

GOVERNING RULES AND REGULATIONS

The Board

The inaugural members of the TJYBB Board shall consist of the following positions. Director and six board members. The initial board members and all subsequent members will serve for a term no longer than two years and the Director for a term of no longer than three years. Elections shall be consistent with the PHARA governing by laws.

The Board shall hold regular meetings and shall make the meetings open to the public and give adequate notice with the meetings are to occur. The Board, through its Director, shall prepare a detailed budget and act as purchasing agent for baseball and shall communicate with the PHARA Executive Board on the restraints of the budget.

The inaugural members of the Board shall consist of;

Carmen DeLucia
Eric Faiman
David Lee
Chuck Parkinson
Scott Radakovich
Ron Ruffing

The Director

The Director shall serve a term of three years and shall be elected by the board every three years here after. The PHARA nomination for Director is John Hosmer. The Director shall have the authority to sign checks in conjunction with the PHARA Treasurer. The Director shall report to PHARA pursuant to its rules and regulations and shall retain one vote on the PHARA Board. The Director may remove a board member from office, with good cause shown and with a vote of at least two other board members. The Director shall appoint board members to be responsible for the following;

- Sponsorship solicitation.
- Uniform coordination.
- Equipment purchasing, distribution, collection, maintenance and inventory.
- Concession coordination, scheduling and accounting.
- Umpire coordination, scheduling and payment.
- Rules and draft oversight.

Rights and Responsibilities

The Board, in keeping with the mission and spirit of PHARA and the TJYBB mission statement, namely for the purpose of providing a recreational program for the residents of the West Jefferson Hills School District, hereby enacts the following rules and regulations.

These rules (hereinafter mentioned) shall be kept on file with the Secretary of PHARA and shall be made available upon request to any member of PHARA or any other interested individual.

Any rule not enacted prior to the draft for the up coming season, shall not be effective until the following season, unless approved in writing by PHARA.



APPROVED TJYBB LEAGUE RULES



TEE BALL T-BALL RULES, 5 & 6 YEAR OLD DIVISION

The Thomas Jefferson Youth Tee Ball program is a child's first introduction to organized baseball. The goal of the League, Managers and Coaches will be to provide the players with an opportunity to develop baseball skills in an environment that is enjoyable and fun.

The players in the Tee Ball League should be instructed in all the basic fundamentals of the game (i.e. batting, throwing, fielding and running). All players should be constantly encouraged by managers, coaches and parents to pay attention and to do their best. Tee Ball should be fun for all who participate.

The key to success and the concept of the program is total participation of coaches and parents. While this is a child's first introduction to organized baseball it may also be a parent's first introduction to coaching, so it is very important for parents and coaches to be closely involved and rely on each others input. Remember that this should be a fun and positive experience for all involved. Your positive influence, constructive direction and, most of all, patience will allow for a fun season this year and for years to come.

GOALS OF THE PROGRAM

- Familiarize players with the concept of teamwork and responsibilities of a team-member, also the rules of the game
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will demonstrate knowledge of the strike zone.
- Players will be able to hit a ball when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cut-off player.

TEE BALL RULES AND GUIDELINES

- **BASEBALLS**

- A soft baseball (safety ball) will be used for the player's safety.

- **GAME TIME**

- The game will last 3 innings or 2 hours, whichever comes first.
- Players are expected to arrive at the field at least 15 minutes before scheduled start time.

- **DEFENSIVE ALIGNMENT**

- Defense will consist of all players on a team. A player should be stationed at 1st, 2nd, 3rd, pitchers mound (with chest protector and helmet with (face mask) LF, LC, CF,RC,RF
- No player will be allowed to catch(coaches/adult volunteers catchers only)
- Managers should rotate players between defensive position's giving each player the opportunity to play each position.

- **HITTING**

- There are no strikeouts. All players will continue to bat until they put the ball in play.
- There are no walks. Everyone hits.
- The infield fly rule will not be in effect.
- There is NO on deck Batter, NO exceptions.
- No bunting allowed. Full swings must be taken.
- A protective batting helmet must be worn by all batters without exception.
- If the batter makes an out he or she does not continue to occupy the base.
- Whenever a ball is batted off the Tee, the volunteer catcher must remove the Batting Tee from home plate and place it in a position that will not interfere with play on the field.
- The ball will be hit from a Tee that is set at home plate or by the pitcher (coach). The purpose of hitting from the tee is to help the child develop proper hitting mechanics. Hitting from the Tee is an excellent tool for this learning experience.
- The coaches will pitch to the players. If a player fails to hit the ball after 7 pitches, the Tee will be used to complete the batters at-bat.

