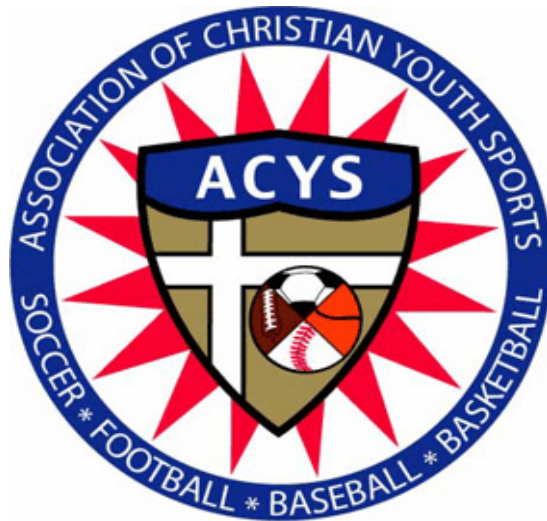


ACYS

PONY BASEBALL & SOFTBALL



COACH HANDBOOK

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Welcome to ACYS Pony Baseball & Softball

The governing body of ACYS Pony Baseball is the Board of Directors. Often individuals who are active in organizational activities decide to apply for appointment as an organizational Representative. With limited exceptions, from these Representatives, Board members are elected. Like board members in other youth baseball programs, members of the Board of Directors are vested with the responsibility for finances, concessions, fund raising, sponsorships, food service, securing umpires, scheduling games, supplying uniforms, purchasing and maintaining equipment, organizing tryouts and all other activities associated with a youth baseball program.

The ACYS Board of Directors is always willing to consider suggestions made by the constituency. All requests for action of any type made to the board must be made in writing, and the response must also be in writing (dated and filed). Although suggestions provide guidance, of paramount importance to the program are those people who are willing to lend their time to implement the activities of ACYS Pony Baseball. Any member of the constituency is invited to apply to be an organizational Representative. Representatives assist the Board of Directors in facilitating and coordinating ACYS Pony Baseball's affairs.

With all the commitments we have it is easy to conclude we do not have the time to be involved. Few people have the time; time can, however, be made for those activities that are important. We hope that you will be willing to support and assist us in making ACYS Pony Baseball the best youth baseball program in Central Florida. Following is information regarding various areas within the ACYS Pony Baseball Program about which parents often have questions.

Goals: It is our goal to make ACYS Pony Baseball the best youth baseball program in Central Florida. Your help is needed.

Playing Season: ACYS Pony Baseball offers a spring season of baseball and softball. Sign-ups for the spring season generally occur the last two Saturdays of January.

Registration Fees: Registration fees vary depending on the season, the league in which the child participates, etc. Monies secured from registration fees pay for uniforms, insurance, equipment, and field maintenance and capital improvements.

Leagues: There are five leagues, or age groupings, at ACYS: Pony league (age 13-14); Bronco (league age 11-12); Mustang (league age 9-10) Pinto (league age 7-8) and Shetland (league age 5-6). League age is defined as the age the child will be the next following August 1st. For the purposes of ACYS and participating schools the Mustang league and the Pinto league are not split into the two traditional divisions; American (Competitive) and National (Recreational). Traditionally the American division would be composed of the more advanced players. When the number of teams allow divisions are split to better allow children to play with other players of their own experience and talent level, and to promote safe playing conditions. The Bronco and Shetland leagues are not split.

All leagues except Shetland and Pinto are competitive wherein an official score and standings are recorded. Note that the leagues are comprised of two-year age groupings rather than three as is frequently done in other programs. The two-year age paring, as well as, the split divisions in Pinto and Mustang more satisfactorily allow each player to fully participate in all aspects of the game each season.

Composition of Teams: Teams may have any number of players either in the younger or older age grouping of that league. For example a Bronco team may have ten twelve year olds and two eleven year olds or ten eleven year olds or and two twelve year olds.

