

MUSTANG LEAGUE BYLAWS

1. RULES AND REGULATIONS

Official Pony Baseball Rules and Regulations and Official Rules of Major League Baseball shall govern league play except where amended by the Youngsville Recreational Sports Programs.

2. DISCIPLINARY ACTION

The Youngsville Recreational Sports Programs shall reserve the right to withdraw privileges from any player, umpire, fan or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interest of the Youngsville Recreational Sports Programs and the youth of the City of Youngsville. The reputation of PONY in your community can be drastically injured by the actions of one or more of a small group of persons, on or off the playing field. A player, parent, manager, coach, fan, umpire and league official all bear the responsibility of upholding the good name of the program. Public quarreling and bickering, whether over playing field situations or league administrative problems, only serve to weaken the entire organization in the community. This is a youth program designed to benefit young people. Much of the benefit they derive from stems from the example set by the adult leaders. Be sure it is a good example.

It is mandatory if a player, parent, manager, fan, head coach, assistant coach, umpire, league official or volunteer are thrown out of the game; you must serve a one game suspension. The coach must serve his/her one game suspension away from the ball park. During his/her suspension game the coach can not be at the ball park which includes: field, dugout, parking lot, stands, etc. Any suspended coach violating this rule will be dismissed from the league for the remainder of the current year with a possibility of being barred from future participation in the league, permanently, or for a specific number of years. If a suspended coach is a coach in another league he/she will not be allowed to coach or be at the Youngsville Sports Complex for their other game until the one game suspension has been served. If you are thrown out of two games in the same calendar year, you will be barred from future participation in the league. All head coaches are responsible for the conduct of their assistant coaches and fans. The actions of an assistant coach are a gross reflection of a head coach's inability to control his team and the head coach will be held responsible. All coaches will be issued an Official Pony League rulebook. A copy of Sporting News Official Rule will be kept at both concessions stands for use by all leagues.

The following will be adopted by the league as a guide for the handling of player or adult discipline problems:

- A. The Director shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, fan league officer or other person whose conduct is in violation of the Rules and Regulations of PONY Baseball and league and/or is considered detrimental to the best interests for the league.
 - (1) Persons subject to such discipline shall have the right to a hearing before the Director before such discipline is imposed.
 - (2) In the event of discipline procedures involving a player, or other person under the age of 18, that person's parents shall be invited to attend the hearing with the person concerned.
- B. Persons, youth or adult, who refuse to comply with the rules of Baseball, PONY baseball, or the League, may be considered for disciplinary action.
- C. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. The Director may impose the one which, in their opinion, appears to match the severity of the offense.
 - (1) Warning. The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - (2) Suspension. The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
 - (3) Dismissal. The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - (4) Barred. The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

Any player, coach, or fan having to be ejected from a game for any reason must leave the premises within one minute after being ejected. Failure to leave the premises within one minute after being ejected will result in a forfeiture of the game. Failure to leave the premises will result in the dismissal of the player, coach, or fan for the remainder of the current year, with a possibility of being barred from future participation in the league permanently, or for a specific number of years.

Cursing and undue or continuous baiting of any official is unsportsmanlike conduct and is cause to eject any player, coach, or fan from a game.

3. TEAMS (AGE)

Age, for the league purposes, means "league age," which is that age attained by a player on or before August 31.

4. SELECTION OF COACHES

All head coaches will be selected yearly by the director. An assistant coach will not automatically become the head coach the following year. All coaching selections whether head or assistant must be re-appointed and approved each year.

5. PLAYING FIELDS

Distance between bases: 60 Feet
Pitching distance: 46 Feet

6. EQUIPMENT

All players must wear their shirts tucked in the pants. Hats must be worn properly with the brim in the front.

Metal cleated baseball shoes will **not** be allowed. Rubber soled or rubber cleated shoes are permitted.

Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the Pitcher is warming up from the mound, bullpen or elsewhere.

No jewelry shall be worn by any player, except for medical identification.

It is **mandatory** that catchers wear a cup-type athletic supporter.

7. PLAYING RULES

Each player on the team must play in at least two consecutive innings. Substitutes must go in the game in the third inning.

Runner may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.

Runner at third will be allowed to steal home.

Runner at third base will be allowed to advance to home on a bad throw from the catcher to the pitcher.

Runners will be allowed to advance on passed balls.

