

The following rules and procedures have been adopted by the HYBSA Board of Directors to ensure that fair play and good sportsmanship is followed by all players, coaches, parents and other participants in the League. These rules have been established to supplement and modify the official Baseball/Softball Rules and Regulations of PONY Baseball/Softball, Inc., and may override such rules.

I. HYBSA BOARD

The HYBSA Board will be responsible for the continuation of the league through planning, fundraising, operations, and repairs/ maintenance of the league. The HYBSA Board will also manage the day to day operations of the league.

Board Membership: The HYBSA Board will consist of both elected officials and committee head members. Each May general elections will be held in accordance with the bi-laws and elections procedures (which is outlined later in this document) to elect the President, Vice President, Secretary, Treasurer, and League commissioners. In August the Board will elect department heads. All Board members must pass a background check. The Board will decide the frequency of these checks, but at a minimum a background check must be completed annually.

Voting: Each member of the board will have 1 vote in all voting matters brought to the board. In the event of a tie the League President will have the final vote.

Department/ Committee: Each board member will be responsible for their department/ committee. Decisions concerning the daily operations of each department will be made by the board member in charge of that department. In cases where functions are shared by multiple departments, the Board will determine who has what responsibilities for that function. Each department will have a pre-set limit to spend without needing board approval. Any purchase item over the pre-set limit will need board approval. Exception will be the League Treasurer and only when paying reoccurring bills such as utilities, dues, fees, etc.

Meeting: The Board will have monthly meeting which are open to the general public to attend. In special cases where confidentiality is needed, the board may elect to have a special closed door session or choose to have part of a meeting closed off to the public.

II. HYBSA COMPLEX

Alcoholic beverages are prohibited within the HYBSA complex.

The use of all tobacco products are prohibited within the complex, except the parking areas (this includes the new electronic cigarette variations and vapors).

Pets are prohibited within the complex except the parking areas.

Outside food and drinks are prohibited within the complex except the parking areas with the following exceptions:

- a) Snacks and ice chests/coolers with water for players and coaches are allowed.
- b) Snacks may be brought in when the concession stand is not operating.
- c) With prior approval by the President, food and non-alcoholic drinks may be brought in for special occasions, scheduled meetings, or fundraising activities.

Littering is prohibited throughout the complex.

Glass containers are prohibited throughout the complex.

Profanity and abusive language will not be tolerated. Violators are subject to removal from the complex.

REGISTRATION

A player is not considered to be registered to play until an entire Registration Packet is received and approved; to include the completed registration form, copy of birth certificate, and payment (or an approved payment plan).

The Board will determine the deadline for refunds.

Procedure:

1. Parent/ Guardian will sign up the player(s) following the prescribed method approved by the Board
2. Once the completed registration packet has been received, verified, and approved, the player will be placed on the draft eligible list.
3. The individual registration packet items will be verified and approved by the following League Officials:
 - a. Application - Verified and approved by League Secretary
 - b. Birth Certificate - Verified and approved by League Secretary
 - c. Payment - Verified and approved by League Treasure
4. If none or part of these are received, the player will be put on a non-draft list until all the required items are received, verified, and approved.

5. If a player's packet is verified and approved after the draft date, then that player will be placed in the next open spot on the wait list (if a spot exists).
6. All incomplete packets will be returned to the parent/guardian after all leagues are considered full or no longer accepting late registrations. (Whichever comes first)

BACKGROUND CHECKS

1. To be eligible to coach or serve on the Board of Directors, all coaches and HYBSA Board members must submit a Coaches Application authorizing HYBSA to conduct a criminal history background check. This process will be repeated annually as long as the applicant wishes to participate in this capacity.
2. Background checks must be processed through HYBSA and only by the method approved by the Board. No other forms/ methods will be accepted.
3. The League Secretary or other appointed Board member(s) will process and review the background checks. The League Secretary or other appointed Board member(s) will be responsible to maintain a secure account of the applications and background checks for a period of one year.
4. Background checks that return a finding of any level of misdemeanor convictions other than a Class C misdemeanor may result in the applicant being denied permission to coach and/or serve on the Board. The Board may waive this for non-violent, non-felony final type of conviction.
5. Background checks that return a finding of a criminal charge or conviction of either a felony, assault, family violence, narcotics, prostitution, or any other type of moral turpitude offense will result in an automatic denial.
 - a. If the applicant's charge or conviction was longer than 15 years without any new charges or conviction having been added, the Board may choose to waive this.
6. Applicants who the Board has previously approved will not be denied based solely on a conviction the Board has already approved. However any new charges or convictions will have to be processed as a new application
7. Details of any findings on a background check will be kept confidential and not be openly discussed during open Board Meetings. The Board may elect to have a special closed meeting or close off part of a meeting to discuss this issue.
8. An applicant who has a finding on his/her background check will be notified verbally or in writing by the Board and will be given a copy of the findings, if they choose. The applicant has a right to appeal to the Board if denied permission to participate in League activities based solely on their background check findings. The Board will make a final decision based on the facts presented.

The appeal process is as follows:

1. The applicant must notify the League President or Vice President in writing (either paper or electronic) within 72 hours of being notified of the denial.
2. The League President will determine if a special meeting is required or if time permits, a normally scheduled board meeting will suffice for the appeals hearing.
3. No later than 1 week from receiving the appeal notification, the applicant will be notified (either written or electronic) of the date, time, and location of the appeal hearing.
4. The appeals hearing will follow this procedure as outlined:
 - a. The League President or other appointed Board member will announce to the Board the name of the applicant, league/ position they are wanting to volunteer for, reason for the denial, and answer any questions the Board might have at this point. The League President or other appointed Board member may choose to have the applicant remain in the room or wait outside until this has been completed.
 - b. Once the Board full understands the reason for the denial, the applicant will be given a chance to explain and give their reason why they believe the denial should be over ruled. (This is the applicants opportunity to bring any supporting documentation)
 - c. The Board will have the opportunity to ask any follow up questions they feel is relevant.
 - d. After the Board has finished asking any questions, the applicant will be asked to step outside
 - e. The Board will discuss the appeal further
 - f. After all discussion has completed, the Board will vote (either written or verbally) to uphold the denial, overrule the denial, or grant a conditional approval. (A conditional approval is an approval were the Board will place certain stipulations with the approval for a determined length of time)
 - g. The applicant will be asked to come back into the room and the League President or other appointed Board member will verbally notify the applicant of the ruling.
 - h. There are no further appeals beyond the HYBSA Board

SEASONS

HYBSA shall have two seasons during the year consisting of a Spring Season and a Fall Season. The Seasons are closed seasons with beginning and ending dates determined by the Board. The All-Star season shall be considered an extension of the Spring Season. Registration fees paid to HYBSA covers use of the fields and play only in the closed season for which the child was registered.

BASEBALL PLAYING RULES

The following rules are for intra league HYBSA regular season games and practices.

