

Los Alamitos Youth Baseball

Local League Rules

Amended 12/15/10

1. LOCAL RULES

These are our exceptions to Official Major League Baseball/PONY League Rules. Violation of these Rules may result in forfeiture of the game, and/or suspension of a Manager, Coach, or Player, at the discretion of the LAYB Board.

2. SCOREKEEPING

Pinto – Pony: The home team is responsible for supplying a trained person to act as the Official Scorekeeper for each game. Failure to do so could result in forfeiture of the game. Managers must provide the Scorekeeper and each other with a completed official line-up card at least 10 minutes prior to the scheduled start of their game. Line-up cards must include the first initial, last name, and jersey number of each player. The official scorekeeper should always note the “official start time” of the game in the official scorebook. In cases where the actual start of the game is delayed, the official start time is always the scheduled start time. If both managers and the umpire agree, however, the game may be started early. In this case, the official start time is the actual start time. Scorekeepers should have a timepiece at hand to keep accurate time. A team representative should review and sign the scorebook at the game’s end to verify the accuracy of the information (final score, pitching, etc.). In the case of a suspended game, the duration of time played should always be noted. In the event of a protested game, a notation must be made in the official scorebook as to who made the protest and exactly at what point in the game that it occurred (time, inning, batter, pitch count). Pony and Bronco level scorekeepers must keep an accurate pitch count as part of the official record.

3. PLAYER ELIGIBILITY/MINIMUM/MAXIMUM TEAM SIZES

Pinto - Pony: Eight (8). These players must be present no later than 15 minutes after the scheduled start time of the game to avoid forfeiture. The maximum number of players allowed on each roster will be:

Foal: (ages 4-5) -12 Shetland: (6) -12 Pinto: (ages 7-8) -12 Mustang: (ages 9-10) -12
Bronco: (ages 11-12) - 12 Pony: (ages 13-14) - 12

4. POOL PLAYERS

Each Manager will be given a list of Pool Players by the Player’s Agent at the beginning of the season, which he can use if he feels that he may not be able to field a team with nine (9) players. If a Pool Player is contacted and comes to the game with the intention of playing, he/she must play at least the minimum # of innings required (see Rule #11). Pool Players must only play in the outfield, and must bat at the end of the line-up after all regularly rostered players.

Pool Players must wear a jersey that distinguishes them from the regularly rostered players on whose team they are substituting, so that they may be easily recognized as Pool Players. They must also be designated as such on the official line-up card given to the Scorekeeper and opposing Manager.

Managers should take care not to use Pool Players unless it is necessary to field nine (9) players. Abuse of the Pool Player system will be reviewed by the Board, and may result in suspension of the Manager. Use of Pool Players will not be allowed in the Play-offs.

5. LENGTH OF GAME/TIME LIMITS

Time limits will be referenced to scheduled start times, unless the game was started early (use actual start time). Failure of your game to be started at the scheduled time or delayed for any unforeseen circumstances does not

supersede the time rule. Play will be stopped 15 minutes (10 minutes for Foals) prior to the schedule start time of the next game. In a case where a scheduled umpire is unavailable, the game must commence on time with a substitute umpire who is acceptable to both managers.

A. Conditions of a Suspended Game:

- (1) Any game stopped due to time limits (drop dead time) or nature, where less than the minimum number of innings have been played.
- (2) Any game where the minimum # of innings have been completed, but the last inning is incomplete (when the game is stopped due to time limits or nature) and the visiting team has gained the lead, or the visiting or home team has tied the score in that last inning. Only the incomplete inning will be completed when play is resumed. All other suspended games will be continued with appropriate time limitations, and minimum inning requirements still applicable.

B. Conditions of a tie game:

Any regular season game will be considered a tie game once the minimum number of innings have been completed and:

- (1) The score is tied when the game is called, and the last inning has been completed, or
- (2) The score is tied when the game is called, and there has been no change in the score in the last inning, whether the inning is completed or not. If a tie game is declared, each team will be given 1/2 win, 1/2 loss.

C Playing Time Limits for all games will be as follows:

Foal: 50 minutes.

Shetland: 1 hour 15 minutes (or as scheduled).

Pinto: 5 innings, time permitting. Official game = 4 innings. No new inning to be started after 1 hour 45 minutes, "drop dead" @ 2 hours.

Mustang: 6 innings, time permitting. Official game = 4 innings. No new inning to be started after 2 hours, "drop dead" @ 2 hours 15 minutes.

Bronco/Pony: 7 innings, time permitting. Official game = 5 innings. No new inning after 2 hours and 15 minutes, "drop dead" @ 2 hours 30 minutes.

