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The MOYSC Board or Complex Director will rule on special circumstances as they pertain to individuals, teams, rules or the Complex as they arise. No circumstance will be allowed that unfairly impacts the competitiveness of the league's teams or the Complex regardless of the situation. Special conditions approved by the Board or Complex Director do not set precedent for future decisions and will not be reflected in these rules and guidelines.

Rule Changes

Rule changes or amendments must be adopted by the Complex Operating Board of Directors and approved by the MOYSC Corporate Board.

Newly adopted rules appear in bold.

Complex Manager

1. Complex Manager is appointed and serves at the will of the Manchaca Optimist Board of Directors.
2. Complex Manager will administer the rules stated within this document.

League Commissioner

1. League Commissioners are appointed by the Complex Manager and approved by the complex board of directors. Commissioners are responsible for adhering and administering all rules stated in this document.
2. League Commissioners may not be a head coach in the same league that they are commissioner.
3. League Commissioners are asked to join the Manchaca Optimist club and be active members.
4. League Commissioners will receive the scholarship of one child for each season he/she oversees.

Registration

1. All players must submit an application and a copy of their birth certificate prior to being placed on a team.
2. All players must pay the registration fee prior to the start of league play. Unless prior arrangements have been made, failure to pay the registration fee prior to the start of league play will result in that player being dropped from his / her assigned team.
3. All players must play within their assigned age group as per Pony League rules. If a player has a mental or physical handicap that would prevent them from

playing within their assigned age group, upon written request from the parents and approval of MOYSC, that player may be assigned to an appropriate age group.

Coaches

1. All head coaches must be recommended by the League Commissioner and approved by the Complex Board. The League Commissioner must approve all assistant coaches.
2. All coaches must submit an application consenting to a background check and paid a \$5.00 fee. A copy of your driver's license must also be attached to the background check application.
3. All head coaches must hold a valid certification issued by the Kids Sports Network, or similar organization as approved by the Complex Manager. Copies of the certification must be submitted with the application.
4. No coach may be a head coach in more than one league. Coaches may be a head coach in one league and an assistant coach in another.
5. If a coach (head or assistant) is officially removed from a coaching position in any league for any reason, he/she will be removed from any and all coaching positions in all Leagues for the remainder of the season.
6. All head coaches are responsible for the following:
 - a) Contacting all parents/players as soon as possible after the draft.
 - b) Explaining MOYSC's rules and regulations, the Pony Baseball Rules and Regulations, and the Official Rules of Baseball to parents and players.
 - c) Communicating practice and game times with players and parents.
 - d) Obtaining equipment from the Equipment Manager
 - e) Securing a practice field to hold team practices.
 - f) Securing a team sponsor.

Priority Coaches

1. **The head coach may pick one priority assistant coach for the purposes of developing coaching staffs at the recreational level. The Priority assistant coach option is only available one time at any league level with the exceptions noted in section 3 of this guideline.**
2. **The head coach may choose a priority assistant whose child is a 1st**

or 2nd year player at their league level. 2nd year players are not available if they were on a team at MOYSC the previous year. 2nd year players not wanting to return to their previous team must enter the draft. This section will be strictly enforced and no exceptions will be made.

3. Refer to Drafting Rules in these guidelines for the effects on the drafting order concerning head coaches' children, priority assistants' children and siblings.
4. The following exceptions will apply to the one-time only priority assistant coach rule:
 - a. If the priority assistant's son/daughter does not return to MOYSC for their second season, the head coach will be allowed a priority pick and section 2 of this guideline will be followed.
 - b. If the priority assistant leaves to become a head coach, the team they are leaving will be granted a priority pick and section 2 of this guideline will be followed.
 - c. If a head coach is not permitted to return by the complex board of directors, the new head coach will be granted a priority assistant regardless of the previous priority assistant's status with the team and section 2 of this guideline will be followed.
 - d. If a head coach and their son/daughter move up a league because of age requirements and the priority assistant and their son/daughter remain, the priority assistant, with Board approval, can become the head coach and receive a priority assistant selection and section 2 of this guideline will be followed. If the priority assistant remains and chooses not to be the head coach, no priority assistant selection will be granted to that team.
 - e. Special requests that are approved by the Board of Directors. Requests must be made in writing and delivered to the complex director 21 days prior to scheduled tryouts for the league affected or they will not be considered for that particular season.