League of Play

All players will play in the appropriate league as determined by their age as per Pony rules. No one will be able to “play down” in a lower league unless there are special circumstances. In such cases, the request must be made to the appropriate League Commissioner and approved by the Rules Committee. Any player who is granted permission to “play down” will not be eligible to participate in any post-season play for that season. Little or no prior experience in organized baseball is not considered a special circumstance.

Playing up of players

HYBSA will allow players to "Play Up" following the following guidelines.

1. Players are only eligible to play up one age level from where they are to be placed in accordance with Pony age rules.
2. For a player to play up the players parent or guardian must sign a release waiver acknowledging they understand the dangers in a younger player playing up in age and release HYBSA of liabilities from injury.
3. Parent or Guardian must also sign off acknowledgement that they understand that by the player playing up that player becomes ineligible to play return to the lower level of play to include All Stars.
4. It is mandatory for a player wishing to play up attend tryouts for the Division they are wishing to play up in, to show three Board members their skills and knowledge of the game qualify them to play in that Division. The three Board members are the League Commissioner of that League, the Inter-Lock and Elite Coordinator, and one other appointed Board member.
5. After completion of tryout the Board members will vote on if they feel the players skills and knowledge of the game are at the level required to play in that Division with a 65% majority vote from those Board members.
6. If a player is approved to play in that division they will enter into the try out draft for that level of play unless they are protected. (See section Protection of Players below)
7. If the player does not receive the majority vote required they will be entered into the blind draft for the level they are eligible for in accordance with Pony age guidelines.

Selection of Head Coaches

Any Adult over the age of 18 may submit their name to be considered for the position of Head Coach. Selection of Head Coaches shall follow the prescribed HYBSA method:

1. Candidate Head Coaches will have to either contact the appropriate League Commissioner or on their registration form select they want to be considered for a Head Coach position.
2. The Candidate will have to complete a background check (as mentioned above)
3. Once the League Secretary has approved the Candidate, the Candidate's name will go on an approved head coaches list.
4. The League Commissioner will choose a head coach only from the approved head coaches list.
5. Head Coaches will be selected prior to the scheduled tryouts (A coach cannot be selected during or after try outs)
6. Head Coach selection will be based on the following criteria in order:
 - a) Individuals who are returning Head Coaches in that league from the previous season
 - b) Individuals who are returning Head Coaches in a lower league and are moving into this league from the previous season
 - c) Individuals who have coached in any league at HYBSA
 - d) Individuals who have coached in other Pony Leagues
 - e) Individuals who has coached in other baseball leagues
 - f) Individuals who want to coach
7. The Head Coach will choose his or her assistants.
8. The League Commissioner may deny permission to anyone interested in coaching or assisting based on inappropriate past behavior. Anyone who has been denied a coaching position may appeal the decision to the Board.
9. All teams will be allowed 1 head coach and a maximum of 3 assistants.

Selection of Players

Players will be selected according to the draft procedures as detailed below.

Protection of Players

Each team will be able to protect four players, and those players do not need to be related to a coach. If a coach has more than one player (son/ daughter, niece/nephew, grandchild, etc.) in the same league, he/she may protect ONE additional related player but will not participate in the draft selection until all other teams have an equal number of players. When protecting a player that is not related to a coach, the coach must attain a parental consent form signed by the parent prior to tryouts. This letter must be submitted to the appropriate league commissioner prior to tryouts.

Any coach with less than the maximum number of protected players will level up by following the level up procedure. (See *Leveling* section below)

Any player who participates in tryouts for any reason will no longer be eligible to be a protected player. It is the coaches' responsibility to ensure his/her protected players do not tryout. (Note, only exception is for players trying out to play up)

Tryouts

All players, excluding protected players, will participate in the scheduled tryouts. All coaches will evaluate the players based on a uniform set of standards. These standards may be tailored to suit each league if desired by the League Commissioner.

Shetland will not hold tryouts. Shetland teams will be selected using the leveling and blind draft procedures as detailed below.

Draft Procedures

Confidentiality

Only the Head Coach, their assistant(s), the League Commissioner, the League President, League Secretary and an appointed Board Officer as needed, will be present and participate in the draft meeting. The player's draft order along with any comments or discussions during the draft will remain confidential and "stay in the room". Coaches will sign a confidentiality agreement before attendance at any draft proceedings. Cell phones or any other form of electronic recording or transmission device is prohibited during any draft proceedings. Exceptions will be for league officials conducting the draft. Coaches found to be in violation during draft proceedings will be removed from the draft. Coaches found to be in violation of confidentiality agreement will be subject to disciplinary actions and sanctions by the Board.

Penalty: Anyone found to have violated the confidentiality waiver will be removed from their position and will not be allowed to volunteer for a minimum of 2 years from the season in which the violation occurred.

Any player who has registered but did not tryout will be placed into a "blind list" to be selected by random pull after all other players have been selected.

The League Commissioner shall determine the total number of players for the teams and how many teams will be fielded for the season as long as there are a minimum of ten players per team and the maximum number does not exceed that allowed by PONY Rules. The following procedures will be followed:

1. Leveling of Teams
2. Open Draft
3. Blind Draft
4. Trades

Leveling

Team leveling is done to insure all teams begin with eight players, four 1st year players and four 2nd year players (including protected players). Leveling players will be selected from the tryout group of players. In the event that an insufficient number of 1st or 2nd year players from the tryout list are available, a random age-specific player will be selected from the blind pile. Leveling will be done prior to the open draft and will be conducted in the below manner using the method and procedure set by the Board. The following procedure will be followed:

Selection of 2nd Year Players

1. The League Commissioner will establish the ages of each teams protected players and group them according to age.
2. Teams starting with zero protected 2nd year-players will draw a number to establish a draft order for the selection of the first 2nd year-player to each team.
3. After this is completed, teams starting with one 2nd year-player will join the 1st group and draw a number to establish a draft order for the selection of the second 2nd year-player to each team.
4. After this is completed, teams starting with two protected 2nd year-players will join the first two groups, and draw a number to establish a draft order for the selection of the third 2nd year-player to each team.
5. After this is completed, teams starting with three protected 2nd year-players will join the first three groups, and draw a number to establish a draft order for the selection of the fourth 2nd year-player to each team.
6. Upon completion, all teams will have four 2nd year-players.

Selection of 1st Year Players

1. Teams starting with zero protected 1st year-players will draw a number to establish a draft order for the selection of the first 1st year-player to each team.
2. After this is completed, teams starting with one 1st year-player will join the 1st group and draw a number to establish a draft order for the selection of the second 1st year-player to each team.
3. After this is completed, teams starting with two 1st year-players will join the first two groups, and draw a number to establish a draft order for the selection of the third 1st year-player to each team.
4. After this is completed, teams starting with three protected 1st year-players will join the first three groups, and draw a number to establish a draft order for the selection of the fourth 1st year-player to each team.
5. Upon completion, all teams will have four 1st year-players.

