

**COYBSA
RULE BOOK
2024**

PREFACE

The rules contained herein have been created and adopted to both clarify and augment the rules found in the 'OFFICIAL BASEBALL & SOFTBALL 2021 RULES' as printed by the Sporting News on behalf of Major League Baseball and the 'RULES OF PONY BASEBALL' as printed by Pony Baseball, Inc. (under whose auspices the Baseball Divisions of this Association operate). Other than those modifications deemed necessary to ensure that the rules are consistent with the strengths and skill levels generally found in players in each division, there has generally been no intentional attempt to make any other changes.

The notable exception to that practice has occurred in those instances where special rules have been necessary to address local needs or conditions, or where the rules found in the "Official Baseball & Softball 2021 Rules" and the "Rules of Pony Baseball" have been deemed contrary to the best interests of COYBSA participants.

Therefore, these rules should be considered as additions to those noted above and unless a particular situation is specifically addressed in these rules, the rules of both Major League Baseball and Pony Baseball, Inc. shall be applied in the event of a conflict or dispute regarding the normal play of the game.

COYBSA is a member of the USA Softball of Southern California. Therefore, USA Rules are followed with the exception of the modification contained in this document.

2024 COYBSA RULE CHANGES

INSERTION: 2024

DESCRIPTION: Pitches per at bat

RULE: 27.6

RULE CHANGE: Foal- All games shall be played with the manager/coach of the offensive team pitching either overhand or underhand to his batters, while in the twelve (12) foot circle. A maximum of five (5) pitches shall be delivered to each batter. If a batter fails to hit a fair ball on one of those pitches, the tee shall then be placed in position and the batter is given an additional three (3) attempts to hit a fair ball. If the batter is unable to hit a fair ball within those three (3) in Foal attempts, he/she shall be considered "out." To ensure continuous play and equality between all players, batters shall under no circumstances be allowed more than the specified number of attempts (on both pitched balls and from the tee) to hit the ball.

Shetland- The Coach Pitcher will only be allowed to pitch using the designated Louisville slugger Ultimate Pitching Machine, provided by COYBSA. A maximum of six (6) pitches shall be delivered to each batter. If the sixth pitch results in a foul tip or foul ball, the batter will be allowed one more pitch off the machine to put the ball in play. The batter will be ruled to have made an "out" if the 7th pitch is not put into play.

INSERTION: 2024

DESCRIPTION: Equipment- Bats

RULE: 21.7

RULE CHANGE: a) With the exception of the -3 bat (BBCOR certified), all other 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) must be certified with the USA Bat licensing stamp on the bat in order to be used for league and tournament play. 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) The use of Tee Ball bats will be allowed in Foal and Shetland Divisions ONLY.

b) 2-3/4" barrel bats are prohibited in all divisions of PONY Baseball.

c) Penalty for use of an illegal bat:

1st time: Warning to Team Manager, player and parent. If the ball is put into play, batter is out. If the ball is not put into play, warning is given and batter must use another bat to complete their at bat.

2nd time: Team Manager and player will be ejected from the game.

INSERTION: 2024

DESCRIPTION: Length of game- Foal and Shetland

RULE: 27.2

RULE CHANGE: The length of games for Foal division will be one hour only. In the Shetland division, no new inning will start after 1 hour and 15 minutes from the official start time.

INSERTION: 2024

DESCRIPTION: Run limit per inning- Foal and Shetland

RULE: 27.7

RULE CHANGE: Shetland- To Advance the structure of the game, the teams will change sides after 5 runners have scored or three (3) outs are recorded, whichever comes first. The 4th and 5th innings will be considered "open innings" where there are no run limits and the inning will end after the 3rd out is recorded.

Foal- The teams will change sides and the half inning ends after the entire line-up has batted. No outs will be recorded.

INSERTION: 2024

DESCRIPTION: Number of allowable coaches on the field

RULE: 27.19

RULE CHANGE: Shetland- While on defense, three adult managers/coaches may be on the playing field during actual play for the purpose of instruction for the entire season. For special circumstances and at the discretion of the executive board an additional coach/parent may be approved to be on the field as needed.

INSERTION: 2024

DESCRIPTION: Catchers for Shetland division

RULE: 27.5

RULE CHANGE: In Shetland, the catcher needs to be properly dressed with completed catcher's gear (helmet, chest protector and shin guards). The catcher does not need to have a catcher's glove.

INSERTION: 2024

DESCRIPTION: Mercy Rule

RULE: 22.2

RULE CHANGE: Mercy Rule will be in effect for the Shetland, Pinto, Mustang, Bronco and Pony divisions. At a maximum of 15 runs after three (3) innings, and 10 runs after four (4) innings, the game shall be terminated and the team in the lead shall be declared the winner.

INSERTION: 2024

DESCRIPTION: Stealing Bases- Pinto Division

RULE: 26.2

RULE CHANGE: Stealing of bases is allowed during the entire season. Base runners may NOT leave the base until the ball is hit or pitch crosses home plate. Only one stolen base per pitch. On an attempted steal of any base, the catcher gets a free throw to the base, the ball will be considered dead at that point with no advancement of any runner.

Home plate is closed on throws to third or throws back to the pitcher. However, the runner may advance to home if there is a passed ball or wild pitch.

INSERTION: 2024

DESCRIPTION: Coach Pitch Removed- Pinto Division

RULE: 26.6

RULE CHANGE: No coach pitch will be allowed in the Pinto Division.

INSERTION: 2024

DESCRIPTION: Run limit per inning- Pinto

RULE: 26.3

RULE CHANGE: All games shall have a five (5) run per team, per inning rule. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th and 5th inning will be considered "open innings" where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

INSERTION: 2024

DESCRIPTION: Run limit per inning- Mustang

RULE: 25.3

RULE CHANGE: All games shall have a five (5) run per team, per inning rule for the first three innings. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th, 5th and 6th innings will be considered "open innings" where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

INSERTION: 2024

DESCRIPTION: BALK's

RULE: 22.15

RULE CHANGE: BALK rule applies to apply Mustang, Bronco and Pony divisions only. First BALK by a pitcher will receive a warning. Thereafter, discretion of the umpire.

INSERTION: 2024

DESCRIPTION: Run limit per inning- Bronco

RULE: 24.7

RULE CHANGE: All games shall have a five (5) run per team, per inning rule for the first three innings. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th through 7th innings will be considered "open innings" where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

INSERTION: 2024

DESCRIPTION: Game time limits

RULE: 20.5

RULE CHANGE: No new inning shall begin once the following time limits have been reached in each respective division.

Division Time Limit

Foal 1 Hour (or 3 innings max)

Shetland 1 Hour 15 Minutes

Pinto 1 Hour 45 Minutes

Mustang 2 Hours

Bronco 2 Hours

Pony 2 Hours (When interleagueing, game time will be determined by agreed upon rules)

INSERTION: 2024

DESCRIPTION: Acceptable Footwear

RULE: 21.3

RULE CHANGE: Acceptable footwear shall include:

a) SHETLAND, PINTO, and MUSTANG DIVISIONS:

Rubber/synthetic cleats or tennis shoes. Steel cleats, spikes, or bare feet are not permitted.

b) BRONCO and PONY DIVISIONS:

Rubber/synthetic cleats, steel/metal cleats, or tennis shoes. ONLY rubber/synthetic cleats can be used when pitching off the manufactured mound. Bare feet are not permitted.

c) Football, golf or track-type spiked shoes are not permitted in any division.

INSERTION: 2024

DESCRIPTION: Softball Game Time Limits

RULE: 10.6

RULE CHANGE: Time/Inning Limit

6U - Drop dead at 1 hour or 3 innings maximum

8U - Drop dead at 1 hour 20 minutes or 5 innings maximum

10U - Drop dead at 1 hour 30 minutes or 6 innings maximum

12U - Drop dead at 1 hour 30 minutes or 7 innings maximum

14U - Drop dead at 1 hour 30 minutes or 7 innings maximum

Score will revert to the end of the previous inning if the home team doesn't have an opportunity to tie or win. Any game played within the time limit is a legal game.

INSERTION: 2024

DESCRIPTION: Run Ahead Rule

RULE: 10.7

RULE CHANGE: Run Ahead Rule – In all divisions, if a team is leading its opponent by 10 runs after 5 innings, 4 1/2 if the home team is ahead, the game will be completed and declared the winner under the Run Ahead Rule.

14U, 12U, and 10U will have a four (4) run cap per inning. The 5th inning or last inning announced at the umpire's discretion would be an open unlimited inning.

INSERTION: 2024

DESCRIPTION: Minimum Play- Softball

RULE: 10.11

RULE CHANGE:

- A. Free substitutions with the exception of the pitcher. Only the starting pitcher can re-enter one time.
- B. All players on the roster who are present will be in the batting order and bat. Batting will be round robin.
- C. All players on the roster who are present must play the minimum number of defensive innings as outlined by division:
 - i) 8U: All players present at a game must play a minimum of two (2) innings.
 - ii) 10U: Every player on each team will have a minimum of two (2) complete innings of play per scheduled game and five innings minimum per week
 - iii) 12U and 14U: Every player on each team will have a minimum of three (3) complete innings of play per scheduled game and six innings minimum per week.
 - iv) All Divisions: Players who sit the first defensive inning must play the second defensive inning.

INSERTION: 2024

DESCRIPTION: Snack Bar Shift Requirement

RULE: 2.11

RULE CHANGE: 2.11 All Player's Guardians are required to pay a \$50.00 snack bar deposit per player at the time of registration. The \$50.00 Snack Bar deposit can be refunded if the Player's Guardians independently schedules and works a 3-hour shift in the COYBSA Snack Bar. A Player's Guardians must create an account and register online at www.signup.com Lastly, after Player's Guardians works their 3 hour shift the \$50.00 fee will be refunded to them by COYBSA. This

reimbursement will be either mailed out via check to the address on the Guardians account or back to the card that was used for registration. Reimbursements will happen every other week. Reimbursements will not be given out directly after shift is completed or any earlier than what we have outlined above.

INSERTION: 2024

DESCRIPTION: Field Prep and Clean Up

RULE: 3.3

RULE CHANGE: Field Crew will water and drag each field prior to game time.

COYBSA home team must chalk and place bases on the field (including pitching mounds if necessary).

COYBSA visiting team must return bases to the correct equipment shed after completion of play on weekday games and the last Saturday game. Bases are identified with a number on the bottom of the base that corresponds to their intended field. Failure to use the correct bases and failure to abide by the previously stated rule will result in a one game suspension for the Manager. Should the bases be lost or stolen, the Manager will reimburse the league for the cost of replacing the bases before they can manage again.

When the visiting team is not a COYBSA team, the COYBSA home team must complete both tasks outlined.

INSERTION: 2024

DESCRIPTION: Midweek Game Time Limit

RULE: 3.6

RULE CHANGE: All night games that are scheduled during the midweek (Sunday thru Thursday) shall have no new inning start after 8:00 P.M. (This applies only when the midweek game is followed by a school day).

INSERTION: 2024

DESCRIPTION: Team Staff Nominations

RULE: 4.1

RULE CHANGE: Team Staff Nominations (All Divisions)- You as an approved manager may select two (2) team staff members for the Spring season to assist with coaching or team parent responsibilities. The team staff members are required to be primary assistant coaches or team parents, and attend practices and games. The children/players of the nominees shall be that team's top picks in the draft.

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SECTION 1: GENERAL CODE OF CONDUCT

- 1.01 No profane language or derogatory comments will be allowed by managers, coaches, players and fans. The penalty for violation may be ejection by an umpire. In the event of a second violation in the same game, the penalty in all cases will be ejection. The full outline of Player/ Parent code of conduct is provided to every player at the beginning of the season and must be signed by player and parent and turned in to Team Manager or Team Parent. Any violations of this code of conduct must be reported to the division commissioner and they will be dealt with accordingly.
- 1.1 Harassment of or yelling at members of the opposing team (particularly the pitcher or umpire) is prohibited. Cheering is to be limited to encouraging teammates, not disparaging opponents. Violations may, in the umpire's sound discretion, result in warning, ejection of the offending party, or if necessary, forfeiture of the game.
- 1.2 The presence of alcoholic beverages or non-prescription drugs on or about the person, or the presence of persons using or under the influence of such drugs or alcohol is detrimental to COYBSA and is **strictly** prohibited. Managers and coaches are required to assist in assuring that players, parents, and fans of their respective teams are not in violation of this rule.
- 1.3 Each team is responsible for cleaning the dugout, bleacher area, and surrounding area fields after each game or practice. Violations will be addressed by the Board.
- 1.4 Smoking or chewing tobacco in the dugout or on the playing field is prohibited. COUSD rules on tobacco on district property include practice facilities.

MANAGERS AND COACHES CODE OF CONDUCT

- 1.5 Team Managers are required to sign the Manager Code of Conduct.
- 1.6 As a manager, you are the source of inspiration to your team. The team will be strongly influenced by your ideals. You are a representative of COYBSA to the parents of your team.
- 1.7 Emphasize good sportsmanship and maintain good discipline whether in practice or in a game.
- 1.8 Team members will be expected to maintain orderly conduct on the bench.
- 1.9 Keep close surveillance of your team. Emotional problems of any team member should be handled quickly, quietly, and privately.

