

COYBSA RULE BOOK 2012

PREFACE

The rules contained herein have been created and adopted to both clarify and augment the rules found in the 'OFFICIAL BASEBALL & SOFTBALL 2012 RULES' as printed by the Sporting News on behalf of Major League Baseball and the 'RULES OF PONY BASEBALL' as printed by Pony Baseball, Inc. (under whose auspices the Baseball Divisions of this Association operate). Other than those modifications deemed necessary to insure that the rules are consistent with the strengths and skill levels generally found in players in each division, there has generally been no intentional attempt to make any other changes.

The notable exception to that practice has occurred in those instances where special rules have been necessary to address local needs or conditions, or where the rules found in the "Official Baseball & Softball 2011 Rules" and the "Rules of Pony Baseball" have been deemed contrary to the best interests of COYBSA participants.

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

COYBSA is a member of the Amateur Softball Association (ASA). Therefore, ASA Rules are followed with the exception of the modification contained in this document.

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SECTION 1: GENERAL CODE OF CONDUCT

- 1.01 No profane language or derogatory comments will be allowed by managers, coaches, players, parents, or fans. The penalty for violation may be ejection by an umpire. In the event of a second violation in the same game, the penalty in all cases will be ejection. All managers and coaches are required to take any steps necessary to insure the proper conduct of all the aforementioned parties – and in particular to conduct themselves in a manner that is above reproach.
- 1.02 Harassment of or yelling at members of the opposing team (particularly the pitcher or umpire) is prohibited. Cheering is to be limited to encouraging teammates, not disparaging opponents. Violations may, in the umpire's sound discretion, result in warning, ejection of the offending party, or if necessary, forfeiture of the game.
- 1.03 The presence of alcoholic beverages or non-prescription drugs on or about the person, or the presence of persons using or under the influence of such drugs or alcohol is detrimental to COYBSA and is **strictly** prohibited. Managers and coaches are required to assist in assuring that players, parents and fans of their respective teams are not in violation of this rule.
- 1.04 Each team is responsible for cleaning the dugout, bleacher area, and surrounding area fields after each game or practice.
- 1.05 Smoking or chewing tobacco in the dugout or on the playing field is prohibited. COUSD rules on tobacco on district property include practice facilities.
- 1.06 Use of cell phones and other electronic devices are prohibited on the field or inside the dugouts.

MANAGERS AND COACHES CODE OF CONDUCT

- 1.07 As a manager, you are the source of inspiration to your team. The team will be strongly influenced by your ideals. You are a representative of COYBSA to the parents of your team.
- 1.08 Emphasize good sportsmanship and maintain good discipline whether in practice or in a game.
- 1.09 Team members will be expected to maintain orderly conduct on the bench.

- 1.10 Keep close surveillance of your team. Emotional problems of any team member should be handled quickly, quietly and privately.
- 1.11 Managers and coaches must refrain from shouting at team members in anger. Remember, you as a manager/coach are always under public scrutiny and an example to your team.
- 1.12 No manager or coach shall be allowed to conduct an organized league practice without a minimum of two adults present for the duration of the practice. In the softball division one of the adults must be female.

PLAYERS CODE OF CONDUCT

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

SECTION 2: GENERAL OPERATONAL RULES

- 2.01 All individuals who wish to be considered as a manager must complete a COYBSA Manager Application and present it to the Commissioner of the division in which he/she would like to manage. All managers and coaches will be fingerprinted.
- 2.02 Selection of managers shall be according to the COYBSA By-Laws.
- 2.03 In the event any division has more teams than managers, the Commissioner and the Director of Baseball/Softball will make every effort to fill the manager slots.
- 2.04 Every player may, prior to the conclusion of tryouts, identify one potential manager that he/she, and his/her parent or guardian, does not wish to be drafted by. This request in writing will be made to the Commissioner of the Division or the Director of Baseball/Softball.
- 2.05 At least one adult manager or coach who has been approved by the COYBSA Board of Directors must be present at all games and practices.
- 2.06 Managers and coaches must be inside the dugout or defined manager's box adjacent to the actual dugout and off the playing field when play is in progress, except as provided in Sections for 6U and Shetland.
- 2.07 Only the manager or acting manager shall converse with umpires and/or the official scorekeeper to contest or clarify a ruling or to make substitutions. All such conversations shall be kept private and unemotional and shall not interfere with normal play.
- 2.08 Each manager must conduct a meeting with the parents or guardian of the players of his/her team prior to the start of the regular season. At least one parent or guardian of each player must be present at such meeting to ensure all parents/guardian understand league procedures and rules.
- 2.09 Managers and coaches are not allowed behind the backstop screen during the games; no coaching of any kind directed to players on the field shall be allowed from any area other than the playing field and/or the dugout.
- 2.10 Any manager or coach who refuses to field his/her team or removes his/her team from the playing field after fair warning from the umpire will forfeit that game and will be immediately suspended for the next two games. This suspension may not be appealed.

- 2.11 The Division Commissioner will make every attempt to reschedule all canceled or suspended games that are not official. Pitching/catching rules as defined under these rules are enforced at the time the game is replayed or continued as if played on its originally scheduled date. In baseball, the 40hr rest rule still applies.
- 2.12 All parents are required to work in the snack bar or pay the snack bar fee. The penalty for not working the snack bar or paying the fee will be, your child will not play in the next 2 games of the season or at the end of the season your child will not receive their trophy. If you cannot work the snack bar on the scheduled date you can get an alternative date from the Snack bar chairperson. Snack bar fees are pre set before registration. (This year's fees are as follows: \$25.00 early buy out, \$35.00 after registration, \$40.00 if you fail to show up.)

SECTION 3: GENERAL GROUND RULES

- 3.01 No fence drills are allowed on any field within COYBSA or at any practice field.
- 3.02 The playing boundary lines on those fields that do not have permanent boundary fences shall be an imaginary line that is a projection of the 1st and 3rd base screen.
- 3.03 Home team must return bases to the equipment shed after completion of play on weekday games and the last Saturday game. Failure to abide by this rule will result in a one game suspension for the Manager. Should the bases be lost or stolen, the Manager will reimburse the league for the cost of replacing the bases before they can manage again.
- 3.04 The Plate Umpire will always record the official starting time with the official Scorekeeper. If anytime is added to the official time, the Umpire will make both managers aware of the additional time.
- If delays of a game exceed more than three (3) minutes due to injury or other unforeseen events, the Plate Umpire may add equal time to the official starting time.
- 3.05 When all games are completed, the teams must clean their dugouts and leave the field immediately so the next game can start at its scheduled time.
- 3.06 All night games that are scheduled during the midweek (Sunday thru Thursday) shall have no new inning start after 10:00 P.M. (This applies only when the midweek game is followed by a school day).

- 3.07 Should a team refuse to continue a game once a final ruling has been made by the umpire(s), the game shall be ruled a forfeit and the opposing team shall be declared the winner. The Executive Board shall take disciplinary action against any manager, coach or player who is determined to have caused such conduct.
- 3.08 If any game is declared a forfeit the winning team shall be credited with one run for each scheduled inning in the game regardless of the score at the time the forfeit occurred.

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

SECTION 4: DRAFT PROCEDURES

Pony Draft, ages 14 and 13 only

- 4.01 You as an approved manager may bring in up to 6 players from any city to play in COYBSA. Players you have selected must be declared in writing by parent, to the Division Commissioner before tryouts begin. Any player not declared in writing before tryouts begin, is eligible to be drafted, No Exceptions!! You will draft the remaining players to fill your roster from our pool of players. At draft, the players you have brought (up to 6) will be positioned as your first 6 draft picks regardless of age. Draft will be subject to talent and not age. All players selected in the draft will return to the draft next season unless you select a player to replace one of your top six. If any player lives out of COYBSA's boundaries then said player will be ineligible to be an All Star. This said player is eligible to play in all other tournaments. This rule supersedes rules 4.11, 4.12, and 4.13. No team shall have more than 8 players of either age group.

General Draft Procedures All Divisions

- 4.02 All first year players in all divisions/and any player who did not participate the previous year (except Shetland/6U) are required to attend and participate in an official COYBSA tryout for the division in which they shall be participating in accordance with the rules of Pony Baseball, Inc./ASA Softball.
- 4.03 Unless retained the sons and daughters of managers shall be required to attend and participate in an official COYBSA tryout for the division in which they shall be participating, in accordance with the rules of Pony Baseball, Inc./ASA Softball.

- 4.04 If retained by the manager of a team for whom they played the previous year second year players are excused from attending an official COYBSA tryout for the division in which they shall be participating.
- 4.05 Tryout shall be conducted no later than twenty-one (21) days following the last official registration date.
- 4.06 Tryouts shall be conducted by each Division Commissioner and should be attended by all managers.
- 4.07 No tryouts will be held for Shetland/6U age players.
- 4.08 Tryouts in all divisions (except Shetland/6U) shall be conducted for the purpose of allowing each manager the opportunity to determine the skill levels of those players who will be available in the draft.
- 4.09 Unless excused in accordance with these rules, players who do not attend an official COYBSA tryout for the division in which they shall be participating, shall be a lottery pick (hat pick), unless, in the option of the Division Commissioner, the player is known. In the instance of a known player, the Division Commissioner shall apprise all managers in that players division of the qualities and known talents of that player. The known player is eligible to be drafted.
- 4.10 The Executive Board, upon recommendation of a Division Commissioner, or upon its own motion, shall reserve the right to require all players for a division to attend and participate in an official COYBSA tryout, in accordance with the RULES OF PONY BASEBALL, INC./ASA Softball.
- 4.11 In all divisions (except Shetland/6U) each returning manager shall retain all-returning players who played for that team in their first year of participation in that division.
- 4.12 Any manager or retained coach wishing to not retain any of his returning players will need to provide, in writing, the reason(s) for not retaining players to the Division Commissioner and is subject to appear at a meeting of the Executive Board to show just cause for their action.
- 4.13 A manager new to a division shall have the option to have his/her entire team attend that division's tryouts for the purpose of assessing each player's skill level. Immediately following said tryouts, such manager shall inform the Division Commissioner and all other managers if he/she intends to retain all or none of the returning players.

