



Baseball Rules

BURLESON YOUTH ASSOCIATION

www.bya.org

Season

Spring will play 14 to 16 Games

Fall will play 10 to 12 games and Tournament

SPRING DRAFT RULES

The Baseball Committee will oversee the draft or their authorized designates. Managers/Coach's returning to the same age division as they coached in the previous spring will automatically get all returning players from that team and be placed into the National League. The Manager/Coach will sit out the same number of rounds in the draft as the number of players he/she has returning. Team draft order will be determined by a drawing at the draft site. Draft order will alternate each round (i.e., first round 1-10, second round 10-1, third round 1-10) with each Manager/Coach joining the draft during the first round they are eligible for a pick. Returning players whose previous manager is not coaching in the same division will be kept together as a team and given to a new Manager/Coach as a group. 3 or more Returning players whose previous manager is not coaching in the same division will be kept together as a team and given to a new Manager/Coach as a group. If the team inherited played in the American League the previous year, The players names will be added to the END Blocks of the draft, not at the beginning. If the league was not broken down to have an American League, or if the team was from the National League, those names will be placed in the front blocks available for the draft. All returning team players requested to stay together will be placed on our draft forms together. Any coach may elect to have any of the full rosters listed without coaches. If more than 1 coach request the same roster, the names of coaches will be placed in hat and will be drawn for roster. Any complete rosters not picked up upon request of any coach at that league, will stay together and be assigned coaches by the following method. 1. Any new coaches without rosters will draw a roster from drawing. 2. Teams with roster spot availability will be placed in a drawing, and rosters will be assigned to those that are selected. A New Manager/Coach will follow the same draft rules as returning Managers/Coaches except he/she will be allowed to exempt his/her own child plus one other player under the exemption rule. Exempted players plus the returning players will count as "rounds" of picks.

Retuning Managers/Coaches who wish that their child plays in only the American League may decline a National League team, but in doing so, forfeit their right to their returning players. That Manager/Coach will then be placed on the Managers/Coaches waiting list with the other qualified candidates and will be awarded a team based on the point system used for incoming Managers/Coaches.

In Leagues that have 10 or more teams the divisions will be split up as follows; The National League will draft first which will consist of half the teams for the entire league.

The American League will draft after the National League has been selected. In Leagues that have 9 or fewer teams there will be no split into two Leagues.

All players returning to the same age division as the previous spring will be placed with their returning Manager/Coach. **At sign-ups, the parent(s) may elect that their child not be placed with that previous Manager/Coach and be entered into the draft. Those players and all players moving up from a lower age division will be eligible for either league regardless of age or experience unless otherwise noted ONLY at Sign Up moment. This decision by parent will not be permitted to change after completed child registration.(PARENTAL REQUEST). A Manager/Coach selected for the American League can relinquish his position as a Manager/Coach if their child is selected for the National League.**

There will be a maximum of 12 players per team. Once the draft has occurred any additional players. (late sign-ups) will be placed in the player's pool and appointed to teams as needed.

Unless there are only 2 teams in a league, each player is entitled to indicate on their sign-up form the name of 1 coach they do not want to play for. That coach may not draft that player under any circumstances.

FALL DRAFT RULES

The Baseball Committee will oversee the draft or their authorized designates.

Players must play for the team that selects them. The team Managers/Coaches will make player selections. There will be no returning teams. Team draft order will be determined by a drawing at the draft site. Draft order will alternate each round (i.e., first round 1-10, second round 10-1, third round 1- 10) When a Manager/Coach enters the draft their exemptions must be taken with their first available picks. There will be no hat draw.

There will be a maximum of 12 players per team. Once the draft has occurred any additional players. (late sign-ups) will be placed in the player's pool and appointed to teams as needed.

There will be no ride shares allowed including cousins, nieces, nephews, etc.

Unless there are only 2 teams in a league, each player is entitled to indicate on their sign-up form the name of 1 coach they do not want to play for. That coach may not draft that player under any circumstances.