- 1.10 Managers and coaches must refrain from shouting at team members in anger. Remember, you as a manager/coach are always under public scrutiny and an example to your team. Violation of this rule will be addressed and could result in Board action.
- 1.11 No manager or coach shall be allowed to conduct an organized league practice without a minimum of two background checked adults present for the duration of the practice. If the team is conducted of male and female players, then one of the adults must be female.

PLAYERS CODE OF CONDUCT

- 1.12 Players are accountable to COYBSA for their conduct during all sanctioned activities, including practices. Each player's demeanor is a reflection on his teammates and the youth in the community. As such, all players associated with COYBSA should give thoughtful consideration. As a player, you are responsible to the league for your actions.
- 1.13 "Rough housing" or bullying is strictly forbidden before, during or after games. Such conduct may be subject to immediate ejection.
- 1.14 The throwing of any equipment is **strictly** forbidden.
- 1.15 Hot beverages, candy, gum, or any other foods are not allowed in the dugout or on the playing field at any time during a game.
- 1.16 Any exhibition of "unsportsmanlike" conduct by word or action will not be condoned by COYBSA and discipline will be in accordance with COYBSA By-Laws.
- 1.17 The Division Commissioner, Director of Baseball/Softball, and the Director of Compliance will review any violation of the Code of Conduct for players. Disciplinary action will be in accordance with COYBSA By-Laws.
- 1.18 Players should refrain from leaving the field for any reason during the game (e.g., drink, restroom, errand, etc.) If normal play is delayed, because of, the absence of a player unavailable to bat, it is in the discretion of the umpire, that batter may be called out. Normal play shall proceed thereafter.

SECTION 2: GENERAL OPERATIONAL RULES

- 2.1 All individuals who wish to be considered as a manager of COYBSA must complete a COYBSA Manager Online Application by the deadline.
- a) All Managers, Coaches, and Team Parents will be required to obtain a Background check as required by USA Softball and P.O.N.Y. Baseball.
 - b) All Managers will be required to attend a mandatory Coaches meeting and training, prior to the season. Failure to do so will result in them being ineligible to manage.
 - c) Managers are not guaranteed a team because you have previously coached in other divisions.
- 2.2 Selection of managers shall be according to the COYBSA By-Laws.
- 2.3 In the event any division has more teams than managers, the Commissioner and the Director of Baseball/Softball will make every effort to fill the manager slots.
- 2.4 Every player may identify one potential manager that he/she, and his/her parent or guardian, does not wish to be drafted by. This request must be noted on players registration questionnaire at the time of registration.
- 2.5 At least one adult manager, coach, or team parent who has been approved by the COYBSA Board of Directors must be present at all games and practices. Female Adult must be always present when the team consists of both male and female players.
- 2.6 Managers, coaches, and team parents must show authorized COYBSA credentials verifying their standing as a manager, coach, or team parent during practices and games. During games they need to either be inside the dugout or defined manager's box adjacent to the actual dugout or and off the playing field when play is in progress, except as provided in Sections for 6U and Shetland.
- 2.7 Each manager must conduct a meeting with the parents or guardian of the players of his/her team prior to the start of the regular season. At least one parent or guardian of each player must be present at such meeting to ensure all parents/guardian understand league procedures and rules. Players will be notified of what team they are on via email through our website.
- 2.8 Managers and coaches are not allowed behind the backstop screen during the games; no coaching of any kind directed to players on the field shall be allowed from any area other than the playing field and/or dugout.

2.9 Any manager or coach who refuses to field his/her team or removes his/her team from the playing field after fair warning from the umpire will forfeit that game and will be immediately suspended for the next two games.

2.10 The League will make every attempt to reschedule all canceled or suspended games that are not official.

2.11 All Player's Guardians are required to pay a \$50.00 snack bar deposit per player at the time of registration. The \$50.00 Snack Bar deposit can be refunded if the Player's Guardians independently schedules and works a 3-hour shift in the COYBSA Snack Bar. A Player's Guardians must create an account and register online at www.signup.com Lastly, after Player's Guardians works their 3 hour shift the \$50.00 fee will be refunded to them by COYBSA. This reimbursement will be either mailed out via check to the address on the Guardians account or back to the card that was used for registration. Reimbursements will happen every other week. Reimbursements will not be given out directly after shift is completed or any earlier than what we have outlined above.

SECTION 3: GENERAL GROUND RULES

3.1 No fence drills are allowed on any field within COYBSA or at any practice field.

3.2 The playing boundary lines on those fields that do not have permanent boundary fences shall be an imaginary line that is a projection of the 1st and 3rd base screen.

3.3 Field Crew will water and drag each field prior to game time.

COYBSA home team must chalk and place bases on the field (including pitching mounds if necessary).

COYBSA visiting team must return bases to the correct equipment shed after completion of play on weekday games and the last Saturday game. Bases are identified with a number on the bottom of the base that corresponds to their intended field. Failure to use the correct bases and failure to abide by the previously stated rule will result in a one game suspension for the Manager. Should the bases be lost or stolen, the Manager will reimburse the league for the cost of replacing the bases before they can manage again.

When the visiting team is not a COYBSA team, the COYBSA home team must complete both tasks outlined.

- 3.4 The Plate Umpire will always record the official starting time with the official Scorekeeper (home team.) If any time is added to the official time, the Umpire will make both managers aware of the additional time.

If delays of a game exceed more than three (3) minutes due to injury or other unforeseen events, the Plate Umpire may add equal time to the official starting time.

- 3.5 When all games are completed, the teams must clean their dugouts and leave the field immediately so the next game can start at its scheduled time.
- 3.6 All night games that are scheduled during the midweek (Sunday thru Thursday) shall have no new inning start after 8:00 P.M. (This applies only when the midweek game is followed by a school day).
- 3.7 Should a team refuse to continue a game once a final ruling has been made by the umpire(s), the game shall be ruled a forfeit and the opposing team shall be declared the winner. The Executive Board shall take disciplinary action against any manager, coach, or player who is determined to have caused such conduct.
- 3.8 If any game is declared a forfeit the winning team shall be credited with one run for each scheduled inning in the game regardless of the score at the time the forfeit occurred.

8u/Pinto = 5-0; 10u/Mustang = 6-0; 12u/14u/Bronco/Pony = 7-0.

SECTION 4: GENERAL DRAFT PROCEDURES ALL DIVISIONS

- 4.1 Team Staff Nominations (All Divisions)- You as an approved manager may select two (2) team staff members for the Spring season to assist with coaching or team parent responsibilities. The team staff members are required to be primary assistant coaches or team parents, and attend practices and games. The children/players of the nominees shall be that team's top picks in the draft.
- 4.2 All first-year players in all divisions/and any player who did not participate the previous year (except Foal/4U, Shetland/6U, and 6U Softball) will need to attend and participate in an official COYBSA tryout for the division in which they shall be participating in accordance with the rules of P.O.N.Y. Baseball, Inc./USA Softball. For any player that cannot participate in tryouts, their names will be picked up as a hat pick to teams.

- 4.3 If retained by the manager of a team for whom they played the previous year, second year players are excused from attending an official COYBSA tryout for the division in which they shall be participating.
- 4.4 Tryout shall be conducted no later than twenty-one (21) days following the last official registration date.
- 4.5 Tryouts shall be conducted by each Division Commissioner and Director of Softball & Baseball. Managers must attend tryouts for that division.
- 4.6 No tryouts will be held for Foal/4U, Shetland/6U, & 6U Softball age players.
- 4.7 Tryouts in all divisions (except Foal/4U, Shetland/6U, and 6U Softball) shall be conducted for the purpose of allowing each manager the opportunity to determine the batting, fielding, and pitching skill level of those players who will be available in the draft.
- 4.8 In accordance with these rules, players who do not attend an official COYBSA tryout for the division in which they shall be participating, shall be a lottery pick (hat pick.)
- 4.9 The Executive Board, upon recommendation of a Division Commissioner, or upon its own motion, shall reserve the right to require all players for a division to attend and participate in an official COYBSA tryout consisting in every player participating in a batting, fielding, and pitching evaluation demonstration, in accordance with the RULES OF PONY BASEBALL, INC. /USA Softball.
- 4.10 In all divisions each returning manager shall retain all-returning players who played for that team in their first year of participation in that division.
- 4.11 Any manager or retained coach wishing to not retain all of his/her returning players will need to provide, in writing, the reason(s) for not retaining players to the Division Commissioner and is subject to appear at a meeting of the Executive Board to show just cause for their action.
- 4.12 A manager new to a division shall have the option to have his/her entire team attend that division's tryouts for the purpose of assessing each player's skill level. Immediately following said tryouts, such manager shall inform the Division Commissioner and all other managers if he/she intends to retain all or none of the returning players.
- 4.13 Players not designated as retained shall, without exception, need to attend and participate in an official COYBSA tryout and will be subject to the draft in their division.

- 4.14 All sons and daughters of any managers shall be automatically assigned to the team for which their parent is responsible and shall not be eligible for draft by any other team.
- 4.15 Any player who has a sibling within the same division shall be drafted by or assigned to the same team (unless the express written permission of the player's parent/guardian is obtained before the draft is conducted and unless an announcement of that player's availability is made to all other managers before commencement of the draft).
- 4.16 For the purpose of these rules, a player, referred to as the "retained player", as identified in Section 4.14 and Section 4.15 shall be considered "retained" and should be evaluated by all managers and placed no lower than the third round of the retained players age division. Each additional brother/sibling within the same division shall be designated as the next available draft choice for that manager. Final decisions regarding placement of retained players shall be vested with the Division Commissioner and Director of Baseball/Softball and Team Managers of the division. In no event will a retained player be placed lower than the third round.
- 4.17 The Commissioners of the Foal/4U, Shetland/6U, and 6U Softball Division shall assign all players to teams within that division based on criteria such as age, the schools they attend, their residences in relation to that of other players and/or that of managers and coaches, ability to share transportation with other teammates, etc. All reasonable accommodations shall be made at this level to assign players to teams which will be most satisfying (i.e., friends on the same team, etc.), convenient, and practical for both the player and his/her parents. This is known as a player link. Links must be noted on both players' questionnaires for the link to be valid. These are the only divisions where links can be applied. No draft will be conducted at these levels.
- 4.18 A player draft by managers or their designees shall be utilized to determine team assignments of non-retained players in all divisions except Foal (4U), Shetland (6U), & 6U Softball.
- 4.19 Player drafts shall be conducted as soon as possible following tryouts, but no later than three (3) days after those tryouts and shall be conducted by each respective Division Commissioner with the attendance of the Director of Baseball or Softball.
- 4.20 In divisions that are aligned, all teams will draft players until all available players in that division have been selected for a team.
- 4.21 Draft positions for all teams in all divisions conducting player drafts shall be in the reverse order of finish for the previous year's regular season play (i.e., the last place team from the previous year shall have the first choice

of draft position, and so on until we get to the 1st place team.). In the event of a tie in win/loss the previous season play, the order of draft selection for those teams shall be determined by a draw to be conducted by the Division Commissioner. The picking of Team names will be chosen by managers in the same order they draft players. Available team names will be any team not used the previous season and teams that were used but don't have a returning manager.

- 4.22 When a new team is added to a division that had more than then number of teams the previous year, the team being added will be considered, for the purposes of the draft, to have finished last the previous year and therefore have the first choice of draft position. All other teams will receive draft positions and team picks as if they finished the previous season on position higher in the final standings.
- 4.23 In the event that more than one team is added to a division that had a letter number of teams the previous year, the determination of which of those teams will have the right of first, second, third, etc. choice of draft position (per Section 4.23) shall be determined by a draw conducted by the Division Commissioner. Thereafter, all other provisions of Section 4.22 shall apply.
- 4.24 The player selection process for each round shall be conducted in accordance with the "Draft Graph" of COYBSA (i.e. the first round to be conducted in accordance with Sections 4.22, 4.23, and 4.24 herein); The first round would be order of picks (example 5 teams order would be teams 1,2,3,4,5.) Then, every round after would move so the 2nd pick of that previous round would be 1st pick the next round (example round two teams would be 2,3,4,5,1 round 3 teams would be 3,4,5,1,2) and so one until draft is completed.
- 4.25 All players classified as retained by a team pursuant to Section 4.10 shall be charged as the earliest possible draft choices of that team in accordance with their applicable age rounds.

Example: Manager "A" retains five (5) players whose ages classify them as second year players within that division. Application of this section results in manager "A" having no draft round selections for either second year players or players-at-large (if the number of retained player's warrants such) until the sixth round.

- 4.26 Once in the draft room, cell phones shall be turned OFF and will not be turned ON until the draft and all potential trades are completed.

4.27 Draft rounds in all divisions shall proceed as follows:

- a) The selection of maximum age players within that division will begin in round one (1) and continue until there are not enough draftable players to fill a complete round.
- b) The selection of maximum age players who are not draftable players will be completed via hat pick to complete that age bracket.
- c) The selection of minimum age players within that division will begin after the maximum age player draft and hat picks are completed. Draft will continue until there are not enough draftable players to fill a complete round.
- d) The selection of minimum age players who are not draftable players will be completed via hat pick to compete that age bracket.