Uniforms: ACYS Pony Baseball provides hats, jerseys, pants and socks to children for those who register and pay for a uniform. Schools have the option of doing their own if requested. Every player must be in full uniform, including baseball pants, to participate in league games. Player's jerseys shall have printed upon them the player's number and player's last name. Last name is not mandatory in the Shetland and Pinto divisions. In the Mustang and Bronco divisions a scorebook is kept and utilization of the last name assists the scorekeeper in his or her duties.

Trophies: Participation trophies are provided for the Shetlands and Pintos. In the spring, for the Mustang and Bronco Divisions, ACYS provides trophies to all players, including 1st and 2nd place trophies for the champion and runner-up teams in the playoffs.

Schedules: The team Manager will distribute game schedules before the beginning of the season. All divisions will play 7 games in the spring. Teams may enter post season play based on standings.

Makeup games for rainouts will be scheduled to the best of the program's ability considering time constraints on the fields and the significance of the game on the standings. If a game is rained out it is the responsibility of the team manager to maintain contact with the League Commissioner to receive information about makeup dates. Make-up days will most likely be on Fridays. Games cannot and will not be rescheduled, or the game's starting time be altered, because of personal scheduling conflicts.

Umpires: ACYS Pony Baseball hires umpires for league games in all division except Shetland and Pinto. For Shetland games each coach will help call outs on the bases as balls and strikes do not apply. For the Pinto games during kid pitch a designated parent or coach from each team will be responsible for calling balls and strikes from behind the pitchers' mound. During coach pitch 5 pitches or 3 strikes will be maintained by the designated parent or coach. In addition, each designated parent or coach will call outs on the base paths.

Pony Baseball: Babe Ruth, Little League & Pony are each organizations that operate baseball programs for children 5 to 14 years of age. Each program has merit; however, the following reasons are why many people favor Pony Baseball.

- Two-year age groups rather than three.
- Players redrafted each season. This prevents stacking of teams.
- Base distances precede 50 feet (pinto), 60 feet (Mustang), 70 feet (Bronco) and 80 feet (pony). In Little League and Babe Ruth base distances jump from 60 feet (league age 12) to 90 feet (league age 13). The same concept applies to pitching distances.
- Until league age 13, players in Babe Ruth and Little League are not permitted to lead off, can only steal after the ball passes home plate, and cannot run on a third strike. By league age 13, Pony Players have had two, three or four years experience in lead offs, stealing bases, holding runners on base and making plays on base runners.

DURATION OF GAMES

REGULATION GAME:

The **home team** shall provide the official scorekeeper. At the end of the game the official score shall be recorded and both managers and the umpire shall sign book: The number of innings pitched by a pitcher shall be recorded. Player's last names and numbers as well as the date shall be identified. The final score shall be posted clearly in the scorebook. Should a protest be made the circumstances of the protest and the point in the game at which the protest is made shall be already reflected in the scorebook.

There shall be a maximum of four coaches on the field

When the field is available, the visiting team shall have use of the field for infield and outfield before game time to one-half hour before game time; the home team shall have use of the field for infield and outfield as well as preparation of the field for play from one-half hour before game time to game time. If less than one hour of pre-game field time is available the teams are required to split the time available in half to provide equal amounts of warm up time for both teams.

Pinto and Mustang games are of six-inning duration. A Pinto or Mustang game is a regulation game if four innings have been completed, the hour time has run-out or if the home team has scored more runs in three innings than the visiting team has scored in four completed innings.

Bronco and Pony games are of seven innings duration. A Bronco or Pony game is a regulation game if five innings have been completed, or if the home team has scored more runs in four innings than the visiting team has scored in five completed innings.

OTHER TIME LIMITS:

Time limits: Pony 2:15, Bronco 1:30, Mustang 1:30, Pinto 1:00, Shetland 1:00.

No inning shall begin after the imposed time limit. Any inning, which begins prior to the expiration of the imposed time limit, shall be completed. Innings start after the third out of the previous inning.