EXEMPTIONS

Each non-returning Manager/Coach will be allowed to exempt two players. If the manager has a child playing in the league, that child must be one of the exemptions. Otherwise, they may be any child who consents to play for the coach. **Exemptions must be submitted in writing, signed by the coach and the players' parent, prior to the beginning of that league's draft.** Exemptions will be exercised in the first round.

BROTHERS AND SISTERS

When a first brother or sister is drafted and an option submitted the manager must take the other sibling at the first opportunity.

Rec League Interlocking Organizations Guidelines:

Any organization wishing to play Rec Baseball with the Burleson Youth Association must adhere to following conditions to participate:

1. more than 1 team per division must have drafts similar to our above draft rules and that both organizations may have witness the draft process. Not necessary if only 1 team coming in that division.
2. The organization wishing to play will be responsible for ALL fees that Burleson Youth Association Teams pay providing all games are played in Burleson. If fields are used in other cities, no concession stand fee will apply. The use of other city fields must be approved before that season starts by VP-Baseball.
3. The visiting organization must pay for half of umpire fee of each game each team plays
4. The visiting organization must reimburse the BYA for any awards given out to each player for season and tournament play.
5. Each team will provide baseballs for when they are the HOME team listed
6. at each game, a Scorekeepers box representative must sit at score table to be scorekeeper for home games and scoreboard operator for AWAY listed games.
7. Everything above listed and any other conditions to participate needs to be in writing before the season is started.
8. Must adhere to all BYA code of conduct and baseball rules for that season.
9. Failure to comply to written conditions signed at beginning of season could result in discontinuing participation with our league at the conclusion of the season.

Shetland AGE Change

Shetland League is now open to League AGE 4 year old players. At Sign ups, Parents will be briefed to the option between signing a 4 year old up to Shetland versus signing them up to Playing Grapefruit. If the parents of the 4 year old child signs up child to play Shetland, the parents will be instructed as to when TRY OUTS will be.

GROUND RULES

SPRING/FALL LEAGUE NEW MANAGER TAKING OVER A TEAM AFTER THE DRAFT

When a new manager comes into the league and his or her child has previously been drafted on another team, the new manager may obtain his or her child for their team only under the following circumstances:

1. That the position of manager of his or her child's team is already filled.
2. The new manager surrenders his or her team's most equal draft selection to his or her child's former team.

REPLACEMENT OF A PERMANENTLY LOST PLAYER

When a team manager permanently loses a roster player for any reason, they must immediately inform the, Vice President of Baseball or his designee of the lost player's name and the reason for the loss. The following steps will be taken:

1. Contact the lost player, if possible, to verify his/her permanent loss and the reason for the loss. If the loss is due to a complaint with the manager, the situation will be reviewed by the Baseball Committee for possible disciplinary action
2. **Replace the lost player as soon as possible with a player at the top of the waiting list.**

TRYOUT RULES

Shetland league is Now REQUIRED to participate in try outs!!!!!!

The BYA shall conduct tryouts for the Spring Baseball season on two separate dates. Any player not in attendance for either tryout, who is not a draft exemption or returning to his/her previous team, will be put in a pool to be randomly assigned to a team after all other players have been drafted

Each manager will be given a complete list of eligible players for a given league with the players ages indicated.

2. Each eligible player will be called to bat and at least 5-pitched balls shall constitute this part of the tryout.
3. Each eligible player will be called to the shortstop position where 5 balls will be hit for the player to field and throw to first base.
4. Players may leave after completing both the batting and fielding.

GROUND RULES

SPRING/FALL LEAGUE

PRACTICE SCHEDULES

No more than 3 scheduled or unscheduled practices and / or games per week. A Manager/Coach will conduct a minimum of two activities(Practices combined with games) per week throughout the practice and game segments of the season, weather permitting. 1/3 of a team with adult supervision together practicing constitutes a practice. Each practice will be limited to 2 hours maximum per session. Warm-ups are limited to no more than 30 minutes prior to your game at the Ball Park. No practice and or batting practice on Game Day. Batting Practice consists of a meeting of 1/3 or more of the Team at an alternate location on game day. If 3 games are scheduled in one week*, the Coach has an option to hold 1 practice in that week. Coaches in violation will be subject to automatic next game suspension and will be warned of exclusion as an All-Star Coach for that year and / or coaching a team the following year. Such penalty can be set-aside only by petition for reconsideration and further action by the *Baseball Committee*.