Note: In all divisions, "No new inning" time limit applies only if the minimum number of innings has been completed. "Drop dead" times will always be enforced unless the game will be declared a suspended game if stopped at that time, and conditions of nature, and the lack of a game to follow, permit continued play. In this situation, the game will only continue until the current inning is completed or the home team has taken the lead in that inning. If in the judgment of the umpire, a team is deliberately using "delaying tactics" to abuse the time limit rule, that team risks forfeiture of the game. In case of unsafe conditions, the Plate Umpire can call or suspend the game. Extra innings will be played in order to break a tie as time limits allow. In the event of a power failure, teams must remain available to restart the game for 30 minutes or until the regularly scheduled game time runs out.

6. RUN LIMITS/INNING LENGTH

Foal: Each team will bat completely through their line-up each 1/2 inning. No outs or runs will be counted.

Shetland: Three (3) outs per 1/2 inning. Four (4) run maximum per 1/2 inning.

Pinto: There shall be a maximum of four (4) runs scored per 1/2 inning in innings #1-4, after which unlimited scoring is allowed. There is no Mercy Rule in effect in Pinto.

Mustang: There shall be a maximum of six (6) runs scored per 1/2 inning in innings #1-5 after which unlimited scoring is allowed. There is no Mercy Rule in effect in Mustang.

Bronco: A ten (10) run Mercy Rule takes effect after five (5) innings of play.

Pony: A ten (10) run Mercy Rule takes effect after five (5) innings of play.

In cases where a maximum run per inning rule occurs or a mercy rule is to be applied, teams will not leave the field of play until the official scorekeeper has confirmed the score.

7. PITCHING RULES/LIMITATIONS

Foal: Coaches shall pitch underhand or overhand to all players as desired with a limit of 5 chances in combination of pitches and tee swings to put the ball in play. If the ball has not been put in play after 5 chances, the coach will assist the player in hitting the ball off the tee. Exact pitching distance is at the coach's discretion (20 feet is recommended). A player will field the pitcher's position behind and to the side of the coach.

Shetland: Coaches shall pitch overhand to all players. Pitching distance is 30 ft. The batter will have six (6) chances in combination of pitches (minimum of 3, maximum 6) and tee swings to put the ball in play. If the ball has not been put in play after 6 chances, the batter will be declared out. A player will field the pitcher's position as in Foal. A chalk circle will be drawn around the pitcher's mound for enforcement/teaching of the "time out" rule. This circle is desired to be implanted as a "teaching" element to Shetland. Players may slide into bases. A ball hit to the fence is a standing double unless the player is thrown out.

Pinto: A player may pitch a maximum of two (2) consecutive innings per game, and a total of four (4) innings per week. Manager's should warm up pitchers while the catcher is gearing up, but the catcher should be thrown at least one warm up pitch by his pitcher. Pitchers may not intentionally try to throw a "curve ball". Pitchers must be changed if they hit 3 batters in one inning. No Balks will be called. Pitchers must have 40 hours rest between appearances if they have pitched 2 innings.

Mustang: A player may pitch a maximum of two (2) consecutive innings per game, and a total of six (6) innings per week. Balks, lead-offs and steals will occur as in MLB. Each pitcher will be given one "balk warning" per game. Pitchers must have 40 hours rest between appearances if they have pitched 2 innings. If it is decided to intentionally walk a batter, the pitcher must throw 4 pitches.

Bronco: A pitcher may pitch a maximum of 3 innings in any one day. In the first 4 games played, a pitcher may not pitch to a new batter after 45 pitches have been thrown but may finish pitching to the current batter. Pitchers may not pitch more than 6 innings per week until after the week in which the 4th game occurs is finished, at which time they may pitch 9 innings in a week and a pitcher may not pitch to a new batter if he has already thrown 65 pitches, but may finish pitching to the current batter. Pitchers must have 40 hours rest between appearances if they have pitched 3 innings. If it is decided to intentionally walk a batter, the pitcher must throw 4 pitches.

Pony In the first 4 games played, a player may pitch a maximum of 3 innings in any one day, and may not pitch to a new batter if he/she has already thrown 50 pitches but may finish pitching to the current batter. Pitchers may not pitch more than 6 innings per week until after the week in which the 4th game occurs is finished. For the remainder of the season, a player may pitch 7 innings in any one day, but may not pitch to a new batter if he/she has already thrown 75 pitches, but may finish pitching to the current batter. Pitchers must have 72 hours rest after pitching 5 or more innings in a day. If a player pitches 7 innings in any one day, that player will be limited to 3 innings or 50 pitches as above, in his/her next appearance if it occurs within any 72-96 hour period. A player may only pitch a total of 10 innings in a week. If the coaches violate the rule the coach will be removed from the current game and the next game. The player will be removed from pitching from the current game. If it is decided to intentionally walk a batter, the pitcher must throw 4 pitches.

