

2018 PINTO DIVISION  
TECOLOTE YOUTH BASEBALL  
LOCAL RULES

## **1. ELIGIBILITY**

- 1.1 Teams will be selected by draft, after skills assessment, as referenced in Tecolote's Player Draft Rules. The Board is enforcing Pony's age guidelines with respect to a Playing Member's placement in a particular division (i.e. Pinto v. Mustang v. Bronco) absent an exceptional safety risk as determined by the respective Playing Agents and Division Representatives after assessment only. Playing Members shall only be allowed to assess in the division in which they are age eligible pursuant to Pony's age guidelines. All exceptions to Pony's age guidelines shall be determined before the drafts of each respective division. Absent exceptional circumstances acknowledged and confirmed by a majority vote of the Board, player eligibility for Pinto, including, but not limited to, age eligibility, shall be consistent with PONY Baseball regulations
- 1.2 Teams will be selected by draft, after a skills assessment as referenced in Draft Rules.
- 1.3 All eligible players must appear on the official lineup card each game including status of each player: batting position, absent, injured, league discipline; unless the official scorekeeper is notified prior to the start of the game that a player is either absent, injured, or on league discipline. Line-up cards shall be completely filled out (including last name, uniform number and position by standard baseball position--numbering sequence) 15 minutes prior to the start of the game and distributed to the opposing manager and official scorekeeper.
- 1.4 The preferred maximum number of teams in the division is ten (10).
- 1.5 Players may have their privilege to participate in the Memorial Day Tournament and All-Star Tournaments suspended if a player participates in less than 75% of the regular season games (subject to Board approval). Players who committ to play on a Memorial Day or All-Star Tournament and fail to fulfill the commitment, absent injury, illness or Board approval; shall not be eligible to participate on these teams the following season.  
75%

## **2. TEAM ROSTERS**

- 2.0 It is recommended that no team shall exceed twelve players on the roster. The preferred number of players is 11. Final rosters are at the discretion of the Division Representative and President.
- 2.1 Additional sign-ups after the draft are the responsibility of the Player Agent. Players will be placed by vacancy or draft rotation at the discretion of the Player Agent in an attempt to maintain balanced teams.
- 2.2 Managers shall notify the Player Agent of any team vacancies within 24 hours from the time the manager is notified.

- 2.3 The Division Rep and/or Player Agent shall have the responsibility of assigning to a team any player that has not been assessed. The purpose of this rule is to ensure balanced teams and to avoid “stacking” a team. Exception: In the event a team’s roster is unbalanced, the manager must accept the next player assigned by the Division Rep and/or Player Agent from the waiting list (manager does not have right of refusal). The Division Rep/Player Agent shall act in the league’s best interest to assign/add 1 or more players. Any such decision may be subject to board approval.
- 2.4 Roster replacements will not be made until contact between the parent and the Player Agent is made.
- 2.5 Free substitution rule shall apply.
- 2.6 Each team shall “bat through” the line-up of eligible players.

Clarification: if a player is not present by the start of the game you may 1) keep the player in the lineup but take an out each time the player’s position comes up to bat if the player is not present, if the player shows up late, the player enters the game in the batting order listed in the lineup; 2) scratch the player with no penalty prior to that player’s at bat. If you scratch the player and the player shows up late, you may not re-enter the player into the lineup.

- 2.7 It is the policy and desire of the league that managers and coaches do not cause players to be alienated resulting in a player’s absence. When an opposing manager believes that a manager or coach has caused a player to be alienated, the Board shall be notified. The situation will be investigated and the Board may take action to discipline the offending manager or coach. Penalties may include disallowing the offending manager/coach from participating in the Memorial Day Tournament or All Star Tournaments.

Any team playing with 2 players less than the opposing team is subject to review. The Division Representative, with the approval of the Tecolote Board, can change this rule only before the start of the season, and/or half way through the season.

- 2.8 If there are two outs and the next inning catcher is on base, the manager has the option of taking the catcher off base and putting the last out on as a runner to save time.

### **3. GAME RULES**

The official playing rules, with the exceptions and variations contained in these rules, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball.

- 3.1 All players present at a game must be placed in the (i) batting order and (ii) field. No player will be permitted to play as a “rover” but must be placed in an infield (i.e.,

catcher, pitcher, 1st base, 2nd base, 3rd base or shortstop) or outfield position and each player must maintain such position in accordance with section 3.15.