WEEK IS DEFINED AS 7 DAYS .SUNDAY THROUGH THE FOLLOWING SATURDAY.

HOME AND VISITING TEAM RESPONSIBILITIES

The home team will be listed last on the schedule and will occupy the first base dugout. The Home team is responsible for setting the bases, chalking the field, preparing the field for play. The Manager of the home team in the first game will be responsible for putting out scorebook. The Manager of the home team in the last game will be responsible for putting them away. The home team will provide the official scorekeeper; coaches from both teams will sign the scorebooks at the conclusion of their game. The visiting team will provide a person to keep the scoreboard. Teams will not enter the dugout until the previous teams have cleared their equipment from the dugout. Coach of home teams first game is responsible for putting up chalking equipment after chalking. Home team coach of last game is responsible for putting away bases (except Pony field). In the event another city is playing thru the BYA, our teams regardless of home or visitors shall have home duties both before and after the game. Anyone not doing their responsibilities will be warned verbally the first time. Upon the second infraction the coach will be suspended from the next scheduled game. A third infraction will result in a two game suspension. Any further infractions will result in suspension for the remainder of the year. Committee members shall report any verbal warnings to the V.P. of Baseball so a record can be kept of any and all such infractions.

TIME LIMIT

The umpire shall keep the official time and will announce the starting time of the game to the coaches and the scorekeeper.

For the purpose of this rule, a new inning starts as soon as the third out is made in the previous inning.

GAME TIME

All game times are listed on the official schedule. A team that is not ready to play 10 minutes after scheduled game time will forfeit the game.

Any player present for the resumption of a suspended game, who was not in the line-up for the original beginning of the game, will be added to the bottom of the line-up. Any player not available, who was originally in the line-up, will be marked out with no penalty given unless the team has dropped below nine players

LINEUPS AND SCOREKEEPERS

Lineups should be presented to the official scorekeeper at least 10 minutes before game time. If there are no official Scorekeeper 10 minutes after scheduled game time, the home team will forfeit the game. The Official Scorebook will be kept complete

WARM UP AREAS

Coaches may warm up their players in an area of the park away from spectator's 30 minutes prior to game time. No batting practice is allowed in the park. **THERE WILL BE NO BALL PRACTICE OR WARM UP IN SPECTATOR AREAS (this includes all sidewalks and walkways).**

PLAYER PLAYING TIME

It is the policy of the BYA that each player on a team must be a starter in at least every other game.

For all leagues that bat the lineup, players must play every other inning in the field. Each player shall be a starter in at least every other game. The only exceptions to these rules are injury, illness, games shortened according to time limit, run rule or in cases of player disciplinary action.

PLAYER DISCIPLINARY ACTION

A player may be excluded from one game for continual unexcused absents from practice or games, profanity or violent behavior. The Coach must show this is a persistent problem and not an isolated incident. When possible, a parent or guardian must be warned before action becomes eminent. The Coach **MUST** obtain approval from the Baseball Committee **BEFORE** using this action. That officer must initial the game summary at the time of the game in question. The failure of the manager to follow this procedure will result in disciplinary action being taken against the Manager

RAIN OUTS

A representative of the City of Burlison Parks and Recreation Department and, if possible, a representative of the Burlison Youth Association will meet at Bartlett Park to determine the playability of the fields and make a joint determination on that days games. The 447-BALL line will be updated no later than 4:00 p.m. on the day in question. Vice President of Baseball, Softball or their Director (5) and the head Umpire will decide all postponements during play. The Vice President of Baseball, Softball or their designated representative will schedule make-up games.

PROTESTS

The Manager must pay a PROTEST FEE of \$25.00 at the time of the protest to a BYA Board Member.

