

1. GENERAL FIELD RULES

- 1.1. Alcohol is not permitted in the vicinity of the fields, snack bar, or parking lot. The first offense, you will be asked to leave the fields. The second offense may result in a ban from the fields for the season.
- 1.2. The use of tobacco or illegal drugs by anyone is not allowed on the lower area surrounding the snack bar and playing fields.
- 1.3. Left empty for future use.
- 1.4. Climbing on the cliffs and hillsides surrounding the fields is not permitted because of erosion. Please remind your players and parents.

2. SAFETY

- 2.1. All players will wear a protective helmet while in the on-deck circle, at the plate, while running the bases, and while providing protection to a pitcher warming up. Helmets must remain on the player's head until he/she is safely inside the dugout.
- 2.2. All Male players must wear a cup for protection. Catchers must also wear a protective helmet, mask, and throat protector. This is required during practices, while in the bullpen, and during games. While warming up pitchers and catchers, proper headgear must be always worn.
- 2.3. Players NOT wearing a cup shall NOT play. (Safety procedure)
- 2.4. Metal cleats are permitted only in the Pony Division.

3. PONY BASEBALL BAT RULES - Below is a summary of the PONY and NCYB bat rules.

Please reference the pony rule book for a more detailed description: 2018 (Approved 2016):

- 3.1. USABAT APPROVED BATS EFFECTIVE JANUARY 1, 2018, RULE: 8-C-3, PAGE 17 RULE CHANGE: 2- $\frac{5}{8}$ " barrel bats are legal in all division of PONY Baseball. If a 2- $\frac{5}{8}$ " bat is -3, it must be BBCOR certified (stamped on the bats). Effective January 1, 2018, all other minus factor bats (-5, -7, -9, etc.) Must be certified with USA Bat licensing mark stamped on the bat. Wood bats are approved for use in all divisions.
- 3.2. First bat violation during a game will result in an out for the player using an illegal bat during a game. Second illegal bat violation for the same player in the same game will result in Manager ejection.

4. MANAGERS AND COACHES

- 4.1. Managers shall be appointed by the Board of Directors as per Article 4, Section B, Subsection 15 of the North City Baseball Constitution and Bylaws. Coaches and other team representatives shall be selected by the manager subject to approval by the Board.
- 4.2. During practices and games, each team must be under the direct supervision of at least two adults who should include a manager or official coach.
- 4.3. At each game and practice, the responsible adult must possess each player's registration form in hard copy format or have access to player profile information online through wireless access. These forms constitute the official roster of players eligible to participate as well as provide the official notification in case of medical emergency. The first non-compliance will result in the manager being suspended from the current game and next game. A second non-compliance will result in disciplinary hearing for the manager and possible loss of practice time.
- 4.4. During practices and games, shirts and shoes must be always worn on the playing fields and the batting cage.
- 4.5. The managers of both teams shall be responsible for the preparation of the field before games. The home team is responsible for field set up (raking, water dirt as needed, bases and chalk lines). The visiting team is responsible for field breakdown on the last game of the day (rake, field drag, remove bases, water infield grass and dirt and secure shed). These tasks can be shared by both teams if desired. Each manager is responsible for cleaning up his/her dugout and bleacher area after each game. ALL managers will be responsible for watering the infield after any practice they have on North City fields. First offense is a warning; second offense will result in loss of next scheduled practice on North City playing field.
- 4.6. The official scorekeeper shall sit directly behind the umpire and is provided by the home team. The scorekeeper shall not be in the dugout or on the field. The visiting team shall be responsible for keeping score on the electronic scoreboard if provided.
- 4.7. After the last game of the day, the managers (or a representative) must remain near the snack bar until it is fully closed and locked. This is for the safety of those working in the snack bar.
- 4.8. If a player has been benched for disciplinary reasons the division rep shall notify the player agent on the first offense. On the second offense the division rep shall notify the player agent, and the player agent shall notify the Board of Directors. The Board of Directors will determine consequences of further disciplinary problems. Consequence considerations shall be suspension from further games, disqualification for tournament play, and/or expulsion from NCYB.
- 4.9. A manager and/or coach who are determined by a majority vote of the Executive Board of Directors to have knowingly violated the player selection rules shall be prohibited from managing and/or coaching at North City for two years.
- 4.10. Managers and coaches must pass a background check prior to selection.
- 4.11. A player that leaves a game early for any reason will not result in an out during regular season play (exception - Rule 8.6.2.1). During the playoffs, leaving a game early will result in an out upon that player's turn in the batting order(1st time only), except for an injury.

4.12. Any manager that does not follow the minimum playing requirement rules during playoff games will result in the game being forfeited.

5. PLAYER UNIFORM

5.1. All players must wear the uniforms provided by NCYB.

5.2. The NCYB provided uniform will consist of a NCYB team jersey and a NCYB team hat. A player may substitute the NCYB team hat for a comparable baseball hat. Shirts must be worn tucked in, with a belt and socks.

6. PLAYER SELECTION-Shetland

6.1. The President and/or Vice-President, and Player Agent will assemble each team with input from Shetland Managers.

6.2. Each team will have approximately the same number of players. Shetland team composition will be balanced between player ages and playing experience.

6.3. Within the parameters of 7.1.2.1, every effort will be made to place players together as requested any parents/guardians.

7. PLAYER SELECTION Pony, Bronco, Mustang, Pinto, and Shetland (Majors) (THE DRAFT)

7.1. Definitions:

7.1.1. Primary coach – the primary coach is the person named by the manager, prior to the draft, who shall act as a coach during the season. No individual shall be a manager and primary coach for the same division.

7.1.2. Reserved players – a reserved player is a player who is automatically placed on a team.

7.1.2.1. Reserved players are those players who are legal dependents of a parent, grandparent, or “close relative - with the approval of the board” of the manager and one primary coach.

