**WARCATS PONY BASEBALL**

 **BY-LAWS**

(REVISED 2017)

**LEAGUE RULES**

These rules modifications and By-laws modify the Pony Baseball rules for use during the WarCats Pony Baseball season. In case where the Pony rule book disagrees with this document, this document takes precedence. As Pony changes we will make changes to the by-laws.

**Rule 3: Team**

-Paragraph A. Team strengths will be set by Division Managers according to the number of players registered for each division.

 1. A player may move up one Division but only after playing at least one year of spring ball in their regular division.

 2. In the Shetland Division, a player must turn 6 years old by April 30, of current year before the player is allowed to move up to the Pinto Division.

**Rule 8: Equipment**

-Paragraph B. In Peewee Divisions, safety (soft) balls will be used.

-Paragraph C. Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths inches in diameter at the thickest part and not more than 42 inches in length are acceptable. Must be stamped with Pony Approved or USSSA stamp. No 2 ¾ bats allowed or bats that say for Coach Pitch allowed.

-Paragraph F. In Pinto Division, if the catcher is lined up behind home plate in the squatting position, the player must wear a protective cup.

-Paragraph F. In Shetland and Pinto Division, the pitcher must wear a protective heart guard at all times while playing the pitcher position on the playing field.

-Paragraph H. During games, players must wear league issued shirts and caps. Shirts will be numbered consecutively starting with the number 1.

-Paragraph H. Baseball socks and pants, provided by the parent or guardian, are required for all players in all divisions, except Peewee. All players on the same team are required to wear the same colored pants.

**Rule 9: Playing Rules**

-Paragraph A. For all Divisions, except Peewee, regular season champions will be the teams with the best won-loss records. In case of ties, the tiebreaker will be head-to-head competition. If a champion cannot be determined using the head-to-head tiebreaker, a coin toss will be done to determine the champion. In Peewee, game scores and season records will not be maintained.

-Paragraph A. In all Divisions, batters are not permitted to sling (throw) the bat. The decision, as to whether the batter slung the bat, is a judgment call, and rest solely with the umpire. Penalty:1st infraction-warning, 2nd infraction-the batter will be called out. If a second batter slings the bat, the batter will be called out.

-Paragraph A. In all Divisions, when there is a close play at the plate, the base runners are required to avoid contact (normally by sliding) with the fielder. If the runner makes contact with the fielder while sliding, it is not a violation of the rule. Penalty: Ball is dead and the runner is out. However, if in the opinion of the umpire, the play is not close and the fielder inappropriately blocked the base, then obstruction will be called and conventional baseball rules shall apply.

-Paragraph A. In all Divisions except Bronco and Pony, head first slides are not permitted. However, in Pinto, Mustang, and Shetland divisions, players are permitted to dive back to a base head first.

-Paragraph A. In Pinto, Mustang, Bronco and Pony Divisions, a courtesy runner may be used for the catcher when there are two outs. The courtesy runner shall be the player who made the last out. The purpose of this rule is to speed up the game.

-Paragraph A. In all Divisions, chattering is not allowed. Players may cheer and encourage their own teammates but cannot make negative comments to or about opposing teams, players, or coaches.

-Paragraph B. In Peewee and Shetland Divisions, all players from the team will remain in the dugout, except for the batter and any base runners. In the Peewee division, only 3 Coaches/Parents will be allowed on the field of play at any given time for each time. All other Coaches or Parents will need to be in the dugout or outside the field of play.

-Paragraph C. In all Divisions, once the game has started, the batting order shall not be changed, and once a team has cycled through its complete batting order, no other players can be added to the lineup.

-Paragraph C. In all Divisions, if a player becomes unable to bat, due to injury or illness, his/her position in the batting order shall be skipped over without penalty, unless the number of players is reduced to 7. In cases where the number of players batting is reduced to 7, an out shall be called in the missing player’s position or the 8th spot in the lineup.

-Paragraph C. In Peewee Division, every player will bat in every inning, regardless of the number of outs. In Shetland and Pinto Division, each team will bat the entire line up. Mustang, Bronco and Pony division may only bat 9 players, unless both coaches agree to bat their entire lineup prior to the start of the game.