The Protest Committee will consist of three members: the head umpire from the game in question, plus two BYA Baseball Committee members (or BYA board members if Baseball Committee members are not available)

No protest will be accepted in Shetland and Pinto leagues.

GAME RULES

Teams that can only field eight players will be allowed to play without forfeiting. An automatic out will be taken at the ninth spot in the lineup.

In the interest of safety for all players, metal cleats will NOT be allowed in Shetland through Bronco Leagues.

Maximum of four coaches per team in all divisions

Batters Helmets are mandatory for all batters, on-deck batters, and base runners in any BYA league play.

Catchers in all baseball will wear full gear. ALL CATCHERS MUST WEAR SOME TYPE OF THROAT PROTECTION. The extended chin guard of the newer masks meets this requirement. No “skullcaps” will be allowed for catchers at any level of play except the Colt and Palomino divisions.

When a temporary fence is in use any ball from foul line to fence beyond temporary fence is a dead ball.

If a team drops to 8 players during the course of a game, an out will be taken at that’s spot in the order.

BASE RUNNER RULES

Crashing into any fielder or catcher who is holding the ball waiting to make a tag shall result in the runner automatically being declared out. If in the opinion of the Umpire, the **contact is malicious or flagrant**, the runner shall be immediately ejected from the game. If in the opinion of the Umpire, the runner's interference prevented a second out on a double play attempt, the second runner will also be declared out by the Umpire.

LEAGUE CHAMPION

The best win loss record will decide the League Champion. If two teams have the same win loss record the team with the best record of the two teams against each other will be Champion. If the teams split their games a single play off game will be played to determine the League Champion.

UNIFORMS

BYA provides uniforms consisting of pants, shirts, and caps in the Spring league and shirts and caps in the Fall League. All teams will be required to wear these uniforms as provided. No enhancements will be allowed with the exception of socks, belts and the Sponsors name on the back of the shirt

EQUIPMENT

Managers shall give a check, payable to the "BYA" for \$200.00 as a deposit before receiving equipment for his team. Managers shall turn in all equipment at the completion of their season and the deposit check will be returned. Equipment must be returned to the Equipment Manager only. Pitching machines must be checked out from the Equipment Manager and a deposit of \$300.00 will be required. Any Manager/Coach not fulfilling their responsibilities as described above will not be in good standing and will not be eligible to be a volunteer in any capacity for the BYA. Equipment can only be turned in to the Equipment director and his designates. Deposit Checks will be deposited after scheduled turn in dates have past.

CONCESSIONS

THE CONCESSION STANDS ARE THE LIFEBLOOD OF THE BYA! It is what pays the bills and helps us keep the cost of sign ups down. Teams are offered the option of working the concession stand or the “buying out” option.

Concessions Stand

1) The current concession stand buy-out is \$150.00 and must be paid before a Manager will be issued uniforms.

2) Teams deciding to “buyout” the concession stand do so as a team and not as individual players/parents.

3) If a team decides to work the concession stand, they will be assigned one full Saturday, or 2 full nightly sessions (approximately from 5:30 pm-10:00 pm). The concession stand is to be manned with no fewer than 5 persons at all times (more people will make the job easier). A member representing each player must work the concession stand during their assigned time. All teams working the concession stand will be required to have all working participants attend a training session to be scheduled by the concession stand manager.

****REMEMBER** The TEAM MANAGER is responsible for making sure the concession stand is covered. If a team does not exercise their Buy-Out option and that Manager fails to provide workers for the concession stands on their appointed day or days that Manager will be required to work the Concession Stand during their next regularly scheduled game. Failure to do so will result in the removal of that Manager for the rest of the season, with future participation within the B.Y.A. in jeopardy. If, at the end of the season, a Manager fails to provide workers for the concession stands then that Manager will no longer be in good standing within the B.Y.A. and will not be allowed to coach any B.Y.A. activity. If you have any further questions please call 447-BALL (2255) and leave a message, your phone call will be returned within 3 days.**