Every effort shall be made to begin games at the scheduled time. If a game cannot begin at the scheduled time because of rain delay or because the previous game extended past its time limit, in accordance with these rules, then the game shall start fifteen minutes after the end of the previous game and shall continue for the imposed time limit, if necessary. The starting time of late starting games shall be noted by the head umpire and memorialized in the official scorebook. If time is not noted in the official scorebook then the official start time will be the scheduled start time.

GENERAL RULES REGARDING TIME LIMIT, RAIN OUT AND CURFEW GAMES:

Should a game be called for rain, curfew or the imposed time limit before the game is regulation the game shall be considered a suspended game and shall be continued, with the existent score and circumstances, from that point, at a later date.

Should a game be called for rain or curfew after the game has reached regulation the final score of the game will be the score of last full inning completed and that shall be the official score and outcome of the game. Should a game be tied at the point of curfew or at the conclusion of the imposed time limit after playing out the final inning, be it applicable, the game shall be considered a suspended game and shall be continued from that point, with the existent score and circumstances, at a later date?

Should a game be called because of rain or curfew before the game is regulation the game shall be considered a suspended game and shall be continued, with the existent score and circumstances from that point at a later date. Tie games suspended by rain or curfew, that have reached regulation, will be completed by the teams involved prior to their next scheduled weeknight game or in the next available rainout slot if there are no additional games remaining between the affected teams.

All games shall be subject to the maximum inning rule for that division.

The 40 hour pitching rule and the weekly pitching rule shall apply to all games including suspended games or makeup games.

Should the circumstances of the completion of a suspended game be changed because of the absence of a player(s) that team shall not be penalized.

Should the circumstances of the completion of a suspended game be changed because of the availability of a player that player shall be permitted to play consistent with the batting order, late arrival and substitution rules of that division.

Rain out or suspended games shall be made up or continued as scheduled by the ACYS Pony Baseball Board of Directors. Because of limited facilities and time available the Board shall attempt to give forty-eight hours notice but otherwise shall have complete discretion as to when a game is made up or continued. In scheduling makeup games the Board, because limited facilities and time

available, cannot concern itself with or acquiesce to personal unavailability or a team's pitching or player shortage.

Rainouts or suspended games will be rescheduled in sequence, i.e. the first game rained out will be placed in the first available makeup slot, and the second game rain out will be placed in the second available makeup slot. However, a team will not be scheduled to play two full games in one day or three full games in three days unless extenuating circumstances are present. Further and if possible, partially completed games will be scheduled for completion at a later date before a regularly scheduled weeknight game between the two teams. The umpire shall note the game time in the official scorebook at the start of the game. If the time is not posted in the book, then the official time reverts to the scheduled game time for the purpose of figuring the time limit.

RAIN OUTS

Prior to the beginning of the game, the Board member on duty has the sole discretion as to whether a game shall be called because of rain or the weather. In making that decision, the players' safety and field conditions will be the primary consideration. Once the game is started, the head umpire shall have complete discretion as to whether or not a game shall continue because of rain or the weather.

SAFETY RULES APPLICABLE TO ALL LEAGUES

DELIBERATELY CRASHING INTO A FIELDER WITH THE BALL:

In order to prevent injury and protect the defensive player attempting to make a play on base runner, the base runner will be called out, if he remains on his feet, and deliberately, with force, crashes into a defensive player holding the ball, waiting to apply a tag.

If the act is determined by the umpire to be flagrant, the offender will be ejected.

When a runner is called out for deliberately crashing into a fielder holding the ball, the ball becomes dead. All runners must return to the last base touched at the time of the contact

FAKE TAGS:

A "Fake Tag" occurs when a fielder without the ball deceives the runner by impeding his progress (example: causing him to slide, slow down, or stop running).

"Obstruction" is called when a Fake Tag is made as mentioned above. This is a delayed dead ball call, and bases can be awarded if, in the judgment of the umpire, the awarded bases would have been made had there not been any obstruction.

In addition should a "Fake Tag" occur, a warning should be given to the offending player and team. If it continues, the offending player will be ejected. In flagrant cases, where a sliding player gets hurt, the offending player can be ejected without warning.