4.28 Managers may negotiate trades of players. All trades must be completed prior to the closing of each round and will only use players within that round to trade. The Division Commissioner will give the Managers a trade option and then close the round. Once a round is closed it is final and will not be opened again for any reason.

4.29 A manager may elect to pass once in any given round at the time his/her

time to draft is called. Should a manager pass, his/her draft position will be automatically shifted to the last selection in that round. In the event more than one manager elects to pass, the draft position of the second and successive managers who elect to pass shall follow that of the manager first electing to pass. All managers shall be required to make one selection in each round regardless of a team's ultimate draft position in each round. Under no circumstances shall arrangements or trades be made that would allow any manager to bypass an entire round to have multiple selections in a subsequent round.

4.30 All players shall be notified of their team assignment by their managers within forty-eight (48) hours of the completion of the draft or player assignment.

4.31 In all Divisions, every effort shall be made to ensure that a team will not be under strength for over fourteen (14) days, whether the result of injury or a player resigning.

- 4.32 When a player resigns, the manager must notify the Commissioner in writing within seven (7) days. The Commissioner will confirm the resignation with the parents, notify the Director of Baseball/Softball and replace the player with the next player on the waiting list.
- 4.33 In the event one or more players in a division register after the draft in those player(s) shall be assigned to a team based on the order of the draft to the next team that had draft selection in the final round.
- a) Maximum roster size in all divisions shall be determined by the President, Director of Baseball/Softball, Director of Compliance, and the applicable Division Commissioner prior to each year's draft, with due consideration given to the total number players in that division. Teams in any division with fewer than the number of players specified above shall be considered under strength only if such circumstance is brought to the attention of the Division Commissioner.
 - b) Once assigned, players shall not be transferred to another team, except as may be provided elsewhere in the rules.
- 4.34 There will be a minimum seventy-two (72) hour waiting period following any late registration before the assignment of such a player to a specific team.
- 4.35 The Executive Board on the recommendation of a Division Commissioner shall at all times reserve the right to refuse to accept late registrants for assignment to a division should it deem such a decision to be in the best interests of the division in question.

SECTION 5: GENERAL EQUIPMENT AND SAFETY

- 5.1 Team managers shall assume full responsibility for maintaining and returning all equipment issued to them.
- 5.2 No gear is allowed outside the dugout during the game, except when being used by a team member.
- 5.3 Game balls will be supplied by the league for all Home Games. Each game is allotted 2 game balls per game.
- 5.4 All players shall wear complete uniform (USA there are no ½ numbers allowed) as provided or required. Caps/visors provided by COYBSA must be worn. Replacement caps/visors must be identical to those originally provided by COYBSA, except material may be different (i.e., wool instead of cotton).

- 5.5 Only jerseys issued by the Association may be worn for game play. Lettering/design must comply with Association guidelines. Sponsor names/logos are not permissible on a player's uniform.
- 5.6 Baseball undershirts (with coordinated sleeve colors) may be worn underneath the standard jersey at any time but may not be worn in place of jerseys. Players are required to keep their jerseys and undershirts always tucked in. Pitchers are not permitted to wear long white sleeve undershirts.
- 5.7 Outer jackets/sweatshirts may be worn during game play in cold weather conditions (except while batting).
- 5.8 Pants must be uniform in color for all members of the same team and must otherwise comply with Association guidelines.
- 5.9 All issued equipment shall be recorded and returned to the Equipment Director, or any other Board Member assigned to help. (Prior to receiving trophies).
- 5.10 Any equipment that is lost, stolen, or returned in disrepair beyond what is considered normal wear and tear by the Equipment Director shall be replaced or repaired at the expense of the Manager to which it is issued. All repair and replacement costs shall be obtained from the COYBSA equipment replacement sheet. The equipment replacement cost sheets can be obtained by request, from the Equipment Director.
- 5.11 All equipment must be returned to the Director of Equipment as it was received. If not cleaned and returned complete, there will be a \$20 cleaning fee levied to the Manager to which the equipment was issued to.
- 5.12 Failure to return COYBSA-issued equipment, reimburse the league for any applicable equipment replacement costs, and/or pay any levied fees, may result in the manager being restricted from coaching or registering their player(s) for subsequent seasons, as well as the league proceeding with criminal prosecution for theft.

SECTION 6: GENERAL TEAM ASSIGNMENT PROCEDURES

- 6.01 A manager, returning within the same division, will have the option to retain his/her team from the previous season if approved by the Division Commissioner, Director of Baseball/Softball and the COYBSA Board of Directors.
- 6.02 A team without a returning manager, within the same division, will be offered first to any returning coach or a parent who was on the roster of that team the previous season. The Division Commissioner, Director of

Baseball/Softball, and the COYBSA Board of Directors must approve the coach or parent. (***Note: it is not in the spirit of this rule that a returning Manager would step aside for a Coach who had a child on the team last season, but said child has moved to another division, to take over as Manager for the express purpose of retaining another child coming up to that division. The Director of Baseball/Softball shall NOT allow this.*)

- 6.3 In the event that there are open teams in any division, the selection of managers will be as follows: Any managerial candidate must be acceptable to the Division Commissioner, Director of Baseball/Softball and the COYBSA Board of Directors.

If there are more managerial candidates than open teams, the division commissioners and the Director of Baseball/Softball will reduce the number of candidates to correspond to the number of open teams. This selection will be based on the best interest of COYBSA.

- 6.4 Having matched the number of managerial candidates with the number of teams, a lottery will be held to determine the order selection within the team drawing. All open team names will be placed in the hat and the manager will draw from the hat as outlined above for their new team.

SECTION 7: GENERAL EJECTIONS, SUSPENSIONS & EXPULSION

- 7.1 The violent throwing of bats, helmets, and/or any other equipment and/or any exhibition of unsportsmanlike conduct by managers, coaches, or players shall result in immediate ejection by an umpire (or that player's manager). The determination of whether conduct is in violation of the provisions herein shall rest solely with the umpire and shall be considered a "judgment call" for the purposes of these rules.
- 7.2 When a player is ejected from a game, he/she shall leave the playing field immediately and be restricted to the dugout for the duration of the game and shall take no further part in nor disrupt that game.
- 7.3 Should a player not remain in the dugout for the duration of the game from which he/she is ejected, said player shall be required to sit out all of the next regularly scheduled game, which he/she attends.
- 7.4 A player ejected from a game for a second time during the season shall be immediately suspended for a minimum of the next game he/she attends, and shall have no right of appeal. A player ejected from a game a third or subsequent time during the year shall receive the same minimum suspension detailed above, and may also be subject to more severe disciplinary action after review by the Division Commissioner and the Executive Board.

7.5 A suspended player must be in uniform but restricted to the dugout for the game in which the suspension is imposed before being eligible to play again in league competition.

7.6 All players are subject to disciplinary action by their managers and coaches. A player may be suspended by his/her manager/coach in accordance with Sections 7.03 and 7.04 upon approval of the Division Commissioner, Director of Baseball/ Softball and the Director of Compliance. Subsequent offenses by players shall be brought to the immediate attention of the Division Commissioner, Director of Baseball/Softball and Director of Compliance may subject such players to possible expulsion from the Association upon Board approval.

7.7 When a manager or coach is ejected from a game, he/she shall leave the field and the immediate area for the remainder of the game. He/she shall take no further part in or cause any disruption in the game. Failure to do so will result in your team forfeiting the game. Following the game, the umpire association will contact a league official with all the pertinent facts regarding the ejection. The ejected manager or coach will be suspended from the next game, cannot attend the game and will instead serve that time as a volunteer somewhere else at the park - to be determined by the Commissioner, Director of Baseball/Softball, and President.

Any manager or coach who wants to appeal their suspension must pay a \$25.00 Appeals Fee and must submit in writing their appeal to the Director of Compliance, Division Commissioner and Director of Softball/Baseball. This appeal must be received within 24 hours from the time of the ejection, or it will be considered ineligible for appeal.

If a ruling has not been rendered prior to the next scheduled game, the suspension will be waived until such a decision has been rendered. If the appeal is NOT upheld the fee is non-refundable. If the appeal IS upheld, the fee will be refunded and the ejection will be void.

7.8 If a manager or coach is ejected a second time during the season, the ejected manager or coach will be suspended from the next two games and will serve that time volunteering at the park. Any manager or coach who wants to appeal their suspension will follow the same process outlined above.

7.9 If a manager or coach is ejected a third time during the season, the Executive Board will suspend him/her pending review, and subject to disciplinary action, up to dismissal for the remainder of the season. Any manager or coach who wants to appeal their suspension will follow the same process outlined above.

7.10 The Board of Directors reserves the right to expel any manager, coach or player who it has determined to be in violation of Association rules, whether the basis of such expulsion involves a single serious occurrence,

or an accumulation of violations deemed inconsistent with the best interests of the Association. Should such expulsion be determined necessary, no refund of registration or other fees shall be made after the first regular season game regardless of the point during the season at which the manager, coach or player was expelled.

SECTION 8: SCOREKEEPING AND PITCH TRACKING

(ALL DIVISIONS EXCEPT FOAL, SHETLAND AND 6U SOFTBALL)

- 8.1 The scorekeeper and pitch tracker is under the direction of the umpire during the game and must adhere to the umpire's request.
- 8.2 No later than three (3) weeks prior to the first scheduled game, each manager shall supply the head scorekeeper and pitch tracker a minimum of two (2) names of individuals selected to represent that team as official scorekeepers.
- 8.3 All individuals designated as official team scorekeepers and pitch trackers should attend a scorekeeping and pitch tracking training session prior to the commencement of regular season play.
- 8.4 The home team shall be responsible for supplying the official scorekeeper and pitch tracker. The home shall be responsible for keeping the official scorebook and pitch tracking data sheet.
- 8.5 The home team shall be responsible for obtaining the official scorebook, official pitch tracking data sheet and returning them to the snack bar at the conclusion of each game. Should another game be scheduled to immediately follow on that same field, the scorekeeper and pitch tracker may leave the official scorebook and official pitch tracking data sheet on the home team's dugout bench in the custody of the scorekeeper, pitch tracker or other representative of the home team for the succeeding game. The scorekeeper and pitch tracker for the last game of the day shall be responsible for returning the official scorebook & official pitch tracking data sheet to the snack bar.
- 8.6 Each manager shall provide both the official scorekeeper with his/her starting lineup and team roster (to include last and first names and number) and official pitch tracker with the name of their starting pitcher (to include last & first and number) at least ten (10) minutes before the start of the game. All team members who are absent or unable to play due to injury or suspension must be noted on the team roster.
- 8.7 Lineup changes including pitching changes will be given to the official scorekeeper and official pitch tracker by a designated team representative only between innings or during official timeouts, and all such changes will

be reported to that scorekeeper or pitch tracker while behind the backstop and/or away from the playing field.

- 8.8 The official scorekeeper and pitch tracker should notify managers, coaches and umpires of any ineligible player, or player batting out-of-order so that the irregularity may be immediately corrected. In the event play has resumed prior to discovery of the irregularity, the umpires shall determine what corrective action, if any, shall be taken to resolve the irregularity equitable so that the game may continue. No appeal of the umpire's decision shall be allowed on these matters and such games may not be played under protest. In the event a pitcher exceeds their allotted pitch count eligibility, it is not the responsibility of the pitch tracker to advise either coach of their pitcher's eligibility. However, after a pitcher's eligibility has expired it is the responsibility of the pitch tracker to advise and notify the Umpire immediately of the violation.
- 8.9 Scorekeepers and pitch trackers are prohibited from coaching from the scorer's table. Pitch trackers are prohibited from disclosing either team's current pitchers pitch count totals unless permission is requested from and granted by the umpire (this is meant to prevent a coach from impeding the progress of the game with excessive inquiries.)
- 8.10 Verbal comments by scorekeepers and pitch trackers from the scorer's table or bench encouraging players should be kept within reasonable limits and are subject to the control and discretion of the umpires.
- 8.11 For purposes of scorekeeping and compliance with divisional rules herein regarding the maximum number of pitches a pitcher may pitch in a single game, any plate appearance by a batter which pitcher reaches pitch limit, shall finish out the at-bat but then must be removed immediately after.
- 8.12 On any protest, the official scorekeeper and/or official pitch tracker will notify the Division Commissioner, who will then notify the Director of Baseball & Softball, and Director of Compliance, within 24 hours after the final out of the game being protested.

SECTION 9: EQUIPMENT AND SAFETY – SOFTBALL

- 9.1 Footwear for all leagues shall be athletic shoes or rubber or plastic cleats. No steel spikes and no bare feet are allowed.
- 9.2 Wearing a hat/visor shall be the option of the player except that all players wearing hats/visors will wear a uniform hat/visor issued by COYBSA. 9.3 The following softballs will be used for game balls:

Division Ball used

6U 10" optic (yellow) Dudley, debeer, Worth or equal RIF 8U 10" optic

(yellow) Dudley, debeer, Worth or equal RIF 10U 11" optic (yellow) Dudley, debeer, Worth or equal .47 Core 12U 12" optic (yellow) Dudley, debeer, Worth or equal .47 Core 14U 12" optic (yellow) Dudley, debeer, Worth or equal .47 Core. The official softball must bear either the ASA Certifications marks, or the new USA Softball Certification marks allowed on approved softballs.