7.1.2.3. Only if all managers agree before the draft begins will a team be allowed to reserve more than 2 players (other than siblings).

7.1.2.4. Pool players – all players who are registered prior to the draft who are not reserved players are pool players.

7.1.3. Non draft players – a player who is not registered prior to the draft. This includes waitlisted players

7.2. Assessments:

7.2.1. The Board of Directors will set the date, time, and location of each divisional assessment.

7.2.2. The player agent and the division rep, with the assistance of other Board members, will conduct each divisional assessment. The president and/or Vice President will oversee the activities.

7.2.3. Reserved players are expected to assess just for rating and ranking purposes.

7.3. Draft:

7.3.1. General

7.3.1.1. The draft shall be held at a location and time determined by the player agent with the approval of the president.

7.3.1.2. The player agent and the division rep will chair the draft.

7.3.1.3. The president and/or vice president shall be present at the draft to ensure that all league rules are followed.

7.3.1.4. The manager shall select his/her players, or a manager may designate another official coach to make the player selection. In this situation, the manager must inform the player agent and/or the president.

7.3.1.5. Only two team representatives may be present at the draft.

7.3.1.6. The player agent must explain all rules to the team representatives prior to the draft activity.

7.3.1.7. Pool players may not designate a manager for whom they will not play unless they have previously filed a written letter with the Board describing the objectionable behavior of such manager. Such report must be approved by the Board as a reason for rejection of such manager or managers. Pool players who refuse to play for a manager or managers without a Board approved letter will not be permitted to play for another manager. Manager must notify Player Agent prior to tryouts or start of the season if this issue has been made known to them.

7.4. Activity:

7.4.1. The player agent shall provide the managers with the following information for all players prior to the draft: name, age, years of experience, and if they played as an All- Star the previous year.

7.4.2. Reserve players will be placed on the appropriate team rosters.

7.4.3. The player agent shall provide a list of all available pool players' names.

7.4.4. All reserved players will be openly discussed, and managers will come to agreement by majority vote as to what round each player is to be placed. The player agent will break all ties or overrule the vote if he/she deems the vote is skewed. All players known by managers/coaches that were not present at tryouts will be discussed and rated prior to the start of the selection process. All players who are not known and not present for tryouts will be available for selection after the seventh round (starting 8th).

7.4.5. Managers will lose draft picks for each reserve player on their team in the respective round that each player was placed.

7.4.6. The manager or their representative will select players from the available pool players until all players have been selected.

7.4.7. Each selection should take less than one minute.

7.4.8. Players signing up after the draft will be placed on teams by division rep/player agent/president or vice president until all teams have the same number of players.

7.4.9. When all players have been selected, each manager will be given a complete roster of his selected players and their profile sheets or on-line access.

7.4.10. All player trades must be made within 24 hours of the completed draft. Player Agent, Division Rep, and President and/or Vice-President must giving final approval. Notification of any player prior to such approval invalidates the trade.

7.4.11. Managers should wait 24 hours to notify their team selections due to possible changes needed to be made by the player agent or president. Managers should then notify their selected players within 48 hours from the conclusion of the draft. (notify after 1 day, before 2 days from the conclusion of the draft)

7.4.12. Once a player has been notified of their team selection, they are not eligible to be traded. Any issues that arise must be brought to the attention of the Player Agent, President and/or Vice-President. They will determine a resolution if needed.

7.4.13. Siblings of pool players shall be assigned to the same team unless a request from the parents or guardians is received to separate the players.

7.4.14. The placement of siblings on a team shall result in the loss of a draft pick in the round in which the sibling is determined to be placed on that team.

7.5. Selection order:

7.5.1. Once all reserved players have been placed on their respective teams, the draft selection order will be determined by ranking of each player utilizing the Draft ranking system (see 7.5.1.1). The Player Agent along with the assistance of the Division Rep, President and/or Vice-President will calculate the team points to determine the draft order prior to the first three rounds. The draft order will be from weakest to strongest teams.

7.5.1.1 After reserved players are slotted by round, they will be assigned a point value. 10 points for first round, 9 for second, 8, for 3rd and so on. If a team has multiple reserved players that are assigned to the same round (i.e., two first round selections) then player A will be placed in round 1 while player B will be in round 2. However, both players will be assigned a first-round value of 10 points apiece (20 points total). When it is the teams turn to draft in the 3rd round (they already have their first two rounds filled by reserved players) they will need to pick a 7-point value (4th round) player or lower since the overall point total for the first 3 rounds is 27 (10+9+8) and they already have 20 points worth of players. This process will be followed for the first 3 rounds unless a team has 3 reserved players (due to siblings) then it will be followed for the first 4 rounds. Some other examples would be a team with two 2nd round players and a 3rd round player. That team would have rounds 2,3, and 4 filled out and still be able to draft a player in the first round. However, that player will need to be a 3rd rounder (8 points) or less. The reason for this is their two second rounders are a total of 18 points (9 each) and their third rounder is 8 points for a total of 26 points. The total number of points for the first 4 rounds is 34 points (10+9+8+7) and the team already has 26 points worth of players. For any reserved players slotted outside the top 3 rounds this point system will not apply (i.e. If you have two 4th round players you will be allowed to select any value player available in the first three rounds). If at the start of the 3rd round, all teams have exceeded the point limit for 3rd round selections, all teams may pick any available regardless of draft ranking.

7.5.2. The draft order for the Third round will be used for the remainder of the draft. The selection order shall "snake", meaning reversed in every other round starting after the third round and continue until the second to last round of selections. In the final round, the selection of remaining players will be made from (strongest to weakest team by ranking), until all remaining players have been selected.