- **BATTING ORDER**

- All players will be in the batting order and bat in the rotation determined by the manager. Managers must rotate the batting order on a game-to-game basis allowing each player to be 1st and last in the batting order.
- Each team will bat all of their batting order per inning.

- **RETIRING THE SIDE**

- The side will be retired when all of the batting order has batted.

- **BASE RUNNING**

- Runners must stay in contact with the bases until the ball is hit. One base is allowed on an infield hit. The runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.
- Runners may not advance on errant throws to any base.
- When the last batter of the inning has hit the ball he or she shall touch all the bases with all runners in front crossing home plate.

- **COACHING**

- There can be up to five coaches on the field when the defensive team is on the field.
- The team batting should provide 1st and 3rd base coaches.

- **BASE RUNNING**
 - There is no leading or stealing.

- **END OF THE GAME**
 - At the end of the game, each team, including coaches, will line up at home plate and shake hands with the opposing team.

- **GENERAL**
 - If a player arrives late, that player should be written in last of the batting order.
 - Players or coaches are not permitted to deliberately harass or direct any discourteous remarks at the players or any member of the opposing team
 - No games are to be protested.
 - All Games End in a tie, NO exceptions.
 - There are no play-offs or standings at this level.
 - No smoking or alcoholic beverages are allowed on any playing field during games or practice.
 - It is the coach's responsibility to teach and encourage all players.
 - Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.



MUSTANG LEAGUE MUSTANG RULES, 7 & 8 YEAR OLD DIVISION

1. The defensive players shall consist of a standard 6-player infield and a maximum of 4 outfielders in the standard positions, with no player positioned in the ROVER position.
2. All players must bat.
3. If a team has 9 players or less that team may play without a catcher.
4. Pitchers helpers are REQUIRED to wear batting helmet with a face mask and heart guard. These will be furnished to each team.
5. Each player must play a minimum of 2 innings in the outfield and 2 innings in the infield.

It is the strict intention of this league that all managers adhere to the intent of rule #5. It is the managers decision, that a player (due to safety issues), would not play his mandatory time in the infield. This league anticipates those managerial decisions would be for the most uncommon of circumstances and not be abused. Disciplinary action will be taken upon those managers, coaches or parents who abuse this rule.

6. No player shall sit out a 2nd inning of any game unless all other players have sat out at least one inning. Managers should devise a rotation schedule so all players sit an equal amount of time.
7. Games are 6 innings in length, no extra innings with a 2 hour time limit.
8. A maximum of 7 pitches may be thrown to any one batter in an at bat, unless the 7th pitch is a foul ball. There are unlimited 7th pitch foul balls and the at bat can only end on a 7th pitch that is not fouled off or put the in play. There are no walks and a batter is out with 3 strikes.
9. A team may bat through a batting order only one time per inning even if the defensive team does not achieve 3 outs. Five runs will end an inning except for the last inning runs are unlimited and 3 out must be achieved.

The League expects the manager of any visiting team that is ahead by an considerable amount of runs (10 or more) in the top of the sixth inning, will use sportsmanlike discretion and allow the home team to bat when five runs or less are scored and before three outs are recorded to avoid disciplinary action.

10. A runner MAY NOT proceed past first base in the event of an overthrow at first base from an infielder. A runner may only advance one base on an overthrow from an outfielder.

It is the responsibility of each manager to ensure that these games do not get out of control. This includes notifying of your base coaches. True fundamentals of the game should be enforced. Extra bases should not be at the expense of the skill level of another player. No player, manager, coach or parent benefits from a free for all.

Play on the field will end once the ball reaches the infield area. Runners may advance ONLY if he has BOTH feet past the **two-thirds** chalk line once the ball is in possession by a defensive player in the infield.

