

# Burleson Youth Association

[www.bya.org](http://www.bya.org)



## **Softball Rules**

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## Coach Selections

Baseball and Softball Coaches returning to the same age division as the previous spring will be awarded a team before new coaches or coaches moving into the division. Baseball and Softball coaches from the previous spring will then be awarded teams before those that were not coaching the respective sport the previous spring. Remaining positions will be filled with coaches from softball or baseball at VP discretion.

*Any rules infraction or Code of Conduct violation by any baseball coach could result in loss of coaching position at the sole discretion of their respective sports committee.*

## Player Evaluations

There will not be player evaluations for Spring or Fall seasons.

## Draft Rules

The Vice President of Softball or designate(s) will oversee the draft.

Player selection will be made by the team head coaches.

There will be no returning teams in any age brackets.

Team draft order will be determined by a drawing at the draft site. The draft order will alternate each round (i.e.: first round 1 to 10, second round 10 to 1).

There will be no hat draw.

There will be NO ride shares allowed including cousins, nieces, nephews, etc., unless prior approval has been obtained from the Board of Directors or by a unanimous vote of the team head coaches within the division that request was made.

Unless there are only 2 teams in a league, each player is entitled to indicate on their sign-up form the name of 1 coach they do not want to play for. That coach may NOT draft that player. League age division cutoffs for fall season will be based on the upcoming Spring age cutoffs. (Example Fall 2018 will be based on the Spring 2019 age cutoffs)

Fall **Grapefruit** cut off will be the 30<sup>th</sup> of April of the upcoming Spring (Example Fall 2018 will be based on the players age on April 30<sup>th</sup>, 2019)

The head coach is required to use one of his exemptions on his daughter. If assistant coaches are determined prior to the draft, then those children of those coaches MUST be one of your exceptions as well.

## Exemptions

1. Each team in Shetland and Pinto league play will be allowed to exempt 5 players. All other leagues will be allowed to exempt 7 players.
2. If a head coach has a child playing in the division that they are coaching in that child MUST be one of the exemptions. If assistant coaches are determined prior to the draft, then those children of those coaches MUST be one of your exceptions as well.

3. Exemptions MUST be submitted in writing, signed by the coach and the player's parent, prior to the beginning of that league's draft.
4. Exemptions MUST be exercised with the first pick of a coach in the age bracket that the exemption is rated in.
5. Head coaches must take sisters unless a waiver has been requested by the parent.
6. If one of the sisters is an exemption they both MUST be exemptions. Under no circumstances will a head coach be able to lock up more players than allowed by the exemption rule for their league.

## New head coach taking over a team after the draft

When a new head coach comes into the league and his or her child has previously been drafted on another team, the new head coach may obtain his or her child for their team under the following circumstances:

1. That the position of the head coach of his or her child's team is already filled.
2. The new head coach MUST surrender an equally aged player to the team his or her child came off of.

## Replacement of a Permanently Lost Player

When a team head coach permanently loses a player off of their team the head coach MUST immediately inform the Player Agent and or the Vice President of Softball.

The Vice President will meet with the Softball Committee to review the reason(s) for the lost player. If there is a waiting list the replacement player MUST come from that list. If no one is on the waiting list, no one can be added until a player submits an application and will then be added to the waiting list. At this point the player can be assigned.

## Team Equipment

**Equipment Pick Up** – Coach or designate will bring check made out to BYA for \$200.00 as a deposit for equipment. This check will be given to BYA Equipment Director or his/her designate.

**Equipment Turn In** -- Coach or designate will bring Equipment back to BYA when season completes (dates to be determined by BYA Equipment Director), and their \$200.00 check will be returned.

Caution: If equipment is not turned in when final request date has passed, the following will take place:

Your \$200.00 check will be deposited

Any Coach not fulfilling their responsibilities will not be in good standing with BYA and will not be able to be a volunteer with BYA in any capacity in any sport, or position.