Open Drafting

Upon completion of leveling, all teams will draw a number to establish a draft order. The order of selection will follow in an up-and-down progression. (EXAMPLE with 5 teams: 1-2-3-4-5-5-4-3-2-1-1-2-3-4-5, ext.) Both 1st-yr and 2nd year-players may be selected at any time during the open draft. Selection will continue until all players are chosen. Any team who has over the minimum amount of players (due to siblings or other reason) will not participate in the draft until all teams have the same amount of players, regardless of age.

Blind Draft

Players registering late, and/or players which did not try out, will be selected in a blind draft. Players in the blind draft will be listed by age and assigned a number. After all "tryout" players are selected, coaches will then draw a number, in draft order, and will receive the "blind" player with the corresponding number. This will continue until all players have been assigned to a team. If there are not enough players to level all teams, players will be added as they register in the same rotation until all teams are level.

* Players registering late, and/or players which did not try out, will be selected in a blind draft. Players in the blind draft will be listed by age and assigned a number.

** If two brothers are playing in the same league, when the first is drafted, the second brother is automatically drafted as next selection in his age group.

***Prior to the conclusion of the draft meeting, teams will participate in an additional number draw to establish a new "draft" order for any subsequent players registering who will then be placed on the next available team. Only the League officials will know the new draft order. **This is done to prevent players from attempting to wait until a particular coach is next on the draft order to register.**

Trades

Trades will be allowed after all selections have been made, but must meet the approval of a simple majority of the remaining teams. If the majority disagrees, the trade will not be allowed. No trades will be allowed after the draft meeting has concluded unless there are special circumstances that must be approved by a majority of the teams as well as the three Members of the Board in addition to the League Commissioner. No requests will be allowed for players to be placed with any coach or paired with any friend. Requests by parents/guardians not wanting their child to play for a specific coach (up to a maximum of two coaches) will be honored but not encouraged. To minimize a potentially embarrassing situation, only the affected coaches will be informed prior to the draft of such a request so he/she does not inadvertently select the player. **A player cannot be traded for more than 1 time in the draft.**

Shetland – Upon completion of leveling, all teams will draw a number to establish a draft order. The order of selection will follow in an up-and-down progression. (EXAMPLE with 5 teams:

1-2-3-4-5-5-4-3-2-1-1-2-3-4-5, ETC.) Selection will continue until all players are chosen. Blind draft piles will be divided into age groups with older groups being drafted prior to younger age groups.

Practices

Practice day/ time selection will be conducted a field work day. Each head coach will be required to attend or have an assistant coach he/she already has already selected take their place. Each team will be required to have 1 adult per protected player work at field day. The minimum hours needed will be determined by the Board. If a team fails to have the required number of adults show up to work or leave early, then that team will forfeit practicing on the fields. Any open slots will be divided up among the remaining teams.

Recommended pre-season practice meetings shall be three times per week for Shetland and Pinto teams and four times per week for Mustang, Bronco and Pony, or as field availability allows. Once the season begins, the number of games and practices combined shall not exceed four times per week for any league. Recommended duration of each practice is one hour for Shetland, 1 ½ hours for Pinto, and two hours for Mustang, Bronco, and Pony. The League Commissioner may allow field practices during the regular seasons and off season (off season being from the last game of Fall Ball to the first Spring season practice) if equal access can be afforded to all HYBSA teams (this includes Open Teams that have paid to play at HYBSA). A fee (determined each year by the President, Vice-President and Treasurer prior to each season's first practice) will be assessed to the HYBSA team per practice during the "Off Season" for maintenance purposes. The League Commissioner must be notified of practices wanting to take place on their specific field from the coach of said team by phone or email. Teams wanting to practice must have insurance independent from the league insurance that is comparable to league's insurance if practicing during the off-season. League Commissioners will keep track of the off season practice schedules. It will be the League Commissioner's responsibility to arrange for lights and field maintenance each time the fields are used in the off season.

Playing Time

All leagues will bat their full lineups throughout the game. There will be free substitution of players throughout the game (except for pitchers in Mustang, Bronco, and Pony). No player will sit out more than one inning at a time in Shetland, Pinto, and Mustang and no more than two consecutive innings in Bronco and Pony. Efforts should be made to even the playing time of all players throughout the game unless there are disciplinary or injury concerns.

Game Limits

No new inning will begin after:

Baseball

Spring

Tball 1- 50 minutes Tball 2 – 1 hour
Pinto – 1 hour 15 minutes
Mustang games – 1 hour and 30 minutes
Bronco games – 1 hour and 45 minutes
Pony games – 2 hours

Fall

Tball 1- 50 minutes Tball 2 – 1 hour
Pinto – 1 hour
Mustang games – 1 hour and 15 minutes
Bronco games – 1 hour and 30 minutes
Pony games – 1 hour and 45 minutes

Softball

Spring

Shetland – 1 hour
Pinto – 1 hour
Mustang games – 1 hour and 15 minutes
Bronco games – 1 hour and 15 minutes
Pony games – 1 hour and 30 minutes

Fall

Shetland – 1 hour
Pinto – 1 hour
Mustang games – 1 hour
Bronco games – 1 hour
Pony games – 1 hour and 15 minutes

A new inning starts immediately upon the execution of the third out of the bottom of an inning, or the scoring of the fifth run in any game played under a five run limit rule.

No game shall end prior to the completion of the final full inning once the inning has begun (exceptions: home team is leading after time has expired and the visiting team has completed their top half of the inning or the ten run rule is in effect). Games tied at the end of the time limits will be recorded as a tie.

Coaches and umpires shall strive to keep game starting and ending times on schedule. If a game is starting 15 or more minutes late, field warm ups shall be limited to five minutes maximum each team. Coaches should have catchers in gear and ready prior to changing innings. **A courtesy base runner may be substituted for the catcher only, and only if there are two outs with the catcher on any base. Courtesy base runners will be the player making the last batted out.**

Minimum Number of Players

There is no minimum number of players required to play games in Shetland Level-1. In Shetland Level-2 through Pony, the minimum number of players required to play a game is eight (8). A game may be delayed for up to 15 minutes from its originally scheduled start time to allow for additional players to arrive if the minimum number of players is not present. If the game is played with any team fielding the minimum of eight players, however, when the ninth batting slot is reached, an out will be recorded. If only seven

players are present 15 minutes after the scheduled start of a game, a forfeit is recorded with a score of one to nothing. If at any time during a game a team fields fewer than eight players, a forfeit will be recorded with a score of one to nothing. No non-roster players will be allowed to substitute for another team unless a forfeit has been recorded and both teams agree to play a practice game.

Position of Coaches

In Shetland, two defensive coaches are allowed on the field and must remain on the outfield grass. In Pinto through Pony, coaches are allowed to be outside the dugout when their team is in the field and should keep within the immediate area of the dugout. The umpire reserves the right to require defensive coaches to remain in the dugout if circumstances deem it necessary. If so ordered, both teams are required to comply.

Bats and Batting

Bats manufactured specifically for use in tee-ball play are permitted in Shetland only.