-Paragraph D. In Shetland Division, coaches must teach the players to play their position according to conventional baseball wisdom (if a play would normally be made with a throw, then a throw must be made). The decision, as to whether the play should have been made with a throw is a judgment call and rest solely with the umpire. In addition, coaches will not be allowed to coach or assist their players while standing in the field of play. Coaches will be required to stand outside of the foul lines on both the 1st and 3rd base sides of the field.

 Examples of improper play include, but are not limited to the following examples:

 (1) The 1st baseman running to cover home plate and moving the catcher out of the way to make the play.

 (2) The 1st baseman running across the field to tag a runner out advancing from 2nd to 3rd base.

 (3) The 2nd baseman running across the field to tag a runner out advancing from 3rd base to home.

Penalty: The ball is dead and runners and all runners advance to the base they are going to.

-Paragraph D. In Shetland, a maximum of ten players may be used defensively, six in the infield and four in the outfield. In Pinto Division, only 9 players will be used in the field,

-Paragraph D/K. In Shetland Division, a player can only play 1st base or pitcher for a total of three innings. He/she may play all three innings at the same position or a combination of innings. In all divisions, once the pitcher has been removed from that position, he/she may not return back to the pitcher’s position.

-Paragraph K. Once an inning has started, defensive substitutions are not permitted, except for the following reasons:

 (1) An injury

 (2) A bathroom break. The player must return back to their position.

 (3) To remove a pitcher. If a pitcher is replaced with another player on the field, the pitcher may assume the vacated position on the field or be replaced by another player not on the field.

-Paragraph K. In Peewee Divisions, all players will play in the field in every inning. In all other divisions, all players must play defensively (all 3 outs) at least every other inning, unless

 (1) Injured

 (2) Being disciplined for inappropriate conduct. If a player is not being played for disciplinary action, it must be reported to the umpire, opposing team manager, and Division Manager as soon as possible.

Penalty: The slighted player(s) must play the entire game he/she attends; the manager is suspended for the next scheduled game.

-Paragraph M. In all Divisions, players shall not roll the ball in a bowling fashion to another fielder. Penalty: the ball remains alive and base runners may advance to the next base, without risk.

-Paragraph N. In Mustang Division, the League will adopt Rule 1. Runners may lead off and steal bases, as in Official Baseball Rules.

**Rule 10: Pitching Options**

-Paragraph A\C. In Peewee and Shetland Divisions, a batting tee will be utilized.

-Paragraph C. In Pinto Division, option (3), coach pitch will be utilized.

(1) If the ball hits the coach-pitcher while on the pitcher’s mound, the play becomes dead, no runners may advance, no strike will be called, and the batter shall resume the at-bat. If the coach-pitcher is hit with the ball off of the pitcher’s mound, but on the field of play, dead ball is called, the batter is out and all runners must return to the base they were on before the ball is hit.

**Rule 11: Length of Games**

-Paragraph A\B\C. No new inning will start after the time limit has expired. However, once an inning starts, it will be completed. If an inning is stopped for safety reasons, such as darkness, the game time will revert back to the last inning completed. The lead umpire and director on duty will determine when a game is to be called for safety reasons. Extra innings will not be played during the regular season. A tie shall count as ½ game won and ½ game lost for each team.

-Paragraph A\B\C. For timekeeping purposes, a new inning starts after the 3rd out of the previous inning is made, the next inning shall be played.

-Paragraph A. In all Divisions, a game starts when the first pitch is thrown.

-Paragraph A. In Peewee Division, a game shall consist of 4 innings or 60 minutes, whichever occurs first.

-Paragraph A. In Shetland Division, a game shall consist of 5 innings or 75 minutes whichever comes first. An inning shall consist of 5 runs or 3 outs, except for the 5th inning, which will consist of 10 runs or 3 outs.

-Paragraph B. In Pinto Division, a game shall consist of 6 innings or 80 plus minutes whichever comes first. An inning shall consist of 5 runs or 3 outs except for the 6th inning which shall consist of 10 runs or 3 outs.

