

Big Bear Youth Baseball & Softball



2026 Season

If this document does not reference a rule or a question, Big Bear Youth Baseball and Softball follow Pony Rules. Please see the 2026 Pony Handbook. If the Pony handbook does not cover such rules, please refer to the MLB Handbook.

You may request a printed copy of our Constitution, Bylaws, and Local Policies or you may print this pdf.

Approved by the Board of Directors on January 27, 2026.

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Executive Board Members

President: Mike Page 909-856-8535

Vice President: Kristen FitzPatrick 909-838-1908

Secretary: Kristi Garcia 909-520-6057

Treasurer: Jessica Rushing 661-478-2083

Registrar: Stacey Miller 310-997-5633

Auxiliary Board Members

Foal Player Agent: Jake Benavidez 562-328-4366

Shetland Player Agent: Angela Bramlette 909-893-0696

Pinto Player Agent: Tyler Babin 909-273-7455

8U Player: Jenn Hearn 909-522-6076

Mustang Player Agent: Richard Torres 562-523-2831

10U Player Agent: Erika Gorlick 909-648-2627

Bronco Player Agent: Cullen Donoho 909-831-6338

12U Player Agent: Steven Marquez 909-848-0978

Pony Player Agent: John Coulthard 909-744-7870

14U Player Agent: Erika Gorlick 909-648-2627

Chief Umpire: Ricky Courtney 909-915-5428

Equipment/ Head of Fields: Nick Spurlock 951-264-6172

Sponsorship/Fundraising: Open

Content Manager: Niki Carroll 909-234-3416

Constitution

ARTICLE I- NAME

The League (organization or corporation) shall be known as BIG BEAR YOUTH BASEBALL & SOFTBALL, hereinafter referred to as the League (or Organization or Corporation), a member of PONY Baseball, a non-profit Pennsylvania corporation. Big Bear Youth Baseball & Softball will carry on a program of baseball in accordance with the Rules and Regulations of PONY Baseball, Inc., a non-profit corporation organized under the laws of the Commonwealth of Pennsylvania. If Big Bear Youth Baseball & Softball fails to abide by the Rules and Regulations of PONY Baseball, Inc., it shall, at the request of PONY Baseball, Inc., cease to use the name of PONY Baseball, Inc. and the registered trademark names and emblems of PONY Baseball leagues.

ARTICLE II- STATEMENT OF POLICY

SECTION 1 - It shall be the policy of the League to conduct its activities that the physical and moral welfare of the young people for whose benefit it is organized shall remain paramount and all matters of policy shall be determined on that basis.

SECTION 2 - No person who is a member of, employed by, or in any way connected with the League shall receive any personal financial benefit therefrom beyond the reasonable value of the services in carrying out the purpose for which the League has been organized.

SECTION 3 - In order to secure suitable and adequate financial backing to carry out the purpose of the League, it shall be the policy of the League to permit only such sponsorship as is consistent with the purpose for which the League is organized and to select sponsors who are interested in the League solely or principally as a means of contributing to the welfare of the young people.

SECTION 4 - It shall be the policy of the League to prohibit any direct advertising of alcoholic beverages or tobacco products in connection with the League or any of its programs.

ARTICLE III- PURPOSE

SECTION 1 - The purpose of the League shall be to organize and supervise the playing of baseball and softball under specialized rules and regulations, to secure suitable and adequate financial backing for these purposes, and to own, lease, or otherwise provide suitable playing facilities and equipment for these purposes.

ARTICLE IV- MEMBERSHIP

SECTION 1 -- Volunteer adults, parents or guardians of any child registered in the League, team sponsors and other contributors, managers and coaches of teams in the League, and members of the Board of Directors and Auxiliary Board shall constitute the membership of BIG BEAR YOUTH BASEBALL & SOFTBALL.

SECTION 2 - All volunteer adults and members of the Board of Directors and Auxiliary Board must submit to a background check and Live Scan.

ARTICLE V- BOARD OF DIRECTORS

SECTION 1 - The Board of Directors shall consist of all currently elected members of the Executive Board and Auxiliary Board for the terms and/or in the manner provided for in the Bylaws of the League.