- 4.14 Players not designated as retained shall, without exception, be required to attend and participate in an official COYBSA tryout and will be subject to the draft in their division.
- 4.15 All sons and daughters or brothers and sisters of any manager shall be automatically assigned to the team for which their parent/sibling is responsible, and shall not be eligible for draft by any other team.
- 4.16 Likewise, any player who has brothers or sisters within that division drafted by or assigned to a team, shall also be assigned to that same team (unless the express written permission of the player's parent/guardian is obtained before the draft is conducted and unless an announcement of that player's availability is made to all other managers before commencement of the draft).
- 4.17 For the purpose of these rules, a player identified in section 4.15 shall be considered "retained" and should be evaluated by all managers and placed no lower than the third round. Each additional brother/sibling within the same division shall be designated as the next available draft choice for that manager. Final decisions regarding placement of players identified in Section 4.15 shall be vested with the Division Commissioner and Director of Baseball/Softball. In no event will a player identified in Section 4.15 be placed lower than the third round.
- 4.18 No provisions shall be adopted to allow the "freezing" or retention of players whose parent(s) or sibling(s) volunteer as a coach, and any such player shall be selected in the draft as per these rules. As such, it is recommended that coaches not attempt to align themselves with a specific team or manager prior to the draft unless a coach's son/daughter/sibling has already been designated as a retained returning player in accordance with these rules.
- 4.19 The Commissioner of the Shetland/6U Division shall assign all players to teams within that division based on criteria such as age, the schools they attend, their residences in relation to that of other players and/or that of managers and coaches, ability to share transportation with other teammates, etc. All reasonable accommodations shall be made at this level to assign players to teams which will be most satisfying (i.e. friends on the same team, etc.), convenient, and practical for both the player and his/her parents. No draft will be conducted at this level.
- 4.20 A player draft by managers or their designees shall be utilized to determine team assignments of non-retained players in the all divisions except Shetland/6U.

- 4.21 Player drafts shall be conducted as soon as possible following tryouts, but no later than three (3) days after those tryouts, and shall be conducted by each respective Division Commissioner.
- 4.22 In divisions that are aligned, all teams will draft players until all available players in that division have been selected for a team.
- 4.23 Draft positions for all teams in all divisions conducting player drafts shall be in the reverse order of finish for the previous year's regular season play (i.e. the team with the worst win/loss record the previous year shall have the first choice of draft position, and the team with the second worst win/loss record the previous year shall have the next choice of draft position, etc). In the event of a tie in win/loss regular season play, the order of draft selection for those teams shall be determined by a draw to be conducted by the Division Commissioner.
- 4.24 In the event that a team is added to a division that had a lesser number of teams the previous year, the team being added will be considered, for the purposes of the draft, to have finished last the previous year and therefore have the first choice of draft position. All other teams will receive draft positions as if they finished the previous season on position higher in the final standings.
- 4.25 In the event that more than one team is added to a division that had a letter number of teams the previous year, the determination of which of those teams will have the right of first, second, third, etc. choice of draft position (per Section 4.24) shall be determined by a draw conducted by the Division Commissioner. Thereafter, all other provisions of section 4.23 shall apply.
- 4.26 The player selection process for each round shall be conducted in accordance with the "Draft Graph" of COYBSA (i.e. the first round to be conducted in accordance with Sections 4.23, 4.24, and 4.25 herein); the second round to be conducted in the reverse order of the first round so that the team selecting first in the first round shall select last in the second round, etc.
- 4.27 All players classified as retained by a team pursuant to section 4.11 shall be charged as the earliest possible draft choices of that team in accordance with their applicable age rounds.

Example: Manager "A" retains five (5) players whose ages classify them as second year players within that division. Application of Section 4.27 results in manager "A" having no draft round selections for either second year players or players-at-large (if the number of retained players warrants such) until the sixth round.

- 4.28 Once in the draft room, cell phones shall be turned OFF and will not be turned ON until the draft and all potential trades are completed.
- 4.29 Draft rounds in all divisions shall proceed as follows:
- a) The selection of maximum age players within that division will begin in round one (1) and continue until there are not enough draft-able (not including hat picks) players to fill a complete round.
 - b) The selection of minimum age players within that division will begin the next round and continue through the completion of round nine (9).
 - c) Rounds ten (10) and above shall be open for selection of either minimum or maximum age players within that division.
- 4.30 A manager may elect to pass once in any given round at the time his/her time to draft is called. Should a manager pass, his/her draft position will be automatically shifted to the last selection in that round. In the event more than one manager elects to pass, the draft position of the second and successive managers who elect to pass shall follow that of the manager first electing to pass. All managers shall be required to make one selection in each round regardless to a team's ultimate draft position in a given round. Under no circumstances shall arrangements or trades be made that would allow any manager to bypass an entire round in order to have multiple selections in a subsequent round.
- 4.31 All players shall be notified of their team assignment by their managers within forty-eight (48) hours of the completion of the draft or player assignment.
- 4.32 In all Divisions, every effort shall be made to insure that a team will not be under strength for over fourteen (14) days, whether the result of injury or a player resigning.

When a player resigns, the manager must notify the Commissioner in writing within seven (7) days. The Commissioner will confirm the resignation with the parents, notify the Director of Baseball/Softball and replace the player with the next player on the waiting list.

- 4.33 In the event one or more players in a division registers after the draft in any given division, such player(s) shall be assigned to a team by the Division Commissioner in the following manner:
- a) The division commissioner shall review all team rosters to determine those that are under strength.

- b) Maximum roster size in all divisions shall be determined by the President, Director of Baseball/Softball and the applicable Division Commissioner prior to each year's draft, with due consideration given to the total number players in that division. Teams in any division with fewer than the number of players specified above shall be considered under strength only if such circumstance is brought to the attention of the Division Commissioner.
- c) In the event an under strength team has fewer players on its roster than other teams in that division, a player (if available) shall be assigned to that team. (Note: Excepting situations where a replacement is needed due to injury of an existing team member or if circumstances are deemed sufficient by the Vice President of Operations, Director of Baseball/Softball, and the applicable Division Commissioner, two (2) players must be available for assignment before an assignment can be made. The player for assignment shall be selected by draw).
- d) In the event two or more teams are under strength by the same number of players, and there is only one player available for assignment, the Division Commissioner shall conduct a drawing as follows:
 - 1) The names of the under strength teams within that division shall be written on separate pieces of paper.
 - 2) The team whose name is drawn shall be the team to which the available player is assigned.
- e) In the event two or more teams are under strength by the same number of players and there is more than one player available for assignment, the Division Commissioner shall conduct a drawing as follows:
 - 1) The names of the under strength teams within that division shall be written on separate pieces of paper and deposited into one "hat".
 - 2) The names of all players available for assignment shall be written on separate pieces of paper and deposited into a second "hat".
 - 3) Team names in the first "hat" shall be drawn at random. The order in which such teams are drawn shall determine the order in which players shall be assigned.
 - 4) Player names will next be drawn at random from the second "hat", with players assigned to teams in the same sequence in which they were drawn from the first "hat".
 - 5) The drawing shall continue until all available players have been assigned.

- f) Once assigned, players shall not be transferred to another team, except as may be provided elsewhere in the rules.
 - g) Under strength teams shall not have the option of refusing an assigned player.
- 4.34 All managers of under strength teams shall be notified twenty-four (24) hours in advance of any drawing to be conducted to assign late registrants.
- 4.35 There will be a minimum seventy-two (72) hour waiting period following any late registration before the assignment of such a player to a specific team.
- 4.36 The Executive Board on the recommendation of a Division Commissioner shall at any and all times reserve the right to refuse to accept late registrants for assignment to a division should it deem such a decision to be in the best interests of the division in question.
- 4.37 Trades may be made between teams in the same division provided:
- a) The trade is made with the same age and of equal talent.
 - b) The deadline for all trades shall be prior to leaving the designated draft room on the day of the draft, unless extreme circumstances (as determined by the Division Commissioner, Director of Baseball/Softball, and Vice President of Operations) shall warrant otherwise.
 - c) The trade is consistent with the best interests of the players and the division as determined by the Vice President of Operations, the Director of Baseball/Softball and the applicable Division Commissioner.
 - d) The Director of Baseball/Softball and the President approves the trade.
- 4.38 Trade of retained players may be made between teams provided they are made on or before draft day and are approved by the Division Commissioner and Director of Baseball/Softball. All trades must have written consent by the parents.

SECTION 5: GENERAL EQUIPMENT AND SAFETY

- 5.01 Team managers shall assume full responsibility for maintaining and returning all equipment issued to them.