-Paragraph C. In Mustang Division, a game shall consist of 6 innings or 90 minutes, whichever comes first. If a team takes a 10 run lead prior to the start of a new inning, a 5 run per inning limit will be invoked.

-Paragraph C. In Bronco Division a game shall consist of 7 innings or 105 minutes, whichever comes first.

-Paragraph C. In Pony Division a game shall consist of 7 innings or 120 minutes, whichever comes first.

-Paragraph C. For Shetland, Pinto and Mustang divisions, 3 complete innings shall constitute a complete game. Games terminated prior to completion of 3 full innings shall be rescheduled for completion at the earliest date available. Games rescheduled for completion will be played only to the extent of making it a complete game (3 innings).

-Paragraph C. For Bronco and Pony divisions, 3 complete innings shall constitute a complete game. Games terminated prior to completion of 3 full innings shall be rescheduled for completion at the earliest date available.

-Paragraph F. If a game goes beyond the allotted time limit, the next game will start no later than 10 minutes after the completion of the previous game.

**Rule 12: Schedule**

-Paragraph A. Requests to reschedule games will be forwarded to the Division Manager. Final determination will be made by the WarCats President/Vice President. A minimum of 48 hours’ notice must be given to the Division Manager if a game needs to be rescheduled. The rescheduling of games will be kept to an absolute minimum to minimize disruption to the approved schedule. School intercessions and Spring Break are not considered appropriate reasons for rescheduling games. A team must have 8 players to start a game and at least 7 players to finish a game.

-Paragraph A. In all divisions, except Peewee, an end of the year tournament may be played. Final decision will rest with the WarCats Board of Directors. The end of the year tournament will be governed by Division Managers and may or may not be a double elimination tournament. Seeding will be based on regular season records.

**Rule 14: Scorekeeper and Team Duties**

-Paragraph A. The home team is responsible for providing a person to serve as the official scorekeeper. The visiting team is responsible for providing a person to operate the score board.

-Paragraph E. The home team for the first game of each day is responsible for setting up the field, to include chalking the field 15 minutes before game time. The visiting team of the last game on each day is responsible for raking, dragging, and watering the base paths and putting away the bases and equipment. Each team is responsible for cleaning out their dug out after every game. Each team that has assigned week is responsible for making sure the field is mowed and ready to play.

Penalty: Each infraction, Manager is suspended for 1 game.

**Rule 16: Managers and Coaches**

-Paragraph C. In all divisions, except Peewee, each team will provide the other team with its lineup, prior to the start of the game. The lineup shall contain each player’s name, number, position in the batting order and who the starting pitcher is going to be. Peewee division is not required to submit lineups.

-Paragraph C. In all divisions, except Peewee, after the game is completed, the home team manager will fill out the game sheet and submit it to the director on duty or place it in the concession stand in the proper drawer. Both the home and visiting team managers must sign the game sheet before it is submitted.

-Paragraph C. In all divisions, except Peewee, the allotted number of Managers/Coaches may be out of the dug-out but must stay within the confines of the dug-out.

**Rule 18: Penalties**

-Paragraph B. Managers or coaches, who pull a team off the field, prior to completion of the game, will be suspended for the next game. A 2nd infraction may, at the discretion of the NWNC President, result in dismissal from the League.

-Paragraph B. A team that fails to field at least 8 uniformed players within 15 minutes after the scheduled starting time of a game shall forfeit the game. If a team starts a game with 8 players, no out will be called for the missing 9th player when his/her turn comes up in the batting order. A team which starts with 8 players may continue with 7 players, but an out will be called for the missing 8th player when his/her turn comes up in the batting order.

**Rule 19: Protests**

-Paragraph A. A $25 non-refundable fee must be submitted with the written protest.

**Rule 20: General Conduct**

-Paragraph B. A manager, coach, parent or player ejected from a game must leave the park immediately. If the offending person fails to leave the park immediately or continues to cause a disruption, he/she can be expelled from the league and cause their team to immediately forfeit the game.