SECTION 2 - In recognition of the general powers of the Board of Directors exercised by virtue of their office, they shall have the power to purchase or otherwise acquire for the League any property, right, or privilege that the League is authorized to acquire by the League membership, at such price or consideration and upon such terms as the Board of Directors may deem expedient and as is approved by a majority vote of the League membership; to appoint, remove, or suspend subordinate agents or volunteers and to determine their duties and fix their salaries; to determine who shall be authorized, on behalf of the League, to sign bills, notices, receipts, acceptances, endorsements, checks, releases, contracts, and any other instruments; to delegate any of the powers of the Board of Directors to any standing committee, special committee, or any officer or agent of the League, with any powers as the Board of Directors may see fit to grant; and to generally do all such lawful acts and take actions as may be necessary and proper.

ARTICLE VI- EXECUTIVE BOARD

SECTION 1 - The Executive Board shall include the President, Vice President, Secretary, Treasurer, and Registrar.

ARTICLE VII- AUXILIARY BOARD

SECTION 1- The Auxiliary Board shall include Player Agents, Equipment Manager, Head of Fields, Chief Umpire, Sponsorship/Fundraising Coordinator, and Content Manager. If individuals do not volunteer for these positions, they will be performed by appointed committees using active board members.

ARTICLE VIII- GOVERNMENT

SECTION 1 - The government of the League shall be under the direct supervision of the Board of Directors.

SECTION 2 - All rules governing the playing of baseball and softball, the legality of players, and related questions shall be in accordance with the Rules and Regulations of PONY Baseball and/or covered by Major League Baseball, with such modifications adopted by the Board of Directors of the League.

ARTICLE IX- BYLAWS

SECTION 1 - Any Bylaws not consistent with this Constitution, embodying additional provisions for the government of the Corporation, shall be adopted and may be amended by the Board of Directors.

ARTICLE X- AMENDMENTS

SECTION 1 - This Constitution may be amended only by the Board of Directors and a two-thirds majority vote of the Board of Directors at an annual meeting of the League or a special meeting called for that purpose.

BYLAWS

ARTICLE I- Meetings and Voting

SECTION 1 - The Board of Directors shall hold a closing meeting within one month after the end of the season.

SECTION 2 - The Board of Directors shall hold an annual meeting within three months after the closing meeting. Notice of the time and place of this annual meeting shall be made known to the membership of the League through publication and/or individual mailings not less than five (5) days prior to the date of the meeting. All currently vacant positions on the Board of Directors will be open to members of the League.

SECTION 3 - Beginning no later than September, the Board of Directors shall regularly meet a minimum of once a month throughout the duration of the season, excluding the months of July, November, and December.

SECTION 4 - Special meetings of the League membership may be called by the President, by a majority vote of the Board of Directors, or upon written request to the Secretary by not less than seven (7) members of the League. Notice of the time and place of special meetings of the League membership shall be made known to the membership not less than five (5) days prior to the date of the meeting.

SECTION 5 - At each annual or special meetings of the League, every Board member present shall be entitled to vote (excluding members at large). There shall be no proxy voting. A majority vote of the Board of Directors shall be required for elections and questions brought to a vote.

SECTION 6 - At any regularly scheduled meeting of the League, no fewer than seven (7) members eligible to vote shall be required to constitute a quorum for the transaction of business.

SECTION 7 - At any annual or special meetings of the League, the presence of not fewer than seven (7) members eligible to vote shall be required to constitute a quorum for the transaction of business.

ARTICLE II- Election of Board Members

SECTION 1 - To be eligible for election and to serve on the Board of Directors (Executive or Auxiliary) of BIG BEAR YOUTH BASEBALL & SOFTBALL, a current Board member must make a motion to nominate a

candidate, and the candidate must receive a majority vote of the current Board of Directors.

SECTION 2 - The term of office for all elected Executive Board of Director members shall be a two (2) year term beginning with the season's final meeting.