## Uniforms

1. For the Spring League the BYA will provide each player a uniform that consist of pants and shirt.

2. For the Fall League the BYA will provide each player a uniform that consists of only a shirt.
3. No enhancements will be allowed with the exception of socks, belts, player's name or the Sponsor's name on the back of the shirt.
4. There will be no alterations made to shirts (i.e. cutting of sleeves).
5. Coaches must wear closed toed shoes while on the field.
6. NO adults will be allowed on the field or dugout unless they are wearing a current background/coaching badge.

## Grounds Rules

The City of Burleson has asked the BYA to remind its members that soft toss or hitting a hard baseball or softball into the fence is prohibited at all times. Also, the city would like to remind everyone that the fields at Chisenhall Park are for game use only. No practice is allowed at any time on these fields (this goes for the day use fields as well).

All league teams playing through BYA at Chisenhall must have correct credentials (BADGE) to be on field or in dugouts. Anyone that is on field or in dugout who is not a player must have taken a Coaches Class clinic 1 time to receive the coaching credential and must have completed the background check process successfully to receive necessary background check credentials in the calendar year of play. Coaching participants must have badge on and visible at all times (unless coach is pitching – it may be tucked away under shirt but must be presented if asked).

## Warm Up Areas

Coaches may warm up their players in an area of the park away from spectators 30 minutes prior to game time. **THERE WILL BE NO BALL PRACTICE OR WARM UP IN SPECTATOR AREAS (this includes all sidewalks and walkways).**

Warm ups are to take place on grass areas only.

Batting sticks, soft toss, and batting practice are allowed in designated areas only (away from walkways.)

## Rain Outs

A representative of the City of Burleson Parks and Recreation Department and, if possible, a representative of Burleson Youth Association will meet at Chisenhall Fields to determine the playability of the fields and make a joint determination on that day's games.

The rainout line (817-203-8534) will be updated no later than 4:00 PM on the day in question if games have been canceled. Vice President of Baseball, Vice President of Softball, or their approved designate and the head Umpire will decide all postponements during play. All make-up games will be scheduled by the Vice President of Baseball, Vice President of Softball, or their designated representative.

# General Rules

## Practice Schedules

1. NO more than 3 scheduled or unscheduled practices and or games in a given week.
2. A week is defined as 7 days Sunday through the following Saturday.
3. A gathering of more than 1/3 of the team for the purpose of batting, performing skills drills, soft toss, or other activities normally associated with practice for greater than 30 minutes will be considered a practice.
4. Each practice will be limited to a maximum of 2 hours.
5. NO practice allowed on game day.
6. If 3 games are scheduled in one week, the head coach has the option to hold 1 practice in that same week.
7. Tournament games DO NOT count as games or practices for the maximum number of games or practices a team can have in a week.
8. Teams must meet at least 2 times a week for practice before games begin, for at least an hour each meeting and at least one time a week in weeks where the team does have games, unless prohibited due to weather.
9. Chisenhall fields are NOT allowed to be used for practices (***unless authorized by city***).  
No hitting into fences.

## Playing Time

1. Each player MUST be a starter in every other game.
2. Players must play at least an equal amount of defense innings as offense at bats. (Examples; play defense every other inning or play defense 1st and 2nd innings sit 3rd and 4th starters 5th and 6th substitutes 7th.) Under no circumstances should a player sit more than 2 consecutive innings. Failure for a head coach/coach to follow minimum rule can be cause for disciplinary action. (Except for illness, injury or disciplinary actions.)
3. It is the BYA policy to try to limit teams to 12 players whenever possible.
4. Only players listed on a team's roster will be allowed to play for that team. This includes ***fall tournaments***.
5. Players playing under the BYA umbrella can only be on one team's roster. (Regardless of age division in League play)

## Player Equipment

1. All required catcher's equipment is available through the BYA.
2. All batters must wear a helmet with a facemask.
3. All catchers must wear a catcher's helmet with a throat protector. A clip-on throat protector is acceptable.
4. Shetland league does not need to wear shin guards.
5. All Leagues "Except" grapefruit, BYA "Highly recommends" that an in-fielding mask will be worn for safety. BYA expects that coaches will have their players wear the proper safety gear at all times while playing any infield position. It is also highly recommended for outfielders as well.