- 5.02 No gear is allowed outside the dugout during the game, except when being used by a team member.
- 5.03 Game balls will be supplied by the home team and a good condition second backup ball by the visiting team.
- 5.04 All players shall wear complete uniform (ASA there are no ½ numbers allowed) as provided or required. Caps/visors provided by COYBSA must be worn. Replacement caps/visors must be **identical** to those originally provided by COYBSA, except material may be different (i.e. wool instead of cotton).
- 5.05 Only jerseys issued by the Association may be worn for game play. Lettering/design must comply with Association guidelines. Sponsor names/logos are not permissible on a player's uniform.
- 5.06 Baseball undershirts (with coordinated sleeve colors) may be worn underneath the standard jersey at any time, but may not be worn in place of jerseys. Players are required to keep their jerseys and undershirts tucked in at all times.
- 5.07 Outer jackets/sweatshirts may be worn during game play in cold weather conditions (except while batting).
- 5.08 Pants must be uniform in color for all members of the same team and must otherwise comply with Association guidelines.
- 5.09 All issued equipment shall be recorded and returned to the Equipment Manager, Purchasing Agent or other designated individual. (Prior to receiving trophies).

SECTION 6: GENERAL TEAM ASSIGNMENT PROCEDURES

- 6.01 A manager, returning within the same division, will have the option to retain his/her team from the previous season if approved by the Division Commissioner, Director of Baseball/Softball and the COYBSA Board of Directors.
- 6.02 A team without a returning manager, within the same division, will be offered first to any returning coach or a parent who was on the roster of that team the previous season. The Division Commissioner, Director of Baseball/Softball, and the COYBSA Board of Directors must approve the coach or parent. (***Note: it is not in the spirit of this rule that a returning Manager would step aside for a Coach who had a child on the team last season, but said child has moved to another division, to take over as*

Manager for the express purpose of retaining another child coming up to that division. The Director of Baseball/Softball shall NOT allow this.)

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

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

- 6.04 Having matched the number of managerial candidates with the number of teams, a lottery will be held to determine the order selection within the team drawing.

All open team names will be placed in the hat and the manager will draw from the hat as outlined above for their new team.

SECTION 7: GENERAL EJECTIONS, SUSPENSIONS & EXPULSION

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

- 7.05 A suspended player must be in uniform but restricted to the dugout for the game in which the suspension is imposed before being eligible to play again in league competition.
- 7.06 All players are subject to disciplinary action by their managers and coaches. A player may be suspended by his/her manager/coach in accordance with sections 7.02 and 7.04 upon approval of the Division Commissioner. Subsequent offenses by players shall be brought to the immediate attention of the Division Commissioner and the Director of Baseball/Softball and may subject such players to possible expulsion from the Association upon Board approval.
- 7.07 When a manager or coach is ejected from a game, he/she shall leave the field and the immediate area for the remainder of the game. He/she shall take no further part in or cause any disruption in the game. Failure to do so will result in your team forfeiting the game. Following the game, the umpire association will contact a league official with all the pertinent facts regarding the ejection. The ejected manager or coach will be suspended from the next game, cannot attend the game and will instead serve that time as a volunteer somewhere else at the park - to be determined by the Commissioner, Director of Baseball/Softball, and President.

Any manager or coach who wants to appeal their suspension must pay a \$25.00 Appeals Fee and must submit in writing their appeal to the Division Commissioner or Director of Softball/Baseball. This appeal must be received within 24 hours from the time of the ejection. If a ruling has not been rendered prior to the next scheduled game, the suspension will be waived until such a decision has been rendered. If the appeal is NOT upheld the fee is non-refundable. If the appeal IS upheld, the fee will be refunded and the ejection will be void.

- 7.08 If a manager or coach is ejected a second time during the season, the ejected manager or coach will be suspended from the next two games and will serve that time volunteering at the park. Any manager or coach who wants to appeal their suspension will follow the same process outlined above.
- 7.09 If a manager or coach is ejected a third time during the season, the Executive Board will suspend him/her pending review. Subject to disciplinary action up to dismissal for the remainder of the season. Any manager or coach who wants to appeal their suspension will follow the same process outlined above.
- 7.10 The Board of Directors reserves the right to expel any manager, coach or player who it has determined to be in violation of Association rules, whether the basis of such expulsion involves a single serious occurrence,

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

SECTION 8: SCOREKEEPING ALL DIVISIONS EXCEPT SHETLAND AND 6U

- 8.01 Scorekeeper is under the direction of the umpire during the game and must adhere to the umpire's request.
- 8.02 No later than three (3) weeks prior to the first scheduled game, each manager shall supply the head scorekeeper a minimum of two (2) names of individuals selected to represent that team as official scorekeepers.
- 8.03 All individuals designated as official team scorekeepers should attend a scorekeeper's training session prior to the commencement of regular season play.
- 8.04 The home team shall be responsible for supplying the official scorekeeper and for keeping the official scorebook.
- 8.05 The home team shall be responsible for obtaining the official scorebook and returning it to the snack bar at the conclusion of each game. Should another game be scheduled to immediately follow on that same field, the scorekeeper may leave the official scorebook at the scorer's table in the custody of the scorekeeper or other representative of the home team for the succeeding game. The scorekeeper for the last game of the day shall be responsible for returning the official scorebook to the snack bar.
- 8.06 Each manager shall provide the official scorekeeper with his/her starting lineup and team roster (to include last and first names and number) at least ten (10) minutes before the start of the game. All team members who are absent or unable to play due to injury or suspension must be noted on the team roster.
- 8.07 Lineup changes will be given to the official scorekeeper by a designated team representative only between innings or during official timeouts, and all such changes will be reported to that scorekeeper while behind the backstop and/or away from the playing field.
- 8.08 The official scorekeeper should notify managers, coaches and umpires of any ineligible player, or player batting out-of-order so that the irregularity may be immediately corrected. In the event play has resumed prior to discovery of the irregularity, the umpires shall determine what corrective

action, if any, shall be taken to resolve the irregularity equitable so that the game may continue. No appeal of the umpire's decision shall be allowed on these matters and such games may not be played under protest.

- 8.09 Scorekeepers are prohibited from coaching from the scorer's table.
- 8.10 Verbal comments by scorekeepers from the scorer's table or bench encouraging players should be kept within reasonable limits, and are subject to the control and discretion of the umpires.
- 8.11 For purposes of scorekeeping and compliance with divisional rules herein regarding the maximum innings that may be pitched per week, any pitch thrown by a player from the pitcher's plate shall be considered a complete inning pitched, regardless of the number of subsequent batters faced or outs made within that inning.
- 8.12 On any protest, the official scorekeeper will notify the Division Commissioner within 24 hours after the final out of the game being protested.

SECTION 9: EQUIPMENT AND SAFETY – SOFTBALL

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

Division	Ball used
6U	10" optic (yellow) Dudley, debeer, Worth or equal RIF
8U	10" optic (yellow) Dudley, debeer, Worth or equal RIF
10U	11" optic (yellow) Dudley, debeer, Worth or equal .47 Core
12U	12" optic (yellow) Dudley, debeer, Worth or equal .47 Core
14U	12" optic (yellow) Dudley, debeer, Worth or equal .47 Core

- 9.04 Beginning January 11, 2000 only bats that bear an ASA approved certification mark or which are included on a list of published by the ASA National Office which signifies that such bat model's complies with the ASA bat performance standards in all ASA play, are permitted.
- 9.05 No jewelry of any kind (except emergency medical condition bracelets) may be worn by a player on the field or in the dugout during practice or

games. Jewelry shall include, but not be limited to, rings, bracelets, chain necklaces, watches, and earrings.

9.06 a) All batters and base runners must wear helmets with chin straps and face masks. Sliding pads are to be pulled up over the knee.

b) In Championship play, all batters and base runners must wear NOCSAE approved helmets with chin straps and face masks.

SECTION 10: GENERAL SOFTBALL RULES

10.01 Tie games will be considered one half ($\frac{1}{2}$) win, one half ($\frac{1}{2}$) loss. (Exception: Divisional Championship games will not end in a tie.)

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

10.03 At least one manager, coach or adult woman, but no more than three (3) adults will be in the dugout or on the playing field at any one time unless approved by the Division Commissioner.

10.04 There will be no co-manager. A coach will fill the manager's position in the manager's absence.

10.05 A designated female 18 years of age or over must be in attendance at all practices.

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

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

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

10.06 Time/Inning Limit

6U – No new inning after 1 hour or 3 innings maximum

8U – No new inning after 1 hour 20 minutes or 5 innings maximum

10U - No new inning after 1 hour 30 minutes or 6 innings maximum

12U - No new inning after 1 hour 30 minutes or 7 innings maximum

14U - No new inning after 1 hour 30 minutes or 7 innings maximum

Any game played within the time limit is a legal game

10.07 Run Ahead Rule – In all divisions, if a team is leading its opponent by 10 runs after 5 innings, 4½ if the home team is ahead, the game will be completed and declared the winner under the Run Ahead Rule.

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

10.08 Any scheduled game or playoff game shall be required to have a minimum eight (8) players on the field to start or continue the game. If a manager knows that he/she will not have the minimum number of players required to play a game, he/she must give the Division Commissioner and the Director of Softball a minimum of 48 hours notice so they may notify the umpires scheduled to work that game. If no 48 hour notice is given, the game shall be ruled a forfeit. The league will reschedule the game as soon as possible however there is only one (1) rescheduled game allowed per season. The manager will be required to pay a non-refundable \$50 rescheduling fee or the game will be ruled a forfeit. This DOES NOT apply to rainouts, etc.