- 9.4 Bats shall be no more than 2-1/4 inches in diameter at its thickest part, no more than 34 inches in length, and not exceed 38 ounces in weight. All bats shall meet the USA/ASA bat performance standard. Laser etching, other than on the barrel, is permissible. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark or the new approved USA softball Certification Marks.
- 9.5 No jewelry of any kind (except emergency medical condition bracelets) may be worn by a player on the field or in the dugout during practice or games. Jewelry shall include, but not be limited to, rings, bracelets, chain necklaces, watches, and earrings.
- 9.6 a) All batters and base runners must wear helmets with chin straps and face masks. Sliding pads are to be pulled up over the knee.
- b) In Championship play, all batters and base runners must wear NOCSAE approved helmets with chin straps and face masks.
- c) Helmets shall have a non-glare (not mirror-like) surface.

SECTION 10: GENERAL RULES - SOFTBALL

- 10.1 Tie games will be considered one half (½) win, one half (½) loss.
(Exception: Divisional Championship games will not end in a tie.)
- 10.2 In case of ties in standings for any division standing measurement, the first tie breaker shall be "head-to-head". The second tie breaker shall be runs allowed "head-to-head". If necessary, a coin toss may be used to determine the final standings.
- 10.3 At least one manager, coach or adult woman, but no more than three (3) adults will be in the dugout or on the playing field at any one time and be wearing authorized COYBSA credentials verifying their ability to be there unless approved by the Division Commissioner.
- 10.4 There will be no co-manager. A coach will fill the manager's position in the manager's absence.

10.5 A designated female 18 years of age or over must be in attendance at all practices. A designated female 18 years of age or over must be in attendance at all games within the Immediate Area of the playing field.

First Violation – Written warning from the Division Commissioner and or the Director of Softball.

Second Violation will be brought before the Executive Board of Directors.

10.6 Time/Inning Limit

6U - Drop dead at 1 hour or 3 innings maximum

8U - Drop dead at 1 hour 20 minutes or 5 innings maximum

10U - Drop dead at 1 hour 30 minutes or 6 innings maximum

12U - Drop dead at 1 hour 30 minutes or 7 innings maximum

14U - Drop dead at 1 hour 30 minutes or 7 innings maximum

Score will revert to the end of the previous inning if the home team doesn't have an opportunity to tie or win. Any game played within the time limit is a legal game.

10.7 Run Ahead Rule – In all divisions, if a team is leading its opponent by 10 runs after 5 innings, 4 1/2 if the home team is ahead, the game will be completed and declared the winner under the Run Ahead Rule.

14U, 12U, and 10U will have a four (4) run cap per inning. The 5th inning or last inning announced at the umpire's discretion would be an open unlimited inning.

10.8 Any scheduled game or playoff game shall be required to have a minimum eight (8) players from that team's season roster, on the field to start or continue the game. If a manager knows that he/she will not have the minimum number of players required to play a game, he/she must give the Division Commissioner and the Director of Softball a minimum of 72-hour notice so they may add one (1) additional player who will fill the required 8th player slot. This additional player must bat at the end of the order and play outfield. This rule only addresses guidelines for acquiring an 8th player and shall not be used to fill a team's 9th player slot. If a player is missing for the game. If no 72-hour notice is given to Division Commissioner and Director of softball, the game shall be ruled a forfeit. In the event of any injury to an 8th player, the opposing manager and umpire must unanimously agree to proceed, allowing the team whose player was injured to continue playing with seven (7). In this occasion the game is unable to be protested

if continued. The league will reschedule the game as soon as possible however there is only one (1) rescheduled game allowed per season. The manager will be required to pay a non-refundable \$50 rescheduling fee or the game will be ruled a forfeit. This DOES NOT

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apply to rainouts, etc. Date and time of the rescheduled game will be determined by committee and is non-negotiable. Any team not present at the rescheduled Date and time of the game will be ruled a forfeit.

10.9 Defensive players may occupy any position in the lineup. This pertains to all divisions. An automatic out will occur with the first time at bat of an injured player. An injured player can be re-entered if the re-entry occurs by the second time at bat after the injury. A sub is a non-starting defensive player (players #11, 12, 13, etc.). If a game starts with eight (8) players and a player is injured, the game is then over. It is a forfeit.

10.10 International Tie Breaker – During each half-inning of the inning used to enforce the tie-breaker, the offensive team shall begin its turn at bat with the player who is scheduled to be the last batter in that respective half inning being placed at second base. (e.g. If the number 5 batter is to lead off the number 4 batter in the batting order will be placed at second base.) A substitute may be inserted for the runner. It is the responsibility of the umpire and scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the umpire's attention there is no penalty. Correct the error whether a pitch has been thrown or if the runner has advanced a base. An unreported substitute would be disqualified after the pitch has been thrown or a play has been made. (ASA Tie Breaker rule; Points of Emphasis, ASA Rule Book) International tiebreaker occurs only if there is time remaining in that game within the time limit – unless otherwise stated (i.e.) tournament play defined.

10.11 Minimum Play

- D. Free substitutions with the exception of the pitcher. Only the starting pitcher can re-enter one time.
- E. All players on the roster who are present will be in the batting order and bat. Batting will be round robin.
- F. All players on the roster who are present must play the minimum number of defensive innings as outlined by division:
 - v) 8U: All players present at a game must play a minimum of two (2) innings.
 - vi) 10U: Every player on each team will have a minimum of two (2) complete innings of play per scheduled game and five innings minimum per week
 - vii) 12U and 14U: Every player on each team will have a minimum of three (3) complete innings of play per scheduled game and six innings minimum per week.

- viii) All Divisions: Players who sit the first defensive inning must play the second defensive inning.

A complete inning consists of three (3) outs for the visiting team and three (3) outs for the home team.

D. EXCEPTION: If a player is absent from or injured during a scheduled game, the player will be credited with her required playing time. In addition, if a player has missed two (2) or more consecutive practices without contacting the manager as to the reason for the absence, with the approval of the Division Commissioner or the Director of Softball, the manager will not be required to fulfill the minimum playing time requirements for that player at the next scheduled game.

In the event of a shortened game (darkness, rain, mercy rule, or time), any player present at that game who does not play a minimum of 2 innings MUST start the FIRST THREE innings of the next scheduled game. If the player in question does not start the first three innings, that player must play the ENTIRE next scheduled game, the game in which the violation occurred will be considered a forfeit, and the Manager/Coach that violated the rule will be suspended for the next two (2) scheduled games and will serve such time working in the Snack Bar.

E. PENALTY: Any manager failing to fulfill minimum playing time of any player on his/her team shall be required to play that player the complete next scheduled game. (Absent and injured exceptions do not apply.) Also, the Division Commissioner shall investigate the circumstances surrounding the violation and make a recommendation to the Director of Softball who shall take the matter to the Executive Board of COYBSA. The manager shall be subject to suspension or other penalty as determined by the Executive Board of COYBSA. Forfeiture of games is automatic when the manager does not comply with the above-stipulated rule.

Distance between the bases:

Division Number of Feet

6U 60

8U 60

10U 60

12U 60

14U 60

10.12 Pitching Eligibility

a) 6U- Coach pitch only

8U- 3 innings per game, 6 total innings per week

10U- 3 innings per game, 6 total innings per week

12U & 14U- 4 innings per game, 8 total innings per week

- b) Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
- c) The pitcher shall bring their hands together for not less than one second and not more than 10 seconds before releasing the ball. A backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.
- d) Week begins on Monday week ends Saturday. Eligibility for Sunday make up games will be determined from the originally scheduled week. If the eligibility cannot be established, the game will be played under protest. The Division Commissioner and Director of Softball will determine a decision based on information provided. Games results will be final.
- e) PENALTY: If a pitcher exceeds the maximum number of innings allowed per game or week, there shall be an automatic protest called, the pitcher is removed and the game shall be resumed from that point. In order to violate the maximum number of innings allowed, a pitcher must have pitched a ball to a batter. Warming-up does not constitute violation. Also, the pitcher shall be ineligible to pitch in the next two (2) games. The manager shall be ineligible for the remainder of the game in which the violation occurred and the next two scheduled games.

10.13 Pitching Distances:

Division Number of Feet

6U 30 (coach pitch)

8U 30

10U 35

12U 40

14U 43

10.14 Catching Eligibility:

- a) 8U 3 innings per game 6 per week. 10U 3 innings per game 6 per week.
- b) Week begins on Monday, week ends Saturday. Eligibility for Sunday make up games will be determined from the originally scheduled week. If the eligibility cannot be established, the game will be played under protest. The Director of Compliance and Director of Softball will determine a decision based on the information provided. Game results will be final.

c) PENALTY: Same penalty applies as does for pitching.

10.15 Catchers shall always wear protective headgear (with throat guard), chest protector and shin guards as furnished by COYBSA when catching. Any player warming up a pitcher must wear a protective facemask.

10.16 Drop third strike rule:

a) Dropped third strike applies to 10U, 12U and 14U divisions and home is always open.

10.17 Substitutions:

Each Manager will be asked to provide 2-3 players to their division Commissioner that will be placed on an approved substitution list. If a Manager knows that they will be short players, they can contact their Commissioner. The Commissioner will contact players on the substitution list to fill in for the game. Managers cannot call players out by name. Sub players will be required to bat last on the line up and only play in right field during the game.

10.18 8U-SOFTBALL

a) No more than six players including the pitcher can be positioned in front of the baseline.

b) No player except the pitcher shall start in a defensive position closer than 25 feet to home plate.

c) Once a game is in progress players arriving late (within the first two innings) shall be added to the end of the lineup. If a player arrives after the second inning they shall not be allowed to enter the game.

d) Ten (10) defensive players may play in the field at any time. The standard number of players shall position themselves in the infield (i.e. first base, second base, shortstop, third base, pitcher and catcher), while the remaining four (4) players shall be considered outfielders.

e) Outfielders must remain 10 feet behind the baseline until the ball is hit, or a play is made on a runner

f) Runners may leave base as soon as the ball leaves the pitchers hand. If a runner is seen leaving too soon, the umpire will declare "no pitch" and the runner will be out. If a play is made on a runner and there is a passed ball, the runner cannot advance past the base which the runner was trying to steal (i.e., the runner on 1st attempts to steal 2nd, the catcher throws to 2nd and there is a passed ball to the outfield, the runner must remain on 2nd and cannot advance to 3rd base). Home is closed. A runner may not steal home (i.e.-if there is a play being made at 3rd base, the runner cannot steal). The runner on 3rd can only advance on a fair hit ball or bases loaded walk.

g) Hesitation- (USA Look Back Rule) Coaches must teach this [it is played in USA District Tournament]

h) The “infield fly” rule does not apply in this division.

i) The “dropped third strike” rule does not apply in this division. j)

Bunting is allowed.

k) Pitching distance 30 ft.

l) Base distance 60 ft.

m) No player except the pitcher shall start in a defensive position closer than 25 feet to home plate.

n) Once a game is in progress players arriving late (within the first two innings) shall be added to the end of the lineup. If a player arrives after the second inning they shall not be allowed to enter the game.

o) Ten (10) defensive players may play in the field at any time. The standard number of players shall position themselves in the infield (i.e. first base, second base, shortstop, third base, pitcher and catcher), while the remaining four (4) players shall be considered outfielders.

p) Outfielders must remain 10 feet behind the baseline until the ball is hit, or a play is made on a runner.

q) Runners may leave base as soon as the ball leaves the pitchers hand. If a runner is seen leaving too soon, the umpire will declare “no pitch” and the runner will be out. If a play is made on a runner and there is a passed ball, the runner cannot advance past the base which the runner was trying to steal (i.e., the runner on 1st attempts to steal 2nd, the catcher throws to 2nd and there is a passed ball to the outfield, the runner must remain on 2nd and cannot advance to 3rd base). Home is closed. A runner may not steal home (i.e.-if there is a play being made at 3rd base, the runner cannot steal). The runner on 3rd can only advance on a fair hit ball or bases loaded walk.

r) Hesitation- (USA Look Back Rule) Coaches must teach this [it is played in AUSA District Tournament]

s) The “infield fly” rule does not apply in this division.

t) The “dropped third strike” rule does not apply in this division. u)

Bunting is allowed.

v) Pitching distance 30 ft.

w) Base distance 60 ft.

x) 8U will have a 4 run limit per inning. The last inning will be limited to the larger roster (Example: Team A has 10 players and Team B has 13 players. Team A is allowed to bat around until the 13th player has batted). The umpire will call "last inning" before it starts and only the umpire may declare an inning to be the last inning.

y) In the event a pitcher walks 4 consecutive batters in an inning, the 4th batter will not immediately advance to 1st base nor be scored as a base on balls. They will remain up to bat, and the strike count will revert back to three balls and the current number of strikes. The coach of the offensive team will assume the pitcher's position and pitch to their own batter for the remainder of that specific at-bat. The completion of the at-bat will be scored based on normal scoring rules. Once the at-bat is over, the offensive coach will return to the dugout, and the original pitcher will resume pitching.