11. Base runners must stay on the base until the ball is hit. If a runner leaves early on a ball put in play by a batter or leaves the base on a swing and miss by a batter, a team warning shall be given. An out shall be called on any team member for the second offense.
12. An infielder should not stand in the baseline or in any way intentionally obstruct a base runner for proceeding to the next base. Coaches should make an effort to observe where the defensive player is positioned and move such players.
13. There is **NO INFIELD FLY RULE**.
14. If a batter throws his bat, a team warning will be issued. An out shall be called on any team member for the second offense.
15. Each team should provide one new baseball.
16. The home team will be responsible for lining the field and setting the bases. Bases are to be tied down and two-thirds lines put down.
17. All players should wear long pants.
18. No big barrel bats are permitted for game use. Bats with barrels larger than 2 ¼ inches in diameter are prohibited.
19. For any league related issues, contact League Commissioner to report an abuse of the rules, conduct related issues or for all other matters. No managers, coaches or parents should attempt to confront issues or each other without first contacting commissioner and adhering to the “24 hour cooling off rule”.
20. Managers should make every effort to schedule make-up games. It is the responsibility of the home team manager to schedule the make-up game for the first available time slot on Saturday, the same week as the rainout. Home team manager shall confirm the date by email to commissioner and website manager to avoid scheduling conflicts.
21. Players arriving late for games must bat at the last slot in the batting order.

PLAYOFF SCHEDULE

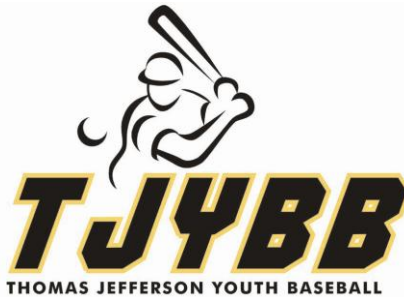
Playoff schedule, using single elimination (Times and dates T.B.A.). Pairings are to be determined in a blind draw system using team numbers at the draft. No exceptions.

Game 1 _____ vs. _____

Game 2 _____ vs. _____

Game 3 _____ vs. _____

- Game 4 _____ vs. ___ Winner G1 _____
- Game 5 Winner G2 _____ vs. Winner G3 _____
- Game 6 Winner of Game #4 vs. Winner of Game #5 Championship game



MINOR LEAGUE

MINOR LEAGUE 9 & 10 YEAR OLDS

GENERAL RULES

All Little League rules apply, except where specific exceptions in this document are made or in house rules supersede.

Ten (10) players will be used in the field of play. All available players will bat. You must have at least (8) players to start a game. Games can be played with 8 players. Rovers are not permitted.

Call ups from a lower division are permitted and must follow the following guidelines:

- **Must bat last in the order.**
- **Can Not Pitch**
- **Can not already have a game scheduled at the same time.**
- **The call up list will include players that are eligible to play in the upper division the following season and said list will be approved and provided by the commissioner of the lower division.**
- **Must be eligible to play Minors during the following season**
- **It is the managers' responsibility to rotate the call-ups. A manager is not permitted to continually call up the same player.**

******ABUSE OF THE CALL UP RULE WILL RESULT WILL RESULT IN
DICIPLINARY ACTIONS******

No player may play for more than (1) team in all participating leagues at any time.

Free substitution for any and all players except the pitcher. Once a pitcher has thrown (1) pitch in an inning, he/she can't leave the game and return later as a pitcher in the same game.

No Player shall sit two consecutive innings and must be carried over from game to game.

The infield fly rule is **NOT IN EFFECT**.

Any protests must be limited to playoff games and must be brought to the attention of the commissioner within 24 hours of the game in which the protest is made. Judgment calls by an umpire, per Little League rules, are not subject to appeal. Protests shall not come into play for an in house game since there are no league standings.

No rules may be waived between teams within the same division.

Each team will supply (1) Wilson 1074 baseballs.

Rainouts must be scheduled promptly, at the first available open date following the rainout. The home team is responsible to inform the visiting manager, commissioner and web manager of rainouts and the re-scheduling of rainouts to avoid conflicts of open field times.

No games will be postponed if a team does not have sufficient players, teams must use call ups in the event of a shortage of players. If an extreme problem causes a postponement, 48 hours notice of cause must be given to and approved by the commissioners, visiting manager and web manager.

THE THROWING OF EQUIPMENT IN ANGER WILL RESULT IN A TEAM WARNING FOR THE 1ST OFFENSE, AN AUTOMATIC OUT FOR THE 2ND OFFENSE AND POSSIBLE EJECTION FOR THE 3RD OFFENSE REGARDLESS IF IT IS THE SAME PLAYER OR NOT. Foul language or abuse of an umpire will not be tolerated by a player or adult. This will result in disciplinary action for players, coaches and parents.

******ANY VIOLATIONS OF THE ABOVE WILL RESULT IN DISCIPLINARY ACTIONS FOR ADULTS, COACHES AND MANAGERS FOR RULE #13******

The manager is responsible for the actions of his players, coached and parents. Only a manager may approach an umpire to discuss a situation. If the manager is ejected, he/she must leave the field of play completely in a timely manner and will be subject to disciplinary action.

