

Local League Rules

Last Updated on *December 13, 2022*



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 AND MINIMUM/MAXIMUM TEAM SIZES

Pinto-Pony: 8 players must be present no later than 15 minutes after the scheduled start time of the game to avoid forfeiture. The game start time does not augment from an eligible player delay and will be counted from its posted start time. Teams must have 8 players at all times to avoid forfeiture. The maximum number of players allowed on each roster will be 12 for all divisions.

If a team has 8 players, all 8 shall play in the field and all 8 shall bat. The 9th batting spot in the lineup SHALL NOT be declared an automatic out.

4. POOL PLAYERS

Pinto-Pony: The last three players taken in the draft for each team will be designated as pool players for that team. The division commissioner reserves the right to revise and remove any player from the pool list that becomes, or is identified as, an “impact player” during the course of the season.

Each Manager will be given a list of Pool Players by the Division Commissioner at the beginning of the season, which he/she can use if he/she feels that he/she may not be able to field a team with 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 number 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.

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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 9 players for the duration of the game. 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 GAMES AND 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. **Innings begin the moment the previous inning has ended.** Play will be stopped 15 minutes (10 minutes for Foal) prior to the schedule start time of the next game. In a case where a scheduled Umpire is unavailable, **during the regular season** the game must commence on time with a substitute Umpire who is acceptable to both Managers. **In playoffs, the game will be postponed or rescheduled, unless coaches agree upon substitute umpire.**

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 number 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.
3. Player not at original game, may play in the completion of a suspended game.

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 and 15 minutes (or as scheduled).

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

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

Bronco/Pony: 7 innings, time permitting. Official game = 5 innings. No new inning after 2 hours and 15 minutes, "drop dead" at 2 hours and 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. For the last game of each day, it is the umpire's discretion to extend a game if it is near completion to avoid a future make-up game.

6. RUN LIMITS AND INNING LENGTHS

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

Shetland: 3 outs per 1/2 inning. 5 run maximum per 1/2 inning.

Pinto: There shall be a maximum of 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 5 runs scored per ½ inning in innings 1-4 after which unlimited scoring is allowed. There is no Mercy Rule in effect in Mustang.

Bronco: A 10 run Mercy Rule takes effect after 5 innings of play.

Pony: A 10 run Mercy Rule takes effect after 5 innings of play.

7. PITCHING RULES AND 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: Machine is to be on the field from the beginning of the season. Machine pitch first and then coach pitch. Coaches shall pitch underhand or overhand to all players. Total of 5 chances to put the ball in play including tee swings. Pitching distance is 38 feet. A player will field the pitcher's position as in Foal. Players may slide into bases. Catchers can either squat or stand behind the plate.

Pinto: A player may pitch a maximum of 2 consecutive innings per game, and a total of 4 innings per week. Managers 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 **per outing**. No balks will be called. If a pitcher has pitched 2 innings, he/she may not pitch the following day.

Coach pitch will be implemented after a walk. Coach is required to stand up and have at least one foot on the pitching plate. Pitcher is to take a position on either side of the mound, equal to or behind the mound

and with one foot touching the dirt. If a coach is unintentionally hit by a batted ball while coach pitching, the ball is dead and considered foul. No runners may advance. The pitch counts towards the 5-pitch total.

If a batter is hit by pitch from a kid, the batter will choose to take their base or to have the Coach pitch. If they choose Coach Pitch, the count will start over. Once the coach comes on, the batter will have 5 pitches to put the ball in play or the batter will be called out.

No Intentional walks. A pitcher may not pitch to a new batter if he has already thrown the maximum number of pitches but may finish pitching to the current batter. Maximum pitches per game (regardless of innings) is 45 for the first 4 weeks of the season and 50 thereafter including playoffs.

Mustang: A player may pitch a maximum of 2 consecutive innings per game, and a total of 6 innings per week. **Pitchers must be changed if they hit 3 batters per outing.** Balks, leadoffs and steals will occur as in MLB. Each pitcher will be given 1 “balk warning” per game. The “balk warning” is an automatic dead ball. “Balk warnings” will go away once playoffs start. If a pitcher has pitched 2 innings, he/she may not pitch the following day.