10.18 6U-SOFTBALL (5 and 6 year olds only)

a) Base paths of 60 ft.

b) The pitcher's rubber 30' from home plate, surrounded by a 16' circle.\ c)

The ball is a 10" optic yellow RIF.

d) The length of games shall be three innings or one hour, whichever comes first.

e) No official umpires. Both managers prior to the game will meet and either identify one mutually agreed upon party, to administer officiating during the game, or agree to have the manager of whichever team is currently in the field be responsible for officiating that half inning.

f) All players present will bat once through the lineup each inning. Once a game is in progress, players arriving late shall be added to the end of the lineup.

g) All players present will play a defensive position. All standard infield positions will be utilized, **including the catcher**. The remaining players will be dispersed in the outfield. The player designated as the pitcher must remain within the 16' circle until the ball is hit.

h) All games shall be played with a manager/coach of the offensive team pitching underhand to the batters. A maximum of five (5) pitches to each batter. If a batter fails to hit a fair ball, a batting tee shall be placed in position and the batter is given an additional two (2) attempts to hit a fair ball. If the batter fails to hit a fair ball within those two (2) attempts, she shall be considered out. To insure continuous play and equality between all players, batter shall under no circumstances be allowed more than the specified number of attempts.

- i) If a manager/coach pitcher is hit by a batted ball, the ball will remain live and in fair play.
- j) If the manager/coach pitcher interferes with a throw or defensive player, the ball will be ruled dead at the point at which the infraction occurred and the batter shall be declared out.
- k) After the ball is hit in fair play, the manager/coach must exit the playing field immediately into foul territory in the opposite direction in which the ball is hit, or play is dead.
- l) The ball shall be declared dead and the play over when the ball is returned to the pitcher who is positioned with at least one foot in the 16' pitchers circle. To be considered dead, the ball only needs to touch the pitcher and does not have to be in her possession.
- m) Runners within fifteen feet of a base when the ball is ruled dead may advance the base. If not within fifteen feet, the runner must return to the previous base.
- n) On any overthrow, all runners may, at their own risk, attempt to advance provided the ball remains in play. If the ball goes out of play, the ball is ruled dead and runners advance one base.
 - o) Fielders should be encouraged to make a play to improve their skills and knowledge of the game, and not just throw the ball back to the pitcher.
 - p) No stealing bases. No leading off until the ball is hit.
 - q) No bunting.
 - r) The "infield fly" rule does not apply in this division.
 - s) No score or divisional standings will be kept.
 - t) No leaving the dugout during the game.
- u) Base coaches may not touch or assist runners advancing to the next base.
- v) While on defense, two adult coaches may be on the playing field for instructional purposes only but must be located in the outfield and be wearing approved COYBSA coaching uniforms.
- w) Halfway through the season, to advance the structure of the game, the bases will be cleared after three outs are recorded and the half inning ends after the entire line-up has batted.

10.19 6U Post Season Tournament

- a) The league will supply an umpire for each game.

- b) The tournament bracket seeding will be determined by random draw by the Division Commissioner. No exceptions. Managers do not have to be present for random draws to occur.
 - c) The team listed as the higher seed on the bracket will occupy 3rd base dugout and will automatically be designated Home Team. Home and visitor will only be determined by coin flip for the Championship game. Score will be kept by the home team.
 - d) No new inning after 1hr 15 min or 5 innings whichever comes first. Games CANNOT end in a tie. Championship game(s) will be 5 innings, no time limit.
 - e) 4 run max per inning. The last inning will be limited to the larger roster (Example: Team A has 10 players and Team B has 13 players. Team A is allowed to bat around until the 13th player has batted).
 - f) Mercy: 12 runs after 4 innings (3½ for home team).
 - g) Each batter will receive 3 pitches. If the 3rd pitch is hit foul, a 4th pitch is allowed. If a fair ball is not hit, the batter will get two (2) swings off a tee. Any ball hit off the tee may advance the runners only one base. If the batter still has not hit a fair ball, she is out.
 - h) Base coaches at 1st and 3rd bases only. No coach at 2nd base. i)
- Defensive coaches must remain in foul territory.

SECTION 11: PROTESTS - SOFTBALL

11.1 There are three types of Protests:

1. Misinterpretation of playing rule, **USA** Rules, League General Ground Rules
2. Illegal player
3. Ineligible player

11.2 Protests shall be made as follows:

- a) The protesting manager must produce a playing rule before the next pitch. If one cannot be produced, the matter is to be considered non protestable.
- b) All protests must be submitted by the protesting manager in writing to the Division Commissioner, Director of Softball, and Director of Compliance within 24 hours of the game concluding. All written

protests must include the Rule Section number or League's General playing rule being violated or misrepresented.

- c) All protests shall be resolved within 72 hours from when the Director of Compliance received the protest. Results shall be given to the Division Commissioner and Director of Softball. The Commissioner, director of Compliance & Executive Board will meet for review and rule in favor or against the protest. The Director of Compliance will notify the managers of the result of that protest in writing. All protest and results shall be maintained on file for the year in which the protest occurred.
- d) Any manager filing an official written protest must pay a \$50.00 protest fee upon submitting their protest. This fee is non-refundable if the protest is not upheld or if the protest is not "official" and unable to be reviewed.
- e) If the Executive Board determines the submitted protest does not meet the requirements and guidelines to be considered an official protest, it will be deemed ineligible. If it is determined ineligible for review, the original ruling will stand, and re-submission will not be accepted. The \$50.00 protest fee will not be refunded to the manager if this occurs. This will be determined by the Director of Compliance based on the rules set forth in this document and is in no way reflective or representative of opinions or judgments by the league or any of its representatives with regards to the validity of the substance of the unofficial protest.

SECTION 12: ALL STAR PLAYER ELIGIBILITY – SOFTBALL

- 12.1 Players who have played in a higher league age classification during the current season are eligible to play in their correct age classification. Parents must declare in writing which division their player will interested in for All Star Ballot
- 12.2 6U – 12U Players who have participated on a team other than their own recreation league team after March 31st of the current season are not eligible.
- 12.3 Parents who would like to see their players tryout for All Stars must attend the All Star Parent Meeting. This meeting will discuss the selection process, commitment that is required, fees, and the difference between playing req rules vs tournament rules. All players and their parent/guardian must sign an All Star eligibility commitment letter prior to the selection of All-Stars. Any player choosing not to sign the All Star commitment letter will not be eligible for All Stars. Commitment letter due date is determined by USA Softball.

- 12.4 Player Tryouts: Each division will have a designated tryout time for all players who want to participate in All Stars. Players must attend tryouts to be eligible for All Stars.
- 12.5 The selection of All-Stars shall be conducted at such time as to allow for the announcement of selected players to the general membership no later than the morning of closing ceremonies.
- 12.6 If a player is removed or quits an all-star team (as stated in the commitment letter that parent sign) they will be deemed ineligible to participate in any All-stars the following season.
- 12.7 Parents will be notified if their player has been selected to give the final approval for their player to join the team.

SECTION 13: ALL STAR PLAYER NOMINATIONS – SOFTBALL

- 13.1 Player nominations: each team will have one (1) player nomination. The final selection of All Star player ballots shall be determined by popular vote of each player's teammates. (except 6U)
- 13.2 Votes shall be secretly cast by written ballot during a team meeting conducted prior to May 1 by the Division Commissioner or his/her designee. Each roster player in attendance shall complete a single ballot and select five (5) teammates he/she believes should represent COYBSA in tournament play. Prior to voting, players shall be encouraged to make their selections based on skill and sportsmanship.
- 13.3 Player with the majority of votes shall be deemed the Nominated Player for that team.
- 13.4 Only players shall be allowed to cast nominating ballots.
- 13.5 Each Team Manager can nominate two (2) players for tryouts. (If a Manager wants to nominate a third player they must present to the Board for approval.

SECTION 14: ALL STAR PLAYER ELECTIONS – SOFTBALL

- 14.1 The maximum roster size for each All Star team in all divisions is 12 players.
- 14.2 Note: All Star teams may be expanded to 13 players with the approval of the Division Commissioner, Director of Softball, Vice President, and President.

- 14.3 Ties associated with any selection process described in any and all sections shall be resolved by decision of the applicable Division Commission, Director of Softball, Vice President, and President. Their decisions shall be final.
- 14.4 In the event that a voted player is unable to participate, for whatever reason, the selected All Star Manager has the option to pick-up the next highest vote getter, with the approval of the Division Commissioner, to replace the inactive player.

SECTION 15: ALL STAR PLAYER ASSIGNMENTS – SOFTBALL

- 15.1 All divisions except 6U shall meet with their Division Commissioner to elect those players not elected by player popular vote. Managers shall cast one secret ballot for each age group in the division. Managers shall cast a secret ballot for a minimum of eight (8) and a maximum of twelve (12) players per division. Managers shall not be allowed to vote for players on their existing league team. The Division Commissioner shall retain the ballots and a count shall be conducted in the presence of the Director of Softball.
- 15.2 The selection of the remaining players necessary to bring each All Star team roster to full strength shall be made by vote of the managers/coaches selected for that team, subject to the approval of both the Division Commissioner and the Director of Softball.
- 15.3 Although desirable, the selection process for an All Star team shall not require that at least one All Star be chosen from each team within a particular division.
- 15.4 Unless there are extenuating circumstances justifying an exception. Players who will be unable to fully participate on an All Star team due to vacation, outside travel team commitment, etc. will be regarded as ineligible for selection by assignment to an All Star team.
- 15.5 At no time will any distinction be published or otherwise communicated by the Association officials as to which players were elected to a team by popular vote and which were selected by assignment.

SECTION 16: ALL STAR MANAGER SELECTIONS – SOFTBALL

- 16.1 The selection of All-Star team managers shall be made in a timely manner that will allow each manager a reasonable amount of time to review and assess his/her teams needs prior to the time when the balance of his/her roster is selected.
- 16.2 A tournament team may represent COYBSA in any other mid-season tournament after May 1.
- 16.3 The selection of All Star managers and the post season tournament team managers in each division shall be determined by secret ballot vote of a committee comprised of the Division Commissioner, the Director of Softball, the Vice President of Operations, Executive Vice President and the President and shall be limited to those managers and coaches who have expressed a willingness to assume such a position.
- 16.4 The All Star Manager will select a coach or coaches from that respective division. The COYBSA Board of Directors must approve the manager's selection of coaches.
- a) In those cases, where the manager (after the start of practice) cannot continue as All Star Manager, the coach will assume the duties as manager after the approval of the Executive Board.
 - b) The COYBSA Board of Directors or the Executive Board of COYBSA must approve all Star Managers and coaches before assuming their duties.
- 16.5 A second All Star team will be selected in all divisions (except 6u) under the following conditions.
- a) There are at least 7 teams in the division. If there are fewer than 7 teams, a second All Star team is subject to approval of the Division Commissioner, Director of Softball, VP of Operations, and President.
 - b) The Division Commissioner and the Director of Softball will select the Manager.
 - c) No "A" Team player will be released to the second team without the "A" Team manager's approval.
 - d) Following the first round of balloting, a second round will be conducted (see 15.01). The first eight (8) players selected will be from the manager's votes, the remaining players will be selected by the second All Star Team Manager.

SECTION 17: ALL STAR PLAYER TRANSFERS/SUBSTITUTES – SOFTBALL

17.1 In the event it is determined that a lower age player from a division is selected pursuant to Section 14 for the upper age team in a different division based on skill and sportsmanship (after also being placed on the lower age team by popular vote or committee selection), and the player (with the concurrence of his parents) chooses to participate on the upper age team, a replacement for the lower age team in that division will be selected as follows:

- a) If the player relinquishing his/her spot on the lower age team roster was originally selected by popular vote, the player from the lower age ballot who received the highest number of votes without being popularly elected shall be placed on that team.
- b) If the player relinquishing his/her spot on the lower age team roster was otherwise selected, another player shall be similarly selected.

17.2 In the event that a player is unable to participate or continue to participate on the team for which he/she was selected due to scheduling conflicts, injury or other circumstances beyond the control of that player, a replacement player shall be selected in accordance with Sections a)(a) or 17.01(b), whichever is applicable.

17.3 In the event any manager, coach, business manager, player or other person is found to have breached the rules herein regarding All Star participation, upon majority vote of the Executive Board, that individual may be removed from all involvement with that All Star team. Should removal be determined NOT in the best interests of the Association or the team affected, any measures that are available to reverse or neutralize the violation in question shall be considered and the offender shall be advised that any further violation shall result in his/her removal.

SECTION 18: ALL STAR TOURNAMENTS – SOFTBALL

18.1 Unless Association finances dictate otherwise, each softball All Star team shall be permitted to participate in two (2) All Star tournaments per year in which entry the Association will pay fees; one of those will be the USA sanction tournament.