All players must stay in the dugout or bench area. Only the on deck batter or a dressing catcher is an exception to this rule.

Defensive substitutions (moving fielders to different positions) excluding the pitcher, must be made between innings, unless an injury forces a player to leave the game. If a player leaves the game in the middle of an inning, he/she must then sit out the next inning. If a player is bleeding, he/she must leave the field of play.

There will be a maximum of five (5) runs per inning scored. Once the 5th run crosses the plate, all runners following and crossing the plate will not be counted as runs. This rule is not in effect after the 5th inning.

PITCHING RULES

1. One thrown pitch in an inning equals one inning pitched.
2. A player may throw a maximum of (8) warm up pitches between innings at the umpire's discretion.
3. A player may pitch a maximum of (2) innings per game.

4. One 9 year old or a combination of nine year olds must pitch at least (2) innings per game and be completed no later than the 4th inning.
5. The pitcher must be removed after the 2nd trip to the mound by a manager or coach. Crossing the foul line by a manager or coach for the purpose of communicating with the pitcher counts as a trip to the mound once an inning has started. A trip to the mound will not be counted before an inning begins for the purpose of a coach instructing a player.
6. A pitcher hitting (2) batters in an inning must be removed.
7. No intentional walks are permitted.
8. No balks will be called but may cause a dead ball situation in order for the umpire to instruct as to what was done wrong.
9. A manager or coach should have a player protecting any players who are warming up pitching during the game and should wear a helmet.
10. All pitchers must pitch from the same distance.

BASERUNNING

1. Leading is permitted after a pitched ball crosses home plate however no play can be made on the runner. The runner may steal the next base only if the throw back to the pitcher from the catcher is not caught by the pitcher, otherwise, the runner must return to base, and again, no play can be made on the runner.
2. There will be no stealing of home under any circumstances.
3. Leaving the base early is not permitted.
4. The ball will be in play until continuation of play has effectively stopped and/or timeout is called by the umpire.
5. The runner must slide or avoid contact at 1st, 2nd or 3rd base. If the runner does not slide but avoids contact at these bases and is called safe by the umpire, the play will stand. If the runner does not slide and makes contact with a fielder at any of these bases, the runner shall be called out. The runner must slide at home plate if a play is being made on the runner. If the runner does not slide, and a play is being made on that runner, he/she is out.
6. No headfirst sliding unless returning to a base is permitted. Penalty: runner is out.
7. A courtesy runner for the catcher is encouraged when there are (2) outs. The courtesy runner will be the last “batted” out.
8. On an overthrow to 3rd, with the original batter running (hits a triple), the runner can score. If a play is made at 2nd or 3rd on a runner, the runners can not advance on an overthrow.

PRE-GAME RESPONSIBILITIES

1. The home team is responsible for calling the umpires and the visiting team's manager in the event of a rainout.
2. The home team is responsible for preparing the field for play (i.e. lining the field and installing the bases).
3. Team lineups must be exchanged before the game.
4. The visiting team must be given the field (10) minutes before game time whenever possible.

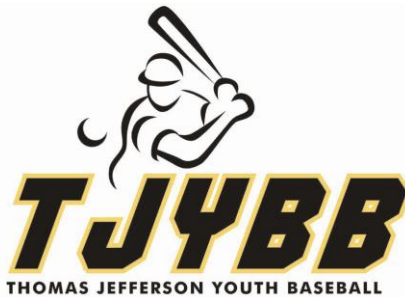
COMPLETION OF A GAME

1. 6 innings constitute a complete game.
2. In the event of a tie game after 6 innings, play will continue for (1) extra inning, time permitting. If the game remains tied after 7 innings, the game shall be deemed a tie.
3. If the game ends before (6) complete innings, the game shall be considered a complete game after 3 ½ innings if the home team is ahead or 4 innings if the visitor is leading.
4. There will be a two (2) hour time limit on all games. The score after the last full inning played will be the final score. No inning shall start after 1 hour and 45 minutes from start of the game.
5. Suspended game (due to weather, lightning etc.), can be continued at a mutually agreed upon date.

PLAYOFF SCHEDULE

Playoff schedule, using single elimination (Times and dates T.B.A.). Pairings are to be determined in a blind draw system using team numbers at the draft. No exceptions.