6. Shetland League- Any bat labeled "T-ball" will be considered an illegal bat and will be removed from the dugout. These bats are not built to handle the balls that we play with and can dent bats. Dented Bats are not eligible to play in any league.

### Player Disciplinary Action(s)

1. A player MAY be excluded from a game for continual unexcused absences from practices or games, profanity and or violent behavior.
2. The head coach must provide the Vice President of Softball evidence that such behavior is persistent prior to any game suspension penalty.
3. If a player is called out and or ejected for crashing into a fielder an incident report should be completed and forwarded to the Vice President of Softball and/or designate for review and possible additional disciplinary action.
4. Any player who is ejected from a game for any action except for "throwing the bat" may have their actions reviewed for possible additional disciplinary actions by the Vice President of Softball and or his designate.

### Coach Disciplinary Action(S)

If a Coach is ejected from any regular season game, he/she shall serve a one game suspension; to be served at the next scheduled game. The ejected coach will need to file an email notice the VP of Softball or Commissioner within 24 hours of incident or prior to next scheduled game. The incident may be reviewed by the **respective sports** Committee for possible additional action. Only relevant testimony and both coaches and both umpires will be heard. If a Coach is ejected 2 times in ONE Recreational season (i.e.: ejected 2 times in Spring season, including end of season tournament). That coach will serve a ONE YEAR suspension from any participation at Chisenhall Ballpark.

### Protests

1. A protest fee of \$25.00 must be paid by the head coach at the time of the protest to the Board Member or Softball Committee member in charge. The Protest Committee will consist of a member of the Softball Committee or any other Board Member and the Head Umpire. They will confer with the head coaches of the teams and the Umpire(s) involved.
2. The rule being protested must be shown in the rulebook within 5 minutes of the protest. If the rule violation cannot be validated, the protest will be denied, the protest fee retained, and the game will be continued from the point of protest.
3. Time IS NOT suspended during the protest.
4. NO PROTEST WILL BE ALLOWED IN SHETLAND AND PINTO LEAGUES.

### Other Coach/Team Responsibilities

1. The Home Team will furnish the "official" scorekeeper. The scorekeeper shall sit at the table or directly behind the home plate umpire and be easily recognized by the umpire. Failure of the home team to provide a scorekeeper shall result in a forfeit

2. The visiting team will operate the scoreboard. Failure to provide an operator shall result in a forfeit. Operators should be an adult or under adult supervision.
3. Coaches are responsible for fan behavior. If a fan must be removed by an umpire or committee member for unruly behavior, then the head coach will be removed as well.
4. All coaches must have a visible current coaching and background badge.
5. Base coaches should remain within the “coach’s’ box” (no farther than 8 feet from the base at all times).
6. Coaches must provide a lineup with names and number to the scorekeeper at least 10 minutes before game time.

## Tournament Play for League Teams

1. If a team is going to be short a player(s) (less than 8), and still wishes to play in a tournament, the coaches will need to agree at the plate prior to a game if the opposing team chooses for them to take an out after the 8<sup>th</sup> batter each inning. BYA does not require this rule, it will be discussed by the coaches.
2. Any team with 7 or less players will have to forfeit, unless the opposing team allows you to pick up one of their players and that player will only be a “defensive player” for the opposing team. That chosen player will be an outfielder for the team that is short players. That player will not bat for the other team, and if a pick-up player is taken, an out would have to occur after the 8<sup>th</sup> batter has completed their at bat. Coaches are able to rotate out the pickup players to make sure all of their players get to bat in the lineup.
3. Tournament playing time is at the discretion of the Head coach.
4. All Tournament games will have a coin flip at the coaches meeting to determine who home/visitor is. If a team qualifies to the championship game but has “stayed” in the winners’ bracket during the entire tournament, they will have home field advantage in the championship game.