18.2 Any authorized team may also participate in additional tournaments at its own expense. To be considered an Authorized Team, and eligible for

insurance benefits and use of Association equipment, rosters of such All Star teams participating in additional tournaments must remain as originally constituted. Teams whose rosters are in violation of these requirements will not be authorized COYBSA teams.

SECTION 19: STEPHANIE COWLES PERPETUAL TROPHY

This award will be presented to a 14-U Player

19.1 The following questions will be used as the criteria in selecting the recipient of this trophy.

1. How long has the child played in the league?
2. How well is the child liked on the team?
3. What kind of child is she off the team?
4. How well is the child liked by other team players?
5. Does the child show good sportsmanship on and off the field?
6. Is the child involved in other activities in league and at school?
7. Does the child show leadership on her team and in her community?

19.2 The Director of Softball, the Commissioners and the Managers in the 14-U Division will make the decision as to who will receive the trophy. The voting ballots will be collected by the President and the Director of Softball and counted. The COYBSA Board of Directors will retain the voting ballots.

19.3 The trophy, which has been filled to capacity with past recipient's names will be kept in the possession of the current Director of Softball and will be displayed at Opening and Closing Day Ceremonies. The current recipient keeps the trophy for one year. At that time, the trophy is passed on to the next recipient.

SECTION 20: GENERAL RULES – BASEBALL

20.1 The playing fields for the Pony, Bronco, Mustang and Pinto Divisions shall be of standard baseball configuration in accordance with the rules of Pony Baseball, Inc.

20.2 At least one (1) adult manager or coach, and no more than four (4) adult manager/coaches shall be in the dugout or on the playing fields at any time during the game.

20.3 Regular season games that end in a tie after having exhausted the official time shall be considered one-half ($\frac{1}{2}$) win and one-half ($\frac{1}{2}$) loss for each team. Official time permitting, extra innings shall be played.

20.4 All players present at a game must play a minimum of three (3) innings (2 for Pinto and Mustang) and one (1) at bat (Bronco and Pony) and enter no later than the top of the fourth (4th) inning (3rd for Pinto and Mustang). If a player present at a game does not play a minimum of 3 innings (2 for Pinto and Mustang) and one at bat (Bronco and Pony) for any reason other than injury or disciplinary action with the **PRE** approval of the Division Commissioner & the Director of Baseball, that player **MUST** play the **ENTIRE** next scheduled game, **AND** the game in with the violation occurred will be considered a forfeit. In addition, the Manager/Coach that violated the rule will be suspended for the next two (2) scheduled games and will serve such suspension working in the snack bar.

In the event of a shortened game (darkness, rain, mercy rule, or time), any player present at that game who does not play a minimum of 3 innings (2 for Pinto and Mustang) and (1) at bat (Bronco and Pony) **MUST** start the **FIRST THREE** innings of the next scheduled game. If the player in question does not start the first three innings, that player must play the **ENTIRE** next scheduled game, the game in which the violation occurred will be considered a forfeit, and the Manager/Coach that violated the rule will be suspended for the next two (2) scheduled games and will serve such time working in the Snack Bar.

**** Note:** in this section an inning is defined as six outs.

20.5 No new inning shall begin once the following time limits have been reached in each respective division.

Division Time Limit

Foal 1 Hour (or 3 innings max)

Shetland 1 Hour 15 Minutes

Pinto 1 Hour 45 Minutes

Mustang 2 Hours

Bronco 2 Hours

Pony 2 Hours (When interleagueing, game time will be determined by agreed upon rules)

A new inning shall be considered to have begun when the final out of the previous complete inning has been recorded. Umpires may, in their sole discretion, extend said time limits (or suspend play if necessary to a later date) commensurate with the length or any unanticipated event(s) or intentional act(s) which caused a delay in the game. Managers, coaches, players and umpires are responsible for maintaining the progress of all games. Definition of a complete game is found in Rule 22.02. Charter Oak does not have a "Drop Dead" rule with regards to any game time expiring.

In the event a game reaches the time limit before completing the mandated number of innings to be a complete game, the game will be a suspended game, to be completed at a later date.

20.6 Trophies will be presented to the team finishing in first place for each division. Winners will be determined according to the format used.

a) This may be the team with the highest winning percentage.

b) If a League format (American/National) is used, then the winner will be decided by a multi-round playoff.

20.7 In case of ties in standings for any division standing measurement, the first tie breaker shall be “head to head”. The second tie breaker shall be runs allowed “head to head”. If necessary, a coin toss may be used to determine the final standings.

20.8 Final standings during regular season play shall be used to determine the draft positions of each team for the following year. In the case of a tie in regular season play win-loss records, the draft position for the following year shall be determined by a draw conducted by the Division Commissioner.

20.9 Substitutions: Each Manager will be asked to provide 2-3 players to their division Commissioner that will be placed on an approved substitution list. If a Manager knows that they will be short players, they can contact their Commissioner. The Commissioner will contact players on substitution list to fill in for game. Managers cannot call players out by name. Sub players will be required to bat last on the line up and only play in right field during the game.

SECTION 21: EQUIPMENT AND SAFETY – BASEBALL

21.1 Belts of a similar color must be worn with belt-loop pants. Large ornament belt buckles may not be worn.

21.2 Each Player must wear a protective cup

21.3 Acceptable footwear shall include:

a) SHETLAND, PINTO, and MUSTANG DIVISIONS:

Rubber/synthetic cleats or tennis shoes. Steel cleats, spikes, or bare feet are not permitted.

b) BRONCO and PONY DIVISIONS:

Rubber/synthetic cleats, steel/metal cleats, or tennis shoes. ONLY rubber/synthetic cleats can be used when pitching off the manufactured mound. Bare feet are not permitted.

- c) Football, golf or track-type spiked shoes are not permitted in any division.

21.4 Players not in compliance with the requirements above are out of uniform, and may, in the judgment of the umpire, be deemed ineligible to play.

21.5 No jewelry of any kind (except emergency medical condition bracelets) may be worn by a player on the field or in the dugout during practice or games. Jewelry shall include, but not be limited to, rings, bracelets, chain necklaces, watches, and earrings.

21.6 All bats not in use are to be kept in the dugout.
(Players in the on-deck circle are allowed a maximum of two bats).

21.7 Effective January 1, 2018, COYBSA will comply with the current USA Baseball Bat Standard (USA Bat) enforced by PONY Baseball.

- a) With the exception of the -3 bat (BBCOR certified), all other 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) must be certified with the USA Bat licensing stamp on the bat in order to be used for league and tournament play. 2-1/4" and 2-5/8" minus factor bats (-5, -7, -9, etc.) The use of Tee Ball bats will be allowed in Foal and Shetland Divisions ONLY.

- b) 2-3/4" barrel bats are prohibited in all divisions of PONY Baseball.

- c) Penalty for use of an illegal bat:

- 1st time: Warning to Team Manager, player and parent. If the ball is put into play, batter is out. If the ball is not put into play, warning is given and batter must use another bat to complete their at bat.

- 2nd time: Team Manager and player will be ejected from the game.

21.8 All batters, base runners and base coaches (except adult base coaches) must wear dual earflap protective helmets. In the discretion of the plate umpire, a player may be required to wear a chinstrap.

21.9 Catchers (except in the Coach Pitch Division) are required to wear a protective cup and masked helmets during games, warm-ups and practice.

SECTION 22: PLAYING RULES – BASEBALL (ALL DIVISIONS)

22.1 Division schedules shall attempt to achieve the most equitable distribution of games, consistent with available dates, Association resources, and placement of the Post-Season Championship Tournament. No schedule changes shall be made without the permission of the President, Director of Baseball, and Division Commissioner.

22.2 In the Bronco and Pony Divisions the completion of five (5) innings or four and one-half (4½) innings, if the home team is ahead, shall constitute an official game.

In the Mustang Division, four (4) innings or three and one-half (3½), if the home team is ahead, shall constitute an official game.

In the Pinto Division three (3) innings or two and one-half, if the home team is ahead, shall constitute an official game.

Mercy Rule will be in effect for the Shetland, Pinto, Mustang, Bronco and Pony divisions. At a maximum of 15 runs after three (3) innings, and 10 runs after four (4) innings, the game shall be terminated and the team in the lead shall be declared the winner based on the division requirements listed below.

Any game stopped before it is official (rain, darkness) time shall be considered a suspended game, to be completed at a later date. Any game considered complete that is stopped because of rain, darkness or any act of nature will revert back to the last completed inning.

22.3 A team must have a minimum of nine (9) players on the field to start or continue a game. If a manager knows that he/she will not have the minimum number of players required to play a game, he/she must give the Division Commissioner, the Director of Baseball, and Director of Compliance a minimum of 48-hour notice so they may notify approved list of substitution players or the umpires schedule to work that game.

If no 48-hour notice is given, the game shall be ruled a forfeit. The league will reschedule the game as soon as possible however there is only one (1) rescheduled game allowed per season. The manager will be required to pay a non-refundable \$50 rescheduling fee or the game will be ruled a forfeit. This DOES NOT apply to rainouts, etc.

22.4 Re-entry rules as delineated by Pony Baseball, Inc., shall apply. 40

22.5 A player excluded from re-entry pursuant to the rules of Pony Baseball, Inc., may nonetheless re-enter a game in the event another player is unable to continue for any reason under the following conditions:

- a) The manager has exhausted his/her team's entire roster of eligible players.
- b) The opposing manager has the option of designating which player shall re-enter.
- c) Pitching/catching rules will remain in force when players re-enter.
- d) In a game officially completed (though continued for practice) all players (except those who have been ejected) may re-enter at any time.

22.6 The strike zone in all divisions (not applicable to Foal or Shetland Divisions) shall be considered that area over home plate (including its border), which is between the batter's armpits and the top of his/her knees when he/she assumes his/her natural stance. The umpire shall determine the strike zone from the batter's stance as the batter is prepared to swing at a pitched ball.

22.7 Pitching rules shall comply with those of Pony Baseball, Inc., except as specifically noted herein.

PENALTY: If a pitcher exceeds the maximum number of pitches per game or week, there shall be an automatic protest called, the pitcher is removed, and the game shall be resumed from that point. In order to violate the maximum number of pitches allowed, a pitcher must throw a pitch to a new batter after the pitcher reaches their limit. The pitcher may finish the at-bat after reaching their limit but must be removed after its conclusion. Warming-up does not constitute violation. Also, the pitcher shall be ineligible to pitch in the next two (2) games. The manager shall be ineligible for the remainder of the game in which the violation occurred and the next two scheduled games.

If a coach does not review and sign the pitch tracking data sheet at the conclusion of the game (or online sheet within 48 hours,) all pitchers on that coach's team who threw in that game will automatically be assessed the maximum allotted pitches allowed for that pitchers age and will be required to have the maximum required days of rest for their age. The first day of "rest" is to be considered the day which follows the day in which the player pitched.

22.8 A visit to the pitcher's mound shall be charged when during an offensive time out the defensive manager or coach crosses the foul line to talk with his/her pitcher. In all such cases, the umpire's judgment shall be final.

22.9 At the conclusion of an offensive half inning, the offense immediately becomes the defensive team. The defensive team shall not have a huddle or gathering which. In the judgment of the umpire, could be construed as a delay of game. If the umpire determines that a huddle results in any delay, the defense shall be charged with a visit to the pitcher's mound. In addition,

upon determining the point of delay and after making the advisement of “play ball,” the umpire is empowered to begin calling balls on the scheduled batter.

The offensive team may huddle, however, should the umpire determine that the game is being delayed by the offense when the defensive team is ready; the umpire is empowered to assess strikes against the scheduled batter upon determination of the point of delay and after making the advisement “play ball”. In all such cases and determinations, the umpire’s judgment shall be final.

- 22.10 Base runners must avoid contact with any defensive player who is in possession of or in the act of fielding a batted ball and may not intentionally run into such defensive play in the act of fielding a thrown ball.

Players determined, in the umpires’ judgment, to be intentional and flagrant violation shall be called out and immediately ejected.

- 22.11 A player may not step into a dugout to field a foul ball. Any ball so caught shall be deemed a foul ball.

- 22.12 Each player shall receive only one warning for accidental throwing of the bat each game. Upon a second accidental throwing of a bat in one game, the batter shall be declared out and the ball is dead. No runners may advance.

- 22.13 The batter must keep one foot in the batter’s box at all times in order to speed up play as described in the Pony baseball rules. One warning will be issued and then a strike declared on the batter for each offense thereafter.

- 22.14 Any team that has a female player must have at least one adult female (18 or older) present at all practices and games.

- 22.15 BALK rule applies to Mustang, Bronco and Pony divisions only. First BALK by a pitcher will receive a warning. Thereafter, discretion of the umpire.

SECTION 23: ADDITIONAL PONY DIVISION PLAYING RULES

- 23.1 Except as may be provided elsewhere herein, the Pony Division shall comply with all the rules contained in the Rules of Pony Baseball, Inc., for that division.

- 23.2 The length of games shall be a maximum of seven (7) innings or darkness, whichever comes first. Should darkness (as determined by the umpire’s judgment) prevent completion of an inning and the game is complete, a complete game consisting of five (5) completed innings or four and one-half (4 ½ innings) if the home team is winning, the game is considered complete. If the game is not complete when darkness is called

it will be considered a suspended game to be completed at a later date.