Pinto - Pony: New pitchers get a maximum of eight (8) warm-up pitches, continuing pitchers get no more than five (5) warm-up pitches. All time limits between appearances are referenced to start times of games. Even one pitch thrown in an inning will be considered a full inning pitched. A week is defined as Monday to Sunday. A pitcher may not return to pitch in any game once he/she has been removed.

8. CONTINUOUS BATTING

Foal - Pony: All teams will bat in continuous order per the official line-up card submitted to the Official Scorekeeper and opposing Manager prior to the start of the game. A player injured or absent for his/her time at bat will be bypassed

and must be declared at that time by the Manager, otherwise "out or order" penalties will apply on appeal. This skipped player may not bat until his/her spot comes up again in the order. Any player who is hurt and/or leaves the game due to illness, injury or other, may not return to the game to play defense and the player's spot will be skipped without penalty.

Mustang – Pony: If a player cannot or will not bat for whatever reason and the player still wants to play a defensive position, that player's spot will be skipped and an out will be recorded for that at bat. If the player continues to play defense, the player can bat during the next turn without penalty but if the player does not want to bat, another out will be recorded in that spot of the line-up.

9. BATTERS/BASERUNNERS

Foal - Pony: All batters and base runners must wear protective helmets at all times!
Foal: No sliding into bases.
Foal/Shetland: No lead-offs stealing.
Shetland through Mustang: All batters must wear helmets with protective face mask attached. If the batter backs out of the box as the pitch is being delivered, the "strike zone" may be expanded slightly at the Umpire's discretion. **There is no bunting in Pinto.** Base runners may not leave the base until the ball crosses the plate. They may "steal" any base, except home, if the ball is "not controlled" by the catcher (see Rule #17). Runners at third base can advance only in the event that they are forced by a bases loaded, hit batter situation, or any time the ball is put in play by the batter. Runners attempting to steal must be committed, without hesitation or stopping, to advancing to the next base before the ball is controlled by a defensive player, otherwise, they must return to their previously occupied base.

If a runner leaves the base early:

- (a) And the ball is not hit, he/she must return to the base they left prematurely.
- (b) And the ball is put into play by the batter; the base runner(s) that left early can advance no further than he/she is forced to advance by a following base runner.
- (c) Base runners that continuously leave early may be called "out" at the discretion of the Umpire following a warning. A batter may not attempt to advance to first base on a dropped third strike (they are out).

Shetland - Pony: Base runners may not be touched by Base Coaches or teammates as they round a base in an effort to guide their progress. They may be called "out" at the Umpire's discretion. A courtesy runner will be allowed for the catcher of record when there are 2 outs. The runner shall be the player who made the "last out".

10. TIME-OUTS AND COACHING PLAYERS ON THE FIELD

Pinto – Pony: The second "trip to the mound" in the same 1/2 inning to talk to the same pitcher will result in that pitcher's being replaced. A "trip to the mound" occurs any time a Manager crosses the baseline, whether or not he talks directly to the pitcher or another defensive player. It will not be considered a "trip to the mound" if Managers call a player to the baseline to talk in the event that the other team has called time-out, or some other significant delay has occurred over which the Manager has no control. The batter should be within a step of the batter's box when getting a sign from a coach, or between pitches. Only one (1) offensive time out will be allowed per 1/2 inning.

Pinto: Timeout will be called when a ball which has been put in play by a batter is controlled by ANY infielder anywhere on the infield in fair territory and the infielder calls "TIME!" Base runners in the process of advancing to the next base when the ball is "controlled" will be allowed to advance only to that base, unless a play is made on them and control of the ball is relinquished. Runners will be deemed as being in the process of advancing to the next base only if they are moving continuously forward, and have reached a point approximately one half of the way to the next base. Umpires should use care to try to stop play at an appropriate time to allow the defense to make a play if desired, without allowing the base runner to take provocative actions to entice ill advised throws. This is a judgment call by the Umpire, not subject to protest.