SECTION 3 - The term of office for all Auxiliary Board positions shall be one (1) year, ending at the season's final meeting.

SECTION 4 - One-half of the Executive Board of Directors will come up for election every year; their term is two (2) years. President (odd), Vice President (even), Secretary (odd), Treasurer (even), Registrar (odd).

SECTION 5 - In the event of the death, resignation, or inability to perform the duties of office for any reason of any officer, the Board of Directors, by a majority vote of those present and eligible to vote, shall be empowered to select a replacement for such officer, who shall serve until the following annual meeting.

SECTION 6 - Any vacant Executive Board Member position will only be appointed for the remainder of such term to maintain consistency of elections.

ARTICLE III- BOARD OF DIRECTORS (EXECUTIVE BOARD)

SECTION 1 - The Executive Board shall include the President, Vice-President, Secretary, Treasurer and Registrar.

SECTION 2 - The full membership of the Board shall meet monthly at such time and place as determined by the President. Special meetings of the Board may be called by the President or by the Secretary upon receipt of a written request from at least three members of the Executive Board.

SECTION 3 - The Board of Directors shall have the authority to suspend, discharge, or otherwise discipline any member, manager, coach, player, league official, umpire, parent, guardian, or other person whose conduct is detrimental to the best interests of the League.

SECTION 4 - Any adult (person 18 years of age or older) who is suspended, removed, or otherwise disciplined by the Board of Directors shall have the right to appeal before the Disciplinary Board at the regular or special meeting called for that purpose.

SECTION 5 - The President shall, upon evidence of misconduct of any player, notify the manager of the team of which the player is a member and the parents of any such player who is less than eighteen (18) years of age within seventy-two (72) hours of the act.

ARTICLE IV- BOARD OF DIRECTORS (AUXILIARY BOARD)

SECTION 1 - The Auxiliary Board shall include Player Agents, Equipment Manager, Head of Fields, Chief Umpire, Sponsorship/Fundraising Coordinator, Content Manager, and Head of Team Parents.

SECTION 2 - All activities of the Auxiliary Board members are subject to the approval of the Board of Directors.

SECTION 3 - The term of office for all Auxiliary Board positions shall be one (1) year, ending at the season’s final meeting.

ARTICLE V- DUTIES OF EXECUTIVE BOARD OFFICERS

SECTION 1 - The President shall preside at all meetings of the League membership and at all meetings of the Board of Directors; shall serve as the Chief Executive Officer of the League; shall be an ex-officio member of all standing and special committees; and shall perform such other duties as are normally associated with the office of President.

SECTION 2 - The Vice President shall perform such duties as may be assigned by the President; shall otherwise assist the President in the performance of the President’s duties; and shall preside at meetings in the absence of the President.

SECTION 3 - The Secretary shall have custody of the Bylaws and all other records of the League; shall notify each Board member of any and all meetings called by the League; shall keep an accurate record of the meetings and other activities of the League and the Board of Directors; shall be responsible for all correspondence on behalf of the League; and shall transmit all records and correspondence to any person elected to succeed him or her in that office.

SECTION 4 - The Treasurer shall receive and disburse all funds with the approval of the Board of Directors; shall keep an accurate account of all funds received and disbursed for the League; shall submit a financial report at all regular meetings and at such other times as may be requested by the

President; shall compile an annual report of League finances; shall provide the books of the League and such other documentation as requested for the annual audit; and shall transmit all financial records to any person elected to succeed him or her in that office.

ARTICLE VI- FINANCIAL POLICY

SECTION 1 - The Board of Directors shall decide all matters pertaining to the finances of the League, bearing the responsibility to conduct the financial affairs of the League in a sound, business-like manner.

SECTION 2 - To equalize the benefits of the League for all participating teams, solicitation of funds shall be for the treasury of the League, and contributions to individuals or teams shall be discouraged.

SECTION 3 - The Board of Directors shall institute policy related to the preparation and acceptance of an annual budget, the periodic and annual presentation of financial reports, and an annual audit of the books of the League.