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

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

10.11 Minimum Play

- a) Free substitutions with the exception of the pitcher. Only the starting pitcher can re-enter one time (see Rule 10.13).
- b) All players on the roster who are present will be in the batting order and bat.
- c) 8U: All players present at a game must play a minimum of two (2) innings and enter no later than the top of the third (3rd) inning.

10U: Every player on each team will have a minimum of two (2) complete innings of play and one (1) turn at bat per scheduled game and five innings minimum per week.

12U and 14U: Every player on each team will have a minimum of three (3) complete innings of play and one (1) turn at bat per scheduled game and six innings minimum per week.

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

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

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

- e) PENALTY: Any manager failing to fulfill minimum playing time of any player on his/her team shall be required to play that player the complete next scheduled game. (Absent and injured exception does not apply.) Also, the Division Commissioner shall investigate the circumstances surrounding the violation and make a recommendation to the Director of Softball who shall take the matter to the Executive

Board of COYBSA. The manager shall be subject to suspension or other penalty as determined by the Executive Board of COYBSA. Forfeiture of games is automatic when manager does not comply with the above-stipulated rule.

10.12 Distance between the bases:

Division	Number of Feet
14U	60
12U	60
10U	60
8U	60
6U	55

10.13 Pitching Eligibility

- a) 6U Coach pitch only
- 8U 3 innings per game 6 total innings per week
- 10U 7 total innings per week
- 12U 8 total innings per week
- 14U 9 total innings per week

Note ASA Rule: Both feet in contact with pitchers plate – All Divisions

- b) Week begins on Monday week ends Saturday. Eligibility for Sunday make up games will be determined from the originally scheduled week. If the eligibility cannot be established, the game will be played under protest. Division Commissioner and Director of Softball will determine a decision based on information provided. Games results will be final.
- c) PENALTY: If a pitcher exceeds the maximum number of innings allowed per game or week, there shall be an automatic protest called, the pitcher is removed and the game shall be resumed from that point. In order to violate the maximum number of innings allowed, a pitcher must have pitched a ball to a batter. Warming-up does not constitute violation. Also, the pitcher shall be ineligible to pitch in the next two (2) games. The manager shall be ineligible for the remainder of the game in which the violation occurred and the next two scheduled games.

10.14 Pitching Distances:

Division	Number of Feet
14U	40
12U	40
10U	35
8U	30
6U	30 (coaches pitch)

10.15 Catching Eligibility:

a)	8U	3 innings per game	6 per week
	10U	4 innings per game	7 per week

b) Week begins on Monday, week ends Saturday. Eligibility for Sunday make up games will be determined from the originally scheduled week. If the eligibility cannot be established, the game will be played under protest. Division Commissioner and Director of Softball will determine a decision base on the information provided. Game results will be final.

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

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

10.17 Drop third strike rule:

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

8U-SOFTBALL

10.18

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

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

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

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

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

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

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

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

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

j) Bunting is allowed.

k) Pitching distance 30 ft.

l) Base distance 60 ft.

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

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

10.19

a) Base paths of 55 ft.

b) The pitchers rubber 30' from home plate, surrounded by a 16' circle.

- c) The ball is a 10" optic yellow RIF.
- d) The length of games shall be three innings or one hour, whichever comes first.
- e) No official umpires. One interested party from each team shall administer officiating, mutually agreed upon by both managers prior to the start of the game.
- f) All players present will bat once through the lineup each inning. Once a game is in progress, players arriving late shall be added to the end of the lineup.
- g) All players present will play a defensive position. All standard infield positions will be utilized, **including the catcher**. The remaining players will be dispersed in the outfield. The player designated as the pitcher must remain within the 16' circle until the ball is hit.
- h) All games shall be played with a manager/coach of the offensive team pitching underhand to the batters. A maximum of five pitches to each batter. If a batter fails to hit a fair ball, a batting tee shall be placed in position and the batter is given an additional three attempts to hit a fair ball. If the batter fails to hit a fair ball within those three attempts, she shall be considered out. To insure continuous play and equality between all players, batter shall under no circumstances be allowed more than the specified number of attempts.
- i) If a manager/coach pitcher is hit by a batted ball, the ball will remain live and in fair play.
- j) If the manager/coach pitcher interferes with a throw or defensive player, the ball will be ruled dead at the point at which the infraction occurred and the batter shall be declared out.
- k) After the ball is hit in fair play, the manager/coach must exit the playing field away from the direction in which the ball is hit.
- l) The ball shall be declared dead and the play over when the ball is returned to the pitcher who positioned with at least one foot in the 16' pitchers circle. To be considered dead, the ball only needs to touch the pitcher and does not have to be in her possession.
- m) Runners within fifteen feet of a base when the ball is ruled dead may advance the base. If not within fifteen feet the runner must return to the previous base.

- n) On any overthrow, all runners may, at their own risk, attempt to advance provided the ball remains in play. If the ball goes out of play, the ball is ruled dead and runners advance one base.
- o) Fielders should be encouraged to make a play to improve their skills and knowledge of the game, and not just throw the ball back to the pitcher.
- p) No stealing bases. No leading off until ball is hit.
- q) No bunting.
- r) The “infield fly” rule does not apply in this division.
- s) No score or divisional standings will be kept.
- t) No leaving the dugout during the game.
- u) Base coaches may not touch or assist runners advancing to the next base.
- v) While on defense, two adult coaches may be on the playing field for instructional purposes only.
- w) Halfway through the season, to advance the structure of the game, the bases will be cleared after three outs are recorded and the half inning ends after the entire line-up has batted.

10.20 **6U Post Season Tournament**

- a) The league will supply an umpire for each game.
- b) The team listed on top of the bracket will occupy 3rd base dugout. Home and visitor determined by coin flip. Score will be kept by the home team.
- c) No new inning after 1hr 15min or 5 innings whichever comes first. Games CANNOT end in a tie. Championship game(s) will be 5 innings, no time limit.
- d) 4 run max per inning. The last inning will be limited to the larger roster (Example: Team A has 10 players and Team B has 13 players. Team A is allowed to bat around until the 13th player has batted).
- e) Mercy: 12 runs after 4 innings (3½ for home team).

- f) Each batter will receive 3 pitches. If the 3rd pitch is hit foul, a 4th pitch is allowed. If a fair ball is not hit, the batter will get 3 swings off a tee. Any ball hit off the tee may advance the runners only one base. If the batter still has not hit a fair ball, she is out.
- g) Base coaches at 1st and 3rd bases only. No coach at 2nd base.
- h) Defensive coaches must remain in foul territory.

SECTION 11: PROTESTS-SOFTBALL

11.01 There are three types of Protests:

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

11.02 Protests shall be made as follows:

- a) The protesting manager must produce a playing rule before the next pitch.
- b) All protests must be submitted by the protesting manager in writing to the Division Commissioner and Director of Softball within 24 hours of the scheduled game time, and be submitted to the protest committee. All written protests must include the Rule Section number or League's General playing rule.
- c) All protests shall be resolved within 72 hours when the COYBSA protest committee received the protest. Results shall be given to the Division Commissioner and Director of Softball, who will notify the managers of the result of that protest. All protest and results shall be maintained on file for the year in which the protest occurred.
- d) Any manager filing an official written protest must pay a \$50.00 protest fee upon submitting their protest. This fee is non-refundable if the protest is not upheld.

SECTION 12: ALL STAR PLAYER ELIGIBILITY – SOFTBALL

12.01 Players who have played in a higher league age classification during the current season are eligible to play in their correct age classification. Any such player must be selected as an All Star Managers pick.

- 12.02 Players who have participated on a team other than their own recreation league team after March 31st of the current season are not eligible.
- 12.03 All players and their parent/guardian must sign an All Star eligibility roster prior to All Star balloting. Any player choosing not to sign the All Star Eligibility roster will not be eligible for All Stars.
- 12.04 The selection of All-Stars shall be conducted at such time as to allow for the announcement of selected players to the general membership no later than the morning of closing ceremonies.

SECTION 13: ALL STAR PLAYER NOMINATIONS – SOFTBALL

- 13.01 Player nominations by each team to the final selection of All Star players ballot, shall be determined by popular vote of each player's teammates. (Except 6U)
- 13.02 Votes shall be secretly cast by written ballot during a team meeting conducted prior to May 1 by the Division Commissioner or his/her designee. Each roster player in attendance shall complete a single ballot and select five (5) teammates he/she believes should represent COYBSA in tournament play. Prior to voting, players shall be encouraged to make their selections based on skill and sportsmanship.
- 13.03 Each team in all divisions shall nominate four (4) players to be placed on the general ballot for final All Star selection.
- 13.04 The Division Commissioner may add player nominations to the ballot, as he/she deems appropriate, with the approval of the Director of Softball.
- 13.05 Upon receipt of the complete ballots, the Division Commissioner shall separately tabulate the total votes by each team in his division. The four-team members from each team receiving the highest number of popular votes from teammates shall be the final four (4) nominees of that team and shall be placed on the general ballot. No other nominating criteria shall be utilized as stated in Section 13.04.
- 13.06 Only players shall be allowed to cast nominating ballots.

SECTION 14: ALL STAR PLAYER ELECTIONS – SOFTBALL

14.01 14U, 12U and 10U: Each team member will be given a ballot. They may vote for up to eight (8) players of the respective division but none from the player’s own team. The team will be selected as follows:

Popular vote	3
Division Manager’s vote	7
All-star managers pick two	2

14.02 A ballot for the 8-U Division shall be prepared by the Commissioner and list all players in the division. Each manager shall vote for at least 8 and no more than 12 players, but may not vote for any player(s) from their own team.