Hitter may not advance to first on a dropped third strike.

Ten players shall be used defensively. Four in the outfield.

No more than three players shall “huddle” on the playing field at any time during the game. Umpires shall discourage such gatherings when they tend to delay the game.

If in the umpire’s judgment a base runner attempts to steal a base and doesn’t continue to the next base he will be called out.

Each player on the team must play in at least two consecutive innings. Substitutes must go in the game in the third inning.

With runners at first and third with the runner at first attempting to steal second base The catcher will get a free throw. Even on a bad throw the runner is locked in at third base.

Free substitution will be allowed in all games. But **no player may bat in more than one position in the batting lineup**. All players bat in rotation.

B. A pitcher that is removed from the pitching duties in the game by either the coach or umpire may not return to the mound to pitch at some later time in the same game. The removed pitcher may play at some other fielding position, however.

The side will be retired after three outs or when five runs have been scored in one-half inning.

EXCEPTION: The last inning a team may score as many runs as they can before three outs (open inning). **In a six-inning game, only the sixth inning can be considered the open inning.**

REQUIRED NUMBER OF PLAYERS:

A team failing to field at least eight uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game. If a team starts a game with eight players, the ninth batting position will be declared an out. If the ninth player arrives after the game has started, he will be inserted into the batting order in the ninth batting position. In order for the ninth player to be eligible he has to be on the line up sheet at the start of the game.

If a play is close coaches must instruct their players to slide. If a player does not slide the runner may be called out. Coaches will not instruct players to intentionally run over another player.

A FOUL TIP is a batted ball that goes short and directly from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play.

BATTING OUT OF TURN:

- A. A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.
- B. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- C. When an improper batter becomes a runner, or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter or either team, or before any play or attempted play, the umpire shall:
 - 1. Declare the proper batter out; and
 - 2. Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batters advance to first base on
A hit, an error, a base on balls, a hit batter or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, Balk, wild pitch or passed ball, such advance is legal.

- D. When an improper batter becomes a runner, or is put out, and a pitch is made to the next batter or either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat becomes legal.
- E. When the proper batter is called out because he has failed to bat in turn the next batter shall be the batter whose name follows that of the proper batter thus called out.
- F. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

NOTE:

- 1. The umpire shall not direct attention of any person to the presence in the batters box of an improper batter. This rule is designed to require constant vigilance by the players and coaches of both teams.

2. The official scorer should notify the coach concerned if any ineligible player or and improper batter is about to be used in the game, but the failure of the scorer to do so has no affect upon the rules.

8. PITCHING RULES

MUSTANG pitchers shall not pitch in more than three innings on the same calendar day.

When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.

No curveballs will be thrown at this level. The umpire will call a ball on the batter and an official warning to the player and coach. If curveballs are continued to be thrown the player and coach will be ejected from the game.

MUSTANG pitchers shall not be allowed to pitch more than eight innings in any calendar week.

Pitchers shall have at least 40 hours' rest after pitching on the same calendar day in three or more innings.

The 40 hours' rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.

The pitcher named in the batting order turned in prior to the start of the game shall pitch to the first batter, or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which in the judgment of the umpire-in-chief, incapacitates him from pitching.

9. LENGTH OF GAMES

TIME LIMIT: We will play six innings with a ten-run rule after four innings. No new inning may be started under five minutes of the one hour and thirty-minute time limit. Any innings started before time limit must be finished before game is called off. (A new inning starts as soon as the current inning ends, this will prevent unnecessary delays by a team attempting to end a game prematurely).

5 MINUTE RULE: Any game delayed for more the 5 minutes due to player injury, field equipment problems, or other unusual problems. Shall have time limit extended by the amount of time delay which exceeded 5 minutes. (Example: If a dislodged base takes 14 minutes to repair, then $14-5=9$ minutes would be added to the game time limit.

MUSTANG League games shall be six innings in duration. When a game is tied at the end of regulation length, extra innings may be played until time limit expires. If after time limit the game is still a tie it shall remain a tie.

COMPLETE GAME: If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in four completed innings.

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

10. SCHEDULE

Scheduling and rescheduling of games shall be the responsibility of the league director.

MAKE-UP GAMES: We will attempt to make-up all scheduled games.

11. UMPIRES

Assignment of umpires shall be the responsibility of the league director. At any time, the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing managers, preferably in writing.