MOYSC Coach Selection Guidelines

Coaching at Manchaca is a privilege, not a "right". Persons not selected to be head coaches or not allowed to be assistant coaches, may still

participate in numerous ways unless otherwise barred because of criminal background check or disciplinary issues. Persons should be content in giving to the players regardless of title.

Need

Is there a need for a head coach? A need may arise for several reasons including a head coach moved up, coach quit, the players have left the team (except 1 or 2 players), for criminal background issue, or disciplinary issue. A need could also arise because of additional players being added to the league.

Yes/No Criteria

Yes/No Does the person have a child in the league?

Yes/No Did person submit criminal background info, money, and pass?

Yes/No Did person attend/maintain the required coaches' certification/training?

Initial Rank Criteria (if more teams are available than coaches, rank is not an issue)

First rank situation: Person was head coach on the same team the previous year

Second rank situation: Person was "priority" pick assistant on same team previous year

Third rank situation: Person was assistant coach on the same team previous year

Fourth rank situation: Person was head coach in prior league the previous year

Fifth rank situation: Person was assistant coach of a different team

Sixth rank situation: Person was not a head coach or assistant coach in the last year

Additional Criteria (to be used when two persons have the same initial ranking above):

Has the person regularly paid for registration fees in a timely manner?

Has the person regularly assisted with field maintenance? To what extent ?

Has the person delivered requests for rosters, auction baskets, bbq tickets, concession stand assistance, etc., in a timely and dependable manner?

Tie breaker criteria:

In the event that the items above do not finalize a decision when more head coaches are available than teams, the following tie-breaker criteria should be used:

1st- Did the person coach the previous fall on a team?

2nd- Does the person contribute to ball park construction efforts? To what extent?

3rd- How many years has the person participated at Manchaca as a coach?

4th-How many years has the person participated elsewhere as a coach?

5th- Has person been head coach in All Stars? How many years?

6th-Is the person a current member of the Manchaca Optimist Club? Are dues up-to-date?

7th- Verbal/written request date(if commissioner had not already approved

coaching spot)

8th - What is the baseball knowledge level of coach?

League Commissioner will approve/disapprove of coaches. Ballpark director can override a commissioner decision if director believes commissioner did not have correct information or did not follow the guidelines above. Ballpark director will solicit ballpark board vote in situations that are not clear or when a person requests an appeal. President can override director/board if director/board did not have correct information or did not follow the guidelines above. Many of these guidelines have been in place verbally for years.

Teams

1. The number of players registered at MOYSC will determine the number of teams in each league and/or the number of teams in each division within a league.
2. Each team will consist of 10 to 13 players. Each team will have one head coach and three assistant coaches in uniform. Shetland and Pinto teams may have one head coach and four assistant coaches in uniform.
3. The number of teams and the head coaches will be determined by the League Commissioner prior to the drafting of players.

Tryouts

1. With the exception of the Shetland league, all first year players must tryout and enter the draft. All new players to MOYSC must try out and enter the draft. Any first year player not trying out will be placed in a pool to be placed on a team.
2. All second year players have the option of either returning to their team or entering the draft. Unless specifically indicated on the application (tryout) checked, all second year players will be returned to their prior team. Second year players who elect to enter the draft and fail to tryout will be placed in a pool (hat pick) for team assignment.
3. Tryouts are normally scheduled in early February. If the tryouts are cancelled due to weather conditions, they will be rescheduled ASAP.

Drafting Rules

1. Player draft will occur within a week following tryouts. The Commissioner will determine the time and place.
2. The draft order will be based upon league standings from the previous year. The last place team will draft first in both age categories, the first place team will draft last in each round. Ties will be broken by a coin toss on the day of the draft. The team winning the toss will choose which age category it will draft first. The other team will draft first in the other age category.
3. If an expansion team is added, that team will receive one (1) bonus pick from either age category prior to the first draft. They will then draft first in both age categories.
4. If more than one expansion team is added, the draft order of the expansion teams will be determined by a coin toss. The team winning the toss will choose which age category to draft first. The other team will draft first in the other age category.
5. If one or more teams need to be dropped, the team with the fewest returning players will be dropped first. Any player whose team has been dropped will be given the choice of trying out and drafted, or being placed in a pool for random team assignment.
6. The head coaches child will be the 4th pick in the draft in the appropriate age category
7. Priority Coaches child will be the 2nd player in the draft order in his age category.
8. Siblings will be placed in the 4th or 5th slot in the draft in the appropriate age group

Uniforms and Equipment

1. MOYSC will supply each coach and player a team hat and shirt. The team hat and shirt may not be altered in any way.
2. Only T-balls and baseballs provided by MOYSC can be used during league play. Under no circumstances will baseballs be utilized in the Shetland league.
3. Players must provide their own pants, socks, belts, gloves, bats, and batting helmets. Teams should have the same color pants, socks and belts.