GRAPEFRUIT LEAGUE RULES

(4 YEARS OLD)

SPRING/FALL LEAGUE

A 4yr old Grapefruit league shall be formed with the following rules. Any player considered to be "league age 4" is eligible. The league will play on Saturday's only and play approx. a six game season. Teams will play a minimum of two inning's batting the entire order in each inning. Time limit for these games will be a drop dead time of 45 minutes with the following exception. Each team must have batted there entire line up twice. If this requirement has been met the game will end after 45 minutes have expired regardless of where the teams may be in that inning. Umpires are not used for this league and score's are not kept. This league is strictly developmental and should be treated as such. Batters will bat each time until putting the ball into play. There are no strike outs. No player may play the same position more than once in a game and all players must play at least every other inning in the infield. Coaches are encouraged to be on the field both offensively and defensively to help instruct players. Wins, losses, outs and runs are not kept in this league. Baseball pants are not supplied nor required for this league. Once a player is out he/she shall be removed from the base that he/she is occupying. The team will continue to bat the entire line up each inning regardless of the amount of outs.

PRACTICE SCHEDULES

No more than 3 scheduled or unscheduled practices and / or games per week. A Manager/Coach will conduct a minimum of two activities(Practices combined with games) per week throughout the practice and game segments of the season, weather permitting.1/3 of a team with adult supervision together practicing constitutes a practice. Each practice will be limited to **1 hour maximum per session.** Warm-ups are limited to no more than 30 minutes prior to your game at the Ball Park. **No practice and or batting practice on Game Day. Batting Practice consists of a meeting of 1/3 or more of the Team at an alternate location on game day.**

SHETLAND RULES
(6 - Under)
SPRING/FALL LEAGUE

1. All players on team will bat in the order listed on your lineup at game time.
2. You may have 10,11 or 12 players on defense, at the coach's discretion. **No Matter how many players up to 12 are playing, Deployment can ONLY BE as follows; 4 Infielders, 1 Pitcher and 1 catcher. and remaining players are to be deployed in Outfield, at Outfield depth. NO OUTFIELDERS can cover bases, make tags, and the ball must be thrown into an infielder, Pitcher or Catcher.**
3. Six innings or time limit "1 Hour". Game will not be stopped early, except for weather or run rule.
4. Five runs per inning.
5. **Ties stand.**
6. 1 offensive time out per inning.
7. 2 defensive time outs per inning.
8. 1 coach on field immediately for injury. Play continues.
9. The ball is dead when in possession of an infielder in the infield and play has stopped and the Umpire calls time. A fielder holding up the ball does not constitute a dead ball and the runners may continue to advance until the umpire calls time.
10. The batter gets 3 swings at the ball on the tee.
11. One offensive coach behind the plate to quickly adjust the height of the tee for each batter and remove the tee once the ball is hit. Coach may not position the batters at the plate.
12. If a batted ball is hit on the first base side of the infield, the pitcher may field the ball and with routine effort tags the batter out before he or she reaches first base.

SHETLAND RULES (Continued)

13. Overthrows at 1st base All runners may advance at their own risk one base on an overthrow regardless of ball being in fair or foul territory. If an obvious attempt is made to make a play on a runner, players may continue to advance as many bases as possible until play has stopped. A player simply throwing the ball in from the outfield does not constitute making a play. Once all runners have advanced one base and no play has been made time out will be called regardless if ball is in the infield or outfield.

14. To encourage the teaching of proper baseball techniques, a fielded ball shall not be intentionally rolled or bounced to another player. Additionally, outfielders shall not run a fielded ball to the infield. If in the opinion of the umpire this rule is broken the runner will be called safe.

15. There will be no infield practice before game.

16. The baseball may not be “TEED” higher than the player’s strike zone defined as chest to knees.

17. No Player shall play any position in the infield, Pitcher or Catcher more than 2 innings or more than 3 innings total in the infield, Pitcher, or Catcher.