23.3 In the event a team is required to play a “make-up” game in addition to its regularly scheduled games, a player’s pitch count in such make-up game shall be subject to the limitation in Section 23.04 below.

23.4 In accordance with the Rules of Pony Baseball, any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age divisions Pinto 8U, Mustang 10U, Bronco 12U, and Pony 14U. Players in the Shetland 6U age division are not permitted to pitch. Pitchers are to adhere to the chart below for league and sanction tournament play.

<u>AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the completion of postponed games or suspended games, tie games, or exhibition games.

Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count

SECTION 24: ADDITIONAL BRONCO DIVISION PLAYING RULES

24.1 Except as may be provided elsewhere herein, or specifically addressed below, the Bronco Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.

24.2 The length of games shall be a maximum of seven (7) innings or darkness, whichever comes first. Should darkness (as determined by the umpire’s judgment) prevent completion of an inning and the game is complete, a complete game consisting of five (5) completed innings or four and

one-half (4 ½ innings) if the home team is winning, the game is considered complete. If the game is not complete when darkness is called it will be considered a suspended game to be completed at a later date.

24.3 In the event a team is required to play a “make-up” game in addition to its regularly scheduled games, pitching innings in such make-up game shall be attributed to the calendar week in which that game was originally scheduled to be played, subject to the limitation in Section 24.04 below.

24.4 In accordance with the Rules of Pony Baseball, any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age division Bronco 12U. Pitchers are to adhere to the chart (shown in Section 23.04) for league and sanction tournament play.

24.5 All players on the roster who are present will be in the batting order and bat. Once the game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game. In the event a player in the batting order leaves the game prior to its conclusion (except for injury), that player shall be ruled “out” for only the first at-bat at which that player is not present. In the case of injury, that player shall not be ruled out for any missed at-bats.

24.6 The curve ball: although not prohibited, is NOT recommended by COYBSA. COYBSA assumes no responsibility for any injury sustained by any player throwing this pitch.

24.7 All games shall have a five (5) run per team, per inning rule for the first three innings. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th through 7th innings will be considered “open innings” where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

SECTION 25: ADDITIONAL MUSTANG DIVISION PLAYING RULES

25.1 Except as may be provided elsewhere herein, or specifically addressed below, the Mustang Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.

25.2 The length of games shall be a maximum of six (6) innings or darkness, whichever comes first. Should darkness (as determined solely by the umpire’s judgment) prevent completion of an inning and the game is complete, a complete game consisting of four (4) completed innings or three and one-half (3½) if the home team is ahead, the game will be considered complete. If the game is not complete when darkness is called

it will be considered a suspended game to be completed at a later date.

25.3 All games shall have a five (5) run per team, per inning rule for the first three innings. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th, 5th and 6th innings will be considered “open innings” where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

25.4 All players on the roster who are present will be in the batting order and bat. Once the game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game. In the event a player in the batting orders leaves the game prior to its conclusion (except for injury), that player shall be ruled “out” for only the first at-bat at which that player is not present. In the case of injury, that player shall not be ruled out for any missed at-bats.

25.5 In accordance with the Rules of Pony Baseball, any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age division Mustang 10U. Pitchers are to adhere to the chart (Section 23.04) for league and sanction tournament play.

25.6 The throwing of curve balls is prohibited.

25.7 The “dropped third strike rule” will apply during the entire season.

25.8 There will be free substitution for all defensive positions EXCEPT PITCHER.

SECTION 26: ADDITIONAL PINTO DIVISION PLAYING RULES

26.1 Except as may be provided elsewhere herein, or specifically addressed below, the Pinto Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.

26.2 The length of games shall be a maximum of five (5) innings or darkness, whichever comes first. Should darkness (as determined solely by the umpire’s judgment) prevent the completion of an inning, the game is complete, a complete game being three innings or two and a half if the home team is ahead, the game will be considered complete. If the game is not complete when darkness is called, it will be considered a suspended game to be completed at a later date.

26.3 All games shall have a five (5) run per team, per inning rule. When the fifth run crosses home plate all play ends and no further runs shall count. The 4th and 5th inning will be considered “open innings” where there are no run limits and the inning will end after the 3rd out is recorded. If the game is deemed an official game, the mercy rule goes into effect.

26.4 All players on the roster who are present will be in the batting order and bat. Once a game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game.

26.5 Ten (10) defensive players may play in the field at any time. The standard number of players shall position themselves in the infield (i.e. first base, second base, shortstop, third base, pitcher and catcher), while the remaining four (4) players shall be considered outfielders. Any player designated as an outfielder shall be in a position a minimum of twenty (20) feet behind the infield baselines when the ball is pitched. If an outfielder is found inside 20ft, the umpire shall call “interference” and the penalties applicable to such circumstances.

26.6 No coach pitch will be allowed in the Pinto Division.

26.7 In accordance with the Rules of Pony Baseball, any team member may pitch, subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines, for age division Pinto 8U. Pitchers are to adhere to the chart (Section 23.04) for league and sanction tournament play.

26.8 The throwing of curve balls is prohibited.

26.9 A catcher may catch no more than three (3) innings per game and a maximum of six per week.

26.10 Bunting is allowed at the start of the season, however, with two strikes an attempted bunt that goes foul will result in the batter being called out.

26.11 The throwing of bats cannot and will not be tolerated. In the event a batter inadvertently throws a bat in a manner that could be hazardous, the umpire shall issue a warning to both the player and his/her manager that a recurrence will result in the batter being ruled “out” and a possible ejection.

26.12 Stealing of bases is allowed during the entire season. Base runners may NOT leave the base until the ball is hit or pitch crosses home plate. Only one stolen base per pitch. On an attempted steal of any base, the catcher gets a free throw to the base, the ball will be considered dead at that point with no advancement of any runner.

Home plate is closed on throws to third or throws back to the pitcher. However, the runner may advance to home if there is a passed ball or wild pitch.

26.13 Players scoring from third base may do so only under the following conditions:

- a) On a batted ball (runners may tag up on fly balls in foul territories and advance).
- b) Bases loaded walk or bases loaded hit batter.

26.14 On any overthrow of a batted ball, all runners may, at their own risk, attempt to advance, provided the ball remains in play.

26.15 The “dropped third strike” rule does not apply in this division.

26.16 The “infield fly” rule applies in this division (Exception: Coach Pitch).

26.17 An opposing team shall not be allowed to appeal in the event it believes one or more base runners may have missed a base or not properly tagged up on a caught fly ball. However, if in the umpire’s judgment an infraction has occurred, and each runner has not legally returned to the missed base, or has not properly tagged up, such runners shall be declared “out.”

SECTION 27: FOAL AND SHETLAND DIVISIONS PLAYING RULES

27.1 The playing field for the Shetland and Foal Divisions shall be of standard baseball configuration with:

- a) Base paths of fifty (50) feet in length.
- b) A pitcher’s plate thirty-three (33) feet from home plate.
- c) The Foal pitcher’s plate surrounded by a twelve (12) foot circle.
- d) A line designated as the “Rover’s Mark” located ten (10) feet behind the infield base paths.
- e) An arc line placed ten (10) feet in front of home plate between the first base and third base lines.
- f) A line placed across the base paths halfway before second base, third base, and home plate.

27.2 The length of games for Foal division will be one hour only. In the Shetland division, no new inning will start after 1 hour and 15 minutes from the official start time.

27.3 No official umpires shall be utilized. One interested party shall administer all officiating from each team, mutually agreed upon by both managers prior to the start of the lineup.

27.4 All players on the roster who are present will be in the batting order and bat. Once a game is in progress, players arriving late shall be added to the end of the lineup.

27.5 All players on each team's roster who are present will play when that team is on the field. All-standard infield positions (i.e. first base, second base, shortstop, third base, catcher and pitcher) will be utilized, with all remaining players dispersed in the outfield beyond the "rover's mark." The player designated as the pitcher must remain behind the Coach Pitcher (and in Foal, inside the twelve (12) foot circle surrounding the pitcher's plate) until the ball is hit. In Shetland, the catcher needs to be properly dressed with completed catcher's gear (helmet, chest protector and shin guards). The catcher does not need to have a catcher's glove.

27.6 Foal- All games shall be played with the manager/coach of the offensive team pitching either overhand or underhand to his batters, while in the twelve (12) foot circle. A maximum of five (5) pitches shall be delivered to each batter. If a batter fails to hit a fair ball on one of those pitches, the tee shall then be placed in position and the batter is given an additional three (3) attempts to hit a fair ball. If the batter is unable to hit a fair ball within those three (3) in Foal attempts, he/she shall be considered "out." To ensure continuous play and equality between all players, batters shall under no circumstances be allowed more than the specified number of attempts (on both pitched balls and from the tee) to hit the ball.

Shetland- The Coach Pitcher will only be allowed to pitch using the designated Louisville slugger Ultimate Pitching Machine, provided by COYBSA. A maximum of six (6) pitches shall be delivered to each batter. If the sixth pitch results in a foul tip or foul ball, the batter will be allowed one more pitch off the machine to put the ball in play. The batter will be ruled to have made an "out" if the 7th pitch is not put into play.

27.7 Shetland- To Advance the structure of the game, the teams will change sides after 5 runners have scored or three (3) outs are recorded, whichever comes first. The 4th and 5th innings will be considered "open innings" where there are no run limits and the inning will end after the 3rd out is recorded.

Foal- The teams will change sides and the half inning ends after the entire line-up has batted. No outs will be recorded.

27.8 If a batted ball hits the coach-pitcher, the ball shall be ruled dead and one pitch charged to the batter. If the sixth (6) pitch (Shetland & Foal) strikes the coach-pitcher, the batter shall receive a maximum of one additional pitch.

- 27.9 If the coach-pitcher interferes with a throw or any defensive player, the play shall be ruled dead at the point at which the infraction occurred and the batter shall be declared "out."
- 27.10 After the ball is hit onto the playing field, the coach-pitcher must exit the playing field away from the direction in which the ball is hit, or play is dead.
- 27.11 In Foal, the ball shall be declared dead and the play over when the ball is returned to the pitcher who has control of the ball and is positioned with at least one foot on or within the twelve (12) foot circle of the pitcher's plate. (In Shetland, a batted ball becomes dead when an infielder inside the baselines or at a base has possession of the ball and holds the ball over their head. Note: the infielder cannot be an outfielder who ran into the infield.)
- 27.12 Runners within fifteen (15) feet of the next base when the ball is declared dead may advance to that base. Runners who are more than (15) feet from the next base when the ball is declared dead must return to the last base touched.
- 27.13 On any overthrow, all runners may, at their own risk, attempt to advance, provided that the ball remains in play. If a thrown ball goes out of the field of play, the play shall be ruled dead, but runners will be allowed to advance one base without risk or being put out.
- 27.14 Fielders should be encouraged to make a play to improve their physical skills and knowledge of the fundamentals of the game, and not just to throw the ball back to the pitcher's circle.
- 27.15 Leading off is prohibited. If a base runner leaves a base before the ball is hit, the ball will be ruled dead, the coaches shall declare "no pitch" and the runner shall return back to the base they occupied prior to the pitch.
- 27.16 The stealing of bases is prohibited.
- 27.17 Sliding at all bases, including home plate, is prohibited.
- 27.18 The "infield fly rule" shall not apply in this division.
- 27.19 Shetland- While on defense, three adult managers/coaches may be on the playing field during actual play for the purpose of instruction for the entire season. For special circumstances and at the discretion of the executive board an additional coach/parent may be approved to be on the field as needed.
- Foal- While on defense, three adult managers/coaches may be on the playing field during actual play for the purpose of instruction.

27.20 Adult manager/coaches may NOT touch or assist runners on base (e.g. by pushing or prodding them to advance to the next base).

27.21 While his/her team is at bat, no player shall be allowed to leave the dugout area, except to wait in the designated on-deck area, bat, or run the bases.

SECTION 28: PROTESTS - BASEBALL

28.1 A protest shall be considered ONLY when based on an alleged violation of a playing rule, or the interpretation on a playing rule. No protest shall be considered when based on a decision involving an umpire's judgment. Illegal equipment must be removed from the game and shall not be the basis for a protest.

28.2 Only the manager or an acting manager of the teams contesting shall have the right to lodge a protest. All written protests must include the Rule Section number or League's General playing rule being violated or misrepresented. This is one of the requirements for an Official Protest. Failing to identify the specific violated rule will result in a protest being dismissed based on it not being official.

28.3 Protests shall be made as follows:

- a) Before a succeeding play, the protesting manager must notify the umpire that he/she is playing the game under protest.
- b) Following such notice, the umpire to whom the protest is made must consult with the other umpire(s) (if any). If the umpire is convinced his decision is in conflict with the rules, he shall reverse the decision. If, after such consultation the umpire remains convinced that his decision is not in conflict with the rules, he shall announce to the scorekeeper and the opposing manager that the game is being played under protest and such notation shall be made in the official scorekeeper at that time. Failure by an umpire to so announce shall not affect the validity of the protest.