-Paragraph B. When a manager, coach, parent or player is ejected from the game, the umpire will complete a written report to the director on duty immediately after the game. The offending person will be suspended for the next scheduled game and may not be present at the park during the suspension. If a manager, coach, parent or player is ejected a 2nd time in the same season, the offending person may, at the discretion of the NWNC President, be suspended for the remainder of the season.

-Paragraph B. Managers and coaches may discipline a player for the following reasons:

 (1) Failure to attend at least ½ of the practices during any 1 week period. This rule takes effect 2 weeks prior to opening ceremonies.

 (2) Failure to be present at a game at least 15 minutes prior to the scheduled game time.

 (3) Intentional failure to follow a manager or coach’s instructions during practice or a game.

 (4) Use of profanity of unsportsmanlike conduct.

 (5) Intentionally engaging in actions that constitute a danger to themselves, other players, managers, coaches or spectators.

**By-Laws**

**By-Law 1: League Preliminaries**

A. Changes to WarCats Pony Baseball League rules and by-laws require approval by a simple majority of a quorum of the WarCats Board.

B. The League President, prior to the draft, will designate the number of teams for each division.

C. Prospective managers must be approved by a simple majority of a quorum of the Board Members.

**By-Law 2: Registration of Players**

A. The General Director will be responsible for the registration of players. Such responsibility will include preparation of registration schedules, announcements (including distribution of registration schedules) and other related activities.

B. To be eligible to play in WarCats Pony Baseball League during any given season, a player must have been properly registered that year. A player is considered properly registered when a parent or legal guardian has completed the WarCats registration form, paid the registration fee and submitted proof of age.

C. Players requesting to register after registration dates:

 (1) Prior to the completion of tryouts, players who move into WarCats Pony Baseball League after the announced registration date deadlines or, who, for mitigating circumstances failed to register at the prescribed time, may, upon request, be permitted to register, depending on the designated team strength.

 (2) The registration cut-off date for eligible players will be determined by the WarCats President.

**By-Law 3: Tryouts**

A. For all divisions, except Peewee and Shetland, a primary and back up tryout date will be scheduled. For Peewee and Shetland Divisions, the neighborhood/school concept will be used. The Division Manager will make team assignments and submit them to the WarCats President for approval.

B. Protected players do not attend tryouts.

C. Players unable to attend tryouts will be assigned to a player pool and selected via blind draw at the draft.

D. If a protected player attends one of the tryout dates and participates in the tryout, then the player must go into the draft and will not be allowed to be a protected player on a roster.

E. All protected player forms must be signed by the parent and/or guardian and turned into the Division Manager prior to tryouts. If the form is not turned into the Division Manager prior to tryouts, then the manager will not be allowed to protect any players for the draft.

**By-Law 4: Team Strength**

A. Team strength will be determined at the draft. Team strength is the maximum number of players that a team may have and will be determined by the number of players registered and the number of teams available at the draft.

**By-Law 5: Assignment/Reassignment of Players**

A. Every player, properly registered, and who has attended a tryout session, unless excused, will be assigned to a team.

B. Players assigned to a team remain assigned to that team for the duration of the season unless given a release by the WarCats President, at which point they may qualify for assignment to a different team.

**By-Law 6: Player Selection**

A. Selection of players for assignment to teams, except Peewee and Shetland teams will be in accordance with the draft system below:

 B. Managers will be allowed to protect as many players as they wish (based on team strength). For example: If the team strength is twelve (12) players a manager may protect twelve players. Team strength will be determined by the total number of players that have registered and the number of teams available.

C. Managers must announce their protected players to the Division Manager prior to tryouts. Once tryouts for that Division have begun, managers will not be allowed to add or change their protected players.

D. When a manager selects a player that has a sibling eligible for selection the manager will also select the sibling. The sibling will be replaced in the last position available on the draft board.

E. Draft order for teams:

(1) Protected players

 (a) Managers will be allowed to protect as many players as they wish not to exceed the team strength (which will be determined by the number of players that register and number of teams).

B. Protected players form must be signed by the parent/guardian in order for a manager to be allowed to protect a player for his/her team. Failure to do so will result in that player to be required to be in the draft.