HEADFIRST SLIDES:

Headfirst slides at home plate will not be allowed at the Shetland, Pinto or Mustang divisions. The runner is out and the ball is dead.

JEWELRY:

Exposed jewelry such as wristwatches, bracelets, large or loop type earrings and neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

METAL SPIKES: Metal spikes are not permitted in any league.

DRESS CODE: As the league furnishes each player with a hat, shirt, pants and socks, the Board of Directors of ACYS is requiring that every player wear complete and matching uniforms, this includes matching pants. All players will be required to wear matching socks. Players not in full uniforms will not be allowed to play, and could cause their team to forfeit. Pitchers are not permitted to wear gray or white sleeved sweatshirts, wrist/armbands or batting gloves.

FIELD SAFETY:

In the Pony and Bronco leagues on-deck hitters shall stand behind the batter i.e. when the batter is left handed the on-deck hitter shall stand in the first base on-deck circle and when the batter is right handed the on-deck hitter shall stand in the third base on-deck circle. In Mustang, Pinto and Shetland leagues on-deck hitters shall remain in foul territory on the outfield side of the team's dugout door.

- At **all** times while they are on the playing field, offensive players shall wear batting helmets.
- Players not playing shall remain in the dugouts at all times.
- Bat boys or bat girls shall be permitted with Batting Helmets.

TAUNTING:

There shall be no taunting. Taunting includes players clapping their hands while on base in an effort to distract the pitcher or fielders, fielders yelling "Swing" at batters, etc. Taunting includes actions by players in the dugout or elsewhere designed to distract players on the field. Players, of course, may encourage or cheer for their teammates. If taunting continues after a warning the game shall, at the discretion of the umpire, be declared a forfeit against the offending team.

RULES OF PLAY:

Play is governed by Pony Baseball Rules & Regulations and Official Baseball Rules: "The Sporting News" edition. This book contains only those exceptions to Pony and Official Baseball rules that govern ACYS Pony Baseball play.

No rule of ACYS Pony Baseball/Softball or Pony Baseball/Softball may be waived by the Board or any member of the Board while acting in its behalf or in any capacity.

PROTESTS:

- A. A protest on a play, which involves an umpire judgment, is not permitted.
- B. A protest must be based on an interpretation of the rules. The objecting Manager must, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest. Upon completion of the game the Manager must submit the protest in writing along with a \$25.00 protest fee to the league president or secretary, or the Decisions Committee, within 48 hours of the completion of the game.
- C. If the protest is upheld, the game shall be replayed from the point of the protest and the \$25.00

protest fee will be returned.

D. If the protest is not upheld, the outcome of the game will stand and the \$25.00 protest fee will not be returned.

GENERAL RULES APPLICABLE TO PINTO, MUSTANG, BRONCO & PONY LEAGUE

- All players shall have numbers and last names on their shirts.
- The entire roster of players present must bat consecutively in the lineup. No changes may be made to the line up once the game has begun. (The only exception is when a player must be removed due to injury or illness.)
- One pitch constitutes a pitched inning. This includes warm-up pitches.
- The starting pitcher can return to pitch in latter innings.
- A pitcher removed from the mound may not pitch again that game.
- The coach must remove the pitcher from the mound on the third visit to that pitcher in the inning.
- While taking a signal the batter shall keep one foot in the batter's box.
- The visiting team shall run the scoreboard.
- There shall be a maximum of four coaches on the field.

Each team must have the minimum on the field to avoid forfeit. There is a fifteen-minute grace period from the scheduled start, meaning the forfeit will not be declared until fifteen minutes after the scheduled start time of the game. If a game is forfeited every effort should be made to play a scrimmage game.

In a non-forfeit situation in Pinto, Mustang and Bronco, late arriving player may play if listed in the batting lineup and provided the player arrives before his or her turn at bat. A player arriving after the turn at bat cannot play. No out is declared and the team proceeds to the next player in the order.

Should there be an injury on the field it is preferred that the play be completed, however, the umpire shall have complete discretion regarding whether or not to call time out before the play is finished depending upon the apparent severity of the injury. If the play is not completed because of injury and the umpire calling time out, the umpire shall place the runners at his discretion.