The use of tobacco in any form by umpires, coaches or players on the field is prohibited.

12. SCOREKEEPERS

SCORE KEEPING: The home team must provide the score keeper, however, each team should keep their own score for personal records.

The official scorer **should** notify the coach concerned if an ineligible player or and improper batter is about to be used in the game, but the failure of the scorer to do so has no affect upon the rules.

13. MANAGERS AND COACHES

A coach wishing to consult with an umpire shall request time out and approach the umpire in a gentlemanly manner. If this procedure is followed the umpire is required to answer all questions. Mangers have a one-minute period in which to discuss a rule interpretation.

Ball and strikes are **not** to be discussed.

Each team will pick up trash on their side of the field after each game.

Teams and coaches are **required** to congratulate each other on the field after each game.

If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.

Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dug out, on the benches or on the playing field shall not be permitted.

14. PENALTIES

Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

15. PROTESTS

All umpire decisions and judgements will be final and no protest will be allowed. All games will be final.

16. GENERAL CONDUCT

The umpire will grade the coach's conduct during a game and turn in his comments to the Youngsville Recreational Sports Programs and kept on file by the Director.

17. ALL-STAR CONDUCT

PONY Baseball, Inc. through its headquarters staff and its designated Field Directors, shall reserve the right to withdraw membership from any league, team, player or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of PONY Baseball, Inc.

Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.

18. ALL-STARS

SELECTION OF TEAMS:

The all-star team shall be composed of a head coach, an assistant coach, and a business manager with a minimum of 12 players. Area high school baseball coaches will conduct the All-Star tryouts independently and provide YSC with recommendations as to who should be named to the All-Star teams. League coaches will not be involved in the independent tryouts.

League coaches will complete a ballot that will include their recommended All-Star teams in their league. League coach's ballots will help provide support for players who are not able to attend the tryouts or may have a bad day at the tryouts. League coach's ballots and independent tryout ballots will be compiled by YSC, and final All-Star teams will be selected by YSC.

SELECTION OF COACH:

The procedure for selecting the all-star team head coach shall be as follows:

To be eligible for selection as a head coach in the Youngsville Recreational Sports Programs, a candidate will be chosen by the Youngsville Sports Complex based on the following considerations:

1. Coaches code of conduct
2. Baseball knowledge
3. Coaching ability
4. League standing

19. EJECTION RULE:

Any coach ejected for **any** reason during the League Season will **not** be eligible to coach the All Star Team.

20. COACHES, JUST LET THE KIDS PLAY:

When you organize a youth sports program, when you sign up your child, or when you watch him or her at practices or at games, continually ask yourself a question: Is this program, practice or game primarily serving the needs of the children in this age group-all the children-or is it primarily serving the needs of the adults? Your answer to that question will guide you toward making good choices in the best interest of your children.

If winning is not the children's top priority-and they have told us time and again that it is not-then making choices about which children play and which children do not play based on how best to win the most games does not serve primarily the children's wants. It serves primarily the adults' wants.

Kids want to have fun-that is their top priority. If all the drills, all the yelling and screaming from the sidelines and the pressure-packed schedules ruin the fun, the adults have missed the mark.

Kids want to play. They don't want to sit and watch other kids play or watch adults coach. If you are making choices that keep kids on the bench, you are making choices that do not serve the wants, the needs and the rights of all the children, rather than just a select few.

Kids deserve the chance to succeed. If you are intent on identifying “talent” at an early age, selecting elite teams and discouraging those who are cut, you are damaging what is every child’s right to have a chance to succeed. You are doing it for no good reason because until children are more fully developed, their “talent” should not be and cannot be accurately evaluated.

Kids learn best by doing, not just by listening, and they learn by being spontaneous, creative and by taking chances. Thus, practices and games do not serve children’s needs if they discourage those natural instincts and create fears about making mistakes.

Kids need time to relax, time for their bodies to recharge, time for their minds to wander. Kids need to daydream now and then. They need a day off. If their youth sports schedules overexert their bodies, overtax their energies and rob them of their free time, those schedules are not meeting children’s needs. You see the point. You see the pattern. So much of what adults create in the name of youth sports violate the very nature of being a child, the natural wants and need of children.

So please adhere to the Youngsville Recreational Sports Programs philosophy

JUST LET THE KIDS PLAY!