Bats manufactured specifically for use in coach pitch play (normally designated with "Coach Pitch" appearing on the bat's surface) are banned from play at all league

levels. Bats may not exceed 2 5/8" in diameter at any level.

Batters may only use either on-deck circle for warm-up.

Squeeze Plays and Stealing Home

In Mustang, Bronco, and Pony, suicide squeeze plays and safety squeezes are permitted unless prohibited by interlocking rules. Delayed steals and runners advancing home after the ball has crossed the plate are permitted

Slide/ Avoid Rule

Any runner is out when the runner does not slide OR attempt to get around a fielder who has the ball and is waiting to make the tag.

The key phrases here are: "or attempt to get around" and "has the ball waiting to make the tag."

The runner may choose to slide or attempt to get around the fielder. The runner does not have to do either unless the fielder has the ball.

The purpose of the rule is to prohibit the runner from deliberately crashing into a defender who has the ball, for the sole purpose of knocking the ball loose, because the runner knows they are going to be out otherwise.

The fielder should not be in the base path without possession of the ball or in process of fielding the ball, if not it is obstruction.

Anytime a runner intentionally and/ or maliciously makes contact with a fielder, they will be called out and be ejected for unsportsmanlike conduct. However, if a close play occurs and the runner does not slide and makes **incidental** contact with the defender before they have the ball, no call should be made. An out is not called unless the fielder is hindered while actually attempting to make a play. An out is not called simply because the fielder could have, or should have, or would have, or might have, had a play. Interference on a thrown ball, or throw attempt, or tag attempt, must be intentional.

If the defender has the ball, the umpire should judge as to whether the runner made an attempt to get around the fielder. If they did, player should not be called out simply because they did not slide or made contact.

In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he/she does, he/she is out for violation of the rule.

Until the catcher or player covering the plate has the ball, that player cannot set up in the base line and block the runner's advance to the plate. This also includes the runner's view of the plate. Technically, if the runner cannot see the plate because the catcher has it fully blocked, this too is obstruction.

If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious

Field Maintenance

The infield dirt should be brushed, watered and raked after each game and practice if time allows, and after the last game or practice of the day. Both teams shall participate in field maintenance. The trash in each dugout must be picked up after each practice/game. Coaches must ensure their team's spectators pick up any trash by their stands after the practice/game as well.

Official Scoring and Game Results

There will be no official score kept in Shetland Level-1; however, each team is required to keep a scorebook. In Shetland Level-2 through Pony, the HOME team shall be responsible for keeping the official scorebook as well as operating the scoreboard. Final game results shall be emailed or called in to the Webmaster by the HOME team coach or his/her designee within 24-hours of the game's end. The Webmaster will then post the game results on the website within 72-hours of receiving the information.

Protests

There are no protests in Shetland Level-1. Protests in ALL other Leagues must be submitted to the Decisions Committee within 24-hours of the end of the game. The Decisions Committee will follow the guidelines regarding protests in the official PONY Rulebook – Section 19: Protests (Pony Baseball Rules & Regulations).

1. A protest based on a play which involves an umpire's judgment shall not be permitted.
2. When protests are based on an interpretation of the rules, the objecting manager and shall, at the time the play occurs, notify the head umpire, the opposing manager, and the official scorer that the game is being played under protest, and submit the protest in writing to the League Commissioner within 48 hours of the completion of the game.
 - a. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
 - b. Umpires should make a public announcement to the crowd when a game is being played under protest
3. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.
4. There is no appeal beyond the Decision Committee.

End of Season Standings

There are no official standings in Shetland Level-1. In Shetland Level-2 through Pony, the win/loss/tie records of all the teams will determine the final standings at the end of the regular season. In the event of a statistical tie (for first, second, or third place) the following tie breakers will be used to determine the final standings; 1) head to head record; 2) head to head run difference; 3) runs allowed; 4) runs scored; and 5) coin toss.

Concession Stand Rules

1. All parents (Recreation and All-Stars) are required to work a shift in the concession stand or pay the League approved buyout fee.
2. The minimum age for concession stand workers is 15 years of age.
3. Parents failing to work a scheduled shift, or not working a shift for that season, will be fined (fee is set by the Board annually).

DIVISION RULES

The following rules are in addition to, or override, those stated in the official PONY Rulebook.

Shetland

Shetland is split into two divisions; Level-1 consisting of 4 & 5 year olds, and Level-2 consisting of 5 & 6 year olds. Only Level-2 players will be eligible for All-Stars (under no circumstances will 4 year olds be eligible for All-Stars). The score and standings will be kept only in Level-2.

- Safe Soft balls will not be allowed for League play.

- A maximum of 10 players (minimum of 4 outfielders) is allowed on the field for the defensive team.
- Player's will be allowed a total of six swings per at bat for all games played in the month of March.
- No player can play at the same position for more than 2 consecutive innings.
- A runner may advance only 1 additional base after the ball is thrown.
- The pitcher must throw the ball home to the catcher if a force is in place. The pitcher cannot run and step on home plate for the out.
- A fielder may not run down the batter. The ball must be thrown to first base.

In addition to these rules are Tball 1 Specific Rules:

- Only 6 swings allowed per at bat
- Players must rotate every inning
- No player can run down and tag a runner out at home
- There will be no division standings kept or recorded for Level-1. Postings on the website will be in alphabetical order.

Pinto

Coaches that pitch to batters during an HYBSA Pinto Baseball Game must be one of the four active coaches listed for the team that he/she is pitching for. To be an active coach you must satisfy all of the requirements, including background checks, as outlined in the rules and bylaws of HYBSA.

If for any reason during the season, a coach cannot fulfill his/her obligations for certain reasons, a new coach may be put in place after satisfying all said requirements. The Pinto Commissioner should be notified by the team that is adding or replacing a coach.

Any Coach Pitcher who is not an active coach listed for the team they are pitching for shall be deemed an illegal pitching coach. If it is determined that an illegal coach is pitching during a game, the game will be forfeited. If a second offense occurs during the season, then that game will be forfeited as well and the head coach will be suspended from the next game. If it is determined after a game has been completed that an illegal pitching coach was used, the game shall stand as it was completed. The Head Coach of the offending team and the illegal coach (if a coach of another team at HYBSA) shall serve a 1 game suspension.

A maximum of 10 players (minimum of 4 outfielders) is allowed on the field for the defensive team.

A coach from the defensive team will stand behind the catcher against the fence. The purpose of this coach is to throw balls back to the pitcher to help speed up game play.

These rules are as follows:

1. The coach will not intentionally interfere with game play (the umpire will determine if the action was both intentional and interfered with game play)

Penalty: If a coach intentionally violates the rule, they will be removed from the game. If the umpire's judgment the interference was not intentional but accidental, the umpire will give the coach 1 warning. Any further accidental interference will result in the removal of that coach from behind the catcher for the remainder of the game.

2. The coach will not signal or communicate with anyone on the playing field. They can communicate to other coaches in the dugout who in turn can relay that information onto the field

Penalty: If the coach violates rule the umpire will give the coach 1 warning. Any further accidental interference will result in the removal of that coach from behind the catcher for the remainder of the game.