7.5.2.1 Manager/Coaches kids will be ranked by board members (President, Vice President, Division Rep, and Player Agent) and debated with league managers prior to the draft. Ultimately, the board members mentioned above have final say regarding the player ranking.

7.5.3. Team uniform assignment will be handled by the Procurement Agent. The Procurement Agent may arrange a separate process, whereas managers can request or bid on a particular jersey by donating funds to the league to secure it.

8. GENERAL PLAYING RULES (ALL DIVISIONS) The rules of play will consist of current Official Baseball Rules, PONY Baseball Rules and Regulations; and NCYB League Rules, Regulations, and Playing Rules. If a conflict between rules exists, PONY Baseball Rules and Regulations override Official Baseball Rules; the NCYB League Rules, Regulations, and Playing Rules override both PONY and Official Baseball Rules.

8.1. All teams shall bat the entire line up during North City baseball.

8.2. No player shall sit out consecutive innings at any time, unless it's a safety issue and agreed upon by both managers, nor shall any player sit more than 2 innings in a standard-length Pinto and Mustang game, and 3 innings in Bronco. If a game goes to extra innings a player may sit one additional inning. A maximum of three innings in Pinto and Mustang, four in Bronco.

8.3. All players shall play a minimum of one inning in the infield each game, excluding Pinto. (Unless medical conditions apply and are discussed prior to start of game and agreed upon by both managers)

An inning will consist of three outs in the same inning. In Pinto, catcher will count as an infield position only if the player is in a crouching position behind the plate. This rule is NOT in effect during the playoffs

8.3.1. *In rules 8.2 and 8.3, failure to adhere to these rules will result in:

8.3.2. Infraction 1: warning

8.3.3. Infraction 2: manager ejection for one game

8.3.4. Infraction 3: appear before the Board of Directors for sanctions.

8.4. Coaches may warm up pitchers between innings. In Pinto and Mustang, there will be no more than four coaches on the field or in the dugout at any time. In Bronco, there will be no more than three coaches on the field or in the dugout at any time. Adults must stay in the dead ball area during defensive innings.

8.4.1. Only managers, coaches, and team players are allowed in the dugout. No one under the age of 16 may be on the field during games.

8.5. Ejections from a game:

8.5.1. Any player ejected from a game shall be listed as ejected in the official scorebook and the player will be ineligible for the following game. Two or more ejections may result in suspension from the league.

8.5.2. Any manager or coach ejected from a game shall be listed as ejected in the official scorebook and the manager/coach will be suspended from the following game. A second ejection will result in ineligibility to manage or coach any Memorial or All-Star team and removal from coaching/managing your team, subject to consideration by the Board.

8.5.3. The league official scorekeeper will be responsible for notifying the Division Rep, President and Player Agent when an ejection occurs, in a timely manner.

8.6. Minimum number of uniformed players:

8.6.1. A game will not begin until each team has a minimum number of uniformed players. Bronco, Mustang, and Pinto: the minimum number of players is 8. If the minimum number of players is not present 15 minutes after the scheduled start time of the game, the game shall be recorded as a forfeit and entered into the standings with a 1-0 score. Shetland: this rule does not apply. (Bronco, Mustang, and Pinto, managers may request the 9th and/or 10th defensive position be filled with the last 2 batters from the previous at bat from the opposing team. Players must play outfield and are for defense only. Prior to start of the game, managers may request to complete game with no assistance). Managers are encouraged to play a game even if it has been recorded as a forfeit. Teams may be allowed to have a substitute player if they do not have enough players from their roster to legally play, assuming the opposing manager agrees. The substitute player must be a registered player at North City within the same division.

8.6.2. Minimum number less than 8 uniformed players:

8.6.2.1. Bronco, Mustang, and Pinto: If, at any time, 8 or less uniformed players are in the lineup, the 9th position in the batting order will count as an out when that position comes to bat for the initial missed at bat only. If, at any time, 7 or less uniformed players are in the lineup, the 8th position in the batting order will count as an out when that position comes to bat for the initial missed at bat only. Shetland: rule does not apply. Rosters with 10 or less players will be allowed a minimum of 7 players. 8.7. Makeup games will be scheduled by the vice president (when possible and at the discretion of the NCYB board) with approval by the president and player agent (excluding preseason games).

8.8. The following circumstances will apply to a batter who, during his/her swing, inadvertently throws the bat will be:

8.8.1. First offense: the umpire will give an official warning. The warning will be recorded in the official scorebook.

8.8.2. Second offense: the umpire will call time out, the ball will be ruled dead, and the batter will be ruled out, and all runners shall return to the bases where they began play.

8.9. When on offense, both teams will bat all players participating in the game and who are on the official roster of players. The official roster of players is defined by the manager's copies of the player registration forms which managers are required to have at all practices and games or have remote on-line access.

8.10. A player who is in the lineup and listed in the official scorebook and is not present for his/her scheduled batting appearance shall be removed from the lineup and the scoring boxes will be annotated with "failure to appear." This will create an updated batting order. This will not count as an out, unless Rule 8.6.2.1 applies.

8.11. A player who is in the lineup, entered in the official scorebook, and leaves prior to the completion of the game shall be removed from the lineup and the scoring boxes will be annotated with "left early." This will create an updated batting order. This will not count as an out, unless Rule 8.6.2.1 applies. Note this rule does not apply to a player who has temporarily left the field. In this case, the game will be delayed for a reasonable length of time.

8.12. A player not in the lineup, not entered in the official scorebook, and who arrives late will be added as the last batter in the lineup. This will create an updated batting order. These players will be credited with playing the inning for purposes of Rule 8.6.2.1

8.13 Any game that needs to be continued to the next day will be considered a continuation of the game from the previous day. Any lineups and batting orders will be maintained in the order from the previous day. If a player leaves the game they will not be allowed to reenter. If a player has not started the game, they will be allowed to be entered according to 8.12. EXCEPTION: The pitch chart shall be followed and supersedes any rules for pitches allowed per game.