- 3.2 The end of each team's turn at bat each inning is determined as follows:  
After 5 runs are scored or when 3 outs occur. Exception: in the 6th inning there is no 5 run limit and each team's turn at bat in the 6th inning will end when either (i) there are three outs (ii) such team has batted through the line-up. If the teams are unequal in number the team with a lesser number of players will be allowed to bat the same number of players as the team with the greater number of players
- 3.3 A pitching machine will be used, with the back of the machine located 38 feet from the point of home plate. The speed of the machine shall be set at the start of the season by a vote of the managers, the Player Agent and the Division Representative. The speed will be the same for all games until changed by another vote. No walks are allowed but a batter may strike out.
- 3.4 Game time limitation: No inning shall start after 1 hour 45 minutes of play has elapsed. If an inning starts before the 1 hour 45 minutes, both halves of the inning will be completed, regardless of the time limit. If a regular season game is still tied after time limit has been reached, the game will be recorded as a tie.
- 3.5 Tie games:
- (a) If a game has ended in a tie prior to the time limitation, the teams will play additional innings as required to break the tie, keeping in mind the same time limitation, rule 3.4 above.
  - (b) If the game has ended in a tie and time has run out, the game will only be continued at the end of the half if the tie game should have an effect on first or second place standing, otherwise, the game will be officially recorded as a tie game.
- 3.6 Minimum number of players: A team must have at least 8 players to start a game and at no time can continue with less than 8 players, or the game will be forfeited. The forfeited game may be played as a practice game.
- 3.7 Overthrows:
- A) Any infield overthrow to a non-deadball area, the runner may advance only 1 base at their own risk. Upon reaching and maintaining the base the runner shall be declared safe and the ball is dead. If, however, the runner fails to maintain the base i.e. overrunning the base, the ball shall be live until such time as the runner reaches any base safely and or a tag out on that runner occurs. If a runner safely reaches and maintains any base beyond the 1 base he/she is permitted, that runner shall be moved back to the 1 base to which he/she was permitted to take upon the overthrow.

- B) For any ball thrown from the infield to an infield position that enters a deadball area, the ball is dead, the runner is awarded 1 base only at no risk.
- C) Any outfield overthrow to a non-deadball area, the runner may advance up to 2 bases, from the base the umpire determines was either last occupied or closely attained by the runner, at their own risk.
- D) Any overthrown ball from the outfield that enters a deadball area– the ball is dead, runners are awarded 2 bases at no risk to the runners.

Note to umpires: the intent of this rule is to control play and limit haphazard play

- 3.8 If in the judgment of the official umpire, a batter throws his/her bat after hitting the ball and the batter or a runner is out, the out will stand and the batter will be warned regarding throwing the bat. If in the judgment of the umpire a batter throws his/her bat after hitting the ball, and the batter is safe, the ball is dead. All runners will return to their respective bases and the batter will be given a second chance to hit the ball and drop the bat. If the batter throws the bat a second time he/she will automatically be called out and runners will return to their original bases.
- 3.9 Twenty run rule: If a team is leading its opponent by at least 20 runs after 4 or more innings the game shall be terminated and the team leading declared the winner. However, the home team shall have an opportunity to hit in the case where the visiting team is leading by at least 20 runs after the top half of the appropriate inning.
- 3.10 Defensive players must maintain a reasonable and normal position until the ball is put into play. In particular, outfield players shall be aligned in an arc mirroring the infield “cut out” not closer than 15 feet from the basepath.
- 3.11 A coach or manager will operate the pitching machine and the umpire will position himself/herself in such a manner as to have a comprehensive view of all reasonably calculated plays occurring during game action.
- 3.12 The pitching machine may be adjusted at the beginning of each ½ inning. The vertical and horizontal plane must be agreed upon by the manager or coach of the batting team. The average batter is the standard to be used. In a dispute the umpire will decide. If the pitches change and create an unfair disadvantage to the batters, the machine may be adjusted at the umpires discretion. If a manager purposefully adjusts the pitching machine while operating the machine the manager may be warned for unsportsmanlike conduct. A continuing violation will result in an ejection from the pitching machine feeder position. Another coach will then be allowed to feed the pitching machine. If all coaches are ejected the opposite team or umpire will then feed the pitching machine. A manager or coach that fails to immediately leave the pitching machine position for a violation of this rule may be ejected for unsportsmanlike conduct.