Mustang

There will be a 5 run rule for the first two complete innings of all games. For the month of March, no base runners will advance on balk warnings unless already in the process of stealing a base. If caught stealing during a called balk, the runner will return to the original base and no out will be recorded.

Bronco / Pony (or any other League that is involved in Interlocking)

While involved in Interlocking League play with other clubs, Pony rules will be subject to the rules established by the Interlocking League, which may differ from HYBSA rules. The Interlock Coordinator will oversee all Interlocking League play rules.

Visiting teams will be given a copy of HYBSA's rules, either in writing or electronic, prior to the start of the season. HYBSA will also request a copy of all League rules for the Leagues we are interlocking with. When participating in an Interlock League, teams will use the home complexes house rules to play by, unless an agreed upon set of interlocking rules have been approved by all leagues participating in the Interlock League.

ELITE TEAMS

Elite Teams are teams who skill level is beyond that of a recreational team. Elite Teams are Pony's version of the select or travel team program. Unlike a rec team, Elite teams do not draft players. These teams typically hold try outs and players are selected by the teams own selection criteria. Elite Teams can play year round and keep the same players as they age and move up in Leagues. As with any select or travel program, HYBSA assumes the role of the parent organization. This means HYBSA has complete control of the team's organization, structure, and operation. This includes but not limited to: finances, uniform, equipment, staff, players, schedule, rules, rule enforcement, and discipline.

Elite Teams represent HYBSA and the community. Any member of a team to include coaches, players, or parents can be disciplined or removed from the League for failing to follow the rules outlined in this section or for bringing discredit to the league by their actions. Discredit can include but not limited to: fighting; cursing; bad sportsmanship; bullying; making threats to anyone; being ejected from a game, tournament, or other function while representing HYBSA. Elite Teams who are accepted into the League by the Board must comply with all HYBSA rules herein. Failure to do so may result in removal from the league. Any coach, player, or parent who is removed by the League will be disqualified from future participation in the league's Elite Program for a period of 2 years from the season of the removal.

Elite Team Registration

All players on the Elite Team roster must register with HYBSA using the Board approved method. The Coach will turn in all birth certificates as a group, including any fees still due, on or prior to the posted registration deadline. A per flat registration fee per team will be paid to HYBSA. Any additional costs beyond this registration fee (tournaments, equipment, fundraisers, etc.) will be paid directly by the team. Only a properly completed application with all required documents and payment will be accepted.

1. HYBSA refund policy does not apply to Elite Teams.
2. All Coaches, Managers, and any other adult who will be in the dugout or on the playing field, either practice or games, will have a HYBSA approved background completed prior to their participation. Official Coaches will have their background checks completed and approved prior to the due date of the team registration packet. Coaches, Managers, and other adults are subject to the same background requirements as regular coaches and volunteers. (See section titled Background Checks)
3. All Elite Teams shall have a minimum of 10, with a maximum of 15, players on the roster at time of registration.
4. Any changes to an Elite Teams roster will be reported to the Elite Team Coordinator, using the approved Board method within 3 days.

Penalty: Failure to report a roster change will result in that player not being eligible to play on that or any other Elite Team for the rest of that season.

5. All players on the Elite Team roster must reside within the League boundaries and include a minimum of:
 - 7 HYBSA players for a 10 to 12 player roster,
 - 8 HYBSA players for a 13 player roster,
 - 9 HYBSA players for a 14 player roster, OR
 - 10 HYBSA players for a 15 player roster
 - * An HYBSA player is defined as anyone who has played two full, consecutive seasons at Hays (these must be current seasons, not to exceed the previous 2-years; for example: Spring 2015 & Fall 2015, Spring 2015 & Fall 2014, or Spring 2014 and Spring 2015)
6. Players may play a maximum of one League up. No player will be permitted to play down for any reason.
7. A player who registers with an Elite Team may leave the Elite Team to play for a Recreational Team at HYBSA by re-registering as a recreational player; however, no player who registers for the Recreational League may leave to play for an Elite Team once the Elite Team roster has been approved by the Board.
8. A player leaving an Elite Team to a Recreational Team will be placed on the next available teams roster and will not be able to select a specific team to be placed on.
9. There are no player participation rules on the Elite Teams and playing time is at the sole discretion of the Head Coach.

10. Elite Teams will only be allowed at the Pinto, Mustang, Bronco and Pony levels in both Baseball and Softball.

Elite Number of Teams

A maximum of 2 Baseball and 1 Softball Elite Teams per League will be allowed. The league may reduce that to 1 baseball and 1 softball depending on field space.

Elite Team Name

All Elite Teams will use the name "Hays _____", regardless of the level of play. Each team will be differentiated by the age group number. (Example Hays _____ 7U, Hays _____ 8U, etc.) This name will appear on all registrations the team participates in regardless of the affiliation (Ex. USSSA, Super Series, etc.) It is the responsibility of the coaching staff to correct any errors that may occur with any tournament or game posting. (If circumstances outside of the control of the coaching staff prevents them from correcting this, then the coaching staff will have to submit documentation to the Elite Coordinator showing proof.)

Any approved returning team prior to spring 2017 will be grandfathered from this requirement with the understanding they meet the prior name requirements

Penalty: A warning may be given for the first violation, a second violation may result in the team being suspended from any type of game play/ practice for a month, and any subsequent violation will result in the automatic team suspension from any game play/ practice for the remainder of the season.

Elite Uniform and Equipment

All Elite Team jerseys and hats will be provided by the League. Only League provided jerseys and hats will be used for game play. Current and guest players may purchase additional team jerseys and hats at the teams expense. Teams may request one additional jersey design to supplement their league provided jerseys. The jersey design must be approved by the Board prior to being used. The additional jersey must be purchased through the League's current vendor or another League approved vendor. All wind breakers, sweaters, parent shirts, warm up shirts, practice shirts, or any other type of clothing or equipment to be worn with the team's name on it, must be approved by the League prior to its use. Helmets and bags must be approved by the League prior to its use.

Any approved returning team prior to spring 2017 will be grandfathered from this requirement with the understanding they meet the prior name requirements

Penalty: A warning may be given for the first violation, a second violation may result in the team being suspended from any type of game play/ practice for a month, and any subsequent violation will result in the automatic team suspension from any game play/ practice for the remainder of the season.

The League will provide teams with a dozen new baseballs and two score books (per season).

Elite Practice/Games at HYBSA

All Elite Teams will be assigned to the Elite Team Coordinator who will coordinate with the League Scheduler any practice/game times.