SECTION 4 - Any League expense over the amount of \$100.00 shall require either the approval of the Executive Board of Directors or the full membership of the League.

ARTICLE VII- MANAGER, COACH AND UMPIRE SELECTION

SECTION 1 - All volunteers, including anyone who officially works in direct contact with the players, are subject to background checks. This includes, but is not limited to, Board Members, Managers, Coaches, Team Parents, and Umpires. The Board of Directors shall review the qualifications of all people who wish to participate in the League. Candidates are subject to review past behavior and conduct from previous seasons. Selection of candidates shall be subject to the approval of the majority of the full membership of the Board.

ARTICLE VIII- AMENDMENTS

SECTION 1 - These Bylaws may be amended by a majority vote of the full membership of the Board at the annual meeting or a special meeting.

ARTICLE IX- PLAYER DRAFT

SECTION 1 - All Managers must be selected and approved by the Board of Directors prior to the draft of that division.

SECTION 2 - All players must participate in one of two mandatory evaluations.

SECTION 3 - Player Agents are in charge of the draft and assist managers in the selection of their teams.

SECTION 4 - Each player drafted shall remain a member of that team for the balance of the season in that division. Players may be traded within their ranking skill level and may be released to another team only during the scheduled draft time.

SECTION 5 - Any trades must be approved by the Player Agent and all managers.

CONDUCT AND PENALTIES

Managers, Coaches, Umpires, Team Parents, and League Officials are responsible for the players' conduct on and off the field, as well as their own. Inasmuch as the overall goal of the League is to play the game and further the concepts of sportsmanship and mutual respect, the following rules of conduct will be adhered to by all parties, as applicable.

THROWING EQUIPMENT

No player, coach, or manager will be allowed to throw any piece of equipment in a display of temper or frustration. Penalty: Ejection from the game (to be determined by the umpire). If a coach or manager is ejected, he or she will be suspended from the following game.

PROFANITY

Profanity will not be tolerated by any player, coach, manager, or spectator. Penalty: Ejection from the game or stands.

SMOKING OR DRINKING

Drinking alcoholic beverages is prohibited during any Big Bear Youth Baseball & Softball function. Smoking is not allowed within 20 feet of any child or gate. Penalty: If behavior continues after being warned, ejection from the game and not being allowed to participate in the following game.

UMPIRE DECISIONS

Managers, coaches, players, and spectators will show respect for the decisions of the umpires. Discussions over judgment calls or rule interpretations (by managers only) are permissible if done with dignity and sincerity. Penalty: Arguing with an umpire may result in ejection from the game (to be determined by the umpire). Offending parties will not participate in the following game if ejected.

HECKLING

Managers, coaches, players, or spectators shall not heckle umpires or challenge judgment decisions. Penalty: Ejection from the game (to be determined by the umpire). Failure to leave the game will result in forfeiture by the team.

LEAGUE RULES

Unless indicated in these pages, Big Bear Youth Baseball and Softball follow Pony/Major League rules.

YOUTH BASEBALL LEAGUE RULES

FOAL T-BALL

Equipment

No metal cleats are allowed.

Pitching

N/A (Tee Only)

Batters:

Batters are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul strike, the ball is dead, and no runners may advance.) The ball must travel at least 8 feet from home plate in fair territory to be a hit.

Rules:

- Distance between bases: 50 feet
- Game length shall be as many complete innings as possible within the 1-hour 15-minute time limit. (No new inning shall start after 1 hour.)
- Players can be thrown or tagged out, but outs will not be counted, and players may continue to run the bases. All players will bat each inning; once all players have batted, that inning is over.
- On a batted ball, runners may advance one base.
- The catcher must be in catcher's gear: helmet/mask and chest protection (knee/shin guards and cup/groin protection recommended but not required). The catcher may take a standing position to the side if desired. Players may use a standard glove (a catcher's glove is not required).
- There may be a total of five coaches/team parents per team within the dugout area. On the field, there may only be a total of four coaches (two base coaches, a pitcher, and a catcher).

SHETLAND -TBALL

Equipment

No metal cleats are allowed.