Baseball shoes and sliding shorts are recommended, but not mandatory.

4. Personal batting and/or catching helmets may have the players name, number, team name or complex decal placed on the back of the helmet.
5. Players and coaches must be in full team uniform. Coaches may wear shorts instead of pants.
6. While in uniform, all players and coaches must have their shirts tucked inside their pants and their hats on straight at all times while on the playing field or at the team drink window. The only exception will be rally caps in the dugout during the game. (Penalty: Players and/or coaches will not be allowed in the dugout or on the field. Players and/or coaches will not receive a team drink.)
7. All players must wear a protective batting helmet while engaged in any type of batting warm-up activity while on the MOYSC complex.
8. All catchers must wear a helmet that provides protection to the ears and back of the head, a chest protector, shin guards, a protective cup, and a facemask with extension or a throat guard. Skullcaps are not permitted. All players warming up a pitcher before a game, or between innings, must wear protective headgear.
9. Players are prohibited from wearing metal cleats in all leagues except PONY. (Penalty: The player will be ejected from the game.) This rule also pertains to mid-season tournaments and All-Stars.
10. Players are prohibited from wearing any type of jewelry, except for medical identification. (Pony 8J)

Field Maintenance

1. All coaches and parents are responsible for maintenance of the fields before and after practices and games.
2. Home plate and pitching mound areas are to be raked from the outside toward home plate or pitching mound. The base paths are to be raked in the direction of first to home and third to home. The rainbows should be raked from the grass areas toward the middle of the rainbows.
3. After the last game or practice of the day, the teams will put the bases in

the storage area. Water and rake home plate area, the pitching mound, the base paths, rake and / or drag the rainbow and water the rainbow lightly. Pick up all trash, store all rakes and equipment in the storage area, lock the storage area and field gates.

4. Prior to the day's first game, both teams are responsible for putting out the bases and lining the fields. There will be no infield practice until this is completed.
5. Between games, the visiting team will be responsible for raking and/or dragging the rainbow. If necessary, the visiting team should lightly water the rainbow after raking and/or dragging. The home team is responsible for watering and raking home plate, the pitching mound and the base paths.
6. After the last game of the day, the visiting team is responsible for putting the bases up, raking and/or dragging the rainbow. After the rainbow has been raked or dragged, it should be watered lightly. The home team is responsible for watering and raking home plate, the pitching mound and the base paths.
7. After each game, each team is responsible for picking up the trash on their side of the field and in the dugout. Both teams of the last game will empty the trashcans on Wednesdays and Saturdays. The trash bags should be placed near the storage area. New trashcan liners will be placed in each trashcan.
8. The home team of the last game will be responsible for ensuring that field gates and the barn are locked.

Scheduling of Games

1. The Commissioner is responsible for preparing the game schedule for their league.
2. The game schedule for each league will be prepared no later than two weeks prior to the start of the season. Whenever practical, the schedule will be posted on the complex's web site (www.moysc.org).
3. Each Head coach will be provided a copy of the game schedule. Head coaches are to ensure that his/her parents and players are provided a copy of the game schedule.

4. The Commissioner of each league is responsible for scheduling makeup games or games needing to be completed. These games will be rescheduled as soon as practical. The Commissioner will notify the Head Coach of each team and the Umpire Commissioner of any makeup games or games needed to be complete.

Playing Rules

The official playing rules, with the exceptions and variations contained in the Pony Baseball Rules & Regulations and those contained in the MOYSC Complex Rules, shall be the “Official Rules of Major League Baseball”.