1. Elite Teams will be required to build and maintain their own game/ tournament schedules.
2. All Elite Teams will be required to participate in all but 1 tournaments hosted by HYBSA for that season. If the tournament does not allow the team to participate due to that division not being offered, or doesn't make a full bracket, then the team will not be required to make that tournament up.
3. Elite Teams will not be permitted to play the Recreational Teams in any League games; however, scrimmages may occur at the sole discretion of the Elite Team Coordinator and Recreational Team coaches. This scrimmage will not take place at HYBSA.
 - * Exception will be made for Elite Teams to play against All Star Teams. All Star Teams are a much higher caliber team and thus should be equal to an Elite Team.
4. Use of the fields for games will be based on approximately ½ the Recreation League's regular season schedule; therefore, if the Recreation League has 12 game slots, the Elite Team will get 6 game slots. Team practice schedules will be determined by the Elite Team Coordinator (field clean up day requirements still apply).
5. Elite Teams will have a weekday practice/game slot, a Sunday slot, and any unused slots during the regular season. The League has right to override any previous/current field reservations on Friday, if the League is using that day for makeup games. During the off season, Elite Teams will be provided time slots weekly as determined by the Elite Team Coordinator.
6. Elite Teams will perform all after practice and after game field maintenance as required and must participate in field work days as scheduled by the Board, League Commissioner or Elite Team Coordinator.
7. The League will pay for umpires for all Elite Team home games up to the max number of home games allowed
8. Make-up games and rainouts must be arranged and scheduled through the Elite Team Coordinator.
9. When playing at the HYBSA fields, all home rules will apply except those as adopted by the Interlocking League for regular season play.

Elite Rosters and Playing Time

All elite teams must maintain the proper ration of HYBSA players throughout the season. If a team roster falls below 10 players for any reason, then that team can be suspended from being a member of HYBSA Elite Team Program.

- * The Head Coach can ask the League for a temporary waiver which can last until the end of the season.

Guest Player Rule: This is where a recreational player plays on an Elite Team for a tournament or a single game, if the team is not participating in a tournament. If the recreational player(s) participates as a "guest player" for an Elite Team and will miss a regular season game(s), the request must be approved by the Elite Team Coordinator, Field Commissioner and Head Coach of the guest player.

1. A player can only be a guest for a maximum of 3 times per season.
2. No more than 3 players can guest player per tournament or a single game if the team is not participating in a tournament.

Playing time is decided solely by the coaching staff and there are no playing time requirements.

Elite Insurance

The League will provide Elite Teams with insurance, and a copy of the policy and contact information will be provided. HYBSA Insurance coverage is only valid during the current season.

Elite Concession Stand and Fundraiser

The parents and coaches of Elite Teams are exempt from both concession stand duty and League Fundraiser.

Elite Finances

HYBSA will maintain all Elite Teams financial accounts. Every team will have an account created by the League Treasurer. All deposits will be made to the league. All checks will be made out to HYBSA. The League will handle all Elite Teams transaction by using the available funds in their account. Prior to any transaction occurring the League Treasure will check to ensure the amount of funds to cover the transaction is available for use. This includes but not limited to: tournaments fees, league fees, equipment, fundraisers, etc.

1. If the funds are not available to cover a transaction, the League Treasure will notify the Head Coach and let them know of the situation. The coach can choose to add additional funds to the team account or cancel the purchase.
2. The use of funds must follow League guidelines and must be supported by proper documentation (i.e. invoice, itemized receipts, etc.)
3. All unused funds will remain with the League.

Elite Sponsors

Elite Teams will be allowed to solicit donations and sponsorships; however, teams will have to coordinate with the League Sponsorship Coordinator to ensure sponsors are not receiving multiple requests for sponsorship. If the team brings in a new sponsor or sponsor who has not sponsored the league for more than 3 years, then the team will have priority on soliciting funds from that sponsor.

Use of HYBSA's facilities for fundraising must be approved by the Board and the criteria set by the Elite Team Coordinator.

Sponsors for Elite Teams will receive the same benefit as sponsors for Rec Teams.

Disciplinary Measures

Coaches are responsible for the conduct of themselves, Assistant Coaches, players, parents, and fans. Violation of rules will be subject to the penalty assigned to that rule. If a rule does not have a penalty assigned to it then the following will serve as the penalty:

A warning may be given for the first violation, a second violation may result in the team being suspended from any type of game play/ practice for a month, and any subsequent violation will result in the automatic team suspension from any game play/ practice for the remainder of the season.

The Board may also choose to reduce or increase a penalty for a rule violation(s) based on circumstances, impact to League, and any other criteria the Board finds relevant

If a rule violation occurs solely by an individual (example fighting, unsportsman like conduct, cheating, etc.) and the individual is not on the coaching staff, then the Board may choose to take action against that individual and not the team as a whole. This is at the sole discretion of the Board.

ALL STAR TRY OUTS

All Star consent forms will be given to every teams Team mom or Teams Head coach and will be distributed to all players parents or guardians to be filled out to show either interest or non-interest in participating in All Star play. Forms will be turned in by parent or guardian at a time and location set by the board.

All Star Tryout date and time for both players and coaches will be scheduled and posted by the Board. The number of tryout dates can be adjusted to accommodate the number of players showing interest in All Star play. The purpose of tryouts is to give every player the opportunity to demonstrate the skills required to participate on an All Star team. Tryouts will be conducted with the same guide lines for all divisions from Pinto to Pony shall be uniform in structure and to see the players in a game situation all tryouts will be conducted in a scrimmage format with umpires on the field to make all calls and the following guidelines will be used.

1. Players will check in at a designated time and place before the start of the scrimmage at the time of sign up players will list all the desired positions wishing to try out for including pitching and catching and will be issued a number this number will determine home or visitor by odd or even number given, also batting order on that team.
2. Coaches for both teams will selected by the League Commissioners from volunteers from assistant coaches to give head coaches the opportunity to observe players demonstrate their skills in a game time situation.
3. Offensive players will bat in the numerical order they are a signed at registration. Umpires will call the game with balls and strikes and players will be called out. The offensive team shall bat the complete line up with only every 3 outs or 3 runs scored the bases will be cleared and defensive team opportunity to change up positions.
4. Defensive players will be given opportunity to try-out for all positions they signed up for but will also be utilized to play other positions on the field to give all players opportunity to try out for same positions. Defensive coaches will be given opportunity to rotate players to different positions every 3rd out called or every 3rd run scored.

Tryouts are to be utilized as a tool for HYBSA coaches to observe players demonstrate their skills and baseball knowledge to field the best possible All Star team to represent the league in All Star play. With players taking this opportunity so should coaches show them the respect deserved by showing up and observing them preforming these skills at the tryouts. Any coach not showing up at the tryouts will not be considered for coaching position on an All Star team and will not be allowed to vote at the All Star draft.

At either the league tryouts or another designated time, the All Star Coordinator will speak to the parents about All Star play to ensure they fully understand the commitment to the team (time commitments, financial commitments as well as others).

ALL STAR SELECTIONS

Confidentiality

The All Star draft along with any comments or discussions during the draft will remain confidential and "stay in the room". Coaches will sign a confidentiality agreement before attendance at any draft proceedings. Cell phones or any other form of electronic recording or transmission device is prohibited during any draft proceedings. Exceptions will be for league officials conducting the draft. Coaches found to be in violation during draft proceedings will be removed from the draft. Coaches found to be in violation of confidentiality agreement will be subject to disciplinary actions and sanctions by the Board.