11. PLAYER SUBSTITUTION/POSITION LIMITATIONS

<u>Foal - Pinto:</u>	All players play the whole game.
<u>Pinto/Mustang:</u>	Maximum of 6 infielders. Outfielders must be on the outfield grass by at least 10 feet until the pitch crosses the plate, a pick-off throw is attempted, or the batter strikes the ball.
<u>Mustang:</u>	A maximum of ten (10) players can play defensively at any time.
<u>Bronco - Pony:</u>	A maximum of nine (9) players can play defensively at any time.
<u>Pinto - Pony:</u>	Free defensive substitution. All substitutes must enter the game by the 3rd inning, and all players must play a minimum of 3 defensive innings in a game of regulation length except in Pinto. When substituting for an injured base runner, the Manager must use the player who made the last out. Any player who must leave the game due to injury, or personal reasons, will not be declared out when his/her time at bat occurs. Any existing count will be assumed by the following batter. Any player who is unable to, or refuses to bat, but who wishes to play defensively, will be declared out each time their time at bat occurs (except in Pinto, where no penalty will occur prior to April 15).

12. COACHING LIMITS

<u>Foal/Shetland:</u>	Five (5) total. Two (2) dugout, two (2) base, one (1) pitcher. Only two (2) defensive coaches are allowed on the field.
<u>Pinto:</u>	Two (2) dugout, two (2) base, one (1) outfield.
<u>Mustang/Bronco/Pony:</u>	Two (2) dugout, two (2) base.

13. AUTOMATIC OUTS

A base runner is automatically out and subject to ejection if in the Umpire's judgment:

- (a) He/she fails to slide to avoid a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
- (b) He/she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way.
- (c) He/she purposely attempts to dislodge a ball from a defensive player other than by a proper slide.
- (d) **Shetland - Bronco:** He/she slides headfirst into any base while attempting to advance, unless it is a "rundown" play. Defensive players may not block the progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the Umpire.
- (e) **Shetland-Pony:** No "slash bunting" will be allowed.

14. UNSPORTSMANLIKE CONDUCT

Managers are responsible for the conduct of their Team's Fans, Players, and Coaches, and may be held accountable if sanctions occur. It is expected that Managers and Coaches will ALWAYS display emotional control and self discipline when discussing the Umpire's call or decision. Judgment calls are NOT subject to appeal or protest.

A batter who purposely throws his bat, helmet, or glove in anger is subject to removal from the game at the Umpire's discretion. Inappropriate language or gestures are also considered cause for ejection. Any Player or Coach who is removed from the game by the Umpire will suffer at least an additional next game suspension. The Board will determine if further sanctions will be imposed. Parents and Managers/Coaches who are ejected must leave the field immediately, and get out of eyesight of the game. Failure to do so may result in forfeiture of the game.

Coaches, parents, and players may cheer for their teammates, but must refrain from personal comments, words, terms, or sudden loud noises to intimidate an opposing player or disrupt their ability to pitch, hit, run, or make a play on the field. The opposing Manager should bring perceived violations of this rule to the attention of the Umpire for judgment and appropriate sanctions (a warning, followed by ejection of the offending person).

15. PRACTICE LIMITS (Mandatory practice time not to exceed):

Foal: Practice shall be limited to one (1) practice per week for 1 hour maximum.

Shetland: Practice shall be limited to 1 practice per week for 1 1/2 hours maximum.

Pinto: Practice shall be limited to 2 practices per week, each for 1 1/2 hours maximum.

Mustang-Pony: Practice shall be limited to 2 practices per week, each for 2 hours maximum.

Note: (For all divisions) Managers cannot reserve field time beyond these limits, however, they may have "optional" practice time at their discretion and space availability limits. Players must attend 75% of the mandatory practices, or their playing time in games may be affected

16. PROTESTS

It is expected that Managers and Coaches will ALWAYS display emotional control and self discipline when questioning an Umpire's call or decision. Judgment calls are NOT subject to appeal or protest. Legal pool players violations should be corrected (e.g. move the player to the outfield or the bottom of the batting order), and do not subject a team to forfeit. When protesting a Local Rule interpretation, it is the sole responsibility of the appealing/protesting Manager to show the Umpire the written rule being questioned. A "reasonable time limit" will be imposed (three minutes) so as not to delay the game excessively.

If the protest is to be continued beyond this, the Manager must inform the Official Scorekeeper and Plate Umpire that the game from that point on is being played under protest. The Scorebook shall be marked by the Official Scorekeeper at that spot, including the notation "Protested by ...".

Within 48 hours, the protesting Manager will deliver a written protest to any Board Member. This document should include a narrative of the incident, a copy of the rule in question, the Manager's interpretation, and the Umpire's decision.

A Protest Committee made up of Board Members will be appointed by the League President to review the matter. This Committee will have any odd number of members (3 minimum), and will not contain any person managing a team in the division in question or with family members playing in that division. All members must vote on the issue, the majority decision being final.