The following rules apply to all Leagues, unless specifically stated:

1. Game will not be started with fewer than 8 players. A team with fewer than 8 players at the start or end of a game will automatically forfeit that game. Pickup players are not allowed except in fall ball. (This rule does not apply to the Shetland League.) A 10-minute grace period will be allowed before forfeiting a game.
2. The head coach is required to present two copies of his/her lineup to the home plate umpire 5 minutes prior to start of the game. The umpire will give one copy of the lineup to each coach and one copy to the scorekeeper. Players arriving after the presentation of the lineup to the home plate umpire will be moved to the bottom of the lineup. The home team will provide a competent score keeper to maintain the official scorebook.
3. Once the game begins, if a team has fewer than 9 players, an automatic out will be recorded in the ninth position when the missing player’s turn-at-bat occurs. Players arriving after the start of the game will be placed at the bottom of the lineup.
4. Mustang, Bronco and Pony leagues, each team must use a courtesy runner for the catcher when there are 2 outs in any inning. A courtesy runner is encouraged for the pitcher with 2 outs, however is not mandatory. The courtesy runner will be the player who made the last out. Courtesy runners will not be allowed for any other base runners, unless there is an injury to the base runner.
5. Base runners must slide, avoid or go around a fielder without making intentional flagrant contact while a play is ensuing, this also includes home plate. Base runners who make flagrant contact at any base will

automatically be called out. If, in the judgment of the umpire, the base runners actions were deliberate and could have caused a serious injury, the base runner may be ejected from the game.

6. **“Suicide squeeze” and “Slash” (fake bunt, hit away) type plays are prohibited in the Mustang, Bronco and Pony Leagues.**
7. During league play, there will be free substitutions at the beginning of each half inning. No player may be substituted for another player in the middle of an inning, with the following exceptions:
 - a. The pitcher may be removed at the discretion of the Head Coach.
 - b. A player is sick or injured.
 - c. The Head Umpire gives a player permission to leave.

If a substitution is made for a sick or injured player, or when the umpire gives a player permission to leave, only one defensive substitution is allowed.
8. During the course of the game, no one is allowed in dugouts, or on the field of play, except the players, coaches, umpires or League officials.
9. **There will be no stealing of home in any MOYSC League. If in the umpires judgment the runner is over halfway home before the ball crosses home plate, the runner will be declared out.**
10. All disputes will be administered by the Head Coach according to the Appeals and Protest rules. Assistant coaches may not question an umpire regarding a judgment call or a rule interpretation.
11. During the course of the game, nobody is allowed to interrupt or question the scorekeeper, except the Head Umpire or League official. Questions about the score, the count, number of outs, or who is supposed to be at bat will be handled by the Head Coach through the Head Umpire whom will confer with the Scorekeeper.
12. Temper tantrums (thrown bats, helmets, etc.) and/or foul language will not be tolerated by players or coaches or spectators. Warnings will be given for minor infractions. Flagrant violations will result in the offending party being ejected from the game and/or complex.
13. **There will be NO “Open Inning” during league play at any level. If the game is still tied after the last inning of regulation play, teams can play an extra inning if there is time remaining on the scoreboard. The five run limit will still apply to each team’s at bat. The game will be declared a tie if no time is remaining.**

Pitching Rules

1. The pitching rules for the Mustang, Bronco and Pony leagues are as shown in Pony Baseball Rules and Regulations.
2. These rules will apply to rainout games as well. The Commissioner of each league will attempt to schedule make-up games so that the coaches may plan their pitching schedules accordingly.
3. The Head Coach is also responsible for keeping track of the pitch count for each of his/her pitchers during the entire season. The Head Coach is responsible for insuring that no child hurts his/her arm by pitching too many innings or throwing too many pitches in a game.

Trophies and Awards

1. Trophies will be awarded in League play in the Pinto, Mustang, Bronco and Pony divisions. Each player in the Shetland division will receive a participation trophy.
2. Trophies will be awarded in League play under the following format
 - a) Leagues/Divisions with nine or more teams will receive 1st, 2nd, and 3rd place trophies.
 - b) Leagues/Divisions with six, seven or eight teams will receive 1st, 2nd, and 3rd, place trophies.
 - c) Leagues/Divisions with four or five teams will 1st and 2nd place trophies.
 - d) Leagues/Divisions with three or less teams will receive 1st place trophies.
 - e) All Shetland players will receive participation trophies.
3. For the Mustang, Bronco and Pony leagues, awards will be given for the following achievements:
 - a) Home Runs (over the fence)
 - b) Batting (averages over 1000)
 - c) Pitching (strike out to walk ratio)

Appeals

1. Only the head coach is allowed to appeal any disagreement on a rule interpretation. "Judgment calls" cannot be appealed or protested. The head coach may ask the umpire to explain his/her judgment call".