Penalty: Anyone found to have violated the confidentiality waiver will be removed from their position and will not be allowed to volunteer for a minimum of 2 years from the season in which the violation occurred.

At a time set by the League President, each league will meet to select its All-Star teams. The League Commissioner, the League Secretary and one appointed Board Member will preside over this meeting. If any Board Member is a coach in that league, he/she may choose to have another coach present to represent their team. If they choose to represent their team, then the League President shall appoint a Board Member to sit in on their behalf.

Coaches will be provided a list of all eligible players who can be drafted for All Stars. Coaches will review their list of All Star candidates and verify the list is correct with the most accurate information. Any corrections will be made at this time (Example player tried out but parent changed their mind and wants to withdraw their name from the draft).

It will be determined at the meeting as to the number of All-Star teams that will be fielded at that level; i.e. Mustang 9, 10U, blue, red, white, etc. Once the number of teams has been established, the voting for the All Star Teams will begin.

****Note Mustang 9, Bronco 11, or Pony 13, that team should be elected first to allow any players not selected to remain available for any subsequent teams. ****

Teams should be selected for the top team (blue) first, followed by red, and then white if applicable. All selections will be conducted by secret ballot and placement on any team will be the result of those players receiving the most votes.

Coaches will vote for players they believe should be on that particular team based on skill, baseball knowledge, try out scores, regular season statistics, and any other information they feel is relevant.

The selection of players will follow the procedure as outlined below:

1. The League Commissioner or other designated Board Member will announce to the coaches which team they are drafting for. (The first team to be drafted will be the top tier team which will be either the Blue Team if mixed ages or the older age group (whichever is applicable))
2. Each coach will be asked to give the names of the players on their team they feel have the capabilities to play on that team. Each player name will go onto the draft list.
 - * Note: Coaches will not discuss the merits of each player at this time
3. Coaches will be handed a ballot to write their names down on
4. Coaches will vote from the draft list the 12 players they believe should be on that team.
 - * Coaches will not discuss or show anyone else their choices
5. Coaches will turn in their ballots to the League Commissioner or other designated person
6. Once all ballots have been turned in, they will be shuffled so no one will know whose list is whose.
7. The League Commissioner or other designated person will read the names of those players who received a vote.
8. Each player who receives a vote will have a mark placed next to their name
9. After all the ballots are read. The players with a majority of votes will have their names moved to the team list and removed from the draft list.
10. If all spots are filled then that team will be considered complete.
 - * In the event of a tie, coaches will vote for just the players involved in the tie.
11. If there are still open spots after the first round, then coaches will vote to fill the remaining open slots with the names still on the draft list.
12. Prior to the next round of voting, coaches will have an opportunity to speak about the players they believe should fill the remaining slots (coaches can also speak about other players not on their team as well as their own). Coaches will go in team alphabetical order
13. After all coaches have spoken, coaches will vote following steps 3-10 until all slots are filled.
 - * All remaining players' names will remain on the draft list.

The selection of Head Coach

Once the teams have been filled, the Head Coaches for that League will have the option to coach the team and will be selected by election. Prior to the selection coaches will have an opportunity to explain why they feel they should be selected.

- Should no Head Coaches volunteer, Assistant Coaches for that League may put their name in to the election.
- If no Assistant Coaches volunteer, then any coach Head Coach from another league may put their name in for election.
- If no Head Coach from another League puts their name in for election, then any Assistant Coach from another league may put their name in for election.
- In no Assistant Coach from another league volunteers, then an individual who wishes to put their name in for election can.

Coaches will vote following voting steps 3-10.

- In the event of a tie, coaches will again explain why they should be selected. Following

- the explanation coaches will vote again.
- This will continue until a winner is declared

Once the Head Coach has been selected they have the opportunity to select up to 3 additional players (for a total of 15 players max) from the eligible draft pool.

Once team rosters have been established, any attrition will be made up by selecting a player from the next lower team by the upper team coach. A selected player has the right to refuse to move up, but should be encouraged to do so. No player will be allowed to “move down” or request to play for a lower level or for a specific coach. The total number of players and reserves to be selected shall be established by the coaches; however, the number must be between 12 and 15 players per team. Confidentiality rules and the electronics ban will apply during the All Star Drafts.

All coaches will be required to sign an HYBSA Coaches Expectation form. Coaches will be held accountable to the expectations detailed on the form. The signed form is mandatory for any coach who participates in All Stars.

All Star Team Name

All Star Teams will use the appropriate name given to them by the League. Example “Hays Blue, “Hays Red”, “Hays White” or “Hays 9U”, “Hays 10U”. Any team nick names must be approved by the Board prior to its use. Only approved nick names can be used. Approved team nicknames can be displayed on banners and/or bat bags only.

Penalty: A warning may be given for the first violation, a second violation may result in the head coach being suspended from the team, and any subsequent violation will result in the automatic team suspension for the rest of the All Star season. If the team is suspended no refunds will be given.

All Star Uniform and Equipment

All Star Team jerseys and hats will be provided by the League. Only League provided jerseys and hats will be used for game play. Teams can request the approval of the Board for 1 additional jersey design. If approved the team may use this jersey for game play. This additional jersey will have to be purchased from the League vendor by the League. Players may purchase additional All Star jerseys and hats at their own expense. All wind breakers, sweaters, parent shirts, warm up shirts, practice shirts, or any other type of clothing to be worn with the team’s name and/or logo on it, must be approved by the League prior to its use. **Parents are not required to purchase and/or pay for any item(s) beyond the initial jersey, hat, and patch.**

New helmets and bags must be approved by the League prior to its use and follow these guidelines:

1. Color must match the team color given by the League
 - a. Blue team – Blue and white or (mostly) solid blue
 - b. Red Team – Red and white or (mostly) solid red
 - c. White Team – Either blue or red and white or (mostly) solid white
 - d. “U” Teams can choose either blue or red color scheme (but only one scheme)
2. Helmets must have the Hays “H” on the front of the helmet just above the visor

Penalty: A warning may be given for the first violation, a second violation may result in the head coach

being suspended from the team, and any subsequent violation will result in the automatic team suspension for the rest of the All Star season. If the team is suspended no refunds will be given.

All Star Fees

Each selected player will pay a fee to participate in All Stars. This fee will include: Pony All Star registration fee, concession buy out fee, one (1) all-star cap, one (1) jersey, and one (1) Pony patch. HYBSA will pay for PONY all-star registration fees and registration fees required for PONY sanctioned tournaments (This does not include warm-up tournaments and the PONY Director's Tournament; only tournaments offered by PONY to advance to their State and National tournaments). **Any additional item(s) purchased will be at the teams expense.**

All fees are due no later than 7 days of All Star selection.