- 3.13 Batters are not permitted to bunt. A batter doing so will be called back to the plate and charged with a strike. The ball is dead and no runner may advance.
- 3.14 Substitutions: Before the start of any inning fielding changes may be changed. Fielding positions may not be changed during an inning, except in the event of an injury.
- 3.15 All players present at a game will play defensive positions on the field during each inning. Regular baseball rules and positions apply, except for the number of allowable outfielders. A team with 10 or more players present must field 6 infield players (P, C, 1B, 2B, 3B, SS). Pitcher must have one foot in pitching circle. Outfielders shall not be staggered and must be in an arc.
- 3.16 Base runners are not permitted to steal or lead off bases and must remain in contact with the base until the ball is hit by the batter. A runner violating this rule is out.
- 3.17 There is no “infield fly rule” in Pinto.
- 3.18 When the ball is in the possession of an infielder in the infield and held straight up, the umpire shall call “time.” The ball is dead and shall be returned to the pitching machine.
- 3.19 A player will remain at bat until he/she either strikes out, puts the ball into play or has received 5 pitches. However, if a player fouls off the fifth pitch (and the ball is not caught for an out), such player shall be given one (1) additional pitch.
- 3.20 If a batted ball hits the pitching machine and:  
(i) does not go into foul territory prior to passing first or third base, the ball shall be deemed to be “live” and runners are free to advance at their own risk;  
(ii) goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance one base.
- 3.21 Defensive team will be allowed 1 time out per half of inning. There may be up to two defensive coaches in the outfield. They must be positioned behind the deepest outfielder. They may not touch a fielder to direct them to a position or to the ball. The offensive team may have a manager and/or coach in the coaching boxes at 1st and 3rd bases and an additional coach or team father in the dugout to help with the batting rotation. A maximum of 4 Board sanctioned coaches are allowed on the field (including the dugout) at any one time.
- 3.22 When at bat, managers should have 2 players in addition to the batter, with helmets on and ready to bat.

#### **4. EQUIPMENT & UNIFORMS**

- 4.1 Steel cleated shoes are not permitted.
- 4.2 Players, managers or coaches who throw a bat, helmet, catcher's mask or any other equipment in a fit of anger during game, may be ejected from the game by the umpire.

Note to umpires: the intent of this rule is to protect the safety of the players, umpires, and coaches. If the batter has un-intentionally thrown a bat, then the umpire may give the batter a warning.

- 4.3 All players, managers, and coaches on the field must be in uniform. Only four uniformed coaches, including the manager, allowed on the field of play at any one time during a game. At no time will a non-uniformed parent be allowed to coach on the field, including the pitching machine, first and third base coach. If one of the four is absent, a non-uniformed parent may assist in the dugout. The non-uniformed parent may not be outside the dugout area. This rule allows a maximum of four adults per team on the field, including in the dugout.
- 4.4 Managers and coaches must be in full uniform during all league games. Uniform is defined as the team appropriate league furnished hat, the league distributed coach's shirt, pants generally recognized as baseball pants, a belt generally recognized as a baseball belt, socks and athletic shoes. This shall not include shorts during Except for the league issued jerseys and hats, uniforms are to be furnished by individual players, managers, and coaches. No shorts are allowed.
- 4.5 No hitting aids are allowed during games.

Note to umpires:

1. Pinto manager or coach may adjust the pitching machine once per half inning for height and horizontal adjustments only.
2. In an attempt to speed up the game, the umpire may instruct managers to keep the between-innings team meetings short.

## **5. SAFETY RULES**

- 5.1 Helmets with masks and an appropriate throat protection mechanism must be worn by all catchers during practices, games and anytime they are "warming up" the pitching machine. Catchers must wear a protective cup.
- 5.2 If in the umpire's judgment, if without the ball or without the ball being in route to him/her, a player fakes a tag for the purpose of causing a runner to slide, he/she is to be warned first. Subsequent offenses may result in ejection at umpire's discretion.

- 5.3 The umpire may use his discretion to discipline any player who displays inappropriate behavior during the game. If an offensive player, it shall be an out and possible ejection.
- 5.4 All players while in route to home plate, **must slide or avoid contact**, if there is any reasonable chance that a play will be attempted at the plate. Failure to do so in the umpire's judgment, will be an out.