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

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

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

14.05 In the event that a voted player is unable to participate, for whatever reason, the selected All Star Manager has the option to pick-up the next highest vote getter, with the approval of the Division Commissioner, to replace the inactive player.

14.06 6U Division Managers shall provide the Division Commissioner with a list of three players (four with permission of the Division Commissioner) to try-out for the All Star team.

SECTION 15: ALL STAR PLAYER ASSIGNMENTS – SOFTBALL

15.01 All divisions except 6U shall meet with their Division Commissioner to elect those players not elected by player popular vote. Managers shall cast one secret ballot for each age group in the division. Managers shall cast a secret ballot for a minimum of eight (8) and a maximum of twelve (12) players per division. Managers shall not be allowed to vote for players on their existing league team. The Division Commissioner shall

retain the ballots and a count shall be conducted in the presence of the Director of Softball.

- 15.02 The selection of the remaining players necessary to bring each All Star team roster to full strength shall be made by vote of the managers/coaches selected for that team, subject to the approval of both the Division Commissioner and the Director of softball.
- 15.03 Although not required, it is recommended that the selection of assigned players be made from those original final nominees not selected by popular vote. The selection of a player not previously nominated shall be made only if it is determined that such player will enhance the competitiveness of that team to a greater degree through skill and sportsmanship than would a player from the ballot of final nominees.
- 15.04 Although desirable, the selection process for an All Star team shall not require that at least one All Star be chosen from each team within a particular division.
- 15.05 Whatever the method of selecting assigned players, it shall not include conducting tryouts (except 6U) for the purpose of determining who shall be placed on the roster, but may include consultation with a player's regular season manager to assist All Star managers and coaches in making a knowledgeable decision.
- 15.06 Unless there are extenuating circumstances justifying an exception. Players who will be unable to fully participate on an All Star team due to vacation, outside travel team commitment, etc. will be regarded as ineligible for selection by assignment to an All Star team.
- 15.07 At no time will any distinction be published or otherwise communicated by the Association officials as to which players were elected to a team by popular vote and which were selected by assignment.

SECTION 16: ALL STAR MANAGER SELECTIONS – SOFTBALL

- 16.01 The selection of All-Star team managers shall be made in a timely manner that will allow each manager a reasonable amount of time to review and assess his/her teams needs prior to the time when the balance of his/her roster is selected.
- 16.02 A tournament team may represent COYBSA in any other mid season tournament after May 1.

- 16.03 The selection of All Star managers and the post season tournament team managers in each division shall be determined by secret ballot vote of a committee comprised of the Division Commissioner, the Director of Softball, the Vice President of Operations, Executive Vice President and the President and shall be limited to those managers and coaches who have expressed a willingness to assume such a position.
- 16.04 The All Star Manager will select a coach or coaches from that respective division. The COYBSA Board of Directors must approve manager's selection of coaches.
- a) In those cases where the manager (after the start of practice) cannot continue as All Star Manager, the coach will assume the duties as manager after the approval of the Executive Board.
 - b) The COYBSA Board of Directors or the Executive Board of COYBSA must approve all Star Managers and coaches before assuming their duties.
- 16.05 A second All Star team will be selected in all divisions (except 6u) under the following conditions.
- a) There are at least 7 teams in the division. If there are fewer than 7 teams, a second All Star team is subject to approval of the Division Commissioner, Director of Softball, VP of Operations, and President.
 - b) The Division Commissioner and the Director of Softball will select the Manager.
 - c) No "A" Team player will be released to the second team without the "A" Team manager's approval.
 - d) Following the first round of balloting, a second round will be conducted (see 15.01). The first eight (8) players selected will be from the manager's votes, the remaining players will be selected by the second All Star Team Manager.

SECTION 17: ALL STAR PLAYER TRANSFERS/SUBSTITUTES – SOFTBALL

- 17.01 In the event it is determined that a lower age player from a division is selected pursuant to Section 14 for the upper age team in a different division based on skill and sportsmanship (after also being placed on the lower age team by popular vote or committee selection), and the player (with the concurrence of his parents) chooses to participate on the upper age team, a replacement for the lower age team in that division will be selected as follows:
- a) If the player relinquishing his/her spot on the lower age team roster was originally selected by popular vote, the player from the lower age ballot who received the highest number of votes without being popularly elected shall be placed on that team.

- b) If the player relinquishing his/her spot on the lower age team roster was otherwise selected, another player shall be similarly selected.
- 17.02 In the event that a player is unable to participate or continue to participate on the team for which he/she was selected due to scheduling conflicts, injury or other circumstances beyond the control of that player, a replacement player shall be selected in accordance with sections 17.01(a) or 17.01(b), whichever is applicable.
- 17.03 In the event any manager, coach, business manager, player or other person is found to have breached the rules herein regarding All Star participation, upon majority vote of the Executive Board, that individual may be removed from all involvement with that All Star team. Should removal be determined NOT in the best interests of the Association or the team affected, any measures that are available to reverse or neutralize the violation in question shall be considered and the offender shall be advised that any further violation shall result in his/her removal.

SECTION 18: ALL STAR TOURNAMENTS – SOFTBALL

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

SECTION 19: STEPHANIE COWLES PERPETUAL TROPHY **This award will be presented to a 14-U Player**

- 19.01 The following questions will be used as the criteria in selecting the recipient of this trophy.
1. How long has the child played in the league?
 2. How well is the child liked on the team?
 3. What kind of child is she off the team?
 4. How well is the child liked by other team players?
 5. Does the child show good sportsmanship on and off the field?
 6. Is the child involved in other activities in league and at school?

7. Does the child show leadership on her team and in her community?

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

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

SECTION 20: GENERAL RULES – BASEBALL

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

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

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

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

In the event of a shortened game (darkness, rain, mercy rule, or time), any player present at that game who does not play a minimum of 3 innings (2 for Pinto and Mustang) and (1) at bat (Bronco and Pony) **MUST** start the **FIRST THREE** innings of the next scheduled game. If the player in

question does not start the first three innings, that player must play the ENTIRE next scheduled game, the game in which the violation occurred will be considered a forfeit, and the Manager/Coach that violated the rule will be suspended for the next two (2) scheduled games and will serve such time working in the Snack Bar.

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

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

Division	Time Limit
Coach Pitch	1 Hour (or 3 innings max)
Shetland	1 Hour 15 Minutes
Pinto	1 Hour 45 Minutes
Mustang	2 Hours
Bronco	2 Hours 15 Minutes
Pony	2 Hours 15 Minutes

A new inning shall be considered to have begun when the final out of the previous complete inning has been recorded. Umpires may, in their sole discretion, extend said time limits (or suspend play if necessary to a later date) commensurate with the length or any unanticipated event(s) or intentional act(s) which caused a delay in the game. Managers, coaches, players and umpires are responsible for maintaining the progress of all games. Definition of a complete game is found in Rule 22.02.

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

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

- a) This may be the team with the highest winning percentage.
- b) If a 1st half/2nd half winner format has been played, the 1st place trophies will go to the winners of a 1st half/2nd half winner play off game. If the same team won both halves then that team shall be declared the winner and no playoff game is necessary.
- c) If a League format (American/National) is used then the winner will be decided by a multi-round playoff.

If time permits, Tournament Champions in each division will be determined by a tournament format (except Coach Pitch) after the conclusion of regular league play (see Tournament Rules-Section 29).

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

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

SECTION 21: EQUIPMENT AND SAFETY – BASEBALL

21.01 Belts of a similar color must be worn with belt-lop pants. Large ornamental belt buckles may not be worn.

21.02 Acceptable footwear shall include:

a) SHETLAND, PINTO, and MUSTANG DIVISIONS:

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

b) BRONCO and PONY DIVISIONS:

Rubber/synthetic cleats, steel cleats, or tennis shoes. Spikes or bare feet are not permitted.

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

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

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

21.05 All bats not in use are to be kept in the dugout.

(Players in the on-deck circle are allowed a maximum of two bats).

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

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

SECTION 22: PLAYING RULES – BASEBALL ALL DIVISIONS

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

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

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

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

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

22.03 A team must have a minimum of nine (9) players on the field to start or continue a game. If a manager knows that he/she will not have the minimum number of players required to play a game, he/she must give the Division Commissioner and the Director of Baseball a minimum of 48 hours notice so they may notify the umpires scheduled to work that game. If no 48 hour notice is given, the game shall be ruled a forfeit. The league will reschedule the game as soon as possible however there is only one (1) rescheduled game allowed per season. The manager will be required to pay a non-refundable \$50 rescheduling fee or the game will be ruled a forfeit. This DOES NOT apply to rainouts, etc.