No intentional walks. A pitcher may not pitch to a new batter if he has already thrown the maximum number of pitches but may finish pitching to the current batter. Maximum pitches per game (regardless of innings) is 45 for the first 4 weeks of the season and 50 thereafter including playoffs.

Bronco: A pitcher may pitch a maximum of 3 innings in any 1 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 by any team is finished. Beginning the Monday of the 5th week, all pitchers for the remainder of the season may pitch 9 innings in a week and a pitcher may not pitch to a new batter if he has already thrown 60 pitches but may finish pitching to the current batter.

If a pitcher has pitched 3 innings, he/she may not pitch the following day. 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 by any team is finished. Beginning the Monday of the 5th week all pitchers for the remainder of the season may pitch 7 innings in any one day but may not pitch to a new batter if he/she has already thrown 70 pitches, but may finish pitching to the current batter. Pitchers must have 3 days 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 8 warm-up pitches; continuing pitchers get no more than 5 warm-up pitches. All time limits between appearances are referenced to start times of games. Even 1 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 the same game once he/she has been removed from the mound.

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 of 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 players spot will be skipped without penalty.

9. BATTERS AND BASERUNNERS

Foal- Pony: All batters and base runners must wear protective helmets at all times!

Foal: No sliding into bases.

Foal/Shetland: No leadoffs or stealing.

Shetland-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. If a batter steps into the batter's box without a protective face mask, he/she shall be declared out.

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). If a catcher attempts to throw out a base runner after a lead (back-pick), the ball becomes live and the runner may advance at their own risk. Runners at third base can advance only in the event that they are forced by bases loaded, hit batter situation, or anytime 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 and the ball is not hit, he/she must return to the base they left prematurely. If a runner leaves the base early 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. 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).

Mustang: There shall be NO dropped third strike (i.e., batters will not be able to advance to first base in the event the ball is not cleanly caught by the catcher). Base runners may steal any base, except home (i.e., home plate is "closed", and runners may not advance on a passed ball, wild pitch and in between pitches when the catcher is throwing the ball back to the pitcher).

10. TIME-OUTS AND COACHING PLAYERS ON THE FIELD

Pinto-Pony: The Umpire may call time when, in the Umpire's judgment, the defense has stopped the forward progress of the runner(s). 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/she 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 1 offensive timeout will be allowed per 1/2 inning.

Pinto: When the ball is in the possession of an infielder and in the Umpires judgment, all play on the runner or runners has ceased, the Umpire shall call "time". The Umpire 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.

- a) The pitching distance between the mound and home plate is 40 feet.

11. PLAYER SUBSTITUTION AND POSITION LIMITATIONS

Foal-Pinto: All players play the whole game.

Foal-Pony: No Shift. All teams must have 6 infielders (i.e., a pitcher, a catcher, 2 infielders to the left and 2 infielders to the right of 2nd base)

Pinto: Maximum of 6 infielders (including pitcher and catcher). Outfielders must be on the outfield grass until the pitch crosses the plate or the batter strikes the ball. All players shall play on defense the whole game.

Mustang: Maximum of 6 infielders (including pitcher and catcher). 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. If a team has 11 players, the team must play 10 players on defense (i.e., 4 outfielders). If a team has 10 players, they must play no more than 9 players on defense (i.e., 3 outfielders).

Bronco-Pony: A maximum of 9 players can play defensively at any time.

Pinto-Pony: Free defensive substitution. All substitutes must enter the game by the 2nd inning and must not sit out 2 consecutive innings. Players must play the full inning to be credited for an "inning played". 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 1st).

Pinto-Pony: The use of a courtesy runner, when there are two outs, in place of the player to be serving as catcher in the following inning is highly encouraged to maintain a faster pace of play.

12. COACHING LIMITS

Foal/Shetland: 4 total. 2 dugout, 2 base. Only 2 defensive coaches are allowed on the field.