28.4 Any protest must be submitted in writing by the manager to the Division Commissioner, Director of Baseball, and Director of Compliance within twenty-four (24) hours of the conclusion of the game, along with a Fifty dollar (\$50) protest fee, which shall be refunded if the protest is upheld. If the protest is not submitted in writing along with the protest fee within the prescribed time, the protest shall be considered withdrawn.

EVERYONE IS URGED TO TAKE ALL STEPS NECESSARY TO PREVENT AN UNNECESSARY PROTEST.

28.5 All protests shall be resolved within ninety-six (96) hours from when the Director of Compliance received the protest. The Director of Compliance will notify the managers of the result of that protest in writing. All protest and results shall be maintained on file for the year in which the protest occurred.

28.6 If the Director of Compliance, determines the submitted protest does not meet the requirements and guidelines to be considered an official protest, then the submitted protest will be deemed ineligible for protest. If a protest is determined ineligible for review, the original ruling will stand and re submission will not be accepted. The \$50.00 protest fee will not be refunded to the manager if this occurs. The determination of a protest being eligible for review is solely based on the adherence and compliance of the submitting manager with all rules and guidelines required to do so. This will be determined by the Director of Compliance and is in no way reflective or representative of anyone's thoughts, opinions or judgments by the league or any of its other Representatives with regards to the validity of the substance with respect to the unofficial protest.

SECTION 29: POST SEASON CHAMPIONSHIP TOURNAMENT RULES

29.1 Shetland

- a) The tournament bracket seeding will be determined by random draw by Division Commissioner. No exceptions. Managers do not have to be present for random draw to occur.
- b) The team listed as the higher seed on the bracket will occupy 3rd base dugout and will automatically be designated Home Team. Home and visitor will only be determined by coin flip for Championship game only. Score will be kept by the home team.
- c) Game length shall be five (5) innings. Games CANNOT end in a tie so extra innings may be played.
- d) All players in attendance shall bat. Once the batting order is submitted to the official scorekeeper, it will not be changed, except for injury or ejection.
- e) The batter is out after failing to hit a fair ball after **Five (5)** pitches from the pitching machine. There will be NO batting tee used during the tournament. If a foul ball is hit on the fifth (5th) pitch, one additional pitch will be thrown.
- f) Maximum (5) runs per half inning. EXCEPTION: The 4th and all subsequent innings will be limited to the larger roster (Example: Team A has 10 players and Team B has 13 players. Team A is allowed to bat around until the 13th player has batted).

- g) Mercy: Twelve (10) run lead after four (4) innings for the visiting team and 3½ innings for the home team.

SECTION 30: ALL STAR SELECTIONS - BASEBALL

- 30.1 All Stars are players selected to participate in Pony Baseball, Inc. sanctioned tournaments or other tournaments designated by the Board of Directors. All Star awards will be presented only to such persons, and no exceptions may be made.
- 30.2 Participation on or with any All Star team is a privilege, not a right, for those players and adults who exhibit the greatest degree of both skill and sportsmanship in the pursuit of competitive excellence and who thereby most favorable represent both themselves and al COYBSA members.
- 30.3 No tournament play by COYBSA players in a division shall be allowed without the approval of the Board of Directions or the Executive Board.
- 30.4 Parents who would like to see their players tryout for All Stars must attend the All Star Parent Meeting. This meeting will discuss the selection process, commitment that is required, fees, and the difference between playing req rules vs tournament rules. All players and their parent/guardian must sign an All Star eligibility commitment letter prior to the selection of All-Stars. Any player choosing not to sign the All Star commitment letter will not be eligible for All Stars.
- 30.5 Player Tryouts: Each division will have a designated tryout time for all players who want to participate in All Stars. Players must attend tryouts to be eligible for All Star.
- 30.6 Managers, coaches, parents, and/or players may organize a team for the purpose of tournament participation if in accordance with the provisions of this section and with prior approval of the Executive Board.
- 30.7 Managers, coaches, parents, players and other interested parties are reminded that they are representing COYBSA and are to conduct themselves at all times in a proper manner and in accordance with the rules of conduct contained herein.
- 30.8 If a player is removed or quits an all-star team (as stated in the commitment letter that parent sign) they will be deemed ineligible to participate in any All-stars the following season.
- 30.9 Parents will be notified if their player has been selected to give the final approval for their player to join the team.
- 30.10 The selection of All Stars shall be conducted at such time as to allow for

the announcement of selected players to the general membership no later than the morning of Closing Day Ceremonies.

30.11 All Star team selections shall remain confidential and not be disclosed until authorized by the Board of Directors or Executive Board. When announced by the Division Commissioner or his/her designee, those selected shall be listed in alphabetical order.

30.12 The number of All Star teams selected per division shall be limited to those authorized below:

Shetland 1 One team comprised exclusively of 6 yr. old players
Pinto 2 1) One team comprised primarily of 7 yr. old players. 2) One team comprised primarily of 8 yr. old players.
Mustang 2 1) One team comprised primarily of 9 yr. old players. 2) One team comprised primarily of 10 yr. old players.
Bronco 2 1) One team comprised primarily of 11 yr. old players; 2) One team comprised primarily of 12 yr. old players
Pony 2 1) One team comprised primarily of 13 yr. old players; 2) One team comprised primarily of 14 yr. old players.

Any tournament or “combo” teams beyond the designated number for each division shall be financially self-sufficient.

The older team in each division will be finalized prior to the selection of the younger team within each division.

30.13 The maximum roster size for each All Star team in all divisions is 12 players.

Note: All Star teams may be expanded to 13 players with the approval of the Division Commissioner, the Director of Baseball, Vice President, and the President.

30.10 Ties associated with any selection process described in any and all sections shall be resolved by decision of the applicable Division Commission, the Director of Baseball, Vice President, and the President. Their decisions shall be final.

SECTION 31: ALL-STAR MANAGER/COACH SELECTION - BASEBALL

31.1 Prior to consideration of All Star team managers, the Commissioner of each division shall be required to poll each manager and coach in the division to determine which of them would be willing to assume such position if selected.

31.2 The selection of All Star team managers and the post season tournament team managers in each division shall be determined by secret ballot vote of a committee comprised of the Division Commissioner, the Director of Baseball, Director of Compliance, the Vice President of Operations, Executive Vice President and the President and shall be limited to those managers and coaches who have expressed a willingness to assume such a position if selected.

In the event of a conflict of interest for the above committee members, the chain of command of the Executive Board (per Article 7, Section 1 of the COYBSA By-Laws) will be followed to complete five (5) votes.

31.3 The selection of All Star team managers shall be made in a timely manner that will allow each manager a reasonable amount of time to review and assess his/her team's needs prior to the time when the balance of his/her roster is selected.

31.4 The identities of those persons selected to manage All Star teams shall remain as confidential as possible until such time as the Commissioner deems appropriate for announcement.

31.5 The All Star manager with approval of the Director of Baseball and the President shall determine the selection of All Star team coaches and business managers in each division.

31.6 The criteria used for selection of each manager, coach and business manager shall include but not be limited to (in no order of priority):

- a) Knowledge of the game
- b) Experience
- c) Coaching ability
- d) Leadership skills
- e) General conduct and
- f) Availability

31.7 In the event an All Star manager cannot continue as manager (after the

start of practice), a replacement selected from the coaching staff will assume the duties of manager and an additional coach will be selected in accordance with Section 31.05.

SECTION 32: ALL STAR PLAYER NOMINATIONS - BASEBALL

- 32.1 Player nominations: Each team will have one (1) player nomination. The final selection of the All Star players ballot, shall be determined by popular vote of each player's teammates. (Except Shetland)
- 32.2 Votes shall be secretly cast by written ballot during a team meeting conducted prior to May 1 by the Division Commissioner or his/her designee. Each roster player in attendance shall complete a single ballot and select five (5) teammates he/she believes should represent COYBSA in tournament play. Prior to voting, players shall be encouraged to make their selections based on skill and sportsmanship.
- 32.3 Player with the majority of votes shall be deemed the Nominated Player for that team.
- 32.4 Only players shall be allowed to cast nominating ballots.
- 32.5 Managers will nominate players for each of their respective teams.
- Shetland / Pinto: Three (3) players for tryouts.
 - Mustang / Bronco / Pony: Two (2) players for tryouts (If a Manager wants to nominate a third player they must present to the Board for approval.)

SECTION 33 ALL STAR PLAYER ASSIGNMENTS - BASEBALL

- 33.1 All divisions shall meet with their Division Commissioner to elect players. Managers shall cast one secret ballot for each age group in the division, for a minimum of eight (8) and a maximum of twelve (12) players per division. Managers shall not be allowed to vote for players on their existing league team. The Division Commissioner shall retain the ballots and a count shall be conducted in the presence of the Director of Baseball.
- 33.2 The selection of the remaining players necessary to bring each All Star team roster to full strength shall be made by vote of the managers/coaches selected for that team, subject to the approval of both the Division Commissioner and the Director of Baseball.

- 33.3 Although desirable, the selection process for an All Star team shall not require that at least one All Star be chosen from each team within a particular division.
- 33.4 Whatever the method of selecting assigned players, for the purpose of determining who shall be placed on the roster, may include consultation with a player's regular season manager to assist All Star managers and coaches in making a knowledgeable decision.
- 33.5 Unless there are extenuating circumstances justifying an exception. Players who will be unable to fully participate on an All Star team due to vacation, outside travel team commitment, etc. will be regarded as ineligible for selection by assignment to an All Star team.
- 33.6 At no time will any distinction be published or otherwise communicated by the Association officials as to which players were nominated by player vote or Manager selection.

SECTION 34: ALL STAR SUBSTITUTES - BASEBALL

- 34.1 In the event that a player is unable to participate or continue to participate on the team for which he/she was selected due to scheduling conflicts, injury or other circumstances beyond the control of that player, a replacement player shall be selected in accordance with Section 34.02.
- 34.2 In the event any manager, coach, business manager, player or other person is found to have breached the rules herein regarding All Star participation, upon majority vote of the Executive Board, that individual may be removed from all involvement with that All Star team. Should removal be determined NOT in the best interests of the Association or the team affected, any measures that are available to reverse or neutralize the violation in question shall be considered and the offender shall be advised that any further violation shall result in his/her removal.

SECTION 35: ALL STAR TOURNAMENTS - BASEBALL

- 35.1 Unless Association finances dictate otherwise, each baseball All Star team shall be permitted to participate in two (2) All Star tournaments per year in which entry the Association will pay fees; one of those will be the Pony sanction tournament
- 35.2 Any authorized team may also participate in additional tournaments at its own expense. To be considered an Authorized Team, and eligible for insurance benefits and use of Association equipment, rosters of such All Star teams participating in additional tournaments must remain as originally constituted. Teams whose rosters are in violation of these requirements will not be authorized COYBSA teams.

SECTION 36: ALL STAR FINANCES AND EXPENDITURES - BASEBALL

- 36.1 Because of the burdens imposed on many families in financing those portions of player uniforms and equipment not supplied by the Association during the regular season, additional burdens imposed in connection with All Star teams shall be kept to a minimum.
- 36.2 Managers, coaches or any player violating the rules herein shall be subject to the same disciplinary measures authorized for violation of any other COYBSA rules.
- 36.3 If COYBSA hosts an All Star tournament, parents of All Star players will have additional volunteer responsibilities such as snack bar duty or working the tournament in some capacity.

SECTION 37: DAHL PLUMMER PERPETUAL TROPHY

This award will be presented to a Bronco Player

- 37.1 The following questions will be used as the criteria in selecting the recipient of this trophy.
1. How long has the child played in the league?
 2. How well is the child liked on the team?
 3. What kind of child is he off the team?
 4. How well is the child liked by other team players?
 5. Does the child show good sportsmanship on and off the field?
 6. Is the child involved in other activities in league and at school?
 7. Does the child show leadership on his team and in his community.
- 37.2 The President, Executive Vice President, Director of Baseball, Commissioner and the Managers of the Bronco Division will make the decision as to who will receive the trophy. The voting ballots will be collected by the President and the Director of Baseball and counted. The COYBSA Board of Directors will retain the voting ballots.
- 37.3 The current recipient keeps the trophy for one year. At that time, the trophy is passed on to the next recipient. The trophy will be displayed at the Opening and Closing Day Ceremonies.

SECTION 38: STEVE PONZO PERPETUAL TROPHY

This award will be presented to a Pony Player

38.1 The following questions will be used as the criteria in selecting the recipient of this trophy.

1. How long has the child played in the league?
2. How well is the child liked on the team?
3. What kind of child is he off the team?
4. How well is the child liked by other team players?
5. Does the child show good sportsmanship on and off the field? 6. Is the child involved in other activities in league and at school? 7. Does the child show leadership on his team and in his community?

38.2 The President, Executive Vice President, Director of Baseball, Commissioner and the Managers of the Pony Division will make the decision as to who will receive the trophy. The voting ballots will be collected by the President and the Director of Baseball and counted. The COYBSA Board of Directors will retain the voting ballots.

38.3 The current recipient keeps the trophy for one year. At that time, the trophy is passed on to the next recipient. The trophy will be displayed at the Opening and Closing Day Ceremonies.