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

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

- a) The manager has exhausted his/her team's entire roster of eligible players.
 - b) The opposing manager has the option of designating which player shall re-enter.
 - c) Pitching/catching rules will remain in force when players re-enter.
 - d) In a game officially completed (though continued for practice) all players (except those who have been ejected) may re-enter at any time.
- 22.06 The strike zone in all divisions (not applicable to Coach Pitch or Shetland Divisions) shall be considered that area over home plate (including its border), which is between the batter's armpits and the top of his/her knees when he/she assumes his/her natural stance. The umpire shall determine the strike zone from the batter's stance as the batter is prepared to swing at a pitched ball.
- 22.07 Pitching rules shall comply with those of Pony Baseball, Inc., except as specifically noted herein.
- 22.08 A visit to the pitcher's mound shall be charged when during an offensive time out the defensive manager or coach crosses the foul line to talk with his/her pitcher. In all such cases, the umpire's judgment shall be final.
- 22.09 At the conclusion of an offensive half inning, the offense immediately becomes the defensive team. The defensive team shall not have a huddle or gathering which. In the judgment of the umpire, could be construed as a delay of game. If the umpire determines that a huddle results in any delay, the defense shall be charged with a visit to the pitchers mound. In addition, upon determining the point of delay and after making the advisement of "play ball," the umpire is empowered to begin calling balls on the scheduled batter.
- The offensive team may huddle, however, should the umpire determine that the game is being delayed by the offense when the defensive team is ready, the umpire is empowered to assess strikes against the scheduled batter upon determination of the point of delay and after making the advisement "play ball". In all such cases and determinations, the umpire's judgment shall be final.
- 22.10 Base runners must avoid contact with any defensive player who is in possession of or in the act of fielding a batted ball, and may not intentionally run into such defensive play in the act of fielding a thrown ball.

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

- 22.11 A player may not step into a dugout to field a foul ball. Any ball so caught shall be deemed a foul ball.
- 22.12 Each player shall receive only one warning for accidental throwing of the bat each game. Upon a second accidental throwing of a bat in one game, the batter shall be declared out and the ball is dead. No runners may advance.
- 22.13 The batter must keep one foot in the batters box at all times in order to speed up play as described in the Pony baseball rules. One warning will be issued and then a strike declared on the batter for each offence thereafter.
- 22.14 Any team that has a female player must have at least one adult female present at all practices and games.

SECTION 23: ADDITIONAL PONY DIVISION PLAYING RULES

- 23.01 Except as may be provided elsewhere herein, the Pony Division shall comply with all the rules contained in the Rules of Pony Baseball, Inc., for that division.
- 23.02 The length of games shall be a maximum of seven (7) innings or darkness, whichever comes first. Should darkness (as determined by the umpire's judgment) prevent completion of an inning and the game is complete, a complete game consisting of five (5) completed innings or four and one-half (4 ½) innings if the home team is winning, the game is considered complete. If the game is not complete when darkness is called it will be considered a suspended game to be completed at a later date.
- 23.03 In the event a team is required to play a "make-up" game in addition to its regularly scheduled games, pitching innings in such make-up game shall be attributed to the calendar week in which that game was originally scheduled, subject to the limitation in section 23.04 below.
- 23.04 In accordance with the Rules of Pony Baseball, a player pitching four (4) or more innings in one game (i.e. three innings plus at least one pitch) shall not be permitted to pitch again until he/she has rested 40 hours after the scheduled commencement of the game in which he/she previously pitched.

- 23.05 Mercy Rule: If a team is leading an opponent by at least 10 runs after five or more complete innings have been played or after four and one half innings if the home team shall have a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

SECTION 24: ADDITIONAL BRONCO DIVISION PLAYING RULES

- 24.01 Except as may be provided elsewhere herein, or specifically addressed below, the Bronco Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.
- 24.02 The length of games shall be a maximum of seven (7) innings or darkness, whichever comes first. Should darkness (as determined by the umpire's judgment) prevent completion of an inning and the game is complete, a complete game consisting of five (5) completed innings or four and one-half (4 ½) innings if the home team is winning, the game is considered complete. If the game is not complete when darkness is called it will be considered a suspended game to be completed at a later date.
- 24.03 In the event a team is required to play a "make-up" game in addition to its regularly scheduled games, pitching innings in such make-up game shall be attributed to the calendar week in which that game was originally scheduled to be played, subject to the limitation in section 24.04 below.
- 24.04 In accordance with the Rules of Pony Baseball, a player pitching four (4) or more innings in one game (i.e. three innings plus at least one pitch) shall not be permitted to pitch again until he/she has rested 40 hours after the scheduled commencement of the game in which he/she previously pitched.
- 24.05 All players on the roster who are present will be in the batting order and bat. Once the game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game. In the event a player in the batting orders leaves the game prior to its conclusion (except for injury), that player shall be ruled "out" for only the first at-bat at which that player is not present. In the case of injury, that player shall not be ruled out for any missed at-bats.
- 24.06 If a team is ahead by ten (10) or more runs at any time after the game becomes official (4½ innings if the home team is ahead; 5 innings if the visiting team is ahead), the "mercy rule" shall be invoked to end the game.

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

SECTION 25: ADDITIONAL MUSTANG DIVISION PLAYING RULES

- 25.01 Except as may be provided elsewhere herein, or specifically addressed below, the Mustang Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.
- 25.02 The length of games shall be a maximum of six (6) innings or darkness, whichever comes first. Should darkness (as determined solely by the umpire's judgment) prevent completion of an inning and the game is complete, a complete game consisting of four (4) completed innings or three and one-half (3½) if the home team is ahead, the game will be considered complete. If the game is not complete when darkness is called it will be considered a suspended game to be completed at a later date.
- 25.03 All games shall have a six (6) run per team per inning rule. When the sixth run crosses home plate all play ends and no further runs shall count. The last inning, as determined by the umpire, will be "unlimited". If the game is deemed an official game, a 12 run mercy rule goes into effect.
- 25.04 All players on the roster who are present will be in the batting order and bat. Once the game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game. In the event a player in the batting orders leaves the game prior to its conclusion (except for injury), that player shall be ruled "out" for only the first at-bat at which that player is not present. In the case of injury, that player shall not be ruled out for any missed at-bats.
- 25.05 A pitcher may pitch no more than three (3) innings per game, and a maximum of six (6) innings per calendar week as that term is defined in section 25.07, except in those instances in which a team may be required to play three (3) games during a calendar week. In the latter case, a player may pitch a maximum of nine (9) innings.
- 25.06 In the event a team is required to play a "make-up" game in addition to its regularly scheduled games, pitching innings in such make-up game shall be attributed to the calendar week in which that game was originally scheduled to be played, subject to the limitation in section 25.07 below.

- 25.07 In accordance with the Rules of Pony Baseball, a player pitching three (3) innings in one game (i.e. two innings plus at least one pitch in the third inning) shall not be permitted to pitch again until he/she has rested 40 hours after the scheduled commencement of the game in which he/she previously pitched.
- 25.08 The throwing of curve balls is prohibited.
- 25.09 The “dropped third strike rule” will apply during the entire season.
- 25.10 There will be free substitution for all defensive positions EXCEPT PITCHER.

SECTION 26: ADDITIONAL PINTO DIVISION PLAYING RULES

- 26.01 Except as may be provided elsewhere herein, or specifically addressed below, the Pinto Division shall comply with all rules contained in the Rules of Pony Baseball, Inc., for that division.
- 26.02 The length of games shall be a maximum of five (5) innings or darkness, whichever ever comes first. Should darkness (as determined solely by the umpires judgment) prevent the completion of an inning, the game is complete, a complete game being three innings or two and a half if the home team is ahead, the game will be considered complete. If the game is not complete when darkness is called, it will be considered a suspended game to be completed at a later date.
- 26.03 All games shall have a six (6) run per team per inning rule. When the sixth run crosses home plate all play ends and no further runs shall count. The last inning, as determined by the umpire, will be “unlimited”. If the game is deemed an official game, a 12 run mercy rule goes into effect.
- 26.04 All players on the roster who are present will be in the batting order and bat. Once a game is in progress players arriving late (within the first three innings) shall be added to the end of the lineup. If a player arrives after the third inning they shall not be allowed to enter the game.
- 26.05 Ten (10) defensive players may play in the field at any time. The standard number of players shall position themselves in the infield (i.e. first base, second base, shortstop, third base, pitcher and catcher), while the remaining four (4) players shall be considered outfielders. Any player designated as an outfielder shall be in a position a minimum of twenty (20) feet behind the infield baselines when the ball is pitched. If an outfielder is found inside 20ft, the umpire shall call “interference” and the penalties applicable to such circumstances.

- 26.06 The throwing of curve balls is prohibited.
- 26.07 A catcher may catch no more than three (3) innings per game and a maximum of six per week.
- 26.08 Pitcher shall not pitch in more than two innings in a calendar day. Pitcher shall not pitch in more than four innings in a calendar week. Pitchers shall have 40 hours rest after pitching in two innings on the same calendar day.
- 26.09 Bunting is allowed however with two strikes if an attempted bunt goes foul the batter will be called out.
- 26.10 The throwing of bats cannot and will not be tolerated. In the event a batter inadvertently throws a bat in a manner that could be hazardous, the umpire shall issue a warning to both the player and his/her manager that a recurrence will result in the batter being ruled "out" and a possible ejection.
- 26.11 Stealing of bases is allowed during the entire season. If a base runner leaves a base before the ball is pitched, the ball will be ruled dead, the umpire shall declare "no pitch" and the runner will be declared out.
- 26.12 Runners may leave base as soon as the ball crosses home plate. If a runner is seen leaving too soon, the umpire will declare "no pitch" and the runner will be out.

If a play is made on a runner and there is a passed ball, the runner cannot advance past the base which the runner was trying to steal (i.e., the runner on 1st attempts to steal 2nd, the catcher throws to 2nd and there is a passed ball to the outfield, the runner must remain on 2nd and cannot advance to 3rd base).

The stealing of home plate is prohibited. If a runner tries to steal home and causes a throw to the plate and is ruled out by the umpire, the play will stand and all runners who advanced on that play will be sent back to the bases they previously occupied. If the runner is ruled safe at home, the runner must return to third base.