- Game 1 _____ vs. _____
- Game 2 _____ vs. _____
- Game 3 _____ vs. _____
- Game 4 _____ vs. ___Winner G1_____
- Game 5 Winner G2 _____ vs. Winner G3_____
- Game 6 Winner of Game #4 vs. Winner of Game #5 Championship game



**MAJOR LEAGUE
MAJOR LEAGUE RULES, 11 & 12 YEAR OLD DIVISION**

GENERAL RULES

All Little League Rules Apply, except where specific exceptions in this document are made or in house rules supersede.

Nine players will be used in the field of play for 11 and 12 year old Division play. All available players will bat. You must have at least 8 players to start game. Rovers are not allowed.

Call-ups from a lower division are permitted, and **MUST** follow the guidelines below:

- **Must bat last in the order.**
- **Can Not Pitch**
- **Can not already have a game scheduled at the same time.**
- **If called up, he must play even if all others players show up**
- **Must be 10 years old**
- **It is the managers' responsibility to rotate the call-ups. A manager is not permitted to continually call up the same player.**

******ABUSE OF THE CALL UP RULE WILL RESULT WILL RESULT IN
DICIPLINARY ACTIONS******

No player may play for more than one team in all the participating leagues.

Free substitution for any and all positions with the exception of the "pitcher". Once a pitcher has thrown one (1) pitch in an inning he/she cannot leave the game and return as a pitcher at a later time in the same game.

The Infield Fly Rule **IS NOT IN EFFECT.**

Any protests must be limited to playoff games and must be brought to the attention of the commissioner within 24 hours of the game in which the protest is made. Judgment calls by an umpire, per Little League rules, are not subject to appeal. Protests shall not come into play for an in house game since there are no league standings.

No rules can be waived between teams of the same division.

Each team will supply 1 Wilson 1074 or equivalent game balls.

Rainouts must be scheduled promptly, at the first available open date following the rainout. The home team is responsible to inform the visiting manager, commissioner and web manager of rainouts and the re-scheduling of rainouts to avoid conflicts of open field times.

No games will be postponed if a team does not have sufficient players, teams must use call ups in the event of a shortage of players. If an extreme problem causes a postponement, 48 hours notice of cause must be given to and approved by the commissioners, visiting manager and web manager.

THE THROWING OF EQUIPMENT IN ANGER WILL RESULT IN A TEAM WARNING FOR THE 1ST OFFENSE, AN AUTOMATIC OUT FOR THE 2ND OFFENSE AND POSSIBLE EJECTION FOR THE 3RD OFFENSE REGARDLESS IF IT IS THE SAME PLAYER OR NOT. Foul language or abuse of an umpire will not be tolerated by a player or adult. This will result in disciplinary action for players, coaches and parents.

******ANY VIOLATIONS OF THE ABOVE WILL RESULT IN DICLIPLINARY ACTIONS FOR ADULTS, COACHES AND MANAGERS FOR RULE #13******

The manager is responsible for the actions of his players, coached and parents. Only a manager may approach an umpire to discuss a situation. If the manager is ejected, he/she must leave the field of play completely in a timely manner and will be subject to disciplinary action.

All players must stay in the dugout or bench area. Only the on deck batter or a dressing catcher is an exception to this rule.

Defensive substitutions (moving fielders to different positions) excluding the pitcher, must be made between innings, unless an injury forces a player to leave the game. If a player leaves the game in the middle of an inning, he/she must then sit out the next inning. If a player is bleeding, he/she must leave the field of play.

There will be a maximum of six (6) runs per inning scored. Once the sixth run crosses home plate, all runners following and crossing the plate will not be counted as runs. This rule is not in effect in the 6th inning.

No Player shall sit two consecutive innings and must be carried over from game to game.

PITCHING RULES

1. One thrown pitch in an inning equals 1 inning pitched.
2. A player may pitch a maximum of eight warm-up pitches between innings. The umpire may waive or adjust this rule at his/her discretion.
3. A player may pitch a maximum of two (2) innings in a game.
4. One 11 year old or a combination of 11 year olds must pitch at least 2 innings per game by the end of the 4th inning.
5. The pitcher must be removed after the 2nd trip to the mound by a manager or coach. Crossing the foul line by a manager or coach for the purpose of communicating with the pitcher counts as a trip to the mound once an inning has started. A trip to the mound will not be counted before an inning begins for the purpose of a coach instructing a player.
6. A pitcher hitting two (2) batters in one inning must be removed.

7. No intentional walks are permitted.
8. No balks will be called but may cause a dead ball situation in order for the umpire to instruct as to what was done wrong.
9. All pitchers must pitch from the same distance.