Should a manager have a discipline problem it must be announced to the umpire, the opposing manager and the parent (if possible). At that point the manager shall have the discretion to not play the player further, or at all.

An injured or sick player may be removed from the game without penalty and may return to the game unless the player misses a turn at bat. No out is to be declared. The same shall apply if a player leaves early.

Each player must play at least three innings (nine outs) defensively in each regulation game. Should a player not play three defensive innings (nine outs) as remedial action that player shall be required

to play the next entire game. If the manager does not take this remedial action the game in which the player was not properly played shall be' forfeited.

This minimum inning participation rule shall only be applicable to a player available for the entire game, for example, if a player arrives late, leaves early, becomes injured or in a suspended game is only present one of the two days the game is played, the player need not be played the minimum number of innings. This circumstance shall be announced to the opposing manager and the scorekeeper and placed in the official scorebook.

The home team shall provide the official scorekeeper. At the end of the game the official scorekeeper, both managers and the umpire shall sign the scorebook. The number of innings pitched by each pitcher shall be recorded. Player's last names and numbers as well as the date shall be identified. The final score shall be posted clearly in the scorebook. Should a protest be made the circumstances of the protest and the point in the game at which the protest is made shall be already reflected in the scorebook.

For the purpose of determining the league standings should teams be tied, the first tie breaker shall be the head to head wins, the second tie breaker shall be the head to head runs allowed, and the third tie breaker shall be the head to head runs scored and if necessary a final flip of a coin.

SHETLAND GENERAL LEAGUE PLAYING RULES

The Shetland league is an instructional non-competitive division. It consists of five and six year old players. Games should be a learning experience and every effort should be made to allow the players to have fun.

PITCHING AND BATTING:

The coach for the team playing offense shall pitch to the players on his team. Each batter shall be thrown up to five (5) pitches, overhand from 38 feet. The coach must pitch from the pitcher's circle not the grass and upon the ball being hit, must move into foul territory and out of the field of play. Should a batter miss all 5 coach pitches, the batting tee must be placed on home plate and the batter can then swing until the ball is hit onto the field of play. No batter can strike out.

A line should be marked on the field about five (5) feet in front of home plate in a semi-circle extending to each foul line. Should a batted ball not pass the marked line, it is considered a foul ball.

- Coaches must bat the entire lineup.
- Ten (10) maximum on roster.
- Upon reaching five (5) runs or three (3) outs, the inning shall be complete; there is a maximum of five (5) runs every inning per team.
- Coaches are encouraged to keep all discussion of score to a minimum, as there shall be no total score kept of the game, all games shall end in a tie.
- Shetland teams are required to use a RIF 5 (reduced injury factor five) baseball that will be provided to the home team prior the start of the game, by the board member on duty.
- Base path is 50 feet.
- No bunting.

POSSESSION RULE:

When a batted ball is hit into the field of play, runners may continue running around the bases until the ball is in possession of a player inside the pitcher's circle. Lines are marked halfway between each base (except first base) and if a runner has passed the mid-point marked line, he is awarded the next base.

DEFENSIVE RULES:

- No catchers are allowed behind the plate.
- Players playing pitcher must line up even with the pitching rubber.
- All players on the team must play defense, players are allowed to play the following infield positions only; the traditional 1st base, 2nd base, 3rd base, shortstop and pitcher positions plus a player by 2nd base. The remainder of the defensive players must play outfield positions.

COACHING:

The team on offense shall have a coach pitching, a coach in the catcher's position to retrieve pitched balls and place the tee, a first base coach, a third base coach and a dugout coach to ready the batters. The coach pitching shall leave the field of play when the tee is being used. The team on defense may have one coach along the left field line and one coach along the right field line and one coach in center field. All other coaches must stay in the proximity of the dugout.

TIME LIMITS:

All games should start at their scheduled time
A game shall consist of a maximum of six (6) innings or up to the time limit of One Hour.