8.13. Each team will be allowed up to 15 minutes on the field for pregame warmups. If there is less than 30 minutes before the game, each team will have equal warm-up time. This is in foul territory and outfield only. No warm ups on the infield.

8.14. Standings will be kept during the regular season. The schedule will consist of having played each opposing team at least twice. Additional exhibition games may be added to the schedules but do not count in the regular season standings. Before the season begins all games that count in the standing will be identified. A double elimination tournament will be played after the regular season. All interleague games will be considered exhibition games. The standings in the regular season will be used to determine the seeding for the tournament. Should there be a tie between two teams, the tiebreaker to determine the seeding will be in this order: 1) head-to-head competition in the regular season, 2) point differential between the tied teams in the regular season, 3) fewest runs allowed for the regular season, 4) most runs scored in the regular season, 5) coin toss. If there is a tie between three or more teams, tiebreakers 1 & 2 will be thrown out and the teams will be seeded based upon tiebreakers 3, 4, & 5 as needed.

8.15. During the league tournament the "PONY Baseball Rules and Regulations Book, Tournament Rules section" shall apply. NCYB pitching rules remain the same except pitching limits apply to pitcher's teams first three games as opposed to three games in calendar week.

8.16. All hitting sticks and similar devices are not allowed during game time but can be used during pre-game warm-up.

8.17. Every effort will be made to not schedule games on Sundays prior to noon.

8.18. If a runner is injured and cannot run the bases, the player who made the last recorded out shall be permitted to run for the injured player. This will only be allowed one time per player. Courtesy runners are allowed for catchers only.

8.19. Umpires control baseballs put into play. New baseballs can only be introduced into play at the top of an inning.

8.20. No headfirst slides at home, the player will be called out.

8.21 Any batter who places the bat in a bunting position while a pitch is delivered may not make a swing at that pitched ball. The result of a swing will be the batter ruled out.

8.22 All players must play in 75% of the scheduled games to be eligible for Memorial and All-Star tournament teams. A game shall be considered complete after 4 innings of play in Pinto and Mustang and after 5 innings in Bronco, from the start of each game time. Excused absences include a documented injury and 6th grade camp for Bronco players.

9. DIVISION SPECIFIC RULES-

Pony

9.1. Pitch count:

9.1.1. Limit 65 pitches per game until April 1.

9.1.2. Limit 85 pitches per game after April 1.

9.1.3. The official scorekeeper will record pitch record. (It is the manager's responsibility to keep updated pitch counts). The Official League Scorebook is the authoritative source for pitch count discrepancies. Both managers need to sign the official scorebook.

9.1.4. At 55/75 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.

9.1.5. Any pitch delivered to home plate will count as a pitch, excluding warm up pitches.

9.1.6. Pitchers shall be allowed to pitch no more than 10 innings in a calendar week.

9.1.7. Pitching rest periods must adhere to the 2018 Pitch Smart Chart. Each manager will review the Pitch Smart Chart on the league home page under Rules and Regulations and will be solely responsible for making sure the guidelines are followed. Managers will be responsible that his coaching staff also follows the rest days required in his/her absence.

9.2. Any pitcher who hits three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

9.3. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

9.4. Mercy rule: If a team acquires a 10-point lead, at any time during the inning, the inning will end at 3 outs or batting through the lineup (for this purpose, the lineup means everyone batting at least once in that inning), whichever comes first. This rule will remain in effect until the other team reduces the lead to fewer than 10 runs. (This rule will NOT be in effect during the league playoffs... Refer to PONY rule 11-G for 10 run rules in effect during League Tournament.)

9.5. No new inning shall begin at or after the 3-hour mark, but the teams will be allowed to complete the inning they are in.

9.6. No infield playing requirement in Pony Division.

9.7. NCYB PONY shall allow inter-league baseball in this division. Teams from other leagues or travel ball may be able to participate in the regular baseball season, subject to board approval.

10. DIVISION SPECIFIC RULES-Bronco

10.0 Pitching & Innings – Bronco games are 7 innings.

10.1. Pitch count

10.1.1. Limit 60 pitches per game until April 1. 10.1.2. Limit 75 pitches per game after April 1.

10.1.3. The official scorekeeper will record pitch record. (It is the manager's responsibility to keep updated pitch counts.) The official league book is the authoritative source for any pitch count discrepancies. Both managers need to sign the official scorebook.

Scorekeeper to submit pitch counts along with game score to Chief Scorekeeper to be entered on the website and used for reference. 10.1.4. At 50/65 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.

10.1.4.1 The pitcher will be allowed to finish pitching to the batter if the 60/75 count is reached during the batter's at bat.

10.1.5. Any pitch delivered to home plate will count as a pitch, excluding warm up pitches. Any pitch delivered in an inning will be counted as 1 inning pitched.

10.1.6. Pitchers shall be allowed to pitch no more than 10 innings in a calendar week.

10.1.7. Pitching rest periods must adhere to the 2018 Pitch Smart Chart. Each manager will review the Pitch Smart Chart on the league home page under Rules and Regulations and will be solely responsible for making sure the guidelines are followed. Managers will be responsible that his coaching staff also follows the rest days required in his/her absence.

10.1.8. Pitchers may not pitch in more than 7 innings on the same calendar day, or maximum number of pitches allowed by league rules, or maximum number of pitches per the Pitch Smart Chart. If a team has two games scheduled by the NCYB in one day. A pitcher may pitch in more than one game in a calendar day; the pitcher may pitch a maximum of seven innings provided they do not pitch four innings in the first game).