## Rules Governing Play

1. All games will be played by PONY rules. If there is a difference between a PONY rule and the BYA rule the BYA rule will supersede the PONY rule.
2. Teams that can only field seven players WILL be allowed to play without forfeiting. Only ONE automatic out will be assessed. (Spring ONLY)
3. In the fall, teams will be allowed to play with 8 players in slow pitch or 7 players in fast pitch and not have any penalty.
4. No metal cleats will be allowed except for Pony/Colt/Palomino leagues.
5. All safety equipment identified in the PONY rules book MUST be worn during practice and games. Catchers warming up pitchers MUST wear a helmet.
6. Absolutely NO phones (coaches or players) are allowed on the field or dugout.
7. NO artificial noise makers (horns, cowbells, etc.)
8. Walk up music WILL be permitted. Music between innings and during team warm ups will be permitted, however any complaints of inappropriate music (including profanity)

at the ballpark, will result in that team not being able to play music going forward. This will be determined by the VP of softball.

9. Only players and coaches (of the scheduled team playing) are allowed in the dugout, during game time.
10. Rainouts: If a game must be called due to inclement weather and there is less than 10 minutes for Shetland and Pinto and 15 for left mustang and up, left, the game shall be considered complete. The official score shall be the score of the last completed inning. If the tie was scored (mustang and up, then a tie shall be recorded as the official score),
11. Tie game rules: last batter from previous inning placed on second, 1 pitch (unlimited fouls), (Pinto will be allowed 2 pitches,) Pinto and Shetland will be limited to 10 runs per inning for the first two extra innings during the fall End of Season tournament if needed additional inning that follow will be unlimited, all other age groups will have unlimited runs (applies to end of season fall tournament). There will be only 1 extra inning allowed during the Spring season.

### League Standings SPRING

1. League standing will be determined by win loss record.
2. If two or more teams are tied for a position where a trophy is at stake at the end of the season, head to head record will be the first tie breaker. If a tie still exists a playoff game(s) will determine the final standings.
3. The tiebreaker game will have NO time limit.
4. No pickup players will be allowed during the spring season.

### League Standings FALL

1. Team numbers will be kept as low as possible in order to allow maximum playing time for all participants.
2. Scores will be kept for all games; however, standings will not be kept in any leagues where the possibility of using pickup players exists. (Teams that have drafted less than 11 players for slow-pitch and 10 for fast pitch)
3. An end of season tournament will be held to determine standings for Fall only. Teams will be blind seeded. Visitor and home team will be determined by coin flip prior to game. All FALL season rules apply (pick up players, playing time etc.) except that games must have a winner. Tie breaker rules will be in effect.

### Grapefruit League Rules

Any player considered to be "league age 4" is eligible. Teams will play a minimum of two inning's batting the entire order in each inning. After the entire lineup has batted in an inning, teams will change sides regardless of whether 3 outs have been obtained. Time limit for these games will be a drop-dead time of 45 minutes as long as both teams have batted their entire line up twice (2 innings). Umpires are not used for this league, and scores are not kept. This league is strictly developmental and should be treated as such. Batters will bat each time until putting the ball into play. There are no strike outs. It is recommended that no player play the same position more than once in a game, and all players must play at least every other inning in

the infield. Coaches are encouraged to be on the field both offensively and defensively to help instruct players. Wins, losses, outs and runs are not kept in this league. Baseball pants are not supplied nor required for this league. If a player is out, he/she is allowed to continue running the bases. The team will continue to bat the entire line up each inning regardless of the number of outs. There will be a maximum of 5 badged coaches allowed between the field and the dugout during grapefruit games.

