

GIRLS JR PONY LEAGUE
RULES AND BYLAWS
2018

Michigan High School Rules apply except when they differ from DAYBSA adopted rules as follows:

General:

1. The DAYBSA board of Commissioners may and will make amendments to any rules during the season or playoffs if deemed necessary.
2. If a coach or coaches cannot control themselves in a manner of "Good Sportsmanship" they may be removed or suspended from coaching for the remainder of the season (including playoff).
3. **"Hand picked"** teams are not allowed in the DAYBSA League. Teams must be selected in such a manner that leads to as much parity as possible within each community. A team may **NOT** have more than ½ of their team be travel players from ANY traveling team. (Example: 12 players on your team can **NOT** have more than 6 of them from the same travel team.)

Playoffs:

1. The home team is determined by the best regular season record.
2. The championship game home team determined by coin toss.
3. "2" Umpires shall be provided for the championship game.
4. No inning will start after 2 hrs. Umpires must declare "last inning" prior to the start of that inning in a time limit game.
5. Tie breaker is determined by the International Tie Breaker Rule. For an explanation of said rule please read the International Tie Breaker Rule under the rules section on Durand Youth Baseball/Softball website.

Age Limit:

1. This league is for girls that are currently in 6th, 7th or 8th grade, prior to summer.

Team Roster:

1. A team roster **MUST** be given to the DAYBSA League Director **BEFORE** the first game of the season. OR your team will not be able to play until it is turned in.
2. Changes to the roster must be reported to and approved by the director.

Scores:

1. The winning coach will post game results on the league website by Saturday of every week or the game will not be counted in the standings.

Make-Up Games:

1. The home team in conjunction with the director, will reschedule, not necessarily replay, the missed game within 24hrs. If game hasn't been rescheduled in this time period the game will be forfeited. Once rescheduled, the game should be played, weather permitting, or it will result in a forfeit.
2. No make-up game may be rescheduled after the last game of the season with the exception of the last game; that game must be played before the playoff game dates.
3. All make-up games must be reported to the league contact person; failure to do so could result in a forfeiture of the game.

Field and Ground Rules:

1. Home ground rules prevail at all fields but must be discussed **BEFORE** the game.

2. Dimensions: Bases 60' Pitching rubber 43'
3. Runner must slide to avoid a collision or runner may be called out at umpires discretion.
4. Seven (7) runs an inning or three outs, whichever comes first, shall be an inning.
5. No metal cleats are allowed.
6. NO JEWELRY, WATCHES, EARRINGS, etc.
7. Home team must supply one new 12" ball, visiting team must supply one "good" backup ball.
8. If game is called due to rain, we will freeze game as it stands; inning, count at bat, outs, etc.
9. **NO** crow hopping while pitching.

Substitutions:

1. The entire roster of players must bat whether they are in the field or not.
2. All players on the roster must play and bat in each game practiced for; regular season, playoff and championship games, including 2 innings per player. Any violation will result in a forfeit for that game. Nine (9) players on the field each inning. (Free Substitutions)
3. A team needs seven (7) players to begin play.
4. If team starts with less than a full roster but has at least 7 players, NO OUTS WILL BE GIVEN WHEN EMPTY SPOTS COME AROUND IN THE BATTING ORDER. Continue batting order as normal.

Pitching

1. A pitcher may pitch unlimited innings.
2. **If a pitcher hits three batters in one inning, OR five batters in a game, she must be removed as pitcher, and CANNOT pitch for the remainder of the game.**
3. Remember, a "hit by pitch" rule includes one that hits ground prior to hitting batter, thus "take your base".

Batting

1. A team must bat all of their players in the batting order, i.e. bat the full roster.
2. If an injured player misses her spot in the batting order, she will be out of the game. Her position in the batting order will be skipped and will not result in an out.
3. Late arrival players must be added to the end of the batting order.
4. Free substitutions allowed.

Regulation Games:

1. 5:30 p.m. starting time, the game must start by 5:45 p.m. or forfeit. (see article 7 below)
6:30 p.m. starting time, the game must start by 6:45 p.m. or forfeit. (see article 7 below)
7:15 p.m. starting time, the game must start by 7:30 p.m. or forfeit. (see article 7 below)
2. Seven (7) innings per game.
3. If a regulation game cannot be completed, completion of 5 innings is considered a complete game.
4. Mercy rule – 15 run lead after 3 innings or 10 run lead after 5 innings.
5. Games CAN end in a tie.

6. No inning will start after 2 hrs. Umpires must declare "last inning" prior to the start of that inning in a time limit game.
7. No inning will start after 1 hour and 45 minutes of the game start of the first game of a double header on unlighted fields. Umpires must declare "last inning" prior to that inning on a time limit game. **NO** limit on lighted fields.
8. First game of a double header sets precedence to finish in time limit (1hr. 45 min) if delayed due to weather.
9. Unlimited runs in the last inning, mercy rule supersedes.

Base running:

1. Stealing bases is permitted – runner may leave base after the pitcher releases the ball.
2. Stealing home is permitted.
3. A batter **may** run to first on a dropped third strike if first base is not already occupied, or if there are two outs.
4. Runners must slide to avoid a collision and may be called out at umpire's discretion if they fail to do so.
5. Runner may advance to second on a walk at her own risk.

Uniforms:

1. Uniforms should be numbered.

Conduct:

1. **Swearing, If a PLAYER is caught swearing by the umpire they will be ejected from the game, NO WARNINGS. If a second PLAYER from the same team is caught swearing in the same game by the ump, they too will be suspended for the game and the Head Coach will also be ejected out of that game and will be suspended for the next 2 games..**
2. Opposing managers should sign the scorebook.
3. The umpire will give any player or coach heckling the opposing team one warning. If there is a repeat, the heckling team will receive one bench warning. If the problem continues, the game will result in a forfeit.
4. No drinking on school property – ejection.
5. The use of tobacco in any form is prohibited on the playing fields or benches.
6. It will be the coach's responsibility to control their fans and players, otherwise rule number one may apply.
7. No player, coach or spectator may take a spot behind the backstop during a game.
8. No chanting or heckling from players or spectators during play.

Umpires:

1. The home team is responsible for at least the home plate umpire but has the option to supply two(2) umpires.
2. Only 1 umpire required.(home plate)
3. The visiting team may supply an (1) umpire IF the home team cannot supply the 2nd umpire only if both coaches agree to said umpire. **This needs to be arranged 1 week BEFORE the game that is to be played.**
4. No umpire shall interfere with, criticize, or try to reverse another umpire's decision unless the umpire whose decision is in question calls him into consultation.
5. Umpires must be 17 years of age or older.

Play Off Eligibilities:

1. All players must play in **AT LEAST** “3” scheduled games to be eligible.

WEATHER:

If there is a thunder/lightning "warning," or witnessed from the field, game will be stopped, and not resumed until there is 30 minutes of thunder/lightning free skies. This is under umpires discretion, in accordance with each teams coach.

Heat advisory or “high” heat index is the discretion of the coaches. If they feel that the index is “too” high then the game may be rescheduled according to league rules.

- 1. At 4:00 p.m. of game day, using Accuweather.com or Accuweather APP on your smartphone, once the heat index hits 100 degrees Fahrenheit in the city you are playing. Game is to be cancelled!**