PINTO RULES
(8 - Under)
SPRING/FALL LEAGUE

1. All players on team bat in order.
2. Nine players on defense.
3. Six innings or time limit "1 Hour". Game will not be stopped early, except for weather or run rule.
4. Five runs per inning.
5. **Ties stand.**
6. 1 offensive time out per inning.
7. 2 defensive time outs per inning.
8. 1 coach on field immediately for injury, play continues.
9. The ball is dead when in possession of an infielder in the infield and play has stopped and the Umpire calls time. A fielder holding up the ball does not constitute a dead ball and the runners may continue to advance until the umpire calls time.
10. **Overthrows at 1st base** .All runners may advance at their own risk one base on an overthrow regardless of ball being in fair or foul territory. If an obvious attempt is made to make a play on a runner, players may continue to advance as many bases as possible until play has stopped. A player simply throwing the ball in from the outfield does not constitute making a play. Once all runners have advanced one base and no play has been made time out will be called regardless if ball is in the infield or outfield.
11. Coach pitches to his own team.
12. Coach pitcher may not communicate in any way with the batter or coach unless there is an offensive or defensive time out called. The coach pitcher may not communicate during a time out after a play has been made. Communication includes gestures, motioning, verbal, or any other action that could be considered instruction.
13. If a ball strikes coach-pitcher, ball is dead and played as a foul ball.
14. The batter gets 6 pitches or 3 strikes whichever comes first. Foul ball on 6th pitch is an automatic out.

PINTO RULES(Continued)

- 15.**When the ball is hit, the coach-pitcher must leave the field of play to the opposite side from where the ball was hit.

- 16.** There will be no infield practice taken before games.

- 17.**The player at the pitcher position must have both feet in contact of a 3 ft line chalked to left or the right of the rubber until contact is made by batter.

- 18.** **A Coach from the Defensive team will be permitted to stand behind the catcher to retrieve passed balls. This coach's impact on game is to speed it up when passed balls occur, not to coach from that position.** NOTE: This coach can not communicate in any way to anyone. A warning will be given by umpire to team on a first offense, an ejection from the game will take place if rule continues to be violated. If Ejection occurs, then BYA Ejection rules will be enforced.

**MUSTANG (10 - Under) BRONCO (12 - Under) PONY (14 - Under)
COLT (16 - Under) PALOMINO (19 - U)
SPRING/FALL LEAGUE**

All Baseball leagues will play by PONY BASEBALL rules with the following exceptions:

1. The visiting team will take infield 20 minutes before game time, the home team 10 minutes before the game time. If less than 20 minutes are available, the teams will split the time at the discretion of the Umpire.
2. All Leagues: All players on the team roster will bat in order as designated at the beginning of the game.
3. MUSTANG: ties stand
4. All Leagues: If any team is ahead of the other team by 15 runs or more after 3 innings then, at the discretion of both coaches, that game will be declared complete and play will discontinue. Pony Ten Run Rule is still in Effect and play will end when the rule has been applied.

TIME LIMIT: Mustang: 1 Hr. 30. Mm. BRONCO and PONY: 1 Hr. 45 Mm.

RUN LIMIT: Mustang: 5 runs BRONCO: 6 runs PONY: No run limit

COLT LEAGUE; Shall adhere to FEDERATION of BASEBALL RULES with the exceptions printed by PONY BASEBALL and any others approved by the BYA BOARD of DIRECTORS.

MUSTANG (10 - Under) BRONCO (12 - Under) PITCHING

The maximum innings pitched allowed in Mustang will not exceed 2 per game, 3 per day and 8 per week.

The maximum innings pitched allowed in Bronco will not exceed 4 per game, 6 per day and 10 per week.