FORFEITS:

There shall be no forfeits due to the number of players at the game during regular season play. Should one team not have enough players, the other team should offer players in order to keep the game even.

PINTO GENERAL LEAGUE RULES

Time limit of Pinto games is 1 hours (See Duration of Games).

Games are six innings in duration.

Distance between bases is 50 feet.

Pitching distance is 38 feet.

In the first 5 innings the maximum allowed runs scored are 5. In the 6th inning the maximum allowed runs scored are 10.

The entire roster of players present must bat consecutively in the lineup. No changes may be made to the line up once the game has begun. (The only exception is when a player must be removed due to injury or illness.)

Defensively free substitution is permitted.

During coach's pitch there is a 5 pitch limit per batter. The batter is out after three strikes or five pitches, whichever occurs first, unless the fifth pitch is fouled off. In that circumstance, the batter is allowed additional pitches until a fair ball is hit or the batter strikes out.

When the ball is in possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased; the umpire shall call "Time".

The coach / pitcher is not permitted to coach his runners when the ball is in play. The coach, during coach's pitch, must pitch from the rubber.

If the ball hits a coach / pitcher it is a live ball, the play will continue just as if the ball hits a defensive player, umpire or bases.

During coach pitch, when the ball is hit in fair territory the coach must **immediately go** into foul territory moving away from the direction of the ball until the play is dead.

Players may not run on a dropped third strike in either coach or kid pitch. There are no lead offs or base stealing.

Assuming 10 or more players are available, 10 players, including a catcher, shall play defensively, using four (4) players as outfielders.

If any infielder overthrows a ball to second or third base, the ball is live and the runners can advance until the defensive team stops the advancing runners by controlling the field.

Maximum advance is two bases.

MUSTANG GENERAL LEAGUE PLAYING RULES

Time limit of Mustang games is 1 hour 30 minutes

Games are six innings in duration

Distances between bases 60 feet

Pitching distance is 44 feet.

All games shall be three (3) innings coach's pitch and (3) inning's kid's pitch.

The entire roster of players present must bat consecutively in the lineup. No changes may be made to the line up once the game has begun. (The only exception is when a player must be removed due to injury or illness.)

Defensively free substitution is permitted.

If a team is leading an opponent by at least twelve runs after four or more complete innings have been played or after three and one half innings, if the home team shall have a twelve run lead at the end of its third inning or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner. The score at the time the game is terminated is the official score to be recorded in the scorebook for tiebreaker purposes. However, for the benefit of the players the game shall be played out.

pitching format of games rained out or otherwise postponed, and then rescheduled, shall be that pitching format that would have been utilized had the game been played as scheduled.

The pitching format, i.e., kid's pitch or coach's pitch, of extra inning games shall be that pitching format utilized in the sixth inning of that game.

During coach's pitch, when the ball is hit in fair territory the coach must immediately go into foul territory moving away from the direction of the ball until the play is dead.

The coach / pitcher are not permitted to coach his runners when the ball is in play. The coach during coach's pitch must pitch from the rubber.

If the ball hits a coach / pitcher it is a live ball. The play will continue just as if the ball hits a defensive player, umpire or base.

During coach's pitch, there is a 5 pitch limit per batter. The batter is out after three strikes or five pitches, whichever occurs first, unless the fifth pitch is fouled off. In that circumstance, the batter is allowed additional pitches until a fair ball is hit or the batter strikes out

In players pitch; balls and strikes are called by the umpire and normal baseball rules regarding balls and strikes apply.

When games are half player's pitch and half coach's pitch, a player can pitch two innings per game and four innings per week. A calendar week begins at 12:00 a.m. Monday morning and ends 11:59 P.M. Sunday night

Lead offs from first and second base are permitted during partial kid's pitch. Stealing of second and third base is permitted; however, the player may not steal the next base until the ball crosses home plate. A runner on third base may not leave third base until the ball crosses home plate, is hit by a batter, or a pickoff attempt is made to any base. A runner on third base may attempt to steal home plate once the ball crosses home plate or either the pitcher or catcher makes a pick off attempt to any base.