## **6. SUSPENDED, CANCELLED OR INCOMPLETE GAMES**

- 6.1 Games which are played long enough to become an official game and are tied at the suspension of play shall be declared a tie and each team awarded ½ point in the standings.
- 6.2 Games which are canceled shall be made up the next available Sunday as long as 48 hours notice is provided. For example: if a game is rained out on a Monday – Thursday, the rescheduled game will be played the following Sunday. If the game is rained out on Friday, Saturday, or Sunday, the rescheduled game will be played one week from the next Sunday. At the discretion of Division Representative, failure to agree with the date or dates scheduled may result in a forfeit(s). Absent exceptional circumstances acknowledged and confirmed by a majority vote of the Board, managers shall only have the ability to reschedule one (1) game in advance for any reason
- 6.3 A team must have 8 players to start a game. A team submitting a line-up with only 8 players, or the line-up being reduced to 8 players, shall take an out each time the vacant position is due at bat (superseded by rule 2.7).

## **7. ADDITIONAL PENALTIES**

- 7.1 If a Manager will not be able to field a participating team for a scheduled game, the Manager shall provide proof to the Division Representative at least 48 hours prior to game time. At the discretion of the Division Representative, the game will then be rescheduled. The Division Representative has the authority to forfeit a game if a team is consistently unavailable for makeup options.
- 7.2 When a player has missed 2 consecutive games without a valid excuse, the Player Agent shall be contacted immediately and he or she will warn the player that repetition will result in his/her suspension. The Manager shall contact the Player Agent to investigate the absences. The Player Agent has the ability to suspend and/or bench the player for 1 game. Further suspensions must be reviewed by the Board.
- 7.3 There will be no physical or verbal abuse tolerated on the playing field. Verbal abuse includes, but is not limited to verbally belittling a player, untoward language or excessive yelling at the players. Any violation of this rule, upon receipt of a complaint, will be investigated by the Player Agent, Division Representative and president. If after investigation, the Player Agent, Division Representative and president determine that further action is necessary, it will be addressed at the next regularly scheduled meeting of the board of directors, with the offending party present. If the offending party does not attend the board meeting, the offending party is immediately suspended.
- 7.4 Any adult participant ejected from the playing field by an umpire shall be suspended from that team's next official game and will have no contact with the team on the field before and during the game. The offending adult may be asked to appear before the board of directors to explain his or her actions. In addition, any adult ejected twice in one season can only be reinstated by a majority vote of the board of directors.
- 7.5 Any player participant ejected from the playing field by an umpire shall be suspended from that team's next official game.
- 7.6 All suspensions are subject to appeal by the board.

## **8. MANAGER AND COACHES**

- 8.1 Team managers shall sign for all equipment and uniforms assigned to their team and shall be responsible for their return to the equipment manager no later than 1 week after the season's last game.
- 8.2 Managers shall recognize the fact that the youth of today have many interests outside of baseball. No youth will be required to attend more than 2 mandatory practices during any one week.

- 8.3 Each team will be allowed one (1) manager and one (1) official coach. A manager may name an assistant coach and team parent after teams are selected. All managers and coaches are required to present yearly background checks by opening day. A new background check will be required each season. This rule applies to regular season, tournament play, and winterball. No manager or coach will be allowed on the field for games or practice after opening day until the background check is received and verified by the Division Representative. Note: any background checks that report a positive hit, will be evaluated by the board on a case by case basis.

## **9. SEASON PLAY**

- 9.1 The season shall be divided into two parts; first part being end of regular season and second part being end of season tournament.

- 10.2 In the event of a tie after the regular season,, first place will be determined by:

1. Head to head record
2. Least runs allowed (between tied teams)
3. Most runs scored (between tied teams)
4. Forfeits are considered a score of 6-0
5. In case of a game that ended in a tie, the score is considered a 3-3 tie (3 points awarded to each team).
6. A double forfeit will result in a 0- 0 score. (0 points awarded to each team)

- 9.3 The season championship shall be decided by a tournament, played at the end of the season. All teams will participate in the post season tournament. Teams will be seeded based on best overall record at the end of the season. Note that rule 9.2 will be used to determine tie-breakers in case of ties at the end of the season in order to rank teams for seeding in the tournament bracket. The end of year tournament shall be a full double elimination tournament.