10.1.9. Umpire will issue one balk warning per pitcher. All other balks following the warning for that pitcher will result in 1 base being awarded to each base runner.

10.2. Any pitcher who hits three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

10.3. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

10.4. . Mercy rule: The game will come to an end if any team leads by 15 runs after 4 complete innings, leads by 10 runs after 5 complete innings, or leads by 8 runs after 6 complete innings. Should the managers choose to play on despite the mercy rule in effect, it will be the discretion of the managers and umpire to continue playing.

10.5. Game length: Game time length maximums can change from year to year based on the number of teams in the league. Also, games played prior to daylight savings (usually 2 or 3 games), may have a less maximum time than the rest of the season. Each season's official set game length times will be posted on the website under Home-Info>Rules & Regulations>Game length. Typically, no new inning shall begin after the 2:15 mark, with umpire discretion to start anew inning within 5 minutes of no new, unless the chief scheduler needs to modify it.

10.5.5. Bronco game times start at 5:00 PM on weekdays due to time restraint, and game delaying tactics.

10.6. All players shall play a minimum of one inning in the infield each game. (Unless medical conditions apply and are discussed prior to start of game and agreed upon by both managers) An inning will consist of three outs in the same inning.

10.7. NCYB End-of-Season Tournament Rules: In the end of the year tournament involving five or more teams, a pitcher is allowed to pitch in no more than 10 innings in the pitcher's team's first three games. After a team has played three games, or for the championship game, all pitchers on these teams then will have 10 additional innings of pitching eligibility remaining for the rest of the tournament, provided they meet the requirements and regulations of the Pitch Smart Chart.

10.8. All players must play in 75% of the scheduled games to be eligible for Memorial and All-Star tournament teams. A game shall be considered complete after 5 innings in Bronco, from the start of each game time. Excused absences include a documented injury and 6th grade camp for Bronco players.

11. DIVISION SPECIFIC RULES-Mustang

11.1. Pitch count & Innings – Mustang games are 6 innings

11.1.1. All players will pitch one full inning (3 outs) or a minimum of 25 pitches during the regular season. This may be waived for safety concerns to be approved by Division Rep and Player Agent. Manager must notify Division Rep and Player Agent if requesting a waiver.

11.1.2. Limit 3 innings or 50 pitches per game, whichever comes first, until April 1.

11.1.3. Limit 3 innings or 60 pitches, whichever comes first, after April 1.

11.1.4. The official scorekeeper will record pitch count. (It is the manager's responsibility to keep updated pitch counts.) The official league book is the authoritative source for any pitch count discrepancies. Both managers need to sign the official Scorebook. Scorekeeper to submit pitch counts along with game score to Chief Scorekeeper to be entered on the website and used for Reference

11.1.5. At 40/50 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.

11.1.6. The pitcher will be allowed to finish pitching to the batter if the 50/60 count is reached during the batter's at bat.

11.1.7. Any ball delivered to home plate will count as a pitch. Excluding warm up pitches. Any pitch delivered in an inning will be counted as 1 inning pitched.

11.1.8. Pitchers shall be allowed to pitch no more than 8 innings in a calendar week.

11.1.9. Pitching rest periods must adhere to the 2018 Pitch Smart Chart. Each manager will review the Pitch Smart Chart on the league home page under Rules and Regulations and will be solely responsible for making sure the guidelines are followed. Managers will be responsible that his coaching staff also follows the rest days required in his/her absence.

11.1.10. Pitchers may not pitch more than 3 innings on the same calendar day. (If a team has two games scheduled by NCYB in one day. A pitcher may pitch in more than one game in a calendar day; the pitcher may pitch a maximum of five innings provided they do not pitch three innings in the first game).

11.1.11. Umpire will issue one balk warning per pitcher. All other balks following the warning for that pitcher will result in 1 base being awarded to each base runner.

11.2. Any pitcher who hits three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

11.3. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

11.4. Maximum 5 runs per inning except in the 6th, last, or extra inning which is open. The last inning played – no cap on runs scored. 3 outs must end the inning.

11.5. PONY Baseball Rules for Mustang, Section 9, Paragraph N, Option 1 will be used for the entire season: "Runners may lead off and steal bases, as in the Official Baseball Rules" with the following exception. No direct stealing of home off the pitcher will be allowed, but the runner may steal on a wild pitch/passed ball pick-off attempt at 3rd base or a wild throw back to the pitcher. No squeezes during the regular season or in the playoffs. A player is allowed to bunt a player home from 3rd base. A runner is allowed to break for home after the hitter bunts the ball (foul or fair territory). If a runner breaks before contact is made with the ball the runner will be sent back to 3rd. If the runner is tagged out at any time while the ball is live the runner is out.

11.5.1 Stealing home against the pitcher/catcher is not allowed. Runner can only advance home on wild pitch or batted ball in play. Runner breaks toward home on a clean catch back to the pitcher must return to third base. Runner can advance to home on an errant throw back to the pitcher from the catcher, or any other player on the field.

11.5.2 Runners will not be able to advance home from third base on a steal attempt of second base. Should the throw to second base on a steal attempt reach into the outfield grass territory, the runner at third base can advance home at their discretion. * Rule 11.5.2 Will NOT apply for post season play.

11.6. Rule 6.09(b) of the Official Baseball Rules will apply in this format. The "third drop strike rule" will be in effect the entire season.

11.7. Game length: Game time length maximums can change from year to year based on the number of teams in the league. Also, games played prior to daylight savings (usually 2 or 3 games), may have a less maximum time than the rest of the season. Each season's official set game length times will be posted on the website under Home-Info>Rules & Regulations>Game length. Typically, no new inning shall begin at or after the 1:45 mark with a 5 minute umpire discretion to start a new inning, unless the chief scheduler needs to modify it.