- 26.13 Players scoring from third base may do so only under the following conditions:
- a) On a batted ball (runners may tag up on fly balls in foul territories and advance).
 - b) Bases loaded walk or bases loaded hit batter.

- 26.14 On any overthrow, all runners may, at their own risk, attempt to advance, provided the ball remains in play.
- 26.15 The “dropped third strike” rule does not apply in this division.
- 26.16 The “infield fly” rule does not apply in this division.
- 26.17 An opposing team shall not be allowed to appeal in the event it believes one or more base runners may have missed a base or not properly tagged up on a caught fly ball. However, if in the umpire’s judgment an infraction has occurred, and each runner has not legally returned to the missed base, or has not properly tagged up, such runners shall be declared “out.”

SECTION 27: SHETLAND and COACH PITCH DIVISIONS PLAYING RULES

- 27.01 The playing field for the Shetland and Coach Pitch Divisions shall be of standard baseball configuration with:
- a) Base paths of fifty (50) feet in length.
 - b) A pitcher’s plate thirty-three (33) feet from home plate.
 - c) The CP pitcher’s plate surrounded by a twelve (12) foot circle.
 - d) A line designated as the “Rover’s Mark” located ten (10) feet behind the infield base paths.
 - e) An arc line placed ten (10) feet in front of home plate between the first base and third base lines.
 - f) A line placed across the base paths halfway before second base, third base, and home plate.
- 27.02 The length of games shall be a one hour and fifteen minutes.
- 27.03 No official umpires shall be utilized. One interested party shall administer all officiating from each team, mutually agreed upon by both managers prior to the start of the lineup.
- 27.04 All players on the roster who are present will be in the batting order and bat. Once a game is in progress, players arriving late shall be added to the end of the lineup.

- 27.05 All players on each team's roster who are present will play when that team is in the field. All-standard infield positions (i.e. first base, second base, shortstop, third base, catcher and pitcher) will be utilized, with all remaining players dispersed in the outfield beyond the "rover's mark." The player designated as the pitcher must remain behind the Coach Pitcher (and in Coach Pitch, inside the twelve (12) foot circle surrounding the pitcher's plate) until the ball is hit.
- 27.06 All games shall be played with manager/coach of the offensive team pitching either overhand or underhand to his batters. (In Coach Pitch, while in the twelve (12) foot circle). (In Shetland, the Coach Pitcher will be allowed to pitch on one knee, but their front foot must be in contact with the pitching rubber and the knee on the ground will be behind the pitching rubber. Coaches pitching from a standing position must keep one foot in contact with the pitching rubber.) A maximum of three (3) pitches (5 in Coach Pitch) shall be delivered to each batter. If a batter fails to hit a fair ball on one of those pitches, the tee shall then be placed in position and the batter is given an additional two (2) (3 in Coach Pitch) attempts to hit a fair ball. If the batter is unable to hit a fair ball within those two (3 in Coach Pitch) attempts, he/she shall be considered "out." To insure continuous play and equality between all players, batters shall under no circumstances be allowed more than the specified number of attempts (on both pitched balls and from the tee) to hit the ball. (In Shetland, any batter hitting off a tee may advance the runners only ONE base.)
- 27.07 (Shetland) To Advance to structure of the game, the teams will change sides after three outs are recorded or 4 runners have scored, whichever comes first.
- (Coach Pitch) Halfway through the season, to advance the structure of the game, the bases will be cleared after three outs are recorded and the half inning ends after the entire line-up has batted.
- 27.08 If a batted ball hits the coach-pitcher, the ball shall be ruled dead and one pitch charged to the batter. If the third pitch (fifth in Coach Pitch) strikes the coach-pitcher, the batter shall receive a maximum of one additional pitch.
- 27.09 If the coach-pitcher interferes with a throw or any defensive player, the play shall be ruled dead at the point at which the infraction occurred and the batter shall be declared "out."
- 27.10 After the ball is hit onto the playing field, the coach-pitcher must exit the playing field away from the direction in which the ball is hit.

- 27.11 In Coach Pitch, the ball shall be declared dead and the play over when the ball is returned to the pitcher who has control of the ball and is positioned with at least one foot on or within the twelve (12) foot circle of the pitcher's plate. (In Shetland, a batted ball becomes dead when an infielder inside the baselines or at a base has possession of the ball and holds the ball over their head. Note: the infielder cannot be an outfielder whom ran into the infield.)
- 27.12 Runners within fifteen (15) feet of the next base when the ball is declared dead may advance to that base. Runners who are more than (15) feet from the next base when the ball is declared dead must return to the last base touched.
- 27.13 On any overthrow, all runners may, at their own risk attempt to advance, provided that the ball remains in play. If a thrown ball goes out of the field of play, the play shall be ruled dead, but runners will be allowed to advance one base without risk or being put out.
- 27.14 Fielders should be encouraged to make a play to improve their physical skills and knowledge of the fundamentals of the game, and not just to throw the ball back to the pitcher's circle.
- 27.15 Leading off is prohibited. If a base runner leaves a base before the ball is hit, the ball will be ruled dead, the coaches shall declare "no pitch" and the runner shall return back to the base they occupied prior to the pitch.
- 27.16 The stealing of bases is prohibited.
- 27.17 Sliding at all bases, including home plate, is prohibited.
- 27.18 The "infield fly rule" shall not apply in this division.
- 27.19 (Shetland) While on defense, three adult manager/coaches may be on the playing field during actual play for the purpose of instruction. During the second half of the season, two defensive coaches must be in the outfield in foul territory.
- (Coach Pitch) While on defense, three adult manager/coaches may be on the playing field during actual play for the purpose of instruction.
- 27.20 Adult manager/coaches may NOT touch or assist runners on base (e.g. by pushing or prodding them to advance to the next base).
- 27.21 While his/her team is at bat, no player shall be allowed to leave the dugout area, except to wait in the designated on-deck area, bat, or run the bases.

SECTION 28: PROTESTS-BASEBALL

- 28.01 A protest shall be considered ONLY when based on an alleged violation of a playing rule, or the interpretation on a playing rule. No protest shall be considered when based on a decision involving an umpire's judgment. Illegal equipment must be removed from the game and shall not be the basis for a protest.
- 28.02 Only the manager or an acting manager of the teams contesting shall have the right to lodge a protest.
- 28.03 Protests shall be made as follows:
- a) Before a succeeding play, the protesting manager must notify the umpire that he/she is playing the game under protest.
 - b) Following such notice, the umpire to whom the protest is made must consult with the other umpire(s) (if any). If the umpire is convinced his decision is in conflict with the rules, he shall reverse the decision. If, after such consultation the umpire remains convinced that his decision is not in conflict with the rules, he shall announce to the scorekeeper and the opposing manager that the game is being played under protest and such notation shall be made in the official scorekeeper at that time. Failure by an umpire to so announce shall not affect the validity of the protest.
- 28.04 Any protest must be submitted in writing by the manager to the Division Commissioner or Director of Baseball within twenty-four (24) hours of the conclusion of the game, along with a twenty-five dollar (\$25) protest fee, which fee shall be refunded if the protests is upheld. If the protest is no submitted in writing along with the protest fee within the prescribed time, the protest shall be considered withdrawn.

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

- 28.05 All protests shall be resolved within ninety-six (96) hours by a Protest Committee selected by the Board of Directors, or by a meeting of the Executive Board convened by the Director of Baseball. The results shall be given to the Division Commissioner for the purpose of notifying the affected teams.

SECTION 29: POST SEASON CHAMPIONSHIP TOURNAMENT RULES

29.01 Shetland

- a) Game length shall be five (5) innings. Games CANNOT end in a tie so extra innings may be played.
- b) All players in attendance shall bat. Once the batting order is submitted to the official scorekeeper, it will not be changed, except for injury or ejection.
- c) The batter is out after failing to hit a fair ball after six pitches from the coach. There will be NO batting tee used during the tournament. If a foul ball is hit on the sixth (6th) pitch, one additional pitch will be thrown.
- d) Maximum (5) runs per half inning. EXCEPTION: The 4th and all subsequent innings will be limited to the larger roster (Example: Team A has 10 players and Team B has 13 players. Team A is allowed to bat around until the 13th player has batted).
- e) Mercy: Twelve (12) run lead after four (4) innings for the visiting team and 3½ innings for the home team.

SECTION 30: ALL STAR SELECTIONS BASEBALL

- 30.01 All Stars are players selected to participate in Pony Baseball, Inc. sanctioned tournaments or other tournaments designated by the Board of Directors. All Star awards will be presented only to such persons, and no exceptions may be made.
- 30.02 Participation on or with any All Star team is a privilege, not a right, for those players and adults who exhibit the greatest degree of both skill and sportsmanship in the pursuit of competitive excellence and who thereby most favorably represent both themselves and all COYBSA members.
- 30.03 No tournament play by COYBSA players in a division shall be allowed without the approval of the Board of Directors or the Executive Board.
- 30.04 Managers, coaches, parents, and/or players may organize a team for the purpose of tournament participation if in accordance with the provisions of this section and with prior approval of the Executive Board.

30.05 Managers, coaches, parents, players and other interested parties are reminded that they are representing COYBSA and are to conduct themselves at all times in a proper manner and in accordance with the rules of conduct contained herein.

30.06 The selection of All Stars shall be conducted at such time as to allow for the announcement of selected players to the general membership no later than the morning of Closing Day Ceremonies.