STEALING BASES and BASE RUNNING

1. Stealing and leads are permitted only **AFTER A PITCHED BALL HAS CROSSED HOME PLATE.**
2. Leaving the base early is not permitted. The following Little League Rules apply.
3. If the batter does not make contact with the ball, the runner is permitted to continue. If a play is made on the runner, if he/she is out the play stands. If the runner is safe, he/she will return to the last base occupied before the pitch was thrown.
4. Should the batter hit the ball and a play is made on the runner and he/she is out, the play stands. If the runner is safe, the runner, or runners, must return to their original respective base or bases. If the batter occupies the base, the runner shall be removed and no out is recorded. Under no circumstances will the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire in chief shall determine the value of the hit.
5. The ball will be in play until continuation of play has effectively stopped and/or timeout is called by the umpire.
6. Play at any base the runner must slide **or avoid contact**. Should the runner not slide but avoid contact without going out of the baseline, the play will stand as called by the umpire (safe or out). Should **any** contact be made without a slide or avoiding contact and a play is made on the runner, the runner is **OUT**. Any intentional contact may result in the runner being ejected from the game (umpires discretion). Contact is a judgment call made by the umpire.
7. No head first sliding unless returning to a base. Penalty: The runner is out.
8. A courtesy runner for the catcher is encouraged when there are two outs to speed up the game. The courtesy runner is the last "batted" out.
9. Delayed steals are not permitted. Runners cannot advance once the pitcher has received the ball unless the runner is already in the process of stealing (i.e. running to) a base whereby the runner must stop at the base stolen, unless played upon.
10. A runner that has established third base may only attempt to steal home if a defensive player makes a play on him. A runner stealing third base may advance to home at his own risk in the event of an errant throw.

PRE-GAME RESPONSIBILITIES

1. The visiting team will be given the field fifteen minutes prior to the game, if possible.

2. Team lineups must be exchanged prior to the game.
3. The home manager is responsible for preparing the field for play.

COMPLETION OF A GAME

1. Six innings constitutes a complete game.
2. There is no 10 run rule. It should be the intention and responsibility of each manager to provide opportunity for other players to play positions they may not normally play instead of ending a game early.
3. Extra innings. There will be no extra innings except in the playoffs where a game must be played to completion.
4. Should the game end before six complete innings, the game shall be considered legal if three and one half (3 1/2) innings if the home team is ahead or 4 innings if the visitor is ahead. If the game ends before 3 1/2 innings you must start over from beginning.
5. All games will have a two (2) hour time limit. No inning may start after 1 hour and 45 minutes from start of game. The score after the last full inning played will be the final score.
6. Suspended game (due to weather, lightning etc.); will be replayed as a new game at a later date.

PLAYOFF SCHEDULE

Playoff schedule, using single elimination (Times and dates T.B.A.). Pairings are to be determined in a blind draw system using team numbers at the draft. No exceptions.

- Game 1 _____ vs. _____
- Game 2 _____ vs. _____
- Game 3 _____ vs. _____
- Game 4 _____ vs. _____
- Game 5 Winner G2 _____ vs. Winner G3 _____
- Game 6 Winner G1 _____ vs. Winner G4 _____
- Game 7 Championship Game, Winner G5 _____ vs. Winner Game 6 _____

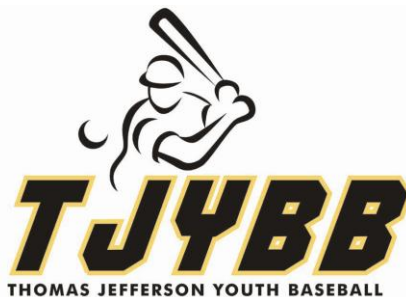


PONY/COLT LEAGUES

TJYBB shall adhere to the South Hills Pony and Colt Association rules. The TJYBB Board shall Conduct necessary player registration; appoint managers, pay necessary entrance fees, conduct drafts and split talent equally between teams, pay for umpire fees for regular season and any possible playoff umpire fees and supply uniforms.

FALL LEAGUE

Specific age group rules shall apply.



ALL STARS

GENERAL RULES

1. All player trying out for an all-star team must try-out within their age group ages 7 thru 12 and these rules shall apply to all players age groups ages 7 through 12. Age group will be determined by the player's registration in accordance with the cut-off date of April 30th, as stated in the Little League Rule Book. Interested 6 year old players may try out for the 7 year old all-star team if it is verified by their regular season manager that their talent level warrants a try out.
2. The players will be rated and drafted based upon their ability but not solely for their performance at the try out and those rating players must take their regular season and past skill level into consideration. Providing there is a sufficient number of players to field two teams. Any age group that has a minimum of 22 players trying out shall form two teams. Should any age group have an insufficient number of interested players to field a team, those players may try-out for the all star team one age group up only. Any age group that has a minimum of 12 players trying out shall constitute a sufficient amount of players and those players may not try our for any other age groups' all star team.