11.8. All players shall play a minimum of one inning in the infield each game. (Unless medical conditions apply and are discussed prior to start of game and agreed upon by both managers) An inning will consist of three outs in the same inning.

11.9. NCYB End-of-Season Tournament Rules: In the end of the year tournament involving five or more teams, a pitcher is allowed to pitch in no more than 8 innings in the pitcher's team's first three games. After a team has played three games, or for the championship game, all pitchers on these teams then will have 8 additional innings of pitching eligibility remaining for the rest of the tournament, provided they meet the requirements and regulations of the Pitch Smart Chart. Pitchers, who pitch in more than one game in a calendar day, may pitch five innings provided they do not pitch three innings in the first game.

12. DIVISION SPECIFIC RULES-Pinto

12.0 Pinto games are 6 innings

12.1. PONY Baseball Rules for Pinto, Section 10, Paragraph B, and Option 2 will be used. A pitching machine will be used. The machine will be set to 38 MPH for the first half of the season, and 40 MPH (includes games not counted towards end-of-season tournament) after Spring Break. The umpire will be positioned behind the plate and a coach will deliver balls into the machine.

12.2. If there is a play at home, the runner MUST slide or avoid. Failure to do so will result in the runner being called out at the discretion of the umpire.

12.3. The defensive team will play ten players, 4 players being outfielders. No player may play the same position more than 2 innings per game during the regular season. This rule will not be enforced during the end-of-season tournament. There is no infield fly rule in Pinto.

12.4. Modify PONY Baseball Rules for Pinto, Section 9, Paragraph H, add: "Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate." If this rule is violated, the umpire shall give one warning per team to the manager. Subsequent violations will be called out.

12.5. Modify PONY Baseball Rules for Pinto, Section 9, paragraph F: A batter is given five pitches per at-bat, unless they foul off the fifth pitch, the the batter is allowed as many pitches after a fouled 5th pitch until the ball is in play or the batter strikes out. If pitches delivered by the pitching machine may be declared "no pitch" if, at the discretion of the umpire, the pitch was not in the strike zone.

12.6. Maximum 5 runs per inning except in the 6th, last, or extra inning which is open. The last inning played – no cap on runs scored. 3 outs must end the inning.

12.7. Game length: Game time length maximums can change from year to year based on the number of teams in the league. Also, games played prior to day light savings (usually 2 or 3 games), may have a less maximum time than the rest of the season. Each season's official set game length times will be posted on the website under Home-Info>Rules & Regulations>Game length. Typically, no new inning shall begin after the 1:45 mark with a 5 minute umpire discretion, unless the chief scheduler needs to modify it.

12.8. The 15-run rule will only come into play during the Pinto league playoffs...refer to PONY rule 1-G.

12.9. If a batted ball hits the pitching machine or coach at 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 must be played by the defensive players, or (ii) goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance only one base, or (iii) goes into foul territory after third or first base, the ball is live and runners may advance at will.

12.10. On any overthrow a runner may advance to one additional base beyond the base he was traveling to. An example would be, if a player was between 1st and 2nd base proceeding to second base and the fielder overthrows 1st or 2nd base. The runner could advance to 3rd base at his discretion. The play remains live, and the player is at risk of being thrown out when he attempts to advance. No additional bases may be gained regardless of additional overthrows.

12.11. A runner attempting to advance to the next base will be sent back to the previous base if he is less than ½ way to the next base, when the infielder has control of the ball and is controlling addressing the runner and the play. This is a judgment call and is at the discretion of the umpire.

12.12. A dead ball is when a player, an infielder, has control of the ball, in fair territory, in the infield, and is addressing the LEAD runner, play will cease. This is a judgment call and is at the discretion of the umpire. Please note that the player with the ball simply raising the ball above his/her head will not end the play.

12.13. Pinto players in the pitching position must wear a protective product to protect the heart and a facemask to protect the face.

12.14. Pinto player must play the same position they start the inning in. (With the exception of injury)

12.15. No headfirst slides at any base. A headfirst slide will result in the player sliding being called out.

12.16. Pinto playoffs: Only one defensive timeout allowed (except for injury) per inning.

12.17. Pinto playoffs - Regarding the catcher's position: If a player from any position other than the catcher, makes a play at home plate, the play will be called dead, and the runner in question will be awarded home, and the run will count (With the exception of an overthrow that catcher retrieves. In this case another field position can cover home plate).

13 DIVISION SPECIFIC RULES-Shetland Majors

13.0 Shetland Majors games are 5 innings

13.1. PONY Baseball Rules for Shetland, Section 10, Paragraph B, and Option 2 will be used. A pitching machine will be used. The machine will be set to 32 MPH for the first half of the season, and 34 MPH (includes games not counted towards end-of-season tournament) after Spring Break. The umpire will be positioned behind the plate and a coach will deliver balls into the machine.

13.2. The defensive team will play ten players, 4 players being outfielders. No player may play the same position more than 2 innings per game **during the regular season. This rule will not be enforced during the end-of-season tournament.** There is no infield fly rule in Shetland Majors.

13.3. Modify PONY Baseball Rules for Shetland, Section 9, Paragraph H, add: "Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate." If this rule is violated, the umpire shall give one warning per team to the manager. Subsequent violations will be called out.

13.4. Modify PONY Baseball Rules for Shetland, Section 9, paragraph F: A batter is given five pitches per at-bat, unless they foul off the fifth pitch, the batter is allowed as many pitches after a fouled 5th pitch until the ball is in play or the batter strikes out. If pitches delivered by the pitching machine may be declared "no pitch" if, at the discretion of the umpire, the pitch was not in the strike zone.

