

LA PORTE BOYS BASEBALL ASSOCIATION

OFFICIAL BYLAWS AND PLAYING RULES

1.0 ADMINISTRATIVE

1.0 PURPOSE

La Porte Boys Baseball Association (LPBBA) is dedicated to, and organized for the purpose of instilling in the Boys of our community: ideals of good sportsmanship, honesty, loyalty, courage, and reverence, so that they may be finer, stronger, and happier in their youth, and will grow to become good, healthy adults.

1.1 SANCTIONING BODY/SOVEREIGNTY

LPBBA is sanctioned by Pony National and is in accordance with the LPBBA bylaws and/or clear precedence. We are sovereign to the rules of Pony National and the LPBBA bylaws.

1.2 LEAGUE RULES

LPBBA will adhere to the rules of Pony National, unless superseded by these bylaws herein.

1.3 AGE DETERMINATION

The child's age as of August 31st will determine their playing age.

- (a) Foal: 3 and 4 years old
 - i. Must be fully potty trained
 - ii. Diapers and/or pull-ups are not permitted
- (b) Shetland: 5 and 6 years old
- (c) Pinto: 7 and 8 years old
- (d) Mustang: 9 and 10 years old
- (e) Bronco: 11 and 12 years old
- (f) Pony: 13 and 14 years old
- (g) Colt: 15 and 16 years old

2.0 REGISTRATION

2.00 REGISTERED PLAYER

LPBBA defines a registered player as one who has:

- (a) Completed the registration process.
- (b) Satisfied their financial obligation to LPBBA. **Exception:** President or designee approved hardship or other payment arrangement.
- (c) Completed tryouts. **Exceptions:**
 - i. Approved automatic draft selection form submitted at the beginning of the draft.
 - ii. Injury, illness, or other extenuating circumstance approved by the Head Commissioner.
 - iii. Foal division.
 - iv. Manager's child.

All registered players are guaranteed a position on a team.

2.01 PROCESS

- (a) All registration dates, times, and locations will be advertised.

- (b) Late registration will be held before the first tryout date and conclude at the end of tryouts. Any player registering during this time will be charged a \$25.00 late fee. **Exception:** The late fee may be waived by the Board of Directors.
- (c) Any player who registers after the close of tryouts will be charged a \$25.00 late fee. These players will be placed on a waiting list and assigned to a team as openings in their division become available. **Exception:** The late fee may be waived by the Board of Directors.
- (d) Registration will close at the midpoint of the season. **Exception:** If a team falls below the minimum player requirement, registration will remain or re-open for that division only.
- (e) No Player will be added after the completion of the regular season. If a playoff team falls below the minimum player requirement, a player from a non-playoff team will be placed on the affected team by a hat drawing. All available players will be included in the drawing. The Post-Season Tournament Director or designee will supervise the drawing.

2.02 WAITING LIST

- (a) Players will be placed on the waiting list in the order they registered.
- (b) The Player Agents will maintain and provide the list to the President, Vice President, and Head Commissioner.
- (c) Any team(s) with openings not consistent with the rest of their division after the draft will have their team name put into a hat drawing to determine which team each player will be assigned to.
- (d) At least one Player Agent, the President or designee, and the Head Commissioner or designee will supervise the drawing.

2.03 REFUND POLICY

Refunds will be issued on a case-by-case basis as determined by the board of directors. The President or designee will have the final decision regarding all refunds.

3.0 TRYOUTS

3.01 PROCESS

- (a) The player agents and the commissioners will be responsible for organizing and conducting tryouts.
- (b) All tryout dates, times, and locations will be advertised.
- (c) Make-ups for cancellations due to inclement weather will be scheduled on an as-needed basis.
- (d) Managers will select their team name at tryouts.

3.02 REQUIREMENTS

- (a) Each player is required to attend one of the tryout dates. **Exceptions:**
 - i. Approved automatic draft selection form submitted at the beginning of the draft.
 - ii. Injury, illness, or other extenuating circumstance approved by the Head Commissioner.
 - iii. Foal division.
 - iv. Manager's child.
- (b) Players who do not meet the tryout requirements will be placed on the waiting list, and not guaranteed a position on a team.
- (c) All players will field, throw, bat, and run.