17. SPECIAL RULES/DEFINITIONS

Foal: Only the batter should be swinging a bat.

Shetland - Mustang: No infield fly rule.

Pinto: "Control of the ball" to halt the advance of a base stealer occurs when:

- (A) the pitched ball does not leave a 6-8 foot circle around home plate, even if it hits the umpire, or the catcher does not catch it. The ball is "dead", and no play can be made on the base runner,
- (B) the catcher, or any other defensive player picks up the ball after it has left the 6-8 foot circle, and the runner has "held up." Runners cannot advance beyond the base to which they are heading if the ball is controlled prior to their arrival at that base. They can, however, be tagged out if they round the base, over-run it, or are attempting to steal.
- (C) If a play is made on a runner attempting to steal and control of the ball is relinquished, the runner may advance until "control" is reestablished (base runners starting on third cannot steal home, so no play can be made on them).
- (D) The "strike zone" will be measured as "shoulders to knees" when in a normal batting stance, with a 1-2 inch extension of the width of home plate. The object is to get batters to swing at hittable pitches.
- (E) Following the 4th ball and "control" of the ball by the defense, the Umpire will call "Time", and a Manager or Coach of the team at-bat will be allowed to pitch to his/her batter. This "coach pitcher" will deliver the pitch from the pitching rubber and should attempt to avoid obstructing the view of, or interfering with the defensive players. The defensive pitcher will stand even with the rubber on either side of the mound with at least one foot on the dirt. No stealing will be allowed when the coach is pitching. Pitches will be delivered

to the batter until either the ball is put in play, or "strike three" is called by the Umpire (no walks or hit batters). If struck by the ball, the "coach pitcher" is considered "in play", but he/she should make an attempt to avoid being either an obstructer or a deflector of the ball.

Shetland - Pony: Catchers must wear a hard protective cup.

Pinto - Pony: Any ball, fair or foul, that hits an overhead wire is in play and may be caught for an out. Balls which are not caught are played as they land, fair or foul.

Pinto - Pony: "On-deck" batters must wear helmets at all times, as well as Base Coaches under the age of 18. Fielders, batters, on deck batters, bullpen pitchers/catchers, and base coaches must only be in areas of the field designated for these purposes. All other players, except for the on deck batter, shall remain behind the protective fencing within the confines of the dugout, and must refrain from swinging bats or throwing/catching balls. Non-game participants (friends, siblings, etc.) are not allowed in the dugouts or on the playing field. Water only should be allowed in the dugouts. Each team is responsible for dugout maintenance and trash pick up on their side of the field, including the bleachers, at the conclusion of the game.

Foal - Bronco: No metal cleats are allowed!

Foal - Pony: No embellishments of any kind can be added to the basic team uniform (socks, belt, pants, sleeves, jersey, hat) except for names, nicknames or initials, which can only be added to the back of the jersey and/or embroidered on the hat.

NO USE OF TOBACCO PRODUCTS IN THE STANDS, DUGOUTS, OR PLAYING FIELDS IS ALLOWED.

18. CONTINUATION OF A SUSPENDED GAME/ RESCHEDULED GAMES

A suspended or rescheduled game must be resumed or made up as soon as possible. After being informed by the Division Commissioner of the need for a make-up or continuation situation, the Player's Agent will determine dates available for rescheduling suspended or rained out games. Each Manager involved will have the right to refuse one date given, unless no other options are reasonably available. Once a date has been decided upon, the General Managers and Head Umpire must be informed so that the field can be ready and umpires present.

If Pool Players were used, but are unavailable for the rescheduled time, and Pool Players are still needed, new players can be picked from the approved list of Pool Players. New players present for whatever reason will be placed at the bottom of the batting order, with roster players batting ahead of pool players. Players who are absent will be scratched from the line-up.

Players who were previously removed from the mound will not be allowed to pitch again, however, the pitcher who was pitching when play was suspended will be allowed to continue until he/she has reached the total # of innings allowed in one game. New regular roster players will be allowed to pitch as needed, but are subject to normal pitching limitations for the game. All suspended and or make-up games will be continued with time limitations and minimum inning requirements still applicable.

19. HOME/VISITING TEAM/OFFICER OF THE DAY DUTIES

These responsibilities will be listed on a handout distributed at the beginning of each season. Home Team Managers of the first and last games of the day will be responsible to make sure that all duties are performed (see LAYB Officer Of The Day Duties handout or Pony O.D. duties list). Performance of these duties must be strictly enforced by the Commissioners. ONE WARNING WILL BE GIVEN FOLLOWED BY A ONE (1) GAME SUSPENSION OF THE MANAGER FOR FAILURE TO COMPLY.