

Burleson Youth Association

www.bya.org



Baseball Rules

2024

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GOVERNING RULES POLICY

All BYA Rec Rules will take precedent over current [PONY Baseball Rules](#). PONY baseball rules will take precedent over current [Official American Baseball Rules](#). Rule or policy changes do not change during an active season. Any rule change made during the season must be approved by the Baseball VP and deemed a necessity for the positive affect and integrity of the league/division in which it affects.

SEASONS

SPRING/FALL:

4U: Season will consist of playing between 8 and 10 games

5U – 14U: Season will consist of 10-12 games plus tournament

15U – 19U: Season will consist of 8-10 games

SIGN UPS

Beginning with the Fall season and continuing into the following Spring season, a player's league age is defined to be that player's age on April 30th of the Spring season.

BYA Rec Baseball is sanctioned through PONY Baseball.

Baseball Divisions:

FOAL: 4U (non-competitive)

SHETLAND: 5U & 6U (5U may combine with 6U if needed)

PINTO: 7U & 8U (7U may combine with 8U if needed)

MUSTANG: 9U & 10U (9U may combine with 10U if needed)

BRONCO: 11U & 12U (11U may combine with 12U if needed)

PONY: 13U & 14U (13U may combine with 14U if needed)

PALOMINO: 15U – 18U (combined)

SPRING / FALL:

If sufficient players exist, divisions will be league age specific. League Age Specific means that players that are 5 will play in the 5U league unless parents approve them to play up in 6U with 6-year-old players.

PLAY UP OPTION:

You may elect for your child to “Play-up” ONE age division. Example: A 7U player may opt to “play-up” to 8U **OR** an 8U player may opt to “play-up” to 9U. This is **NOT** recommended by BYA but is the Parents' choice. **NOTE:** a 7U player will **NOT** be allowed to “play-up” to 9U.

All players who register before the deadline will get to participate in the league. If there are not enough volunteer coaches based on the number of kids enrolled, it is possible that there could be more than 12 players per team. If enough coaches exist, 12 would be the maximum number of players per team.

SIGN UPS (continued)

Each player is entitled to indicate, on their enrollment form, the name of ONE coach for which they do NOT want to play. That coach may not draft the player UNLESS the league will only have two teams.

NON-COACH REQUESTS

All non-coach requests MUST be submitted before closing of registration. NO non requests will be accepted after registration has closed.

BROTHERS AND SISTERS

If siblings will play in the same age division, they will be automatically drafted to same team (unless they opt out)

RIDESHARE POLICY

There will be NO ride shares guaranteed (including cousins, nieces, nephews, neighbors, friends, etc.).

COACHES:

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. 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 registered coaches on a first come, first serve basis 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.

DRAFT RULES

The Baseball Committee or their authorized designates will oversee the draft.

Team draft order will be determined by a drawing at the draft site. Draft order will alternate each round (i.e., first round 1-10, second round 10-1, third round 1-10) with each Coach joining the draft during the first round they are eligible for a pick.

Unless there are only 2 teams in a league, each player is entitled to indicate, on their enrollment form, the name of 1 coach for which they do not want to play. **That coach may not draft that player under any circumstances.**

Provided there are sufficient coaches available, there will be a maximum of 12 players per team. Once the draft has occurred, any additional players (waiting list) will be appointed to teams as needed. It is the responsibility of the Coach to monitor his or her online roster to incorporate all players into team activities as quickly as possible.

EXEMPTIONS

SPRING/FALL

Coaches will be allowed to exempt up to 4 four players. If the coach has a child playing in the league, that child must be one of the exemptions. Otherwise, the exemptions may be any child who consents to play for that coach. If the head coach has two children playing in the league, an exemption will be required for each child. **Exemptions who are not the coach's child must be submitted in writing, signed by the coach and the player's parent, at the league draft.** Exemptions will be exercised after

the draft order has been established but before beginning the draft. **NOTE:** No Coach will be allowed to announce which players they would like to draft prior to their turn in the draft order. (i.e.: Coach John Doe cannot state “If everyone agrees, I would like to be able to draft the following players”)

Sibling Exemptions- If a coach plans to exempt a player in which they have a sibling in the same age division, the coach **MUST** use exemptions on both players.

DRAFT RULES (continued)

BROTHERS AND SISTERS

When the first sibling is drafted, and an option submitted, the coach must take the other sibling at the first opportunity.

SPRING/FALL LEAGUE NEW COACH TAKING OVER A TEAM AFTER THE DRAFT

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

1. That the position of coach of his or her child’s team is already filled.
2. The new coach surrenders his or her team’s most equal draft selection to his or her child’s former team

REPLACEMENT OF A PERMANENTLY LOST PLAYER

When a team coach permanently loses a rostered player, for any reason, they must immediately inform the Vice President of Baseball or his designee of the lost player’s name and the reason for the loss. The following steps will be taken:

1. Contact the lost player, if possible, to verify his/her permanent loss and the reason for the loss. If the loss is due to a complaint with the coach, the situation will be reviewed by the Baseball Committee for possible disciplinary action.
2. Replace the lost player as soon as possible with a player at the top of the waiting list (if applicable players exist).
3. If a permanently lost player drops roster below 10 players (5U – 8U), or 9 players (9U – 14U), an additional player may register and be added to roster during the season.