13.5. A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not touch or travel beyond that line will be considered a foul/strike for the purposes of this rule.

13.6. Maximum 5 runs per inning except in the 6th, last, or extra inning which is open. The 5th (or final) inning is open – no cap on runs scored. 3 outs must end the inning.

13.7. Game length: Game time length maximums can change from year to year based on the number of teams in the league. Also, games played prior to day light savings (usually 2 or 3 games), may have a less maximum time than the rest of the season. Each season's official set game length times will be posted on the website under Home-Info>Rules & Regulations>Game length. Typically, no new inning shall begin after the 1:15 mark with a 5 minute umpire discretion, unless the chief scheduler needs to modify it.

13.8. The 15-run rule will only come into play during the Shetland Majors league playoffs...refer to PONY rule 1-G.

13.9. If a batted ball hits the pitching machine or coach at 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 must be played by the defensive players, or (ii) goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance only one base, or (iii) goes into foul territory after third or first base, the ball is live and runners may advance at will.

13.10. On any overthrow a runner may advance to one additional base beyond the base he was traveling to. An example would be, if a player was between 1st and 2nd base proceeding to second base and the fielder overthrows 1st or 2nd base. The runner could advance to 3rd base at his discretion. The play remains live, and the player is at risk of being thrown out when he attempts to advance. No additional bases may be gained regardless of additional overthrows.

13.11. A runner attempting to advance to the next base will be sent back to the previous base if he is less than ½ way to the next base, when the infielder has control of the ball and is controlling addressing the runner and the play. This is a judgment call and is at the discretion of the umpire.

13.12. A dead ball is when a player, an infielder, has control of the ball, in fair territory, in the infield, and kills the play by holding the ball up in the air. This is a judgment call and is at the discretion of the umpire.

13.13 Maximum 5 runs per inning except in the 6th, last, or extra inning which is open." NCYB allows a maximum of 6 runs per inning (innings 1-5). If there are less than 3 outs when the 6 runs are scored, the teams will change sides. The last inning played – no cap on runs scored. 3 outs must end the inning.

13.14. Pitching coach may only coach the player at bat, not the runners.

13.15. Shetland Majors players in the pitching position must wear a protective product to protect the heart and a facemask to protect the face.

13.16. Shetland Majors player must play the same position they start the inning in. (With the exception of injury)

13.17. No headfirst slides at any base. A headfirst slide will result in the player sliding being called out.

13.19 To encourage player development, in the regular season, each Shetland Majors player will play a minimum of 2 innings in the infield.

14. DIVISION SPECIFIC RULES -Shetland

14.1. No score shall be kept.

14.2. All games will be official ties.

14.3. PONY Baseball Rules for Shetland, Section 9, Paragraph C, will be in effect - 10 defensive players, 4 of the defensive players will be in the outfield.

14.4. Starting on Opening Day, teams will play with recorded outs, but each team when at bat, will bat the entire line up regardless of the number of recorded outs that occur during the inning. If a defensive team records three outs in an inning, the bases will clear, but the batting team will proceed to bat the remainder of the lineup. This ensures all players get the same number of at-bats throughout the game.

14.5. Starting on Opening Day, a coach from the offensive team will deliver 3 machine pitches to the batter. If no balls are batted fair, then the batter will get three swings from the tee. Pitches delivered by the pitching machine may be declared "no pitch" if, at the discretion of the offensive manager, the pitch is not in the strike zone. The defensive manager must approve each "no pitch" ruling before delivering an additional pitch.

14.6. If the batter has advanced to first base, then the first base runner will advance to second base and so on.

14.7. Defensive coaches will be allowed on the field for instructional purposes. They are not to interfere with the ball or players.

14.8. The offensive team will have three coaches on the field for the first four weekends of the regular season. They are batting, 1st base, and 3rd base coaches. After the fourth weekend of regular season play, a fourth offensive coach may be on the field to deliver pitches from the pitching machine.

14.9. All Shetland managers and coaches are reminded that Shetland is likely to be a player's first encounter with organized baseball. This is an instructional division. Good sportsmanship must be the priority of all adults.

14.10. Game length: Game time length maximums can change from year to year based on the number of teams in the league. Also, games played prior to day light savings (usually 2 or 3 games), may have a less maximum time than the rest of the season. Each season's set game length times will be posted on the website under Home-Info>Rules & Regulations>Game length.

Typically, for games played which "DON'T" precede a scheduled Bronco, Mustang, or Pinto game, no new inning after the 1-hour mark, unless the chief scheduler needs to modify it. Typically, for games played on any field which "DO" precede a scheduled Bronco, Mustang, or Pinto game, no new inning after the 45- minute mark with a drop-dead at 1 hour.

14.11. All Shetland games shall be 3 innings or no new after 1 hour, whichever comes first.

15. MEMORIAL TOURNAMENT

15.1. NCYB when possible, we'll enter three teams per division (except Shetland) in the Memorial Tournament. The Memorial Tournament location will be selected by the Board of Directors.

15.2. In Bronco, three teams may be entered. One team will consist of a 12 and under team (12U team). The team will consist mostly of 12-year-olds, but outstanding 11-year old's can be elected to the team. However, families of the 11-year-olds can decline the election to the 12U team in favor of playing for the 11U team. The second team will be an exclusively 11-year-old team (11U team). A third team may be entered in the Memorial Tournament Bronco division, registered as a 12U team and will consist of a mix of 11 and 12-year-old players from the best remaining players in either age group.

15.3. In Mustang, three teams may be entered. One team will consist of a 10 and under team (10U team). The team will consist mostly of 10-year-olds, but outstanding 9-year-olds can be elected to the team. However, families of the 9- year-olds can decline the election to the 10U team in favor of playing for the 9U team. The second team will be an exclusively 9-year-old team (9U team). A third team may be entered in the Memorial Tournament Mustang division, registered as a 10U team and will consist of a mix of 10 and 9-year-old players from the best remaining players in either age group.