PLAYER RULES

1. Any player who quits their regular season team before the end of their season or did not participate in at least one more than one half of the regular season games, can not try out for any all star team.

Players injured or ill during the regular season, but is able to return in good health, may try out for their respective age group's all star-star team. Returning injured players must have parental and medical permission (if necessary), before that player is permitted to try out and must be capable to participate in the try out.

MANAGER SELECTION

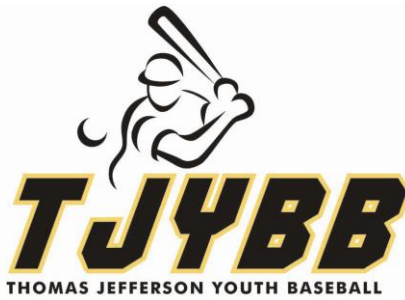
Managers will be selected by that age groups commissioner at the commissioners' discretion. All-Star managers will be selected after the season is underway and commissioners have had an opportunity to evaluate team managers. Anyone desiring to manage an all star team should make their desires known to the commissioner in writing or email. No all star managers will be selected until May 1st. Factors for choosing the all star manager will consist of;

- Interaction with the players.
- Be able to Exhibit good teaching ability with a knack for keeping the fun in baseball.
- Must be an example of sportsmanship and install team spirit.
- All star managers responsibilities are as followed but no limited to:

- Determining the number of tournaments to be entered.
- Determining the cost per player for all costs associated with tournament play, fees, uniforms etc. and collect funds to cover said costs, these cost will not be paid by TJYBB.
- Inform parents of the time and financial commitment expected.
- All star managers must have copies of all players' birth certificates with them.
- Entering their prospective team into the corresponding tournament level. A team in A level tournaments, B teams in B level tournaments.
- A manager shall have selection authority of players in an attempt to form a solid, well rounded tournament team.
- All star *managers only* will be assured that their child will be on their team. Coaches will not be placed with a manager before the teams are determined.
- Coaches should volunteer at the all star try out and be prepared to coach with the manager of any team your child is assigned to.

TRY OUT PROCEDURES

1. Selection of All-Star players will be chosen from a try-out forum and league managers/coaches will be used to select players. The managers/coaches will not select kids from the same age group as their child i.e.; 7 year old managers/coaches will select the 8 year old team, and 8 year old managers/coaches will select the 7 year old team. The same will apply to the 9 and 10 year old age group and so on. A rating system will be used to determine the team.
2. Try out should be conducted in an informal atmosphere so all players are relaxed and can excel.
3. A manager's commitment shall be focused on their regular season team regardless of any all star commitment. Try out sessions must not exceed two practices.
4. Managers and league commissioners shall devise a rating system to choose the players for all star teams. No manager or coach shall rate players within their own child's age group. Rating system must be approved by the commissioner.
5. After all try outs are complete, those who rated the players will submit their rating sheets to the managers.
6. Field time for try outs and any all star practices will not supersede any field time designated for in house season, in house season tentative make up games time slots or any in house baseball related activity. All practices should be held when all interested players can attend. The commissioner and web manager shall approve all field times associated with all stars before any try outs are scheduled.
7. The League Director will approve a handout for in house managers to distribute, announcing all star try outs for all age groups.



GENERAL PROVISIONS

These rules are to be enforced in a non arbitrary manner and shall not subject to change until after the end of any in house season.

- All in house seasons last through the last full week of June including playoffs.
- Late week night games and practices are to be kept to a bare minimum during the school year.
- Frequent Saturday games must be incorporated into the in house schedule.
- Players shall play in a league appropriate for their age group and in accordance with the Little League Baseball cutoff date of April 30th. Players interested in participating in a league higher than determined by the LLB cutoff date, must play in an age consistent with the grade of the players in the league the child wishes to join.
- All play ups must remain in that age for the entire season and for any all star play. No players will be permitted to return to the younger age for all star purposes.
- The inaugural Director to be chosen by the six member board before implantation of these governing rules and by laws.