INTERLOCKING GUIDELINES

Any organization wishing to play Rec Baseball with Burleson Youth Association must adhere to the following conditions in order to participate:

1. If more than 1 team per age division exists, must have drafts similar to our above draft rules, and that both organizations may witness the draft process. This is not necessary, if only 1 team is in that division.
2. The organization wishing to play will be responsible for ALL fees that Burleson Youth Association Teams pay, provided all games are played in Burleson. If fields that are used are in other cities, modified concession stand fee will apply. The use fields not in Burleson must be approved before that season starts by VP-Baseball.
3. The visiting organization must pay for half of the umpire fees of each game that each team plays.

4. The visiting organization must reimburse BYA for awards given to players for season/tournament play.
5. Each team will provide baseballs for when they are the HOME team listed.
6. At each game, a team representative MUST sit at score table to keep the scorebook for HOME games and operate scoreboard for AWAY games.

INTERLOCKING GUIDELINES (continued)

7. Everything listed above and any other conditions to participate needs to be in writing prior to the season start.
8. Must adhere to all BYA code of conduct and baseball rules for that season.
9. Failure to comply with any written conditions signed at beginning of season could result in discontinuing participation with our league at the conclusion of the season.

EQUIPMENT

Equipment Pick Up – Coach or designate will bring check made out to BYA for \$300.00 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 \$300.00 check will be returned.

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

1. Your \$300.00 check will be charged to your BYA account and must be paid prior to enrolling in any BYA sponsored activities.
2. 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.

PLAYER EQUIPMENT

MAXIMUM BAT BARREL DIAMETER 2 3/4" BARREL

5U-6U T-Ball bats are allowed

7U – 8U bats labeled “T-Ball” are not allowed

13U – 14U must use a -5 or -3 bat

HS must use a -3 bat

****NOTE: While both USSSA & USA bat standards will be allowed for league play, All-Stars will be limited to only USA bat with a max diameter of 2 3/4”****

Batters Helmets are mandatory for all batters, on-deck batters, base runners, and players coaching first or third base in any BYA league play.

In the interest of safety for all players, metal cleats will NOT be allowed in 4U through 12U Leagues.

Catchers in all baseball will wear full gear. ALL CATCHERS MUST WEAR SOME TYPE OF THROAT PROTECTION. The extended chin guard of the newer masks meets this requirement. No “skullcaps” will be allowed for catchers at any level of play except the 15u – 18u divisions. When a temporary fence is in use any ball from foul line to fence beyond temporary fence is a dead ball.

UNIFORMS

BYA provides uniforms consisting of pants, shirt, and cap in the Spring and Fall leagues. All teams will be required to wear these uniforms as provided. No enhancements (**example, but not limited to, ripping sleeves off shirts, adding names to uniforms, custom jerseys**) will be allowed except for socks, belts, and the Sponsors name on the back of the shirt. Hats are permitted to have number put on it for identification.

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 primarily for game use. The fields can only be used for practice when reserved through the Burleson Rec Center during allotted times.

All volunteers for league teams playing through BYA at Chisenhall must have correct credentials, (BADGE), to be on field or in dugouts. Anyone that is on the field or in the dugout who is not a player, must have completed the background check process successfully to receive necessary background check credentials in the calendar year of play. Coaching participants must always have badge on and visible (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. No batting practice is allowed in the park. **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.

Pre-game whiffle ball pitching, hitting nets, and hit sticks are permitted.

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 or www.rainoutline.com, 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.

In the case of a suspended game, it will be considered a complete game if more than half of the time limit has passed at the time of suspension. In this situation, **ONLY** complete innings will be recorded for scoring purposes. If the game is suspended before this, record the time remaining and the suspended game will be completed at a later date.

GENERAL RULES

PRACTICE SCHEDULES (SPRING/FALL)

No more than 3 scheduled or unscheduled practices and/or games per week. A Coach will conduct a minimum of two activities (practices combined with games) per week throughout the practice and game

segments of the season, weather permitting. 1/3 of a team with adult supervision together practicing constitutes a practice. Each practice will be limited to **2 hours maximum per session**.

Game day warm-ups are limited to no more than 30 minutes prior to your game at the ballpark. No additional practice and/or batting practice permitted prior to a game on Game Day. Batting Practice consists of a meeting of 1/3 or more of the team at an alternate location on game day.

If 3 or more games are scheduled in one week, the Coach has an option to hold 1 practice in that week. Rescheduled games can cause more than 3 games in 1 week.

GENERAL RULES (continued)

Coaches in violation will be subject to automatic next game suspension and will be warned of exclusion as an All-Star Coach for that year and/or coaching a team the following year. Such penalty can be set-aside only by petition for reconsideration and further action by the Baseball Committee.

Calendar week is from 12:01am Monday to 12 midnight the following Sunday.

PLAYER DISCIPLINARY ACTION

A player may be excluded from one game for continual unexcused absents from practice and/or games, profanity, or violent behavior. The Coach must show this is a persistent problem and not an isolated incident. When possible, a parent or guardian must be warned before action becomes eminent. The Coach **MUST** obtain approval from their League Commissioner **BEFORE** using this action. That officer must initial the game summary at the time of the game in question. The failure of the coach to follow this procedure will result in disciplinary action being taken against the coach.