All Star Finances

HYBSA will maintain All Star Teams financial accounts. Every team will have an account created by the League Treasurer. All deposits will be made to the league. All checks will be made out to HYBSA. The League will handle all team transactions by using the available funds in their account. Prior to any transaction occurring, the League Treasure will check to ensure the amount of funds to cover the transaction is available for use. This includes but not limited to: tournaments fees, league fees, equipment, fundraisers, etc.

1. If the funds are not available to cover a transaction, the League Treasure will notify the Head Coach and let them know of the situation. The coach can choose to add additional funds to the team account or cancel the purchase.
2. The use of funds must follow League guidelines and must be supported by proper documentation (i.e. invoice, itemized receipts, etc.)
3. All unused funds will remain with the League.

All Star Sponsors

All Star Teams will be allowed to solicit donations and sponsorships; however, teams will have to coordinate with the League Sponsorship Coordinator to ensure sponsors are not receiving multiple requests for sponsorship. If the team brings in a new sponsor or sponsor who has not sponsored the league for more than 3 years, then the team will have priority on soliciting funds from that sponsor.

Use of HYBSA's facilities for fundraising must be approved by the Board and the criteria set by the All Star Coordinator.

Sponsors for All Star Teams will receive the same benefit as sponsors for Rec Teams.

Disciplinary Measures

Coaches are responsible for the conduct of themselves, Assistant Coaches, players, parents, and fans. Violation of rules will be subject to the penalty assigned to that rule. If a rule does not have a penalty assigned to it then the following will serve as the penalty:

Penalty: A warning may be given for the first violation, a second violation may result in the head coach or individual being suspended from the team, and any subsequent violation will result in the automatic

team suspension for the rest of the All Star season. If the team or individual is suspended no refunds will be given.

If a rule violation occurs solely by an individual (example fighting, unsportsman like conduct, cheating, etc.) and the individual is not on the coaching staff, then the Board may choose to take action against that individual and not the team as a whole. This is at the sole discretion of the Board.

The Board may also choose to reduce or increase a penalty for a rule violation(s) based on circumstances, impact to League, and any other criteria the Board finds relevant.

FALL BALL

Fall Ball is intended to be an instructional season, to allow for a slower paced, skill developmental approach to the game. Fall Ball is not an extension of the Spring Season or All- Stars, and is not to be used as an avenue for competitive play where the emphasis is on winning games and dominating other teams. Teams will be made up by allowing a maximum of four requests for a specific coach, including coaches' son/daughter, and the remainder to be "blindly" selected from the registrations placed in the age specific groups. The season should be composed of roughly the first half being practices and the second half being scrimmages. All scrimmages shall be played under the five run limit rule for all Leagues. Recreational teams from other clubs may be allowed to participate, but care should be taken that the total number of teams does not grow beyond a capacity that restricts the availability of the playing fields and the number of scrimmages allowed. The League will provide batting helmets and catcher's equipment, but not score books or practice balls (unless available from the previous season's supply). Scoreboards will not be used. The league will provide umpires for all games in Mustang, Bronco and Pony.

SOFTBALL

Softball will follow the same complex rules as outlined above. Game Rules Game rules will follow the 2016 PONY Girls Softball Rules and Regulations; HYBSA specific rules are below:

- Game times will be 1-hour for Shetland and Pinto, 1-hour and fifteen minutes for Mustang and Bronco, and 1-hour and 30 minutes for Pony. No inning may start after that time.
- All players will bat in the lineup during the regular season.
- Shetland, Pinto, and Mustang will play with a four run rule limit throughout the entire regular season.
- Mustang League: in the Fall season, if a batter has received 4 balls then a coach from the offensive team will pitch 2 under handed pitches. If after the second coach's pitch the batter does not hit the ball fair, then the batter will be out. If the batter fouls the second coach's pitch, then the batter will be called out.
- Pinto League: batters will be allowed six pitches. Umpires will call swinging strikes only and three strikes will be an out. The six pitch, unless hit fair or foul, will be an out.
- Shetland League:
 - Batters will be allowed a total of 6 swings per at bat.
 - A player shall not play at the same position more than 2 consecutive innings.
 - A runner may advance only 1 additional base after the ball is thrown.
 - The pitcher must throw the ball home to the catcher if a force is in place. The pitcher cannot run and step on home plate for the out.
 - A fielder may not run down the batter. The ball must be thrown to first base.
 - There are no protests in Shetland softball.

GENERAL CONDUCT AND DISCIPLINE

Board Members, players, coaches, parents, fans and umpires are expected to conform to generally accepted standards of conduct and good sportsmanship. Use of profanity, insults, yelling, bullying, intimidation, badgering, etc. will not be tolerated. Anyone violating the rules of conduct or any HYBSA General Rules and Procedures are subject to disciplinary actions as outlined under HYBSA Bylaws, Article III Sections 3, 4 & 5 and by the official PONY Rules and Regulations.

Coaches, as both leaders and mentors, are expected to conduct themselves in a professional manner. Any coach who conducts himself in an abusive manner or is overly argumentative may be warned by the umpire or ejected from the game. If ejected, the coach must leave the playing field area prior to the resumption of play. He or she may remain in the parking area but may not in any way communicate with anyone involved in the game in which he/she was ejected from.

Players who violate the Rules of Conduct or any HYBSA rule may be removed from the game by his/her coach or an umpire. The player must leave the bench. If the player is unattended by a parent or guardian, he or she may remain on the bench but must refrain from any interaction with his/her teammates during the game.

Any spectator violating the Rules of Conduct or any HYBSA rule will be warned and/or asked to leave the premises by the umpire. The Head Coach must reinforce the rules with spectator/parent and encourage them to abide by them. If the spectator fails to discontinue his/her unacceptable behavior after being warned or asked to leave, the game may be forfeited at the discretion of the umpire.

Any disciplinary action taken by an umpire, coach, League official, or Board action resulting in more than a warning, one day suspension or ejection may be appealed subject to the HYBSA Bylaws. Any coach who has been suspended for more than one game, dismissed, or barred based on the HYBSA General Rules and Procedures or the official PONY Rules and Regulations, must refrain from any coaching of his/her team. This individual must remain off the playing fields for the duration of the disciplinary action.

BOARD MEMBER PARTICIPATION IN OTHER LEAGUES

Board Member participation at other Pony Leagues/Organizations is not allowed. A Board Member shall not participate in a league/organization outside of HYBSA that would result in a conflict of interest through a Pony sanctioned event. If such a conflict exists, the Board Member will be removed from the Board immediately.

ACTIONS BY RULES COMMITTEE AND AMENDMENTS

Any coach or association member may request a rule or proposed rule be discussed or changed. The Rules Committee may take action after the appropriate League Commissioner and the HYBSA Board has reviewed the matter. The Rules Committee will not act on matters that do not involve an association rule, for example, complaints about umpires or changing the age of eligibility. The Rules Committee will determine if sanctions for violating rules have been fairly applied if requested by the League President or the Board. Amendments to these Rules and Procedures must be reviewed and approved by the majority of the HYBSA Board.