2. As soon as the infraction occurs and before the next pitch, the head coach must ask for time out. Once time out has been given, the head coach will ask the umpire who made the call for his ruling.
3. If the head coach disagrees with the ruling, he/she must notify the Head Umpire that he/she is appealing the umpire's decision. The Head Umpire will notify the opposing head coach that an appeal is being made. The Head Umpire will immediately notify the scorekeeper to stop the game clock.
4. The head coach will be given three (3) minutes to locate the appropriate rule in the Major League Official Baseball Rules, "The Sporting News" edition, the PONY Baseball rules and regulations, and/or MOYSC rules and regulations. During these three (3) minutes, the game clock will be suspended. Failure to locate the appropriate rule will automatically result in the umpire's decision being upheld and no protest can be made.
5. The head coach must show the umpire who made the ruling the appropriate rule. If the umpire agrees, he/she will reverse his/hers decision. The umpire will then notify the scorekeeper to resume the game clock and play will continue.
6. If the umpire disagrees with the rule shown to him/her, the umpire will notify the head coach and opposing head coach. The umpire will then notify the scorekeeper to resume the game clock and play will continue.
7. If the head coach still disagrees with the umpire's decision, the head coach must immediately notify the Head Umpire that a protest will be made. The Head Umpire will then notify the opposing head coach and the scorekeeper that the game is being played under protest from that point forward. (Note: Failure to notify the Head Umpire that a protest will be made will automatically result in the umpire's ruling being upheld.)
8. The scorekeeper will record in the official scorebook the exact time the game began, the time the protest occurred, the score, the number of outs, balls and strikes, who was pitching, who was batting, and who was on base.

Protests

1. A written protest can be made only if
 - a) the protesting team loses the game, and
 - b) the protesting team followed all of the rules set out in the "Appeals"

section.

2. A written protest, signed by the head coach, must be delivered to that League's Commissioner within 48 hours of the completion of the game under protest. (Note: Failure to deliver the written protest to the League's Commissioner within 48 hours of the completion of the game under protest will result in the protest being automatically denied.)

3. The letter of protest must contain the following:
 - a) The date, time and game under protest.
 - b) The time the protest occurred, the score, the number of outs, balls and strikes, who was pitching, who was batting, and who was on base.
 - c) A description of the exact play, which caused the protest.
 - d) A description of the umpire's ruling on the field.
 - e) A description and citation of the appropriate rule shown to the umpire.
 - f) A description of the umpire's ruling after shown the appropriate rule.

4. Once the letter of protest has been delivered to the League's Commissioner, he/she will determine the appropriate action and forward his/her written recommendation to the League's President for concurrence. The League's Commissioner will notify both head coaches in writing of the final decision.

5. The protest may result in the following actions
 - a) The protest may be denied. If the protest is denied, the game will be considered final.
 - b) The protest may be upheld, but the game will not be replayed. If the protest is upheld, but the appropriate ruling would not have affected the outcome of the game, the game will be considered final.

 - c) The protest may be upheld, and the game will be replayed from the point of protest until completion. If the game is to be replayed from the point of protest until completion, the game will be scheduled as soon as practical. With the exception of umpires, the game conditions must be exactly as they were when the original game was played.

All-Star Guidelines

1. **Players must have participated with their MOYSC league team and have played in 12 (PONY requirement) of their team's scheduled**

- games.
2. **Players are selected from the league teams using MOYSC All-Star selection guidelines.**
 3. **Each selected player will pay \$100 to participate in all-stars. Fee will include: all-star cap (1), jersey (1), Pony patch.**
 4. **Each all-star team will be allowed to play in any MOYSC tournament at their league level, if offered, at no charge. Each team will be responsible for and provide concession stand and field workers as assigned, or will be charged the tournament entry and parking fees for the tournament.**
 5. **MOYSC 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).**
 6. **Teams are encouraged to solicit donations or hold fundraisers to curb expenses. MOYSC IS A 501c3 ORGANIZATION AND CANNOT AND WILL NOT ACCEPT CHECKS MADE OUT TO MOYSC OR HANDLE ANY OF THE MONEY THAT IS RAISED BY AN ALL-STAR TEAM. Each team will be responsible for their expenses except those noted above and checks should be made out to the team treasurer or coach. The donor can write off donations as an advertisement. Each team will need to display a banner with their name or logo on it and display it at your games. All donors can be placed on one banner.**
 7. **All-Star players, coaches, parents and fans representing MOYSC must follow MOYSC and PONY dress code and behavior requirements at all times. For players and coaches this includes caps worn properly and jerseys tucked in at all times.**
 8. **Any occurrence of unsportsmanlike behavior on the part of a player, coach, parent or fan can or will, at the discretion of the MOYSC Director or PONY Baseball, result in that person(s) being barred from participation at the team's future events regardless of the venue, barred from participation at MOYSC in the future and/or disbandment of the team.**
 9. **Manchaca All-Star teams, according to the MOYSC guidelines for number of teams allowed in each league, according to its bylaws, will be registered in the following manner:**