### Shetland League Rules

1. Bat your entire line up.
2. You may have 10, 11 or 12 players on defense. If a head coach plays 10 then 4 infielders and 4 outfielders. If a head coach plays 11 then 4 infielders and 5 outfielders. If a head coach plays 12 then 5 infielders and 5 outfielders. (The pitcher and catcher are considered as infielders.) a. Infield is considered inside the baseline forward and outfield is at least 10 feet behind the baseline.
3. Maximum of 4 coaches per team. This includes dugout coaches.
4. Time limit will be in effect. (55 minutes, finish the inning, unless the home team is winning, or the visiting team cannot catch up)
5. A game may be called if a team cannot catch up.
6. Ties will stand in Fall ONLY  
Ties breaker rules are as follow:  
The last batter from the previous inning will be placed on second. 2 swings (unlimited fouls) innings will be still capped at 4 runs per team.
7. Time outs as noted in the PONY rules.
8. A fielder holding up the ball DOES NOT constitute a dead ball; runners may continue to run until the Umpire calls time.
9. The batter gets 3 swings at the ball (unlimited fouls). Measuring up after the ball is placed on the tee could result in a strike being called by the umpire. (It will be called a strike in All-Star play.)
10. One offensive coach behind the plate. This coach can adjust the tee and remove it after the ball is hit. The coach may NOT manually position the batters at the plate. This includes moving the batter with the end of the bat. This coach may not COACH from behind the plate (pointing at the plate, etc.)
11. One defensive coach is allowed in the outfield. If the ball touches the coach it will be declared dead and the umpire will award bases according. After week 3 of Spring play, no coaches are allowed in the outfield.
12. 4 runs per half inning.
13. NO infield fly rule.
14. NO intentional walks.
15. Six innings.
16. The BYA encourages coaches to teach their players to throw the ball in the air in order the get players out. Coaches failing to do this will result in their player to be called safe vs. out. If in the judgment of the umpire a runner is tagged out by a defensive player running the ball, that player shall be called safe (example, a pitcher fields the ball on the

first base side, tags the runner out-she is out, but then runs the ball and tags a runner going to third-the runner going to third is safe)

17. No intentional bunting.
18. No intentional chopping.

**The following rules will be in effect for Spring as well.**

1. Each player must start a minimum of 1 inning in the infield every other game (Inning is defined as 3 complete outs or 4 run rule enforced. Innings that end due to Time, Rain, or any other reason, would not qualify as a complete inning for this rule)
2. Shetland is a "learning league" therefore, it is expected that coaches will rotate their players often. For Example, no child should play the outfield the majority of the season. If it is brought to the attention to the VP that rotation is not happening a written warning will go into effect and if it continues to happen after that, then the coach will be suspended for one game determined by the VP of Softball.

**Pinto Rules**

1. Bat your entire line up.
2. Ten players on defense, rover MUST be in the outfield (at least 10 feet behind the baseline).
3. Maximum of 4 coaches per team.
4. Time limit will be in effect. (55 minutes, finish the inning, unless the home team is winning, or the visiting team cannot catch up)
5. A game may be called if a team cannot catch up.
6. Ties will stand in FALL ONLY. Tie breaker rules are as follow:  
The last batter from the previous inning will be placed on second. 2 pitches (unlimited fouls.) Innings will be still capped at 6 runs per team. If the home team advances a run to take the lead, the game is over.
7. Time outs as noted in the PONY rules.
8. A fielder holding up the ball DOES NOT constitute a dead ball; runners may continue to run until the Umpire calls time.
9. Coach pitches to his/her own team.
10. Pitching coach may NOT communicate with any player or coach unless time has been called. Coach pitchers should duck or exit the field in a manner that does not interfere with the defensive players (in front on the pitcher in her line of site of the ball)
11. A coach may stand behind the catcher to retrieve a pitched ball. This coach may not communicate with any player unless time has been called.
12. The batter gets 3 swings or 4 pitches whichever comes first and unlimited foul balls.
13. Six runs per half inning.
14. NO infield fly rule.
15. Intentional Walks are allowed in Pinto. There will be no more than 3 walks per team per game. No player shall be walked more than once per game. The coach will need to call time "before" the player has any pitches thrown to them. The coach must notify the umpire, the other coach, and the scorebook keeper of the decision to walk to player.
16. NO Intentional bunts.