C. Managers must announce their protected players to the Division Manager prior to tryouts. Once tryouts for that Division have begun, managers will not be allowed to add or change their protected players.

D. When a manager selects a player that has a sibling eligible for selection the manager will also select the sibling. The sibling will be replaced in the last position available on the draft board.

E. Draft order for teams:

 1 to???: Protected players

 7 to???: Open rounds

F. Immediately after all players that attended tryouts are drafted, players who failed to attend tryouts will be selected via blind draw. The team that would have received the next selection at the close of the draft will draw first.

G. Draft Order:

 (1) All rounds shall alternate in reverse order.

 Example: 1,2,3,4,5,5,4,3,2,1,1,2,3,4,5,5,4,3,2,1, etc.

**By-Law 7: Selection of All-Star Players**

A. Team Roster:

 (1) Tournament teams shall consist of no less than 12 or no more than 15 players on an all-star team.

 (2) The WarCats President and Division Managers shall determine the number of all-star teams for each division.

 (3) All-star teams shall be identified by their team name, rather than as #1 or #2.

 (4) Players may be required to pay up to $75.00 for all-star expenses.

 (5) Once a player commits to an all-star team, he/she may not resign their position, except for extenuating circumstances. Any player that resigns from an all-star team without approval from the NWNC President is disqualified from next season’s all-star selection.

 (6) Players will be nominated for all-stars after reaching the mid-point of the season. All-star forms will be passed out and collected during the mid-season point. In all Divisions, coaches will be supplied an all-star nomination roster for each team so they will have time to evaluate each player prior to the all-star draft. A player may not sign up for all-stars after all rosters have been submitted to each Manager/Coach. The president, at his/her discretion, may allow a player to sign up for all-stars after the mid-season point, but only prior to the end of the season.

 (7) All-star uniforms can consist of the following colors: maroon, white, gold, gray or black. WarCats (WC) must be identified somewhere on the uniform. All-star teams may opt to wear their regular season uniforms, with all-star caps, in lieu of purchasing new uniforms.

B. Team Manager:

 (1) The manager of the first place regular season team will be the manager of the all-star team. If the manager of the first place team is unable to manage the team, then the manager of the second place team will be the manager.

 (2) The all-star team manager will select his business manager and coaches.

C. Player Nominations and Rankings:

 (1) There is no minimum or maximum number of nominations per team. The manager for each team shall nominate players that he/she feel are truly all-star quality players.

 (2) Players nominated by each team should be ranked by their abilities.

D. Selection Committee:

 (1) The selection committee will include the manager or designated representatives from each team, the Division Manager or his/her designated representative and one board member. Each team will be represented by only one person. If the manager or his/her designated representative is unable to attend the selection meeting, then the meeting will continue without their vote. Only managers or their representative will be allowed to vote. Only one vote per team is allowed.

E. Selection of Players:

 (1) The WarCats President, Division Manager and the all-star team manager will decide on the number of players that are going to be on the all-star team before the selection process begins.

 (2) The manager of the all-star team will be allowed to choose the two remaining players on the team.

 (3) Every team does not have to be represented on the all-star team.

 (4) Before the selection process begins, the manager or designated representative from each team will present their list of nominees to the selection committee. Their presentation should include why the players are ranked in the order they are, as well as their strengths and weaknesses.

 (5) The selection process begins with the top nominee from each team being presented for unanimous vote. This process will continue for the first three rounds, (the top three players from each team will be voted on). The vote will be a silent, written ballot. The Division Manager or designated representative will collect the ballots and count the votes. When 10 players are selected the voting will be concluded.

 (6) If 10 players are not selected in the first 3 rounds, then the remaining nominees will all have their names written on a board under their team name and have their ranking listed beside their name. The members of the selection committee will have a period of open discussion before voting for their top three remaining choices.

 The nominees with the most votes will fill the remaining positions. If there is a tie for the last positions, the all-star manager will break the tie by selecting the nominee(s) of his/her choice.

 (7) If a second all-star team is to be selected, the same procedures will be used, including selecting the manager of the team and selecting the players of the team.