9.3.1 The first place team in the end of the year tournament and team with the best overall record during regular season will be awarded trophies.

9.3.2 The second place team in the end of the year tournament will be awarded medals.

- 9.4 If any team member abandons or quits during the regular season or tournament play, then that team member is ineligible to be nominated or play on any tournament or all star team for 1 year.

## **10. TOURNAMENT AND POST SEASON PLAY**

- 10.1 The manager of the team that wins the first part of the season shall be eligible to manage the Memorial Day tournament team of his choice. The manager of the second place team at the end of the first part shall be eligible to manage next selection of the next tournament team (and so on). If a managing vacancy arises due to the manager(s) declining to manage a team, the vacancy will be filled by a majority vote of the managers in the division.
- 10.2 The manager of the team that wins the end of season tournament shall be eligible to manage the All Star tournament team of his choice. The manager of the second place team of the end of season tournament shall be eligible to manage next selection of the next tournament team (and so on). If a managing vacancy arises due to the manager(s) declining to manage a team, the vacancy will be filled by a majority vote of the managers in the division.
- 10.3 The business manager and coach for each all-star team will be selected by the all-star manager and approved by the Division Rep, Player Agent and league president (or appointed designee with no conflict of interest) before public announcement.
- 10.4 The players of the all-star and tournament teams will be selected as follows:
- The managers shall nominate players for the tournament teams. The managers will discuss the attributes of the players. The managers will then vote for players excluding players from their own team. The 10 players receiving the most votes shall be placed on respective team. The manager then nominates each subsequent player. Each subsequent player must be approved by a 50% or more vote of all of the managers.
- The 8U team will be selected first, followed by the 7U team, then the 8U (combination) team.
- 10.5 At the first all-star team meeting, selected players may elect not to play, or be moved to the other team only, if both managers agree and if the resulting team rosters do not exceed 15 players.
- 10.6 All-star and tournament teams are to consist of between 12 - 15 players.
- 10.7 All-star tournaments provide an exciting opportunity for players, coaches and parents. Travel ball tournaments often conflict with all-star tournament play. The league must insure that all star teams have the minimum number of eligible players to compete at any level of all-star play. Pony rules mandate at least 12 eligible players be available to compete in tournament play. The Division Representative shall determine the travel ball playing status of each potential all-star player. The Division Representative shall also determine the potential travel ball conflict for each player to ensure that there will be the required amount of eligible players to compete at all levels of all-star play. All teams shall have at least 12 players on each team that do not have potential travel ball tournament conflicts.

The All Star rosters announced at the closing day ceremonies shall be consistent with the rules in this section.

The league reserves the right to modify this rule at any regularly scheduled meeting prior to the June board meeting providing that notice is provided to the managers of each division.

10.8 Travel money in the amount of \$1,500 per division team, per year, (if funds are available) will be provided to the manager (without board vote) for out of area tournaments. Out of area tournaments are defined as tournaments held outside of San Diego County. All hosted tournaments' snack bar and 50-50 revenues will be turned over to Tecolote Youth Baseball, Inc. Other fundraisers are permitted if approved by the operations committee and those revenues may be used by the fundraising team. All-star funds will be maintained as part of the Tecolote Youth Baseball Inc. savings account.

10.9 Parents are required to pay for the Memorial Day and/or All-Star hat and jersey.

10.10 Every player on a Memorial Day roster must bat at least once and play 2 innings in the field in each regulation length Memorial Day game.

## **11. SNACK BAR**

11.1 Teams are encouraged to use the snackbar and to buy snack tickets.

## **12. DUGOUT AND FIELD REGULATIONS**

12.1 Each team will police their dugout and surrounding area after each game.

12.2 No drinks (except water and sport drinks), alcohol, gum, sunflower seeds, food or tobacco are allowed in the dugout or on the field during practice or game time.

12.3 The home team shall prepare the field before the game by watering, lining and setting up the bases, and raising American flag and in the dismantling of the field upon completion of the game by removing the bases, repairing the mound and cleaning up the area. Failure to follow this rule results in forfeiture of practice time.

## **13. TECOLOTE DIVISION REPRESENTATIVE**

13.1 The Pinto Division Representative can make rule(s) changes in the best interest of the division with the Tecolote Board approval.