17. Six innings
18. BYA encourages coaches to teach their players to throw the ball in the air in order to get players out. Coaches failing to do this will result in their player to be called safe vs. out. If in the judgment of the umpire a runner is tagged out by a defensive player running the ball, that player shall be called safe (example, a pitcher fields the ball on the first base side, tags the runner out-she is out, but then runs the ball and tags a runner going to third-the runner going to third is safe.)
19. **Fall is designated for learning;** therefore, it is expected that the coaches will be rotating players often. For Example, no player should play the outfield for consecutive games. If it is brought to the attention of the VP that rotation is not happening a written warning will go into effect and if it continues to happen after that, then the coach will be suspended for one game determined by the VP of Softball.

### Mustang League

1. Bat your entire line up.
2. Maximum of 4 coaches per team.
3. Time limit will be in effect (75 minutes, finish the inning, unless the home team is winning, or the visiting team cannot catch up)
4. A game may be called if a team cannot catch up.
5. Time outs as noted in the PONY rules. A coach may visit to the pitching mound multiple times per inning however, if the coach visits the mound for the second time in the same inning, the pitcher MUST be changed.
6. Six runs per half inning.
7. Six innings
8. Intentional Walks are allowed. There will be no more than 3 walks per team per game. No player shall be walked more than once per game. The coach will need to call time "before" the player has any pitches thrown to them. The coach must notify the umpire, the other coach, and the scorebook keeper of the decision to walk to player.
9. Ties
  - a. SPRING: After time has expired and the inning is completed, if the game is tied, International tie breaker rules will be in effect for one inning of play.
  - b. Ties will stand in FALL ONLY. Ties breaker rules are as follow:  
The last batter from the previous inning will be placed on second. 2 pitches (unlimited fouls) innings will be still capped at 6 runs per team.
10. The max amount of pitches allowed by a pitcher in a warm up prior to an inning or a pitching change is 5 total. This will be a strict rule, to prevent delay in games. Catchers and players must be on the field ready to play to avoid delays in games. If the umpire determines that the opposing team is not taking the field in a timely matter, the inning will continue even if time expires. The time between innings for a team to be ready is 2 min. If a catcher is not ready, a coach should be catching the pitcher for warmups, to prevent delays

## Bronco League

1. Bat your entire line up.
2. Maximum of 4 coaches per team.
3. Time limit will be in effect (75 minutes, finish the inning, unless the home team is winning, or the visiting team cannot catch up.)
4. A game may be called if a team cannot catch up.
5. Time outs as noted in the PONY rules. A coach may visit to the pitching mound multiple times per inning however, if the coach visits the mound for the second time in the same inning, the pitcher MUST be changed.
6. Six runs per half inning.
7. Seven innings
8. Intentional Walks are allowed. There will be no more than 3 walks per team per game. No player shall be walked more than once per game. The coach will need to call time "before" the player has any pitches thrown to them. The coach must notify the umpire, the other coach, and the scorebook keeper of the decision to walk to player.
9. Ties:
  - a. SPRING: After time has expired and the inning is completed, if the game is tied, International tie breaker rules will be in effect for one inning of play.
  - b. Ties will stand in FALL ONLY. Ties breaker rules are as follow:  
The last batter from the previous inning will be placed on second. 2 pitches (unlimited fouls) innings will be still capped at 6 runs per team.
10. The max amount of pitches allowed by a pitcher in a warm up prior to an inning or a pitching change is 5 total. This will be a strict rule, to prevent delay in games. Catchers and players must be on the field ready to play to avoid delays in games. If the umpire determines that the opposing team is not taking the field in a timely matter, the inning will continue even if time expires. The time between innings for a team to be ready is 2 min. If a catcher is not ready, a coach should be catching the pitcher for warmups, to prevent delays

## Pony/Colt/Palomino League

1. Bat your entire line up.
2. Maximum of 4 coaches per team.
3. Time limit will be in effect (75 minutes, finish the inning, unless the home team is winning, or the visiting team cannot catch up)
4. A game may be called if a team cannot catch up.
5. Time outs as noted in the PONY rules. A coach may visit to the pitching mound multiple times per inning however, if the coach visits the mound for the second time in the same inning, the pitcher MUST be changed.
6. Six runs per half inning.
7. Seven innings.