PLAYER EJECTION:

If a player is ejected during the last inning of a game, for any reason, they will be required to serve an additional game suspension; to be served at the next scheduled game. The Coach of the ejected player is required to notify the League Official (VP, Commissioner, or On Duty Person) immediately following the game in question. The failure of the coach to follow this procedure will result in disciplinary action being taken against the coach.

COACH DISCIPLINARY ACTION

If a Coach is ejected from any regular season game, he/she shall serve an additional one game suspension; to be served at the next scheduled game. The ejected coach will need to file an email notice the VP-Baseball 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. Coach ejections will escalate as follows; warning, confined to dugout, ejected from facility. ANY code of conduct violation will be grounds for immediate ejection.

COACH EJECTION:

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.

PARENT DISCIPLINARY ACTION

If a Parent is ejected from any regular season game, he/she shall serve an additional one game suspension; to be served at the next scheduled game. The incident may be reviewed by the respective sports Committee for possible additional action. Parent ejections will escalate as follows: Spectator warning, coaches warning, ejected from facility. ANY code of conduct violation will be grounds for immediate ejection.

- Head Coach will be ejected from facility if two parents get ejected within the same game.

PROTESTS

The Coach must pay a PROTEST FEE of \$25.00, at the time of the protest, to a BYA Board Member or the on duty designate. The Protest Committee will consist of three members: the head umpire from the game in question, plus two BYA Baseball Committee members (or BYA board members if Baseball Committee members are not available). No protest will be accepted in 5u, 6u, 7u, or 8u leagues. **NOTE:** Protests **MUST** made at the time of play/rule in question. Protests may **NOT** be made regarding umpire judgement calls (ex: calls for balls and strikes, safe or out at bases, etc.)

A coach may not protest a ruling unless the coach has a copy of the rules in hand. This applies to BYA rules, PONY Rules, and Official Baseball rules. **Game clock will be stopped.** The maximum time allowed for a rules protest is five (5) minutes. Umpires are required to allow the coach to protest a rule's interpretation. If there is confusion on how a rule should be applied, first seek the Baseball Commissioner on duty or a Board Member to help clarify the rule. If there is no Commissioner or Board Member available, the umpire's decision is final.

GENERAL RULES (continued)

HOME AND VISITING TEAM RESPONSIBILITIES

The HOME team will occupy the third base dugout. The HOME team will provide the official scorekeeper and 2 game balls to the Head Umpire. The VISITOR team will provide a person to keep the scoreboard. VISITOR for the first game of the day will pick up the scoreboard and T (if required) at the umpire room; VISITOR for the last game of the day will return the scoreboard and T (if required) to the umpire room. Teams will not enter the dugout until the previous teams have cleared their equipment and trash from the dugout. **At the conclusion of the game, coaches from both teams will sign off on the CLEAR score of game in the scorebook. NOTE: Failure of Coaches to follow this procedure can result in disciplinary action being taken against the Coach.**

At the pregame meeting a designated spokesman will be identified, and that person will be the only one allowed to talk to umpires or argue calls during the game.

LINEUPS AND SCOREKEEPERS

Lineups should be presented to the official scorekeeper at least 10 minutes before game time. If there is no official scorekeeper by 10 minutes after scheduled game time, the home team will forfeit the game.

The Official Scorebook will be kept complete. Failure of Scorekeepers to follow this procedure will result in a forfeit for the team responsible for keeping the scorebook.

Scorekeepers are **REQUIRED** to record the name, uniform number and the number of pitches recorded by each pitcher. **NOTE:** This is a requirement for 9U – 18U. Failure of Scorekeepers to follow this procedure will result in a forfeit for the team responsible for keeping the scorebook.

Umpires will also keep scorecards and record the name, uniform number and the number of pitches for each pitcher.

PITCH COUNTS: Coaches from **BOTH** teams shall track the pitch count for each pitcher on either team for each inning. Between each half inning, coaches will meet with umpire and record the number of pitches thrown for each pitcher as agreed upon by both coaches. Failure to record pitch counts will result

in pitcher being charged with daily max. Pitch counts are to be recorded in the official scorebook and the official score card.

****Umpires will not start game before both scoreboard operator and scorekeeper are sitting next to each other at the scorer's desk. The Umpires have been instructed to treat as a forfeit if this does not take place before Forfeit time designations for players. Forfeits because of this rule will be reviewed by the Baseball Committee for possible repercussions against the coach.****

It is recommended scorekeeper and scoreboard operator are of at least 14 years of age.

RULES GOVERNING PLAY

PLAYER PLAYING TIME

It is the policy of BYA, that each player, on recreational teams, MUST be a starter in at least every other game.

BYA REC players must play every other inning in the field.

The only exceptions to these rules are injury, illness, games shortened according to time limit, run rule or in cases of player disciplinary action.

GAME TIME & PLAYER REQUIREMENTS

All game times are listed on the official schedule. A team that is not ready to play 10 minutes after scheduled game time will forfeit the game. However, a practice game should be played, and umpires are required to officiate the game in order to receive compensation. A practice game may be played with borrowed players, providing those players are appropriate league age and registered with BYA for the current season.

