

PINTO LEAGUE
(7-8-Year-Old Girls)
BYLAWS

1. RULES AND REGULATIONS

Official Pony Girls Softball Rules and Regulations 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 our 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 cannot 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 Softball rulebook.

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 Softball and the 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 softball, 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 his 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 will result in the dismissal of that 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 January 1 of the season in question.

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: 55 Feet

Pitching distance: 40 Feet

6. EQUIPMENT

An 11' optic yellow pony stamped softball will be used.

An official bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer. If the words, "OFFICIAL SOFTBALL" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.

HELMETS: All fast and slow pitch offensive players must wear properly fitted batting helmets with double ear flaps, chin straps, and protective facemask/guard that have been approved by the National Operating Committee on Standard for Athletic Equipment (NOCSAE). PENALTY: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out immediately. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

Rubber soled or rubber cleated shoes are permitted. Metal spikes are **not** allowed.

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

Bats manufactured specifically for use in t-ball play, shall not be used when the ball is pitched by a player, coach.

7. PLAYING RULES

- 1) The pitcher must be parallel to and 3 feet from either side of the pitching rubber. Coach Pitcher must have one foot on the rubber at the time of the release and both feet must be within 24" width of the rubber. PENALTY: Immediate dead ball and no pitch. Pitcher is warned and repeat violation results in removal from the pitching position.
- 2) Any batted ball which hits the pitching coach is a base hit and the ball is dead. The hitter is awarded first base and all base runners advance one base. Thrown balls hitting the pitching coach are dead.
- 3) Games are 6 innings.
- 4) Each player gets 5 pitches to put the ball in play. If batter has not succeeded after 5 pitches batter is out (If 5th pitch is foul, batter is still out.) No swinging strikes will be called.
- 5) Stealing is not permitted.
- 6) No base on balls – hit the ball and have fun!
- 7) Runner cannot advance on a passed ball.
- 9) No bunting will be allowed.
- 10) No infield fly rule.
- 11) Coach pitcher may instruct hitter until ball is put in play. Once ball is in play he/she may not speak to hitter or base runner until ball is dead.
- 12) All other standard softball rules apply.
- 13) The catcher may assume the catchers position or stand away until the batter swings, then field the position defensively.

When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to pitching coach.

TIGHT BASES: Base runners shall remain in contact with the base until the ball is hit
Penalty: Runner is out and ball is in play if ball is hit. If ball is not hit runner must return to base and ball is dead.

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

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.

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 nine players, the tenth batting position will not be declared an out. If the tenth player arrives after the game has started, he will be inserted into the batting order in the tenth batting position. In order for the tenth 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 she fails to bat in her proper turn, and another batter completes a time at bat in her place.
- B. The proper batter may take her 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 become 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 her time at bat becomes legal.
- E. When the proper batter is called out because she 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 to attention of any person to the presence in the batter's 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 effect upon the rules.

8. 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 fifteen-minute time limit. Any inning 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 than 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.

PINTO 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.

9. PROTESTS

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

10. SCHEDULE

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

MAKE-UP GAMES: Every attempt will be made to make-up all scheduled games.

11. UMPIRES

Assignment of umpires shall be the responsibility of the league. 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 effect 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. Managers have a one-minute period in which to discuss a rule interpretation.

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.

A coach or coaches shall not switch coaching boxes during an inning.

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 dugout, on the benches or on the playing field shall not be permitted.

14. PENALTIES

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.

15. GENERAL CONDUCT

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

16. ALL-STAR CONDUCT

PONY Softball, 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 Softball, 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.

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:

- A. 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

18. EJECTION RULE:

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

19. 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 coaches? Your answer to that question will guide you toward making good choices in the best interest of our 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 coaches 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 coaches 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 coaches adhere to the Youngsville Recreational Sports Programs philosophy

JUST LET THE KIDS PLAY!