8. Intentional Walks are allowed. There will be no more than 3 walks per team per game. No player shall be walked more than once per game. The coach will need to call time “before” the player has any pitches thrown to them. The coach must notify the umpire, the other coach, and the scorebook keeper of the decision to walk to player.
9. Ties:
  - a. SPRING: After time has expired and the inning is completed, if the game is tied, International tie breaker rules will be in effect for one inning of play.
  - b. Ties will stand in FALL ONLY. Ties breaker rules are as follow:  
The last batter from the previous inning will be placed on second. 2 pitches (unlimited fouls.) Innings will be still capped at 6 runs per team.
10. The max amount of pitches allowed by a pitcher in a warm up prior to an inning or a pitching change is 5 total. This will be a strict rule, to prevent delay in games. Catchers and players must be on the field ready to play to avoid delays in games. If the umpire determines that the opposing team is not taking the field in a timely matter, the inning will continue even if time expires. The time between innings for a team to be ready is 2 min. If a catcher is not ready, a coach should be catching the pitcher for warmups, to prevent delays.

## All-Star Selection

1. The team that wins the league by record wins, will be awarded the A Team for All Stars. The second-place team will be awarded the B team. If applicable, a C Team can be formed by any other coaches that are willing to take a team, if we have enough players left to nominate a 3<sup>rd</sup> team. Only current BYA coaches (specific to your league) will be eligible to coach an all-star team. This includes assistant coaches.
2. It will be required that if you are taking the A Team to all stars, it will be expected that you will attend the Pony World Series. If first-place coach cannot commit to take the team to the World Series, the Second-Place team head coach will be offered the A Team. If necessary, we will keep moving down the standings until a coach can commit to attend.
3. All Coaches will nominate their top players on their current team and any other players in the division that they believe have the talent to represent BYA in All Stars.
  - When the coach nominates a player, they will email the VP or designated committee member their nomination and will need to verify if the player is committing to attend the World Series prior to sending in the nomination. Coaches will have 5 days from the notification from the VP to send in the nominations.
  - Only players that are nominated on the draft sheet are eligible to play in all stars. The draft sheet will reflect if players are committed to the World Series.

### For Example:

Sally Softball- Yes

Betty Bunt- No

4. **The A Team:**

Allowed 7 exemptions, which will require them to have a parent letter asking them to be on the team and it will require that that player is nominated and is on the draft sheet.

The head coach's daughter is required to be of their exemptions. Any assistant coaches' children will be required to be an exception.

Exempted players are not eligible for the other coaches to draft

A Team gets to fill their team spots first (recommended- 12 Players) and discussion of additional players will be recommended by the other coaches attending the draft.

5. **The B Team:**

Allowed 5 exemptions, which will require them to have a parent letter asking them to be on the team and it will require that that player is nominated and is on the draft sheet.

The head coach's daughter is required to be of their exemptions.

Exempted players are not eligible for the other coaches to draft.

B Team gets to fill their additional team spots after the A Team players have been determined. (Recommended- 12 Players) discussion of additional players will be recommended by the other coaches attending the draft.

6. **The C Team:** Once the A Team and B Team has been drafted, if there are enough players left on the draft sheet to create an additional team, they are welcome to do so.

**All-Star Player requirements:**

- It is recommended by the league that any player that declines their election to an all-star team, forfeits their ability to play for any other all-star team but, non-requests from the beginning of the spring season for coaches will be in effect.  
Ex: if a parent does a non-request at the beginning of the season for a specific coach prior to drafts, that coach is NOT eligible to draft that player for all stars. If this discussion comes up in the draft, the majority vote of coaches attending drafts will determine if that player is not going to be eligible to play. Vice President will determine any tie votes or disputes in this matter.
- Once players are set, and players are committed, players cannot change to another all-star team.
- If a player declines to play all stars for any reason, the replacement player should come from the remaining all-star draft pool.
- Players, parents, and coaches still agree to follow the BYA codes of conduct during all-stars.