Teams will be allowed to play with as few as seven (7) players without forfeiting. Automatic out(s) will be taken at the eighth and ninth spots in the lineup. The same applies for teams dropping below 9 players during a game due to injury, illness, or ejection. If a player leaves the game early due to injury, illness, or ejection and only eight players are available to play, the game will continue and an out will be automatically recorded in the missing player's batting position.

For all games, any player showing up late can be inserted into the bottom of the lineup. This is true regardless of whether or not the complete original lineup has batted.

Any player present for the resumption of a suspended game, who was not in the line-up for the original beginning of the game, will be added to the bottom of the line-up. Any player not available, who was originally in the line-up, will be marked out with no penalty given unless the team has dropped below nine players

TIME LIMIT

The umpire shall keep the official time and will announce the starting time of the game to both coaches and the official scorekeeper.

For the purpose of this rule, the new inning starts as soon as the third out is made in the previous inning.

BATTER / BASE-RUNNER RULES

In the interest of safety, in ALL age divisions, players will not be allowed to show bunt, then attempt to “slap hit” past the charging infielders. A player attempting this will be ruled out by the umpire. Crashing into any fielder or catcher who is holding the ball waiting to make a tag shall result in the runner automatically being declared out. If in the opinion of the Umpire, the contact is malicious or flagrant, the runner shall be immediately ejected from the game. If in the opinion of the Umpire, the runner’s interference prevented a second out on a double play attempt, the second runner will also be declared out by the Umpire.

LEAGUE CHAMPION AND AWARDS

SPRING: Winner of the Season End Tournament will be the League Champion. The best win-loss record in the regular season will decide seeding for tournament. Higher seeded team will be the home team for all games until the Championship. In the event of ties, we will first look at head-to-head record, followed by runs allowed, then runs scored.

FALL: Winner of the Season End Tournament will be the League Champion. The best win-loss record in the regular season will decide seeding for tournament. Higher seeded team will be the home team for all games until the Championship. In the event of ties, we will first look at head-to-head record, followed by runs allowed, then runs scored, if still tied, a coin flip by League Commissioner will decide the seeding. For Championship Game, winner’s bracket submission will be HOME. If an additional game is needed to determine the champion, HOME team will be determined by coin flip. Necessity of this game will be determined by both coaches involved and the VP-Baseball (or designate).

4U is a non-competitive league and will not have place awards or tournament. All players in this league will receive a participation award.

All Leagues (except 4U) will have a Champions 1st Place award per team player

Leagues with 5 teams or more will have a 2nd Place award per team player.

Leagues with 7 teams or more will have a 3rd Place award per team player.

All players in the 5U, 6U, 7U and 8U age leagues that did not receive an award will be awarded a participation award.

There will be no participation awards for 9U – 18U.

BASE & PITCHING DISTANCES

Age	Bases	Pitching
4U/5U/6U	50'	N/A
7U & 8U	60'	40'
9U & 10U	65'	46'
11U & 12U	70'	50'
13U & 14U	80'	54'

15U – 18U HS

90'

60.5'

SPRING/FALL ADDITIONAL LEAGUE RULES

4U 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 or not 3 outs have been obtained. Time limit 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.

5U T-Ball (Shetland)

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. Entire Roster may play on defense. No matter how many players are playing, deployment can ONLY BE as follows: 4 Infielders, 1 Pitcher, 1 Catcher, and remaining players are to be deployed in outfield (at outfield depth). OUTFIELDERS cannot cover bases, make tags, and the ball must be “thrown in” to an infielder, pitcher, or catcher.
3. TIME LIMIT: 1 hour or 6 innings. Game won’t be stopped early, except for weather
4. RUN LIMIT: 5 runs per inning.
5. Ties stand in the regular season.
6. 1 offensive time out per inning.
7. 2 defensive time outs per inning.
8. 1 coach on field immediately for injury. Play continues.
9. There will be no infield practice before game.
10. There will be NO intentional walks allowed in any game.
11. The batter gets 3 swings at the ball on the tee.
12. The baseball must be “TEED” in the center of home plate and may not be “TEED” higher than the player’s strike zone defined as chest to knees. **If a coach wants to use a non-BYA provided tee, the opposing teams must have the option to use it also. If no agreement on tee usage is made between coaches, the BYA provided tee will be used**.
13. The batter will position himself/herself in the batter’s box and may measure up as the umpire holds the ball on the tee. The umpire will ask the batter if he/she is ready, and if so, the umpire will remove his/her hand from the ball and give the signal to play ball.

14. One offensive coach near “ON DECK” circle to quickly adjust the height of the tee for each batter “ONLY,” and remove the tee and bat once the ball is hit. The tee should always remain in the center of home plate. Coach SHALL NOT touch the batter/bat at the plate, NOR draw in the dirt, in order to physically position them. It should be understood that physical positioning anywhere on the field is not allowed, whether on offense or defense. The two defensive coaches in the field must remain in the outfield and give all instructions from there unless time out has been called. **All positioning instructions should be verbal or with signals. Physically manipulating the positioning of players will result in a possible suspension of the coach as determined by the Baseball Committee**. **PENALTY:** A coach that is not following these guidelines, should first be issued a warning by the umpire. If it continues then the umpire is to order the coach to be removed from the position for the remainder of the game, and an alternate coach must assume duties.
15. The ball is dead when in possession of an infielder in the infield and play has stopped and the Umpire calls time. A fielder holding up the ball does not constitute a dead ball and the runners may continue to advance until the umpire calls time.