4.0 DRAFT

4.01 PROCESS

- (a) The President, Vice President, Head Commissioner, and Player Agents will preside over the draft. The Head Commissioner and Player Agents will determine additional personnel.
- (b) The purpose of the draft is to distribute players as fairly as possible. The President, Vice President, and Head Commissioner will interpret any situations not specifically covered by these rules.
- (c) Attendance at the draft will consist of at least 1, but no more than 2 representatives per team.
- (d) Managers must notify their commissioner if they are unable to attend, and who will represent their team in the draft. The representatives must have a player frozen to that team, or not have a player in that division.

4.02 SIBLINGS

- (a) LPBBA defines siblings as two or more children who either:
 - i. Live together in the same household.
 - ii. Are legally siblings.
- (b) Siblings in the same division will be placed on the same team. **Exception:** The parent or guardian may elect to have siblings placed on separate teams.

4.03 AUTOMATIC DRAFT SELECTIONS (ADS)

- (a) A manager may exercise their right to three automatic selections (“freezes”). If a manager has a child/step child in the draft, their child/step child will automatically be assigned to their team. An ADS will not be required. If a manager has more than one child/step child to be automatically assigned to their team, they must use an ADS.
- (b) A manager who wishes to exercise their right to an ADS must present a completed ADS form for the player at the beginning of the draft.
- (c) If more than 1 manager has an ADS form filled out on the same child, all forms will be considered invalid and the child will be eligible for selection from any team starting in the 1st round.
- (d) An ADS cannot be traded.

4.04 MECHANICS

- (a) Drafting order will be determined at tryouts. Changes to the drafting order will not be allowed.
- (b) The drafting order will follow from top to bottom, then from bottom to top, in the same sequence for the remainder of the draft.
- (c) Starting in the second round, at the beginning of each round, each team with fewer members than the team with the most members will be allowed to pick until they have the same amount as the team with the most. If there is more than one team needing to catch up, they will alternate picking in a round robin until all teams are caught up.
- (d) All players will be eligible for selection starting in round one of the draft. **Exception:** Automatic Draft Selections.
- (e) Commissioners will check the rosters of their division’s teams upon notification by the head commissioner. Players will be added to any team not having a consistent roster within their division.
- (f) Team roster will be limited to no more than twelve; no less than nine. **Exception:** Pinto and Shetland will have no less than ten. Foal will have no more than eight; no less than six.
- (g) Any team without a coaching staff will have a draft designee assigned by a Player Agent or the Head Commissioner. No trading will be allowed on these teams.
- (h) **Trading**
 - i. All trades will take place at the draft.
 - ii. Trades will be one for one.

- iii. Trades will only be of draft picks within two rounds of each other. **Example:** A player drafted in the 3rd round will only be traded for a player drafted in the 1st, 2nd, 4th, or 5th round.
- (i) Practice field signups will take place at the draft. Pecan Park fields are not eligible.

5.0 GAMES AND THE REGULAR SEASON

5.01 DIVISION AGE GROUPING

- (a) Divisions will be divided into separate ages. **Example:** Mustang 9U and Mustang 10U. **Exception:** Foal.
- (b) Beginning with the 5U age group, players, whose parents request to their player agent, will be permitted to play up one league age. This move will be permanent, as if the player's birth date has been changed to reflect their age as one year older. They will not be permitted to move back down to their original league age for the remainder of their membership with LPBBA. **Example:** A league age 6 year old in the Shetland division may elect to play in the 7U Pinto division.
- (c) Any age unable to form enough teams so that each team plays each other no more than twice in the regular season will be combined with the other age in that division. **Example:** If 14 games are planned for the regular season, Mustang 9U and 10U will be combined into Mustang if they cannot each form 8 teams.