**Manchaca Blue – 1st Team
Manchaca Red – 2nd Team
Manchaca Grey – 3rd Team**

ONLY MOYSC ISSUED JERSEYS AND CAPS WILL BE WORN. TEAM NICKNAMES MUST BE APPROVED BY THE MOYSC BOARD AND CAN BE DISPLAYED ON BANNERS AND/OR BATBAGS ONLY.

**HELMETS MUST BE NAVY BLUE OR RED AND HAVE THE MOYSC
“M” OR BE PLAIN.**

Ejections and Penalties

1. The head coach is responsible for the actions of his players, coaches, parents, and fans.
2. Un-sportsman like behavior of any type by any manager, coach, player, parent or fan will not be tolerated. Profanity of any type will not be tolerated. Physical confrontations will not be tolerated. Arguing with the umpires will not be tolerated.
3. **There will be no taunting or cheers directed at the other team or individual players allowed at any time. The manager will receive one warning after which he or she will be ejected from the game. Any further violations will result in a forfeit by the team in violation.**
4. If a player is ejected from a game by an Umpire or League official, he/she must leave the field and the dugout immediately; and may be asked to leave the MOYSC complex completely. Failure to do so may result in the player being prohibited from playing in future games or possibly the rest of the season.
5. If a manager, coach, parent or fan is ejected from a game by an Umpire or League official, he/she may be required to leave the MOYSC complex, including the parking areas, immediately. Failure to do so may result in the individual from being prohibited from future games for the rest of the season.
6. Any player, manager, coach, parent or fan ejected from the game for any reason may be required to serve a mandatory one game suspension. Game of infraction does not count toward penalty.
7. Any player, manager, coach, parent or fan ejected twice during the season must receive permission from the League's Commissioner before returning to MOYSC.
8. If law enforcement officers are called to remove a player, manager, coach, parent or fan from the MOYSC complex, including the parking areas, that player, manager, coach, parent or fan will automatically be prohibited from returning to MOYSC for the rest of the season.
9. Any Umpire or League official who ejects a player, manager, coach, parent

or fan from the complex must prepare an incident report describing the circumstances which led to the ejection and deliver the report to a Commissioner, or other League official, before leaving the complex.

10. Any player, manager, coach, parent or fan that is ejected from a game may prepare a written statement describing the circumstances, which led to his/her ejection. This statement should be forwarded to the League's Commissioner, or other League official, within 48 hours.
11. Any player, manager, coach, parent or fan who could be prohibited from returning to MOYSC for the remainder of the season may request a meeting with the League officials to resolve any disciplinary actions.

Miscellaneous Rules

1. There is no parking in front of any gate. Violators will be towed.
2. The consumption or possession of alcohol beverages is strictly prohibited at MOYSC. If a coach has been determined to have been drinking immediately prior to a game, or practice, the coach will not be allowed on the field or in the dugout. If a player, parent or guest has been determined to be intoxicated, he/she may be asked to leave the MOYSC complex.
3. The use of profanity, or other un-sportsman like behavior, is strictly prohibited.
4. Smoking or chewing tobacco by players and/or coaches is strictly prohibited on the Manchaca Optimist baseball/softball complex (Smoking areas may be provided).
5. Soft-toss drills are prohibited against any fence on the MOYSC complex. Soft-toss nets are provided next to the batting cages.
6. Physical confrontations will not be tolerated. Any person assaulting another person will be prohibited from future games for the rest of the season.
7. Any person who verbally or physically assaults a league official will be prohibited from future games for the rest of the season.
8. There is no climbing on any fences or **rocks thrown on the playing fields.**

MOYSC Shetland League Rules

The following MOYSC complex rules will supersede any rule or regulation in the “Pony Baseball Rules & Regulations” and the “Official Rules of Major League Baseball”:

1. Games are six innings in length (Pony 11C). A 50 minute time limit will also be in effect. After time has expired play will continue until the batter has completed his at bat.
2. Shetland players must play at least 1 inning in a three-inning ball game, 2 innings in a 4 or 5 - inning ball game and 3 innings in a 6-inning ball game. Coaches are strongly encouraged to play every child in all positions on the field at some point during the season.
3. Players may not play any position for more than two consecutive innings. Players may not play in the infield for more than two consecutive innings. Infield positions are: Pitcher, 1st base, 2nd base, 3rd base and shortstop.
4. Coaches are required to turn in to the opposing coach, a lineup sheet showing all of their players and the positions each player will play each inning. The umpire and the opposing coach must approve any deviation from the lineup sheet.
5. The entire roster of players present for the game shall bat in rotation. (Pony 9C) A game will not end unless every player on both Teams has had at least one chance to bat.
6. The batting tee shall be placed so that some part of the tee is touching home plate. It is recommended that the batting tee be turned around backwards and placed so that the ball is about 2 or 3 inches in front of home plate. The coach assisting the batter will be responsible for removing the tee after the batter has hit the ball.
7. Neither the batting coach, nor the batter, will be allowed to adjust the tee after the pitcher has made the pitching motion.
8. Players must take a full swing at the ball. Half swings and bunting the ball is not allowed. The batter shall be called out after failing to hit the ball after six swings at the ball on the tee. The batter is not out on a foul ball unless it is the fifth swing. (Pony 9F: third swing)
9. The catcher shall stand away from home plate until the batter hits the ball, and then the catcher may field his/ her position. (Pony 9G) If the batter is a right handed the catcher will stand on the first base side of home plate at a 45-degree angle. If the batter is left-handed the catcher will stand on the third base side of home plate at a 45-degree angle.

10. Shetland teams are allowed five coaches in uniform. A maximum of three coaches are allowed outside the dugout during offense and defense. The other two coaches should remain in the dugout.
11. Three offensive coaches are allowed when a team is hitting. Two base coaches, who must remain in the coach's box, and a hitting coach. The hitting coach is allowed to:
 - a. Position the batter at home plate.
 - b. Adjust the batting tee for each batter prior to the pitcher making the pitching motion.
 - c. Pick up the bat and remove the tee off of home plate after the ball is hit.
12. Three defensive coaches are allowed when their team is on defense. Two outfield coaches and a catching coach. The outfield coaches must be in the grass prior to the ball being hit and must remain there until play is called dead. The catching coach is allowed to verbally position the catcher.
13. The pitcher is not allowed to make the pitching motion until told to do so by the Umpire by gesture or verbal means. If the pitcher fields the ball within the dirt portion of the mound he/she must throw the ball to a base. The pitcher may not run down a runner and tag them out unless they fielded the ball outside the dirt portion of the mound.
14. Outfielders must stand at least 15 feet into the outfield grass. An outfielder may not make an out in the infield. This includes tagging a runner or a base.
15. Teams will switch out from offense to defense when:
 - a. The offensive team has scored five runs, or
 - b. The defensive team has made three outs.
16. Teams are required to provide a bookkeeper for each game. The bookkeeper will monitor whose turn it is to bat, and when five (5) runs have scored or three (3) outs have been made.
17. The score is not kept for any reason other than to switch teams from offense to defense if five (5) runs have been scored before three (3) outs have been obtained. Team standings will not be kept.

MOYSC Pinto League Rules

The following MOYSC complex rules will supersede any rule or regulation in the "Pony Baseball Rules & Regulations" and the "Official Rules of Major League

Baseball”:

1. **Games are a maximum of six innings in length (Pony 11C) or 1 hour and 15 minutes.** A game is considered official if it goes the maximum time limit. The inning being played as time expires will be completed. No new innings will begin after time has expired.
2. Pinto players must play at least 2 innings in a 4 or 5 inning ball game and 3 innings in a 6-inning ball game. No player should sit out more than 2 innings per game. No player should sit out 2 innings in a row. If a player arrives late for a game, the number of innings available for that player will be determine by the number of innings he/she could possibly play and not the number of innings in the game. Coaches are strongly encouraged to play every child in all positions on the field at some point during the season.
3. Teams are allowed to score no more then 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
4. 10-run rule. If a team is leading an opponent by at least 10 runs after four or more complete innings have been played, or after 3 & ½ innings if the home team is leading, the game shall be terminated and the team in the lead shall be declared the winner.
5. During the Spring Season, each batter will receive a maximum of 6 pitches. A batter shall be declared out after failing to hit a fair ball after three strikes.
A) During the Fall Season, each batter will receive a maximum of 6 pitches. A batter shall be declared out after failing to hit a fair ball after the sixth pitch.
6. The pitching coach must remain in contact with the pitching rubber while pitching. He/she must throw overhand. No kneeling or pitching from the knee is allowed.
7. The pitching coach shall not direct or coach his/her team in any way while on offence. (Penalty: The pitching coach will receive one warning. After the second offense, he/she must be replaced.)
8. **Once the ball has been put into play, the pitching coach must immediately go to home plate and remove the bat from the field of play.**
9. If a batted ball hits the pitching coach, the ball is dead. The pitch is a foul