5U T-Ball (Shetland)(continued)

16. **Overthrows at 1st base** - All runners may advance at their own risk one base on an overthrow regardless of ball being in fair or foul territory. If an obvious attempt is made to make a play on a runner, players may continue to advance as many bases as possible until play has stopped. A player simply throwing the ball in from the outfield does not constitute making a play. Once all runners have advanced one base and no play has been made, time out will be called regardless if ball is in the infield or outfield.
17. If a batted ball is hit on the first base side of the infield, the pitcher may field the ball and with routine effort tag the batter out before he or she reaches first base.
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 the runner being 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. To encourage the teaching of proper baseball techniques, a fielded ball shall not be intentionally handed, rolled, or bounced to another player. Additionally, outfielders shall not run a fielded ball to the infield. If in the opinion of the umpire this rule is broken the runner will be called safe.
20. No player shall play any (one) position in the infield, pitcher, or catcher for more than 1 inning per game. No player shall play more than 2 innings, total, in the infield, pitcher or catcher per game unless ALL other players have either played 2 innings, or are playing their 2nd inning in the infield, pitcher or catcher. No player shall play ANY infield position more than 1 inning per game. **PENALTY:** 1st offence: Warning to coach; 2nd offence: Coach will be suspended from next scheduled game.
 - 5U is considered a “learning league”, therefore, it is expected that coaches will rotate their players often. For Example, no child should play the outfield for the majority of the season. If it is brought

to the attention to the VP that rotation is not occurring, a written warning will go into effect. If issue continues, then the coach will be suspended for one game determined by the VP of Baseball.

- It should be understood that player rotation and infield shifts will not be allowed within an inning. Officials who may umpire older age groups may tell you that this is okay, but it has been determined by the Baseball Committee that this will not be acceptable. Once a player is assigned a position for an inning, every effort should be made to allow that player to finish out the inning in that position unless there is an injury or extenuating circumstance. Rotating players or putting on an infield shift during an inning will result in a possible suspension of the coach as determined by the Baseball Committee. Umpires do not have a say on this rule. If you encounter this happening, you should remind the coach of the rule, ask them to adhere to it, and let the commissioners know the coach did not follow the guidelines. Please note that games may be audited throughout the season to verify coaches are following this and all other rules.

21. In addition to player rotation, each player must start a minimum of 1 inning in the infield every other game (An inning is defined as 3 complete outs, or 5 run rule enforced. Innings that end due to Time, Rain, or any other reason, would not qualify as a complete inning for this rule.)

6U Modified T-Ball (Shetland)

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. Entire Roster may play on defense. No matter how many players are playing, deployment can ONLY BE as follows: 4 Infielders, 1 Pitcher, 1 Catcher, and remaining players are to be deployed in outfield (at outfield depth). OUTFIELDERS cannot cover bases, make tags, and the ball must be "thrown in" to an infielder, pitcher or catcher.
3. TIME LIMIT: 1 hour or 6 innings. Game won't be stopped early, except for weather
4. RUN LIMIT: 5 runs per inning.
5. Ties stand in the regular season.
6. 1 offensive time out per inning.
7. 2 defensive time outs per inning.
8. 1 coach on field immediately for injury. Play continues.
9. There will be no infield practice before game.
10. There will be NO intentional walks allowed in any game.
11. Coach pitches to his/her own team. The batter will be given 3 pitches. If the 3rd pitch (or subsequent pitches due to fouls) is fouled off, the batter may receive another pitch. If the ball has not been put into play after the pitches, the batter is permitted 2 swings on the Tee. If the batter doesn't reach base safely after two swings at the tee, the batter is declared out.
12. Coach-pitcher may NOT communicate in any way with the batter or another coach unless there is an offensive or defensive time out called. The coach pitcher may NOT communicate during a

routine time out when a play has been completed. Communication includes gestures, motioning, verbal, or any other action that could be considered “coaching”. **PENALTY:** A pitching coach that is not following these guidelines, should first be issued a warning by the umpire. If it continues then the umpire is to order the pitching coach to be removed from the mound for the remainder of the game, and an alternate coach must assume the pitching duties.

13. When the ball is hit, the coach-pitcher must leave the field of play to the opposite side from where the ball was hit.
14. If a ball strikes coach-pitcher, ball is dead and played as a “no pitch”.
15. The baseball must be “TEED” in the center of home plate and may not be “TEED” higher than the player’s strike zone defined as chest to knees. **If a coach wants to use a non-BYA provided tee, the opposing teams must have the option to use it also. If no agreement on tee usage is made between coaches, the BYA provided tee will be used**.
16. The batter will position himself/herself in the batter’s box and may measure up as the umpire holds the ball on the tee. The umpire will ask the batter if he/she is ready, and if so, the umpire will remove his/her hand from the ball and give the signal to play ball.