5.02 SCHEDULING

- (a) The commissioners will create a schedule for their respective divisions.
- (b) The Head Commissioner will approve all schedules.
- (c) No inning will start after 10:00pm. Any game not completed due to time constraints will resume at a time and date determined by the Head Commissioner.
- (d) The drop-dead time for all games is 10:15.
- (e) If three innings are played, or 2.5 if the home team is leading at the time of any stoppage, the game will be considered complete, and will not be made up. **Exception:** The result of the game is a tie, and a winner is necessary to determine seeding in the post-season tournament.

5.03 SCHEDULING CONFLICTS

- (a) Any scheduled conflict with school activities must be submitted in writing to the respective league commissioner at least 48 hours prior to the game in conflict.
- (b) Managers will submit documentation before any game is rescheduled.
- (c) Any team capable of fielding eight players must play that game.
- (d) Teams may borrow eligible registered players from another team to keep from having to forfeit. They may only borrow enough players to be able to play that game. Borrowed players must bat at the bottom of the lineup and play outfield positions. **Exception:** Teams will not borrow a player to replace a player who is benched for discipline.

5.04 MAKE-UP GAMES

- (a) Any regular season game called due to rain, inclement weather, or school function will be resumed on the earliest possible date as determined by the Head Commissioner.
- (b) If three innings are played, or 2.5 if the home team is leading at the time of the stoppage, the game will be considered complete, and will not be made up.

5.05 DUGOUT AND FIELD OCCUPATION

- (a) Only LPBBA approved coaching staff and registered players are permitted in the dugout/on the field.
- (b) Coaches are not required to wear a full baseball uniform. A team hat is required, and a team colored shirt is recommended.
- (c) The field scoreboard will designate Home/Visitor team dugouts.
- (d) Coaches will be within arm's reach of the dugout while on the field during play. **Penalty:** Ejection. **Exception:** When coaching first or third base while on offense, or when there is an injury on the field. **Exception:** Shetland may have no more than two coaches on the playing field, positioned in the outfield, in foul territory. These coaches may verbally assist the outfielders only, and will not physically assist any player in any way **Penalty:** The offending team will lose those coaching positions for the remainder of that game. **Exception:** Foal may have no more than two coaches on the playing field, positioned in the outfield behind the players. No more than two additional coaches may position themselves in foul territory of the outfield. These coaches may verbally assist, but will not physically assist any player in any way. **Approved ruling:** Foal may add one additional coach in the field if agreed upon by all parties at the home plate meeting before the game. **Approved ruling:** Coaches will not be ejected for not being within arm's reach of the dugout unless the opposing manager makes the request to the umpire. Once the request is made, the umpire will warn both sides, and the next coach from either team not within arm's reach of the dugout will be ejected.
- (e) Teams will be allowed four coaches on the field at any time during the game. **Exception:** Shetland and Foal.
- (f) Teams will be responsible for cleaning the dugouts and picking up trash in their area. **Penalty:** Manager suspension for one game.
- (g) Any player arriving before the start of the third inning will be inserted at the bottom of the lineup card and allowed to play.
- (h) Every player on the lineup card will play a defensive position at least every other inning. **Penalty:** The player will play a defensive position for the remainder of that game, and for the entire next game. **Second penalty:** The player will play a defensive position for the remainder of that game, and for the entire next game. Manager suspension for one game. **Third penalty:** The player will play a defensive position for the remainder of that game, and for the entire next game. Manager suspension for the remainder of the year, and the manager forfeits that year of seniority.
- (i) Every player on the lineup card will bat in their order for the entire game. **Exception:** Post season play in Bronco or Pony and the manager has elected to bat nine with substitutions.
- (j) If a player leaves the game due to unforeseen circumstance (injury, illness, etc.), an out will not be recorded for their at bat. **Exception:** Post season play in Bronco or Pony, and the manager has elected to bat nine players, a substitution will be made or an out will be recorded.
- (k) Dugout gates must be kept closed during play.