ALL-STAR SELECTION RULES SPRING/FALL LEAGUE

SPRING League

All Star nominations from each team will be selected by a vote of the parents of each team, one ballot per player (not per parent). The ballot will consist of five nominations and the results of all ballots will be tallied and the votes ranked in order. Ballots will be counted in the presence of the parents as soon as voting is completed. In the event of a tie, a run-off vote will be taken among the parents to determine the final outcome. The manager will submit the top 3 players from the final list at the all-star draft. **After parent selection's of the top three player's have been selected each coach should instruct the parent's for those children as well as any additional player's he plans to nominate the day and time for All Star Try Out's. Players are not required to attend, but are highly encouraged to do so, so that all coaches may become familiar with them. Each coach is required to have at least one person representing him at the Try Out. Coaches not attending or having someone represent them at Try Out face possible suspension from future coaching. The Baseball Committee will determine time and date of All Star Try Outs.**

****Note: If coaches at the All-Star selections meeting feel that a player deserving of consideration has not been nominated. Coaches may nominate player from the floor.**

There will be a coach's meeting presided over by the Baseball Committee, to vote on the All-Star team. At this meeting, coaches will be able to ask and answer questions about specific players and comment on the abilities of the players from their team. If a coach, for whatever reason, appears to be withholding a player who legitimately deserves nomination to the All-Star team, the rest of the coaches within that league may nominate that player by a majority vote.

The National League managers, after all discussion about prospective all-star players has ceased will then elect, by vote eight players to the all-star team from the National League. The American League managers will then list their nominations and players will be discussed as needed. The National League all-star manager will then have the option of picking up four to seven additional players to fill his/hers roster for tournament play. If it has been determined that 3 teams will be selected the 1st place National League will coach the second team. This team will be selected from both National and American League players. All coaches will vote for the top eight players and then the head coach will fill out the remainder of the roster. The 3rd team will go to the 1st place American League coach and the same format will be used that is used for the second team. If only two teams or drafted the 1st place American League coach.

If for any reason an elected All-Star Player refuses the right to play, the manager of that team must notify the Vice President over their league. The Vice President, or their designate, will then make available to the manager a list of the players nominated for their league. The replacement player must come from that list. If no player from that list agrees to play then, with the approval of the Vice President from that league, the manager can find replacement players from within his/her own league.

ALL-STAR SELECTION RULES (Continued)

If the decision is made by the Baseball Committee to form a pure age 9, 11 or 13 year old team, it shall be drafted before the National League.

Any coach taking an All Star team must remain with that team for its entirety. Any coach taking a team to turn over to someone else is strictly forbidden and will put your future coaching status in jeopardy. In the event of unusual circumstances that may cause an All Star coach the need to step down must be agreed to by the members of the Baseball Committee.

The Manager of the first place team in each league will be awarded the position of Manager of his or her leagues All-Star team. If for any reason that person refuses the position then it will be offered to the Manager of the 2 place team, third place team, 4th place team, etc. until the position has been filled.

The Manager of the All-Star team will have the right to choose his or her own coaching staff as long as they were active coaches, head or assistant, within the B. Y.A. during the regular season. Any other candidates must have prior approval from the Baseball Committee before being named as an assistant.

Remember, all the players on your All-Star team have earned the right to be there. They should be given every opportunity to play. Make sure you as Manager give all the players on your team a positive experience during their All-Star career.

A balance sheet showing any expenses or income to your team will be required. Each coach will be responsible for turning this into the BYA treasurer at the end of his or her team participation in post season play. Any coach not turning this in will be subject to possible disciplinary action including the possibility of suspension from coaching in upcoming years. Any item that is purchased with team funds over \$100 dollars that each child will not receive his or her own item of must be approved by the V.P. of that sport prior to purchasing it. You must submit in writing the item(s) to be purchased, the amount, and at the end of the post season what will happen with this item(s). Signatures representing 2/3 of your team will be required prior to submitting this to the Sports Committee. Only one signature per player participating. (Two parents from one child cannot sign form). Only after approval from the V.P. may items be purchased.

FALL League

There is no All-Star play currently available for fall league play.

PONY Elite Teams

All BYA Pony Elite Baseball teams sanctioned by BYA will be governed by the BYA Code of Conduct and the PONY Elite League Rules.

Teams that register with BYA, will be responsible for all fees paid before announced Deadline. Rosters turned in on turn in date will be the same roster turned into PONY for All star tournaments for each team..