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

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

Shetland – One 1) One team comprised exclusively of 6 yr old players

Pinto – Two 1) One team comprised primarily of 7 yr old players.
2) One team comprised primarily of 8 yr old players.

Mustang – Two 1) One team comprised primarily of 9 yr old players.
2) One team comprised primarily of 10 yr old players.

Bronco – Two 1) One team comprised primarily of 11 yr old players;
2) One team comprised primarily of 12 yr old players

Pony – Two 1) One team comprised primarily of 13 yr old players;
2) One team comprised primarily of 14 yr old players.

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

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

**Please note that in accordance with Rule 34.02, the All Star Manager is allotted two picks with which he/she may select a player in either age group that is appropriate for that level.

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

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

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

SECTION 31: STAR MANAGER/COACH SELECTION BASEBALL

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

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

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

- 31.03 The selection of All Star team managers shall be made in a timely manner that will allow each manager a reasonable amount of time to review and assess his/her team's needs prior to the time when the balance of his/her roster is selected.
- 31.04 The identities of those persons selected to manage All Star teams shall remain as confidential as possible until such time as the Commissioner deems appropriate for announcement.
- 31.05 The All Star manager with approval of the Director of Baseball and the President shall determine the selection of All Star team coaches and business managers in each division.
- 31.06 The criteria used for selection of each manager, coach and business manager shall include but not be limited to (in no order of priority):

A) Knowledge of the game

- B) Experience
- C) Coaching ability
- D) Leadership skills
- E) General conduct and
- F) Availability

31.07 In the event an All Star manager cannot continue as manager (after the start of practice), a replacement selected from the coaching staff will assume the duties of manager and an additional coach will be selected in accordance with Section 31.05.

SECTION 32: ALL STAR PLAYER NOMINATIONS

- 32.01 Player nominations by each team to the final selection of All Star players ballot, shall be determined by popular vote of each player's teammates. (Except Shetland)
- 32.02 Nominations votes shall be secretly cast by written ballot during a team meeting conducted prior to May 1 by the Division Commissioner or his/her designee. Each roster player in attendance shall complete a single ballot and select five (5) teammates he/she believes should represent COYBSA in tournament play. Prior to voting, players shall be encouraged to make their selections based on skill and sportsmanship.
- 32.03 Each team in all divisions shall nominate four (4) players to be placed on the general ballot for final All Star selection.
- 32.04 The Division Commissioner may add player nominations to the ballot, as he/she deems appropriate, with the approval of the Director of Baseball.
- 32.05 Upon receipt of the complete ballots, the Division Commissioner shall separately tabulate the total votes by each team in his division. The four-team members from each team receiving the highest number of popular votes from teammates shall be the final four (4) nominees of that team and shall be placed on the general ballot. No other nominating criteria shall be utilized as stated in Section 32.04.
- 32.06 Only players shall be allowed to cast nominating ballots.

SECTION 33: ALL STAR PLAYER ELECTIONS

33.01 From each team's four final nominees, the Division Commissioner shall develop a ballot to be used in a division-wide general election by the players in that division. This election is to be conducted by the Division Commissioner or his/her designee, on the first Saturday of the scheduled play following May 1. Ballots for each team to be selected shall contain the following specific information:

- a) The division.
- b) The age group within that division.
- c) The identity by full name and team affiliation of each final nominee.

33.02 On the date of the election, each player shall be issued and allowed to complete one ballot regarding his/her respective division as follows:

Division

Shetland: Managers will be responsible for selecting tournament teams in accordance with 33.04.

Pinto: Pinto players only nominate players for the general ballot, they do not vote for All Star player selections. Pinto Division managers will vote for both a 7-year-old team and an 8-year-old team in accordance with section 33.05.

Mustang: 9 year-old players shall receive a ballot listing all 9-year-old nominees for the 9-year-old team only. 10-year-old players shall receive a ballot listing all 10-year-old nominees for the 10-year-old team only.

Bronco: 11 year-old players shall receive a ballot listing all 11-year-old nominees for the 11-year-old team only. 12-year-old players shall receive a ballot listing all 10-year-old nominees for the 12-year-old team only.

Pony: 13 year-old players shall receive a ballot listing all 13-year-old nominees for the 13-year-old team only. 13-year-old players shall receive a ballot listing all 13-year-old nominees for the 13-year-old team only.

Note: No player shall receive ballot-listing nominations for an All Star team involving players of a different age than his own.

33.03 Each player (except Pinto and Shetland) shall select a maximum of nine (9) players from those listed on the ballot. A player shall not be allowed to select a nominee from his own team. At the time each player votes, the

Division Commissioner or his/her designee shall encourage players to cast their votes based on the skill and sportsmanship of each nominee.

- 33.04 Shetland Division managers shall provide a list of three players (four with permission of the Division Commissioner) to try-out for the All Star team.
- 33.05 Pinto Division managers shall meet with the Division Commissioner to elect players for the All Star teams. Manager shall cast a secret ballot for those players that were nominated by the Pinto Division players. Managers shall vote for no fewer than 8 (eight) and no more that twelve (12) nominees. Managers shall not be allowed to vote for players on their existing league team. The division Commissioner shall retain the ballots and a count shall be conducted in the presence of the Director of Baseball.
- 33.06 After each player has voted, his/her ballot shall be immediately submitted to the Division Commissioner or his/her designee who shall cause all ballots to be retained, uncounted, in a ballot box until all voting for that particular division has been completed.
- 33.07 When all balloting has been completed, the Division Commissioner and the Director of Baseball or their designees, shall tabulate all votes cast for each nominee for each particular All Star team. In the event of a tie, the All-Star manager, the Division Commissioner and the Director of Baseball shall meet, confer and resolve the tie. Said list is to be immediately given to the Vice President of Operations while all original ballots are to be retained (at least until July 1) by the Division Commissioner for later review if necessary. All persons possessing knowledge of vote totals shall refrain from disclosing that information until the names of those selected are announced to the general membership.
- 33.08 The number of players selected for each respective All star team by popular vote shall depend on the age of the embers of such All Star team, as reflected below. Those final nominees receiving the greatest number of votes shall be deemed selected to each All Star team until the allotted number of popularly selected players has been reached. The participation of those so selected shall be guaranteed unless prevented by scheduling conflicts, injury, selection to the higher age team within that division, or other circumstances beyond the control of that player:

NUMBER OF ALLOTTED

DIVISION/TEAM	POPULARLY ELECTED ALL STAR	
	Player vote	Manager vote
Mustang	9 year-old-team	3
	10 year-old-team	3

Bronco	11 year-old-team	3	7
	12 year-old-team	3	7
Pony	13 year-old-team	4	8
	14 year-old-team	4	8

33.09 In the event an insufficient number of players is nominated to a particular age group within a division to permit the popular selection of the requisite number of All Stars called for in section 33.08, the selection of additional player to reach that number shall be achieved in accordance with Section 34 below.

SECTION 34: ALL STAR PLAYER ASSIGNMENTS

34.01 All divisions except Shetland shall meet with their Division Commissioner to elect those players not elected by player popular vote. Managers shall cast one secret ballot for each age group in the division. Managers shall cast a secret ballot for a minimum of eight (8) and a maximum of twelve (12) players per division. Managers shall not be allowed to vote for players on their existing league team. The Division Commissioner shall retain the ballots and a count shall be conducted in the presence of the Director of Baseball.

34.02 The selection of the remaining players necessary to bring each All Star team roster to full strength shall be made by vote of the managers/coaches selected for that team, subject to the approval of both the Division Commissioner and the Director of Baseball.

34.03 Although not required, it is recommended that the selection of assigned players be made from those original final nominees not selected by popular vote. The selection of a player not previously nominated shall be made only if it is determined that such player will enhance the competitiveness of that team to a greater degree through skill and sportsmanship than would a player from the ballot of final nominees.

34.04 Although desirable, the selection process for an All Star team shall not require that at least one All Star be chosen from each team within a particular division.

34.05 Whatever the method of selecting assigned players, it shall not include conducting tryouts (except Shetland) for the purpose of determining who shall be placed on the roster, but may include consultation with a player's regular season manager to assist All Star managers and coaches in making a knowledgeable decision.

- 34.06 Unless there are extenuating circumstances justifying an exception. Players who will be unable to fully participate on an All Star team due to vacation, outside travel team commitment, etc. will be regarded as ineligible for selection by assignment to an All Star team.
- 34.07 At no time will any distinction be published or otherwise communicated by the Association officials as to which players were elected to a team by popular vote and which were selected by assignment.

SECTION 35: ALL STAR SUBSTITUTES

- 35.01 In the event that a player is unable to participate or continue to participate on the team for which he/she was selected due to scheduling conflicts, injury or other circumstances beyond the control of that player, a replacement player shall be selected in accordance with sections 34.08(a) or 34.08(b), whichever is applicable.
- 35.02 In the event any manager, coach, business manager, player or other person is found to have breached the rules herein regarding All Star participation, upon majority vote of the Executive Board, that individual may be removed from all involvement with that All Star team. Should removal be determined NOT in the best interests of the Association or the team affected, any measures that are available to reverse or neutralize the violation in question shall be considered and the offender shall be advised that any further violation shall result in his/her removal.

SECTION 36: ALL STAR TOURNAMENTS

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

SECTION 37: ALL STAR FINANCES AND EXPENDITURES

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

SECTION 38: DAHL PLUMMER PERPETUAL TROPHY

This award will be presented to a Bronco Player

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

SECTION 39: STEVE PONZO PERPETUAL TROPHY

This award will be presented to a Pony Player

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

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

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

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