5.06 BOOKKEEPER AND SCOREBOARD OPERATOR

- (a) The home team will furnish an official bookkeeper. **Penalty:** Forfeit.
- (b) The visitors will furnish the scoreboard operator. **Penalty:** Forfeit.
- (c) Official scorebook will be kept in ink.
- (d) The home team is responsible for picking up and returning the scorebook and scoreboard controller to the designated area. **Penalty:** Manager suspension for one game.

- (e) Both representatives will sit at the table behind home plate, or within reach of the table to ensure accuracy in the official scorebook, even when the scoreboard is not working. **Exception:** Foal division.
- (f) The official bookkeeper will not communicate with managers or coaches for any reason during an inning. **Exception:** Child safety. **Penalty:** Manager ejection.
- (g) The official bookkeeper will only communicate with the home plate umpire if there is a question regarding what to record in the official scorebook. **Exception:** Child safety. **Example:** The official bookkeeper will not approach a manager, coach or umpire if a player is batting out of order.

5.07 BENCHING FOR DISCIPLINE

- (a) Any manager who plans to discipline a player must verbally contact the parent and their commissioner, or board member on duty before the game.
- (b) If the parent is benching the player, the manager will notify their commissioner, or board member on duty before the game.
- (c) This will be noted on the lineup card.
- (d) The player must show up in uniform and watch the game from the dugout. **Penalty:** Manager suspension for one game. **Exception:** Parent refusal to bring the player to the game.

5.08 PROTEST PROCEDURE

- (a) Protests will be announced to the home plate umpire before the next pitch, play or attempted play.
- (b) A protest arising on a game-ending play will be filed before leaving the field.
- (c) Protests will be noted in the official scorebook.
- (d) Protests will be submitted to the protest committee within 48 hours.
- (e) Protests will be in legible print or type, citing the exact violation or complaint and the specific referenced rule and source.
- (f) A filing fee of \$100.00, payable to LPBBA will accompany protests. If the protest is upheld, the fee will be refunded.
- (g) Any member(s) of the protest committee having direct conflict of interest in any protest must abstain from the ruling.

5.09 HOLIDAYS AND SPECIAL EVENTS

- (a) LPBBA will protect the holidays by not scheduling games on a holiday weekend.
- (b) Holidays are:
 - i. Good Friday
 - ii. Easter
 - iii. Labor Day
 - iv. Memorial Day
 - v. Spring Break
- (c) Late games will not be scheduled for age groups that have State Required Testing.
- (d) Every effort will be made to accommodate other special events, but no guarantee can be made due to time constraints of the season.

5.10 BAT REGULATIONS

- (a) LPBBA will follow the USABat bat regulations. **Penalty:** If an illegal bat is used, the batter is called out. This is a dead ball out. If an illegal bat is used a second time in the same game, the batter is called out, and the manager of record is ejected. If an illegal bat is used a second time in the same

game, by the same player, the batter is called out and is ejected. LPBBA defines a bat being used as a batter entering the batter's box with the intent of using the bat. This is a judgement call and will not be protested.

5.11 METAL CLEATS

- (a) Metal cleats will not be permitted. **Exception:** Bronco division and older.

5.12 FALL BALL

- (a) Spring rules apply to all divisions.
- (b) Any changes will be announced by the Head Commissioner prior to the start of the fall season.

5.13 PITCHING

- (a) The umpire will keep the pitch count and announce it to the official bookkeeper at the end of every half inning.
- (b) The bookkeeper will record the umpire's pitch count in the official scorebook.
- (c) The umpire's pitch count will be final.
- (d) LPBBA defines a day of rest as the next full calendar day. Example: A pitcher who pitched on Monday, requiring two days of rest, will not be eligible to pitch until Thursday.
- (e) Pitchers will have the following days of rest according to the pitches thrown:
 - i. 0-20: zero days.
 - ii. 21-40: one day.
 - iii. 41-60: two days.
 - iv. 61+: three days.
- (f) **A manager who uses an illegal pitcher will be brought before their commissioner to discuss the violation. Subsequent violations constitute immediate dismissal.**