DRAFT PROCEDURES

1. ALL DRAFT MUST BE CONDUCTED USING THE DRAFT MATRIX
2. DRAFTS MUST COMPLY WITH THE FOLLOWING DRAFT ORDER.
 - a. ROUNDS **1 & 2**, DRAFT PLAYERS FROM OLDEST OF THE AGE GROUP.
 - b. ROUNDS **3 & 4**, DRAFT PLAYERS FROM YOUNGEST OF THE AGE GROUP.
 - c. ROUNDS **5 & 6**, DRAFT PLAYERS FROM OLDEST OF THE AGE GROUP, PROVIDING THAT THERE ARE ENOUGH PLAYERS. IF NOT, PLAYERS FROM THE YOUNGER AGE GROUP CAN BE USED TO FINISH OUT THE ROUNDS.
 - d. ROUNDS **7 & 8**, DRAFT PLAYERS FROM THE YOUNGEST AGE GROUP PROVIDING THAT THERE ARE ENOUGH PLAYERS.
 - e. ROUNDS **9 & 10**, DRAFT PLAYERS FROM OLDEST OF THE AGE GROUP, PROVIDING THAT THERE ARE ENOUGH PLAYERS. IF NOT, PLAYERS FROM THE YOUNGER AGE GROUP CAN BE USED TO FINISH OUT THE ROUNDS.
 - f. ROUNDS **11 & 12**, DRAFT PLAYERS FROM THE YOUNGEST AGE GROUP PROVIDING THAT THERE ARE ENOUGH PLAYERS.
3. ALL MANAGERS WHO WILL BE DRAFTING THEIR OWN CHILD MUST SELECT THEIR CHILD WITH THEIR FIRST ROUND PICK IN THEIR CHILD'S AGE GROUP IF THAT CHILD HAD MADE AN ALL STAR TEAM THE PREVIOUS YEAR.
4. ALL MANAGERS THAT DO NOT HAVE A CHILD THAT HAD MADE AN ALL STAR TEAM THE PREVIOUS YEAR MUST SELECT THEIR CHILD IN THE SECOND ROUND OF THEIR CHILD'S AGE GROUP.
5. DRAFT ORDER WILL BE FOLLOWED FOR PLAYERS THAT REGISTER AFTER THE DRAFT. IF TEAM # 5 HAD THE LAST PICK IN THE DRAFT, TEAM # 6 WOULD GET THE NEXT LATE SIGN UP AND SO ON. NO EXCEPTIONS.



Disciplinary Actions

Disciplinary actions will be taken by the TJYBB Board of Directors for actions that do not comply with the code of conduct and rules set forth by TJYBB. The amount of discipline action will be determined by the severity of the infraction.

Minor Infraction

Minor infractions include but are not limited to any violation of scheduling conflicts, call-up rules, etc.

- First time infraction constitutes a verbal warning by the TJYBB Board members
- Second time infraction constitutes a written warning by the TJYBB Board members and a one game suspension
- Third time infraction constitutes a suspension from all TJYBB activities until presented to the PHARA Board at the next scheduled PHARA Meeting for potential reinstatement.

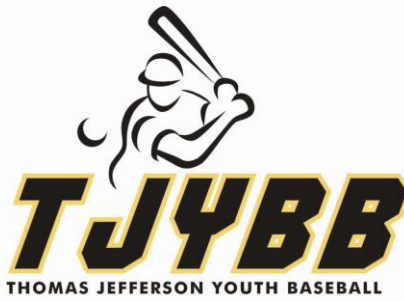
Major Infraction

Major infractions include but are not limited to ejection from a game for any reason, swearing at players, umpires, parents, **and the use of any tobacco, alcohol products etc.**

- First time infraction constitutes a suspension from all TJYBB activities until presented to the PHARA Board at the next scheduled PHARA Meeting for potential reinstatement.
- Additional infraction zero tolerance policy (**Permanent suspension from all TJYBB activities**).

Zero Tolerance Policy

A zero tolerance policy will be in effect for infractions included but not limited to throwing of equipment in anger at any time. Any physical contact or the threat of physical contact by a coach or manager upon any other manager, coach, player, umpire or other adult etc.



IN WITNESS WHEREOF and agreeing to the above Guidelines, Rules and Regulations, and intending to be legally bound thereto, the Inaugural Board members have affixed their signatures hereto on the dates indicated.

Carmen DeLucia

Eric Fairman

Date: _____

Date: _____

David Lee

Chuck Parkinson

Date: _____

Date: _____

Scott Radakovich

Ron Ruffing

Date: _____

Date: _____