15.4. In Pinto, three teams may be entered. One team will consist of an 8U and under team (8U team). The team will consist mostly of 8-year-olds, but outstanding 7-year-olds can be elected to the team. However, families of the 7- year-olds can decline the election to the 8U team in favor of playing for the 7U team. The second team will be an exclusively 7-year-old team (7U team). A third team may be entered in the Pinto division, registered as a 8U team and will consist of a mix of 8 and 7 year old players from the best remaining players in either age group. **If Memorial Tournament does not have separate 7U and 8U brackets, then In Pinto only two teams will be entered: an "A" and a "B", and possible a "C" team. All teams will be registered as an 8U teams. The teams will be a mix of 7 and 8- year-old players.

15.5. In Shetland one team may be entered, consisting of 6 and under team (6U team). The team will consist mostly of 6-year-olds, but outstanding 5-year-old's can be elected to the team.

15.6. Nomination of players for Memorial Tournament will take place around the middle of April.

15.7 Players selected to the Memorial Day Tournament team must make every effort to attend scheduled practices, unless they interfere with that player's primary teams practice. If too many of practices are missed for reasons other than North City team conflict, playing time could be limited or eliminated at the discretion of the manager.

16. ALL-STAR TOURNAMENTS

16.1. NCYB when possible, will enter two teams from each division for the All-Star Tournaments. The tournament locations are selected by the PONY Baseball League Officials.

16.2. In Bronco two teams may be entered. One team will consist of a 12 and under team (12U team). The team will consist mostly of 12-year-olds, but outstanding 11-year-olds can be elected to the team. ("Play up" requirements established by league must be followed for selection). However, families of the 11-year-olds can decline the election to the 12U team in favor of playing for the 11U team. The second team will be an exclusively 11-year-old team (11U team).

16.3. In Mustang two teams may be entered. One team will consist of a 10 and under team (10U team). The team will consist mostly of 10-year-olds, but outstanding 9-year-olds can be elected to the team. ("Play up" requirements established by league must be followed for selection). However, families of the 9- year-olds can decline the election to the 10U team in favor of playing for the 9U team. The second team will be an exclusively 9-year-old team (9U team).

16.4. In Pinto two teams may be entered. One team will consist of an 8U and under team (8U team). The team will consist mostly of 8-year-olds, but outstanding 7-year-olds can be elected to the team. ("Play up" requirements established by league must be followed for selection). However, families of the 7-year-olds can decline the election to the 8U team in favor of playing for the 7U team. The second team will be exclusively a 7-year-old team (7U team).

16.5. In Shetland one team may be entered and will consist of 6 and under (6U team). The team will consist mostly of 6-year-olds, but outstanding 5-year-olds can be elected to the team.

16.6. Each team shall have a minimum roster of 12 players (minimum required by PONY League) and a maximum roster of 15 players, at the discretion of the managers.

16.7. Selection of players for All-Star teams will take place around the first week of June or after the Memorial Day Tournament, whichever comes first.

16.8. Selection process

16.8.1. Each team shall nominate players that the manager feels are worthy of consideration. The list shall be given to the Player Agent by a set date provided by the Player Agent. Nominations received after the deadline may or may not be considered at the discretion of the Board.

16.8.3. The player agent may collect and tabulate scores and prepare a rankings list for the selection meeting. The rankings may be done in real time during manager meeting (See 15.8.4)

16.8.4. A meeting shall be held with each manager or designee attending. The teams will be selected based on vote tabulation and discussion. The top 10 players are agreed upon by division managers. The 11th, 12th, (13th -15th if desired) rostered plays are at the discretion of the All Star Team Manager.

16.8.5. Because a parent/relative is managing or coaching a team, players MAY NOT play up or down from "A" to "B" or surpass the list.

16.9. Players Quitting/ Leaving Tournament or Games.

16.9.1. Any player who accepts a position on a tournament team and quits for any reason prior to the completion of the tournament series will not be eligible for any tournament or post season play for one complete season. This does not include the season they quit during. This rule becomes effective once formal rosters have been submitted for tournament entry. Special circumstances (i.e. family emergency) will be considered by the Board of Directors.

16.9.2. Any player who accepts a position on a team must commit to The North City All Star team. Any player who leaves during tournament play to attend other games, events, or other baseball commitments, will not be allowed to return to the team and section. This decision will be discussed by the executive board and the decision to remove a player will be required by a majority vote of the executive board. Acceptable missed time would need to be agreed upon with the team manager prior to signing the all star participation agreement. The team manager will consult with the NCYB board with the final decision made by the team manager.

17. PROTESTS

17.1. Protests must be submitted in writing to the vice president of NCYB within 24 hours of the protested game. All protest should be vocalized to the Umpire, opposing Manager and recorded in the official score book at the time of the incident.

17.2. A consideration fee of \$100 in cash must be submitted with the written protest. The fee will be refunded if the ruling is favorable to the protestant. The fee will be donated to NCYB if the ruling is unfavorable to the protestant.

17.3. The Review Committee will hear protests. The President, Chief Umpire, and Player Agent will comprise the Review Committee. If any of these Board members are not available or if a conflict of interest exists, the president shall replace the Board member with another Board member.

17.4. Protests will be acted upon within 48 hours of receipt. Sundays and holidays will be excluded from the 48-hour time constraint.

IF YOU HAVE ANY QUESTIONS REGARDING THE NCYB RULES, PLEASE CONTACT THE CHIEF UMPIRE FOR CLARIFICATIONS OF RULES