- strike and no runners may advance. If the pitching coach interferes with a fielder's attempt to field the ball or make a play, the ball is dead and the lead runner is out.
10. **Ten players shall be used defensively, four in the outfield.** No outfielder can be closer than 10 feet from the edge of the rainbow in the grass
 11. The player fielding the pitcher position shall take a position always to the rear of the pitching plate and on the left or right side of the pitching coach. The player pitcher must have one foot inside the half circle placed on the pitcher mound.
 12. The catcher may assume the catcher's normal position directly behind home plate in a squatting position. The catcher may also stand directly behind home plate as far back as the head coach wishes as long as he does not go outside the 20-foot circle. Once the batter swings the catcher may field his position defensively.
 13. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead. Each team will receive one warning, before a runner is called out for leaving the base too soon.
 14. **Each team is allowed one Manager and three assistant coaches. One coach is required to be in the dugout at all times. When on offense there will be one coach each in the 1st and 3rd base coaching boxes and one coach pitching. When on defense there will be one coach in the outfield. No other person shall be allowed in the dugout. Managers can have two additional substitute coaches in the event one of their assistants has to miss a game. These substitute coaches must undergo the criminal background check. MOYSC will not provide uniforms to the substitute coaches.**

MOYSC Mustang League Rules

The following MOYSC complex rules will supersede any rule or regulation in the "Pony Baseball Rules & Regulations" and the "Official Rules of Major League Baseball":

1. Games are a maximum of six innings in length (Pony 11C) or a 1 hour & 30 minutes. A game is considered official if it goes the maximum time limit. The inning being played as time expires will be completed. No new innings will begin after time has expired.

2. During crossover games, games are a maximum of six innings in length (Pony 11C) or a 1 hour & 30 minutes drop dead. After time has expired, play will continue until the batter at the plate has finished his/her at bat.
3. A fifteen-run rule is in effect after three innings. If a team is leading by 15 or more runs after four innings, or if the home team is leading by 15 runs after 3 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
4. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
5. **“Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.**
6. **There will be no stealing of home. If in the umpires judgment the runner is over halfway home before the ball crosses home plate, the runner will be declared out.**
7. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.

MOYSC Bronco League Rules

The following MOYSO complex rules will supersede any rule or regulation in the “Pony Baseball Rules & Regulations” and the “Official Rules of Major League Baseball”:

1. Games are a maximum of seven innings in length (Pony 11C) or a 1 hour & 45 minutes. A game is official if it goes the maximum time limit. The inning being played as time expires will be completed. No new innings will begin after time has expired.
2. During crossover games, games are a maximum of seven innings in length (Pony 11C) or a 1 hour & 45 minutes drop dead. After time has expired, play will continue until the batter at the plate has finished his/her at bat.
3. A fifteen-run rule is in effect after three innings. If a team is leading by 15 or more runs after four innings, or if the home team is leading by 15 runs after 3 & ½ innings, the game shall be terminated and the team in the lead

declared the winner.

4. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
5. **“Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.**
6. **There will be no stealing of home. If in the umpires judgment the runner is over halfway home before the ball crosses home plate, the runner will be declared out.**

MOYSC Pony League Rules

The following MOYSO complex rules will supersede any rule or regulation in the “Pony Baseball Rules & Regulations” and the “Official Rules of Major League Baseball”:

1. Games are a maximum of seven innings in length (Pony 11C) or a 2 hours. A game is official if it goes the maximum time limit. The inning being played as time expires will be completed. No new innings will begin after time has expired.
2. During crossover games, games are a maximum of seven innings in length (Pony 11C) or 2 hours drop dead. After time has expired, play will continue until the batter at the plate has finished his/her at bat.
3. A fifteen-run rule is in effect after three innings. If a team is leading by 15 or more runs after four innings, or if the home team is leading by 15 runs after 3 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
4. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
5. **“Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.**

- 6. There will be no stealing of home. If in the umpires judgment the runner is over halfway home before the ball crosses home plate, the runner will be declared out.**

Revised by the MOYSC Board 12/14/08