Pinto: 4 total. 2 dugout, 2 base.

Mustang-Pony: 4 total. 2 dugout, 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 and a hard collision occurs.
- 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- Mustang: He/she slides headfirst into any base while attempting to advance, unless it is a "rundown" play.
- e) Shetland-Pony: The catcher or other defensive player may not block the pathway of a runner attempting to score unless he/she has possession of the ball. If the catcher blocks the runner before he/she has the ball, the umpire may call the runner safe. All calls will be based on the Umpire's judgment. Runners are not required to slide and catchers in possession of the ball are allowed to block the plate. However, runners who do slide and catchers who provide the runner with a lane will never be found in violation of the rule.
- f) 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.

Anyone found violating any of the LAYB property rules, including the use of tobacco, alcohol, or sunflower seeds, will be asked to stop immediately and is subject to ejection, suspension, forfeiture of game or other disciplinary action.

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, Parent 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. Parents, Managers and Coaches who are serving their suspension may not be on the LAYB premises for the game(s) in which they are suspended.

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 the 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 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 i.e., 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 (3 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 X.". During the playoffs protests will be addressed immediately.

Within 48 hours, the protesting Manager will deliver a written protest to the Division Commissioner. 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 AND DEFINITIONS

Bats: In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball has adopted the new USA Baseball bat standard (USABat). Effective January 1, 2018, with the exception of -3 (BBCOR certified), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. All 2 1/4" and 2 5/8" minus factor bats -5, -7, -9, etc. used in 2017 will be illegal to use in 2018.

Tee ball bats are not required to undergo lab testing to receive approval under the USABat program. However, to be approved for play, tee ball bats must carry the USA Baseball mark accompanied by the following text: "Only for Use With Approved Tee Ball Bats." If you already have a tee ball bat you would like to continue using, all you have to do is purchase a USA Bat sticker directly from USA Baseball and place it on your bat. Tee ball bats manufactured after the new rule was adopted will already include the USABat Baseball mark.

Penalty for Use of an Illegal Bat:

- a) If detected before the first pitch of an at bat, the bat shall be removed from the game. An out is not recorded.
- b) If detected after the first pitch (whether the pitch is swung on or not), the batter is declared out and base runners shall not advance.
- c) If detected after a ball is hit, the batter is out, and base runners shall return to their original base prior to the hit.

Neither a player nor coach will be removed from the game. The protest of an illegal bat must be made according to MLB and LAYB rules for a protest. You cannot protest the illegal bat once the next pitch has been thrown by the pitcher to the next batter. Once the next pitch has been thrown and an illegal bat has been discovered by the prior batter, then the bat will be removed from the game, and game continues, no penalty.

Foal: Only the batter should be swinging a bat.

Shetland: No infield fly rule.

Pinto: No infield fly rule.

Mustang: No infield fly rule.

- a) The distance between the bases will be 65 feet.

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

- a. The pitched ball does not leave a 6-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.

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 maybe caught for an out. Balls that are not caught are played as they land, fair or foul. If a ball hits the overhead wire on the "Pony" large field behind home plate, the ball maybe caught for an out or will be a foul ball.

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, after 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, and hat) except for names, nicknames or initials, which can only be added to the back of the jersey and/or embroidered on the hat.

Foal-Pony: All bats used during league play must conform to Rule 8C of the official PONY rulebook. The penalty for use of an illegal bat will be in accordance with official PONY Rule 18E. Exception: The Manager will not be removed from the game and will not be required to sit out their next game.

Foal-Pony: Jewelry, as defined in Rule 8J in the official Pony rulebook, is prohibited.

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

18. CONTINUATION OF SUSPENDED GAME AND 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 number 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 1 GAME SUSPENSION OF THE MANAGER FOR FAILURE TO COMPLY.

20. SPECIAL RULES

League issued jersey with LAYB logo allowed only.

LAYB Board of Directors reserve the right to change/modify/add/delete to the local rules as needed for the best interest of the League and the players.