6.0 VOLUNTEERS

6.01 PROCESS

- (a) LPBBA defines a volunteer as a:
 - i. Manager.
 - ii. Coach.
 - iii. Assistant coach, including team moms.
 - iv. Board member.
- (b) A manager, coach, or assistant coach will only be listed in one division.
- (c) Each volunteer will sign a Code of Ethics form electronically.
- (d) Umpires will provide a report to the umpire in chief explaining any ejections.
- (e) Anyone denied a volunteer position by the board of directors will not be permitted within the confines of the playing field.
- (f) Anyone suspended from a volunteer position by the board of directors will not be permitted within the confines of the playing field for the time dismissed. **Penalty:** Double the original suspension.

6.02 TEAM PLACEMENT

- (a) LPBBA will use the following criteria to determine who will receive a team in each division:
 - i. Pass a background check.
 - ii. Violations of the Code of Ethics.
 - iii. Tie breaker: The Head Commissioner will determine who will receive the team.

6.03 PLAYER QUILTS

- (a) A player who quits after being drafted or placed on their team will not be permitted to play on another team during the current season.
- (b) Managers must notify their commissioner within 24 hours. **Penalty:** The manager will be brought before the disciplinary committee.
- (c) The commissioner will contact the parent or guardian to confirm the information.

6.04 PRACTICES AND GATHERINGS

- (a) LPBBA defines a gathering as a meeting of:
 - i. At least one coach.
 - ii. At least 4 players.
- (b) A practice or gathering will not be held on Sunday, unless it is necessary to complete the regular season prior to the city championship.
- (c) There will be no more than:
 - i. Foal and Shetland: 4 gatherings per week.
 - ii. All other divisions: 5 gatherings per week. **Penalty:** Manager suspension for the next two scheduled games. **Subsequent penalty:** Manager suspension for the next two scheduled games, and the manager will be brought before the disciplinary committee for possible further action.
- (d) A practice or gathering will not exceed two hours. **Exception:** Games.
- (e) There will be a minimum of 2 gatherings per week, weather permitting.

6.05 PROHIBITED SUBSTANCES

- (a) The use of drugs and alcohol are not permitted inside the gates of the facility at any time.
- (b) The use of tobacco products is not permitted inside the gates of the facility at any time. **Penalty:** warning. **Subsequent penalty:** ejection from the park.
- (c) Peanut products are not permitted in the dugout area.

7.0 VOLUNTEER ELIGIBILITY

7.01 PROCESS

- (a) La Porte Boys Baseball Association, will be referred to herein after, as **"LPBBA"**.
- (b) In this section, a **"COACH"**, is defined as any individual who will be required to be inside of the dugout or on the playing field with any league sanctioned team.
- (c) In this section, a **"CHILD"** or **"MINOR"** means a person under 18 years of age who is not and has not been married or who has not had the disabilities of minority removed for general purposes.
- (d) In this section, a **"BOARD MEMBER"**, is defined as an individual who has been either voted by his or her peers, or a person who has been nominated by the board of directors to serve on the LPBBA board.
- (e) In this section, a **"CALENDAR YEAR"**, is defined as beginning January 1st and ending December 31st.

7.02 REQUIREMENTS

- (a) For an individual to be eligible to coach or accept a position on the LPBBA board of directors as a Board Member, the applicant must provide the necessary information (Driver's License Number, Social Security number, full name and Date of Birth) for LPBBA to complete a background check of said applicant.
- (b) Returning Coaches along with Board Members will be required to pass a background check every two years.