Players may not run on a dropped third strike in either coach's or kid's pitch

Balks will be called as an instructional measure, however, runners will not advance and runner will not be declared out if he is picked off by a balk.

No team shall score more than five runs in one inning; except that in the sixth inning or extra innings a team may score a maximum of ten runs.

BRONCO GENERAL LEAGUE PLAYING RULES

Time limit of Bronco games is 1 hours 30 minutes..

Games are 7 innings in duration.

Pitching distance is 48 feet.

Distance between bases 70 feet.

In any inning an unlimited number runs can be scored.

The entire roster of players present must bat consecutively in the line up. No changes may be made to the line up once the game has begun. (The only exception is when a player must be removed due to injury or illness.)

Defensively free substitution is permitted.

All games are completely player pitch.

A player can pitch a maximum of seven innings per calendar day

A player can pitch a maximum of ten innings per calendar week. The calendar week begins 12:00 am Monday morning and ends 11:59 p.m. Sunday night.

A player is required to have 40 hours rest after pitching four or more innings.

Players may lead off and steal any base

Balks will be called.

If a team is leading an opponent by at least ten runs after five or more complete innings have been played or after four and one half innings, if the home team shall have a ten run lead at the end of it's fourth inning or before the completion of it's fifth inning, the game shall be terminated and the team in the lead shall be declared the winner. The score at the time the game is terminated is the official score recorded in the scorebook for tiebreaker purposes. However, for the benefit of the players the game shall be played out.

ACYS & ORLANDO PONY SOFTBALL INNER-LEAGUE INFO/FORMAT

Fridays

Trotters or Orlando Pony 6:30pm - 7:45pm Mustang

Trotters or Orlando Pony 6:30pm - 8:00pm Bronco

Saturdays

Trotters 3:00pm - 4:15pm Mustang

Orlando Pony 9:00am - 11:15am?

Trotters 4:15pm - 5:30pm Bronco

Orlando Pony 11:15am - 1:15pm

Trotters 5:30pm - 7:00pm Bronco

Dates (below are available dates; not all dates will be used by each team)

March 14,15

April 4,5,11,12,18,19,25,26

May 2,3,9,10

May 17 (Tournament for Mustang and older)

Pinto Format (1st - 2nd grade/8u)

6 players on field

10 max roster

Coach pitch - 5 pitches max

Game duration 1 hour

Pitching mound distance 35 feet

Base path 55 feet

Ball size 11 inch

Umpire 1

4 run rule per inning (unlimited 6th inning)

10 run rule after 5 innings & before 6th inning (coach's discretion)

Ball back to mound ends play

Always slide at home if there is a play

Home team shall provide the official scorebook

Visiting team shall run the score board

End of game the official score both managers and the umpire shall sign the book

Mustang Format (3rd - 4th grade/10u)

11 max roster

7 players on field with 1 outfielder (coaches will give opposing team heads-up when better

Players at bat)

2 innings of Coach Pitch and 1 Inning Kid Pitch - 5 pitches max

Game duration 1hr 15 min

Pitching mound distance 35ft

Base path 60ft

Ball size 11inches

Umpire 1

4 run rule per inning (unlimited in 6th inning)

10 run rule after 5 innings & before 6th inning (coach's discretion)

Ball back to mound ends play

Always slide at home if there's a play

Home team shall provide the official scorebook

Visiting team shall run the score board

End of game the official score both managers and the umpire shall sign the book

Bronco Format (5th - 6th grade/12u)

9 players on field

11 max roster

Kid pitch-4 walks per inning-coaches have option to pitch(no stealing with coaches pitch)

Game duration 1hr30min

Pitching mound distance 40ft

Base path 60ft

Ball size 12 inch

Umpire 1

4 run rule per inning (unlimited in 6th inning)

10 run rule after 5 innings & before 6th inning (if time allows)

Ball back to mound ends play

Always slide at home if there's a play

Home team shall provide the official scorebook

Visiting team shall run the score board

End of game the official score both managers and the umpire shall sign the book

Trotters Park

Baseball - Softball Fields