6U Modified T-Ball (Shetland) (continued)

17. One offensive coach near “ON DECK” circle to quickly adjust the height of the tee for each batter “ONLY,” and remove the tee and bat once the ball is hit. The tee should always remain in the center of home plate. Coach SHALL NOT touch the batter/bat at the plate, NOR draw in the dirt, in order to physically position them. It should be understood that physical positioning anywhere on the field is not allowed, whether on offense or defense. The two defensive coaches in the field must remain in the outfield and give all instructions from there unless time out has been called. **All positioning instructions should be verbal or with signals. Physically manipulating the positioning of players will result in a possible suspension of the coach as determined by the Baseball Committee**. **PENALTY:** A coach that is not following these guidelines, should first be issued a warning by the umpire. If it continues then the umpire is to order the coach to be removed from the position for the remainder of the game, and an alternate coach must assume duties.
18. The ball is dead when in possession of an infielder in the infield and play has stopped and the Umpire calls time. A fielder holding up the ball does not constitute a dead ball and the runners may continue to advance until the umpire calls time.
19. **Overthrows at 1st base** - All runners may advance at their own risk one base on an overthrow regardless of ball being in fair or foul territory. If an obvious attempt is made to make a play on a runner, players may continue to advance as many bases as possible until play has stopped. A player simply throwing the ball in from the outfield does not constitute making a play. Once all runners have advanced one base and no play has been made, time out will be called regardless if ball is in the infield or outfield.
20. If a batted ball is hit on the first base side of the infield, the pitcher may field the ball and with routine effort tag the batter out before he or she reaches first base.

21. 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 the runner being 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.)
22. To encourage the teaching of proper baseball techniques, a fielded ball shall not be intentionally handed, rolled, or bounced to another player. Additionally, outfielders shall not run a fielded ball to the infield. If in the opinion of the umpire this rule is broken the runner will be called safe.
22. No player shall play any (one) position in the infield, pitcher, or catcher for more than 1 inning per game. No player shall play more than 2 innings, total, in the infield, pitcher or catcher per game unless ALL other players have either played 2 innings, or are playing their 2nd inning in the infield, pitcher or catcher. No player shall play ANY infield position more than 1 inning per game.
PENALTY: 1st offence: Warning to coach; 2nd offence: Coach will be suspended from next scheduled game.
- 6U is considered a “learning league”, therefore, it is expected that coaches will rotate their players often. For Example, no child should play the outfield for the majority of the season. If it is brought to the attention of the VP that rotation is not occurring, a written warning will go into effect. If issue continues, then the coach will be suspended for one game determined by the VP of Baseball.
 - It should be understood that player rotation and infield shifts will not be allowed within an inning. Officials who may umpire older age groups may tell you that this is okay, but it has been determined by the Baseball Committee that this will not be acceptable. Once a player is assigned a position for an inning, every effort should be made to allow that player to finish out the inning in that position unless there is an injury or extenuating circumstance. Rotating players or putting on an infield shift during an inning will result in a possible suspension of the coach as determined by the Baseball Committee. Umpires do not have a say on this rule. If you encounter this happening, you should remind the coach of the rule, ask them to adhere to it, and let the commissioners know the coach did not follow the guidelines.
23. In addition to player rotation, each player must start a minimum of 1 inning in the infield every other game (An inning is defined as 3 complete outs, or 5 run rule enforced. Innings that end due to Time, Rain, or any other reason, would not qualify as a complete inning for this rule.)

7U & 8U Coach Pitch (Pinto)

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. Ten players on defense. 1 Pitcher, 1 Catcher, 4 Infielders, and 4 Outfielders
3. TIME LIMIT: 1 hour 15 minutes or 6 innings.
4. RUN LIMIT: 5 runs per inning.
5. Ties stand in the regular season.
6. 1 offensive time out per inning.
7. 2 defensive time outs per inning.
8. 1 coach on field immediately for injury, and play continues.
9. There will be no infield practice before game.
10. There will be NO intentional walks allowed in any game.
11. Coach pitches to his own team. The batter is allowed 6 pitches or 3 strikes, whichever comes first. Foul ball on 6th pitch is just a foul ball. Batter will get another pitch for each foul ball after 2 strikes.
12. Coach-pitcher may NOT communicate in any way with the batter or another coach unless there is an offensive or defensive time out called. The coach pitcher may NOT communicate during a routine time out when a play has been completed. Communication includes gestures, motioning, verbal, or any other action that could be considered “coaching”. **PENALTY:** A pitching coach

that is not following these guidelines, should first be issued a warning by the umpire. If it continues then the umpire is to order the pitching coach to be removed from the mound for the remainder of the game, and an alternate coach must assume the pitching duties.

13. When the ball is hit, the coach-pitcher must immediately leave the field of play to the opposite side from where the ball was hit.

- **PENALTY:** If the pitching coach intentionally, based on umpire judgement, commits any defensive interference while on or leaving the field of play, the lead runner will be called out and all other runners will be placed at the last base they occupied prior to any interference.
- **PENALTY:** A pitching coach that is not following these guidelines, should first be issued a warning by the umpire. If it continues then the umpire is to order the pitching coach to be removed from the mound for the remainder of the game, and an alternate coach must assume the pitching duties.

14. If a ball strikes coach-pitcher, ball is dead and played as a “no pitch”.

7U & 8U Coach Pitch (Pinto)(continued)

15. Pitching machine may be used at discretion of the Baseball Committee, but it would be used for all teams or none.

16. The player at the pitcher position must have both feet in contact of a 3 ft line chalked to left or the right of the rubber until contact is made by batter.