- (c) Any individual applying for a coaching position in any capacity with LPBBA, or any individual applying for a position with the LPBBA Board of directors must not have:
 - i. Ever been convicted of any crime where the victim was defined as either a child or a minor.
 - ii. Ever been required by any state to register as a sex offender.
 - iii. Been convicted of an Aggravated Felony against a person in the past 7 years.
 - iv. Been convicted of Felony crime within the last 5 years.
 - v. Currently under suspension from coaching by LPBBA Board of Directors.
- (d) Any person applying to coach in any capacity must be approved by the President of LPBBA, or his designee, and the Head Commissioner of LPBBA.
- (e) LPBBA reserves the right to refuse any person the privilege to coach in any capacity with LPBBA.
- (f) Any person who is denied the opportunity to Coach in any capacity with LPBBA for any of above reasons listed in 7.02(c) will be provided the opportunity to appeal the decision to the LPBBA board of directors at any official LPBBA board meeting. **Exception:** Rules 7.02(c)(i) and 7.02(c)(ii).
- (g) The denied applicant must receive a two-thirds vote by the board of directors to overturn the denied request. **Exception:** Rules 7.02(c)(i) and 7.02(c)(ii).
- (h) Rules 7.02(c)(i) and 7.02(c)(ii) cannot be over turned by the board of directors.
- (i) If the applicant's appeal is overturned, and their request is granted by the Board of Directors, said applicant will not have to appeal the decision the next following calendar year, unless a new offense has been committed.

8.0 POST SEASON

8.01 ALLSTARS

- (a) The All-Star Committee will decide what each division will do for All-Stars

8.02 CITY CHAMPIONSHIP

- (a) Playoffs will consist of 5 teams. See the website for brackets.
- (b) Teams will be seeded by their winning percentages. The higher seeded team will have the option of being home or visitor.
- (c) Championship games will be played as follows:
 - i. Championship games will be played by innings. There will be no time limit.
 - ii. Shetland, Pinto and Mustang: 5 innings.
 - iii. Bronco and Pony: 6 innings.
- (d) Pitchers are allowed a total of 27 outs.
- (e) The tie breaking procedure for teams with identical overall win/loss records will be:
 - i. Win/loss record in head to head competition.
 - ii. Fewest runs allowed.
 - iii. Most runs scored.
 - iv. A one game tie breaker.
- (f) All protests will be handled immediately by the Postseason Tournament director or designee.

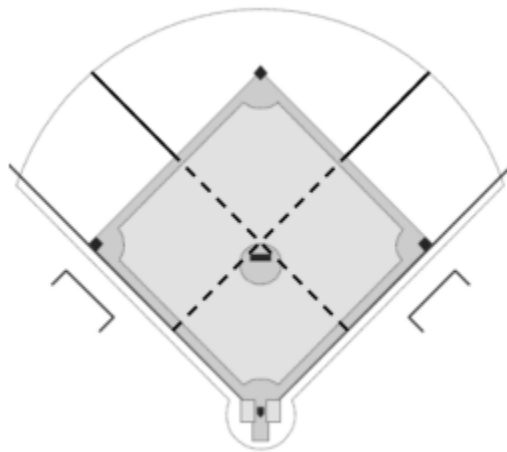
9.0 PLAYING RULES

9.01 SHETLAND

(a) GENERAL

- i. Games will be four innings. **Exception:** Foal will play three innings, or forty five minutes; whichever comes first.

- ii. Each team will record no more than five runs per inning.
- iii. The fourth inning will be an open inning, allowing ten runs to be recorded. **Exception:** Foal.
- iv. If the result of the game is a tie, one extra open inning will be played. **Exception:** Foal.
- v. The game will end if mathematical elimination occurs.
- vi. The field will be divided into four quadrants. The quadrants will be defined by the following image:



- a.
 - b. Lines will be painted in the dirt.
 - c. Lines in the grass will be by the umpire's judgement.
- vii. When time is called, the umpire will place each runner on the base they are nearest in the umpire's opinion. If the base is occupied by a runner, the umpire will place the runner on their previously reached base.
- (b) **OFFENSE**
- i. The batter will be called out if they throw the bat in an unsafe manner, as determined by the umpire. This is a dead ball out.
 - ii. The batter will not swing easy or stop their swing. **Penalty:** Strike.
 - iii. The batter may measure up once each time the ball is placed on the tee. **Penalty:** Subsequent times will be called strikes. **Exception:** Foal.
 - iv. A batted ball that does not travel beyond the dirt circle around home plate will be a foul ball.
 - v. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. **Exception:** Foal. **Approved ruling:** If no outs have been recorded, the last batter listed on the lineup card will be used.
 - vi. Foal will not be required to wear a helmet.
 - vii. Foal: the batter-runner and runners will advance no more than one base on a hit to the infield; no more than two bases on a hit to the outfield.
- (c) **DEFENSE**
- i. Each team will field ten defensive players. There will be four outfielders. **Exception:** A team cannot field ten players. **Exception:** Foal may position defensive players as they choose, provided they are even with, or behind the pitching rubber.
 - ii. The pitcher will not make a pitching motion.
 - iii. There will be no more than two outfielders on either side of second base.

- iv. There will be no intentional walks.
- v. A throw will be made to record an out on any batted ball fielded inside the dirt circle around the pitching rubber.
- vi. Infield players will remain in the dirt nearest their respective bases until the batter puts the ball into fair play. **Penalty:** Balk. **Exception:** Foul.
- vii. A defensive play will be made in the quadrant which the ball was fielded, or the adjacent quadrant to record an out. **Approved ruling:** The umpire may elect no penalty if, in their best judgement, a baseball play was being made. **Approved ruling example:** The shortstop catches a fly ball in the third baseman's quadrant. The first base runner tags up and attempts to advance to second base. The shortstop throws the ball to second base, starting a run down between first and second base. The play results in the shortstop tagging the runner in the second baseman's quadrant. **Exception:** Foul. **Exception:** Rules 7.02(c)(xv) and 7.02(c)(xvi).
- viii. An outfield position will be the first position dropped by any team unable to field ten players. The second position dropped will be per the manager's discretion.
- ix. The catcher will field their position on plays at home. Other players will only serve as back up. **Penalty:** The runner scores. **Exception:** If the catcher position is dropped due to missing players.
- x. The catcher will have both feet in the circle by home plate until the ball is put into fair play.
- xi. Catchers must wear protective gear approved by LPBBA.
- xii. The ball will not be intentionally rolled to record an out. A throw will be attempted.
- xiii. An outfielder will not record an out in the infield. The ball will be thrown to an infielder to record an out in the infield. **Exception:** An outfielder catches a fly ball in the infield.
- xiv. The pitcher will not leave the infield. If the pitcher obtains a ball in the outfield, they will throw the ball to another infielder to record an out in the infield.
- xv. A ball fielded on the third base side of the field will be thrown to record an out on the batter-runner attempting to advance to first base.
- xvi. A ball fielded on the first base side of the field will be thrown to record an out on a runner attempting to advance to third base.

9.02 PINTO

(a) GENERAL

- i. Games will be five innings, or one hour and fifteen minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. **Exception:** Home team is at bat, and is winning.
- iii. Each team will record no more than seven runs per inning.
- iv. One extra inning will be played if the result of the game is a tie.
- v. The game will end if either team is winning by 15 runs after three innings of play, or 8 runs after four innings of play. **Exception:** If the home team is winning, the game will be over after three outs are recorded in the respective inning.
- vi. When time is called, the umpire will place each runner on the base they are nearest in the umpire's opinion. If the base is occupied by a runner, the umpire will place the runner on their previously reached base.
- vii. Each team will have eight players present within ten minutes of the scheduled start time to begin play. **Penalty:** Forfeit.

(b) OFFENSE

- i. Bunting will not be permitted.
- ii. The pitcher-coach may address the batter only. They will not coach the runners from the pitcher-coach position.
- iii. The pitcher-coach will exit the field immediately following a ball being put into fair play, and clear the bat from the home plate area.
- iv. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. **Approved ruling:** If no outs have been recorded, the last batter listed on the lineup card will be used.
- v. The pitcher-coach will have at least one foot inside the dirt circle when they release each pitch.

