Positions fielded will be nine (9)

21.2.4. If a game is called for any reason before a player gets his/her playing time, that a player must play a minimum of 4 innings the next game.

21.3. Equipment

21.3.1. For bat regulation refer to Pony.org

21.3.2. Players may use either rubber molded or metal cleats.

21.3.3. Metallic and chrome finish helmets are not permitted.

21.3.4. The batter, player (in the on-deck batter area), and base runners are required to wear protective headgear which gives protection to the top of the head, temple, ears and base of the skull.

21.3.5. Catchers are required to wear a mask with throat guard (Hockey style, if not throat guard must attach to mask and extend to top of chest), chest protector, shin guards, protective athletic cup, and protective headgear, which gives protection to the top of the head and both ears when catching behind the plate.

21.3.6. All players are required to wear a protective cup (Female players wear a soft cup). Failure to do so, the player will be removed from the game until properly equipped. Continued violations could be subject to a suspension by decision of the disciplinary committee.

21.4. Playing Rules

21.4.1. Length of game: seven (7) innings.

21.4.2. A complete game is 5 innings.

21.4.3. Runners may lead off and steal bases as in MLB Baseball Rules.

21.4.4. Mercy rule: ten (10) run lead after five (5) or more innings for the visiting team and four and a half (4 1/2) or more innings for the home team.

21.4.5. If it is necessary to call a game due to darkness or weather conditions, the plate umpire will make the decision to call the game and the game will be considered a suspended game and will be continued where left off as soon as possible, unless five (5) innings have been completed then the game will be considered a completed game. The score at the end of the previous complete inning will determine the winning team.

22. Protests

22.1. A manager may protest a game after he perceives that the umpire has misinterpreted a rule against his team. Protests based on judgment decisions by the umpire are not permitted.

22.2. Protest Procedures

22.2.1. When a protest occurs the objecting manager must notify the plate umpire, the opposing manager, and the official scorekeeper of the protest.

22.2.2. The game will come to a halt and a protest official will be called to decide.

23. Determination of Standings

23.1. The Chief Scorekeeper will use the team records of wins and losses to determine the league standings. If there is a tie, the head-to-head results of the teams in a tie will be used to determine which team will be ahead in the standings. If this does not result in a leader, the team with fewer runs allowed throughout the season will be ahead in the standings. If this still does not determine a leader, the team with the most runs scored will be ahead in the standings.

23.2. OYB will be using team records of wins and losses. If there is a tie in the league standing, the head-to-head results will be used. Head to head results will also be used if the two teams did not play the same amount of league games. If this does not result in a champion, the following tiebreakers will be used. Only league games between the tied teams will be considered in the following order:

- Least scored runs against
- Most runs scored
- A coin toss

24. Player Awards

24.1. Foal and Champions Division

24.1.1. League standings will not be compiled, and all players will receive participation awards.

24.2. Shetland, Pinto, Mustang, Bronco, Pony and Colt Divisions:

24.2.1. The team with the best record, or in the case of equal records, the team with the best in head- to-head league games or winner of tie-breaking playoff game, according to the chief scorekeeper, shall be declared league champion. Each player on a championship team will be given an award. Other awards are at the discretion of the board of directors.

25. Procedure(s) for League Name Change

25.1. Any proposal/request for changing the league name will need a majority board-approved vote.

25.2. File with the Secretary of State the board-approved name change.

25.3. Submit the approved name change from the Secretary of State to the IRS, along with the league's updated constitution and by-laws.

25.4. Upon approval from the Secretary of State and IRS, the league will begin the process of transitioning all permits and business accounts to the new name.

25.5. The Board will communicate to its membership the league's name change through various means, including but not limited to:

- A general meeting
- Social media
- Email

26. Procedure(s) for use of OYB Fields for practice (when approved)

26.1 Practice may be held on OYB field(s) only once the Division Player Agent has cleared to do so.

26.1.1 Team Manager and Assistant coaches must have completed (and cleared) the background check, Livescan and completed their concussion certificate, cardiac arrest training, and abuse awareness training as stated in 5.3.4 & 5.3.5 or they will not be allowed to use OYB fields to practice.

26.2 Division Player Agent will develop a practice schedule and inform the division coaches of date(s) and times (start and end times) for their team.

26.3 Procedures for setup and cleanup of fields for practice:

Setup before practice:

- uncovering pitcher's mound (Pinto division and up)
- putting in bases*
- raking and packing pitcher's mound*
 - raking & watering as needed*

Breakdown after practice:

- Covering pitcher's mound (if applicable)
 - ensuring all dugouts and areas around the bleachers/stands are clear of trash
- raking home plate/batter's box*
- Ensuring all base plugs are put back*
- *Applicable if OYB connex boxes are unlocked and accessible

26.4 Practices may not be held on OYB fields during the Spring season once games have begun.

27. ALL-STAR SELECTION RULES

27.1. All-Star selection in April.

27.1.1. Each coach is given a ballot to select 5 players from his/her team and 3 total from the opposing teams.

27.1.2. Ballots must be turned in by the Monday prior to the scheduled All-Star try-out.

27.2. Day of the try out

27.2.1. On the day of the try-out each player will be evaluated on hitting, ground balls, fly balls.

27.2.2. All coaches are mandatory to attend the try-out for their prospective division to Complete evaluations.

27.2.3. Each coach will be given an evaluation form to fill out and rate the players on a 5-1 basis (5 being the highest a player can score, 1 being the lowest)

27.2.4. The top 12/15 players (depending on division) will be selected with 2 alternates.

27.3. All-Star Coach Selection

27.3.1. If a coach (regular season assistant coaches included) would like to apply for the manager coaching position for the All-Star team he/she would submit their name.

27.3.2 All-Star coaches will be chosen by the All-Star Committee.

28. End of Season Tournament

28.1 The OYB Board may elect to determine the champion of each division using a single elimination tournament in the Shetland, Pinto, Mustang, Bronco, and Pony Divisions. The Tournament shall be governed first by the following rules. If not covered by the following rules the 2025 Pony Rule Book will be consulted. If not covered in the 2025 Pony Rule Book the 2024 Major League Rule Book will be consulted.

- No outside teams in the tournament

- Coin Flip will determine Home and Away team.(Exactly 1 hour before game time)

*In the Championship game the higher seed will be the home team.

- All teams will bat a traditional nine (9) batter lineup. A Player can only re-enter the game in his/her original spot in the lineup. (each player may have 2 entries pinto through pony)

Shetland will bat "Round Robin" with free defensive substitutions.

There are no minimum play requirements.

Shetland teams shall not score more than 5 runs per innings except in the 5th or extra inning, where they may score ten runs.

- Games will end after:

Shetland 1 hour 25 min

Pinto 1 hour 35 min

Mustang 1 hour 40 min

Bronco 1 hour 45 min

Pony 2 hours

Time limit will not apply for the championship game.

- In the case of a tie in an elimination game; whether by time limit or innings, the "California Tie Breaker" rule will be applied.

California Tie Breaker:

Each half inning will begin with 1 out charged, and the last out of the prior inning will begin on second base. (The runner on second base cannot be substituted until he/she has acquired third base).

*No Time limit in the Championship game

- Mercy Rule (11-G) pg. 23 of the Pony Rule Book will be applied in all divisions

- A courtesy runner for the Catcher “of record” is mandatory with two outs.

Bronco/Mustang/Pinto: You must use a player not currently in the line-up.

Shetland: You must use your last out.

- Pitching Rules

Pitch counts will be in effect