17. The ball is dead when in possession of an infielder in the infield and play has stopped and the Umpire calls time. A fielder holding up the ball does not constitute a dead ball and the runners may continue to advance until the umpire calls time.

18. If any team is ahead of the other team by 15 runs or more after 3 innings or 10 runs or more after 4 innings then, that game will be declared complete and play will discontinue.

19. 7U ONLY:

19.A. A Coach from the Defensive team will be permitted to stand behind the catcher to retrieve passed balls. This coach’s impact on game is to speed it up when passed balls occur, not to coach from that position. NOTE: This coach cannot communicate in any way to anyone. A warning will be given by umpire to team on a first offense, and an ejection from the game will take place if rule continues to be violated. If ejection occurs, then BYA ejection rules will be enforced.

19.B. Overthrows at 1st base - All runners may advance at their own risk one base on an overthrow regardless of ball being in fair or foul territory. If an obvious attempt is made to make a play on a runner, players may continue to advance as many bases as possible until play has stopped. A player simply throwing the ball in from the outfield does not constitute making a play. Once all runners have advanced one base and no play has been made time out will be called regardless if ball is in the infield or outfield.

9U & 10U (Mustang)

All Baseball leagues will play by PONY BASEBALL rules with the following exceptions:

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. TIME LIMIT: 1 hour 30 minutes or 6 innings
3. RUN LIMIT: 5 runs per inning
4. Ties stand in the regular season
5. There will not be any infield warm-up prior to games.
6. Each team is allowed ONE intentional walk per game. The pitcher will NOT be required to pitch four balls.
7. Stealing home: Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base may lead off, but may not straight steal or advance past the 15' safety line toward home until the pitched ball reaches or passes the batter. Squeeze plays are NOT allowed. If the runner attempts to steal or advance to home before the ball reaches or passes the batter, the runner shall be called out and the pitch shall be considered a dead ball.
8. Pitching Rules: Pitchers are required to abide by the following guidelines.
 - Daily Max is **75** pitches.
 - 1 – 20 pitches; **0** days rest required to pitch the next day
 - 21 – 35 pitches; **1** day rest required
 - 36 – 50 pitches; **2** days rest required
 - 51 – 65 pitches; **3** days rest required
 - 66+ pitches; **4** days rest required
 - The pitcher(s) rest days will be calculated off the TOTAL pitches recorded for that calendar day.
 - When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
 - Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
 - **PENALTY:** Pitchers in violation of any of the pitching rules shall be considered ineligible players. If opposing coach does not appeal the use of an ineligible player during a game, the game will stand as played. Once the scorebook or other league records verify the ineligibility of a player, the player will be removed from the pitching position and ejection of the head coach from the game. Head coach will also be suspended from the next scheduled game.
9. Balks: If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach, in regard to the balk. ONE warning per pitcher before an actual balk penalty is enforced.
10. If any team is ahead of the other team by 15 runs or more after 3 innings or 10 runs or more after 4 innings then, that game will be declared complete and play will discontinue.

11U & 12U (Bronco)

All Baseball leagues will play by PONY BASEBALL rules with the following exceptions:

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. TIME LIMIT: 1 hour 45 minutes or 6 innings
3. RUN LIMIT: 6 runs per inning
4. TIES: Overtime rules apply when game length (innings) or time limit have been reached. **Last two batters on 3rd and 2nd base, in the order they would have batted, with one out. No count on the batter.** If no winner is determined after 1 overtime inning, then tie will stand.
 - **PENALTY:** If runners are out of order, the offensive team can call time, prior to any runs scoring, and switch runners to correct positions. If the lead runner scores **AND** the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before **ANY** play, or attempted play, the umpire shall declare the lead runner out and nullify the run scored.
5. There will not be any infield warm-up prior to games.
6. Each team is allowed ONE intentional walk per game. The pitcher will NOT be required to pitch four balls.
7. Stealing home: Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base may lead off, but may not straight steal or advance to home until the pitched ball reaches or passes the batter. Squeeze plays are NOT allowed. If the runner attempts to steal or advance to home before the ball reaches or passes the batter, the runner shall be called out and the pitch shall be considered a dead ball.
8. Pitching Rules: Pitchers are required to abide by the following guidelines.
 - Daily Max is **85** pitches.
 - 1 – 20 pitches; **0** days rest required to pitch the next day
 - 21 – 35 pitches; **1** day rest required
 - 36 – 50 pitches; **2** days rest required
 - 51 – 65 pitches; **3** days rest required
 - 66+ pitches; **4** days rest required
 - The pitcher(s) rest days will be calculated off the **TOTAL** pitches recorded for that calendar day.
 - When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
 - Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
 - **PENALTY:** Pitchers in violation of any of the pitching rules shall be considered ineligible players. If opposing coach does not appeal the use of an ineligible player during the course of a game, the game will stand as played. Once the scorebook or other league records verify the ineligibility of a player, the player will be removed from the pitching position and ejection of the head coach from the game. Head coach will also be suspended from the next scheduled game.
9. Batter hit by pitch: Pitcher will be removed from the pitching position for remainder of the game if three batters are hit in one inning.
10. Balks: If an umpire observes a pitcher balking, the umpire is to call time and instruct the player and coach, in regard to the balk. ONE warning per team before an actual balk penalty is enforced.