(c) **DEFENSE**

- i. Each team will field ten defensive players. There will be four outfielders. **Exception:** A team cannot field ten players.
- ii. There will be no intentional walks.
- iii. An outfield position will be the first position dropped by any team unable to field ten players. The second position dropped will be per the manager's discretion. **Exception:** The catcher position will not be dropped.
- iv. The catcher will play in the catcher's position in the catcher's box, and will return all pitches to the pitcher player.
- v. The catcher will field their position on plays at home. Other players will only serve as back up. **Penalty:** The runner scores. **Approved Ruling:** A catcher retrieving a passed ball from the backstop and throwing it to another fielder covering home is the catcher fielding their position.

9.03 MUSTANG

(a) **GENERAL**

- i. Games will be five innings, or one hour and thirty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. **Exception:** Home team is at bat, and is winning.
- iii. Each team will record no more than seven runs per inning.
- iv. One extra inning will be played if the result of the game is a tie.
- v. The game will end if either team is winning by 15 runs after three innings of play, or 8 runs after four innings of play. **Exception:** If the home team is winning, the game will be over after three outs are recorded in the respective inning.
- vi. Each team will have eight players present within ten minutes of the scheduled start time to begin play. **Penalty:** Forfeit.

(b) **OFFENSE**

- i. The batter-runner will not advance beyond first base on a base on balls.
- ii. The batter will not distractingly wiggle the bat on a bunt. **Penalty:** Dead ball. Strike.
- iii. Slash bunting will not be permitted. **Penalty:** The batter is out. The third base coach is ejected from the game.
- iv. The batter will not swing on a squeeze play. **Penalty:** The batter is out. The third base coach is ejected from the game.
- v. The manager may elect to use a substitute runner for their catcher and/or pitcher. The substitute will be the previously recorded out. **Approved ruling:** If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 65 pitches in one day. **Exception:** The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.
- iii. Balks will be called all season, but penalties will not be enforced until each team has completed 50% of their games. **Exception:** The offensive manager may elect to accept the result of the play.

9.04 BRONCO**(a) GENERAL**

- i. Games will be six innings, or one hour and forty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. **Exception:** Home team is at bat, and is winning.
- iii. One extra inning will be played if the result of the game is a tie.
- iv. The game will end if either team is winning by 15 runs after three innings of play, or 10 runs after four innings of play. **Exception:** If the home team is winning, the game will be over after three outs are recorded in the respective inning.
- v. Each team will have eight players present within ten minutes of the scheduled start time to begin play. **Penalty:** Forfeit.

(b) OFFENSE

- i. Slash bunting will not be permitted. **Penalty:** The batter is out. The third base coach is ejected from the game.
- ii. The batter will not swing on a squeeze play. **Penalty:** The batter is out. The third base coach is ejected from the game.
- iii. The manager may elect to use a substitute runner for their catcher and/or pitcher. The substitute will be the previously recorded out. **Approved ruling:** If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 75 pitches in one day. **Exception:** The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.

(d) PLAYOFFS

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. **Exception:** If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.

9.05 PONY**(a) GENERAL**

- i. Games will be six innings, or one hour and forty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. **Exception:** Home team is at bat, and is winning.
- iii. One extra inning will be played if the result of the game is a tie.
- iv. The game will end if either team is winning by 15 runs after three innings of play, or 10 runs after four innings of play. **Exception:** If the home team is winning, the game will be over after three outs are recorded in the respective inning.
- v. Each team will have eight players present within ten minutes of the scheduled start time to begin play. **Penalty:** Forfeit.

(b) **OFFENSE**

- i. Slash bunting will not be permitted. **Penalty:** The batter is out. The third base coach is ejected from the game.
- ii. The batter will not swing on a squeeze play. **Penalty:** The batter is out. The third base coach is ejected from the game.
- iii. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. **Approved ruling:** If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) **DEFENSE**

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 85 pitches in one day. **Exception:** The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.

(d) **PLAYOFFS**

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. **Exception:** If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.