- 11.** If any team is ahead of the other team by 15 runs or more after 3 innings, 10 runs or more after 4 innings, that game will be declared complete and play will discontinue.

13U & 14U (Pony)

All Baseball leagues will play by PONY BASEBALL rules with the following exceptions:

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. TIME LIMIT: 1 hour 45 minutes or 7 innings
3. RUN LIMIT: 6 runs per inning
4. TIES: Overtime rules apply when game length (innings) or time limit have been reached. **Last two batters on 3rd and 2nd base, in the order they would have batted, with one out. No count on the batter.** If no winner is determined after 1 overtime inning, then tie will stand.
 - **PENALTY:** If runners are out of order, the offensive team can call time, prior to any runs scoring, and switch runners to correct positions. If the lead runner scores **AND** the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before **ANY** play, or attempted play, the umpire shall declare the lead runner out and nullify the run scored.
5. There will not be any infield warm-up prior to games
6. Each team is allowed ONE intentional walk per game. The pitcher will NOT be required to pitch four balls.
7. Stealing home: Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base may lead off, but may not straight steal or advance to home until the pitched ball reaches or passes the batter. Squeeze plays are NOT allowed. If the runner attempts to steal or advance to home before the ball reaches or passes the batter, the runner shall be called out and the pitch shall be considered a dead ball.
8. Pitching Rules: Pitchers are required to abide by the following guidelines.
 - Daily Max is **95** pitches.
 - 1 – 20 pitches; **0** days rest required to pitch the next day
 - 21 – 35 pitches; **1** day rest required
 - 36 – 50 pitches; **2** days rest required
 - 51 – 65 pitches; **3** days rest required
 - 66+ pitches; **4** days rest required
 - The pitcher(s) rest days will be calculated off the TOTAL pitches recorded for that calendar day.
 - When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
 - Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
 - **PENALTY:** Pitchers in violation of any of the pitching rules shall be considered ineligible players. If opposing coach does not appeal the use of an ineligible player during the course of a game, the game will stand as played. Once the scorebook or other league records verify the ineligibility of a player, the player will be removed from the pitching position and ejection of the head coach from the game. Head coach will also be suspended from the next scheduled game.
9. Batter hit by pitch: Pitcher will be removed from the pitching position for remainder of the game if three batters are hit in one inning.

- 10.** Balks: NO warning will be given for balks.
- 11.** If any team is ahead of the other team by 15 runs or more after 3 innings, 10 runs or more after 4 innings, that game will be declared complete and play will discontinue.
- 12.** No metal cleats/spikes allowed on turf fields and/or portable pitching mounds. Players must wear either molded cleats, turf shoes or sneakers.

15U, 16U, 17U & 18U Combined (Palomino)

All Baseball leagues will play by PONY BASEBALL rules with the following exceptions:

1. All players on the team roster will bat in order as designated at the beginning of the game.
2. TIME LIMIT: 1 hour 45 minutes or 7 innings
3. RUN LIMIT: No run limit
4. TIES: Overtime rules apply when game length (innings) or time limit have been reached. **Last two batters on 3rd and 2nd base, in the order they would have batted, with one out. No count on the batter.** If no winner is determined after 1 overtime inning, then tie will stand.
 - **PENALTY:** If runners are out of order, the offensive team can call time, prior to any runs scoring, and switch runners to correct positions. If the lead runner scores **AND** the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before **ANY** play, or attempted play, the umpire shall declare the lead runner out and nullify the run scored.
5. There will not be any infield warm-up prior to games
6. Stealing home: Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base may lead off, but may not straight steal or advance to home until the pitched ball reaches or passes the batter. Squeeze plays are NOT allowed. If the runner attempts to steal or advance to home before the ball reaches or passes the batter, the runner shall be called out and the pitch shall be considered a dead ball.
7. Pitching Rules: Pitchers are required to abide by the following guidelines.
 - Daily Max is **105** pitches.
 - 1 – 30 pitches; **0** days rest required to pitch the next day
 - 31 – 45 pitches; **1** day rest required
 - 46 – 60 pitches; **2** days rest required
 - 61 – 80 pitches; **3** days rest required
 - 81+ pitches; **4** days rest required
 - The pitcher(s) rest days will be calculated off the TOTAL pitches recorded for that calendar day.
 - When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
 - Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
 - **PENALTY:** Pitchers in violation of any of the pitching rules shall be considered ineligible players. If opposing coach does not appeal the use of an ineligible player during the course of a game, the game will stand as played. Once the scorebook or other league records verify the ineligibility of a player, the player will be removed from the pitching position and ejection of the head coach from the game. Head coach will also be suspended from the next scheduled game.
8. Batter hit by pitch: Pitcher will be removed from the pitching position for remainder of the game if three batters are hit in one inning.

9. If any team is ahead of the other team by 15 runs or more after 3 innings, 12 runs or more after 4 innings, or 8 runs or more after 5 innings then, at the discretion of both coaches, that game will be declared complete and play will discontinue.
10. No metal cleats/spikes allowed on turf fields and/or portable pitching mounds. Players must wear either molded cleats, turf shoes or sneakers.