Pitching

Coach pitch from 38 feet. The batter shall receive four pitches (if needed) from the coach. If the batter does not get a hit, the batter shall receive two swings using a tee.

Batters:

Batters are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul strike, the ball is dead, and no runners may advance.) The ball must travel at least 8 feet from home plate in fair territory to be a hit.

Rules:

- Distance between bases: 50 feet
- Game length shall be as many complete innings as possible within the 1-hour 15-minute time limit. (No new inning shall start after 1 hour.)
- Players can be thrown or tagged out, but outs will not be counted, and players may continue to run the bases. All players will bat each inning; once all players have batted, that inning is over.
- On a batted ball, runners may advance one base.
- The catcher must be in catcher's gear: helmet/mask and chest protection (knee/shin guards and cup/groin protection recommended but not required). The catcher may take a standing position to the side if desired. Players may use a standard glove (a catcher's glove is not required).
- There may be a total of five coaches/team parents per team within the dugout area. On the field, there may only be a total of four coaches (two base coaches, a pitcher, and a catcher).

PINTO

Equipment

No metal cleats are allowed.

Pitching

Player/Coach Pitch: If the batter receives four balls, instead of walking, they will revert to Coach Pitch to complete the at-bat. The coach will pitch the remaining strikes available to the batter. All pitches thrown by the coach are counted as strikes. The batter must either hit the ball or strike out on the remaining pitches. There will be no walks in player pitch. See the Player/Coach Pitch Addendum for more details.

Rules:

- The five-run rule is in effect except in the 6th inning. At the discretion of the umpire, the last inning may be called prior to the 6th inning, at which time the umpire may waive the five-run rule. This judgment call may only be made no sooner than 1 hour 30 minutes and no later than 1 hour 45 minutes into the game, and prior to the beginning of the inning.
- No new inning may begin after 1 hour 45 minutes. The game will have a drop-dead time of 2 hours. If the inning is not completed, the score reverts to the previously completed inning.
- A runner may attempt to advance only one base on an overthrow.
- Once an infielder has possession and holds the ball up to indicate the end of the play, it becomes a dead ball. All base advancement stops.
- No stealing bases.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- The entire roster of players present for the game shall bat in rotation.
- Total of 10 players on the field (4 outfielders).
- There may be a total of four coaches per team within the dugout. On the field, there may only be a total of three coaches (two base coaches and a third coach if coach pitching is needed). The fourth coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

MUSTANG

Equipment:

No metal cleats are allowed.

Rules:

- The five-run rule is in effect except in the 6th inning. At the discretion of the umpire, the last inning may be called prior to the 6th inning, at which time the umpire may waive the five-run rule. This judgment call may only be made no sooner than 1 hour 30 minutes and no later than 1 hour 45 minutes into the game, and prior to the beginning of the inning.
- No new inning may begin after 1 hour 45 minutes. The game will have a drop-dead time of 2 hours. If the inning is not completed, the score reverts to the previously completed inning.
- There is no time restriction on any postseason games.
- The entire roster of players present for the game shall bat in rotation.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- "Drop Third Strike" starts from Day 1.
- A total of 9 players may be on the field (3 outfielders).
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

BRONCO

Equipment

Metal cleated shoes are NOT permitted.

Rules

- No new inning may begin after 1hr 45 mins. The game will have a drop-dead time of 2 hours; if the inning was not completed the score reverts to the previously completed inning.
- There is no time restriction on any post-season games.
- The entire roster of players present for the game shall bat in rotation.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

PONY

Equipment:

Metal-cleated baseball shoes are not permitted on the pitching mounds; however, they are allowed in games.

Rules:

- No new inning may begin 1hr 45 mins. The game will have a drop-dead time of 2 hours; if the inning is not completed, the score reverts to the previously completed inning.
- There are no time restrictions on any post-season games.
- The entire roster of players present for the game shall bat in rotation.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

YOUTH SOFTBALL LEAGUE RULES

SOFTBALL 8U

Equipment

Metal cleated shoes are NOT permitted.

Player/ Coach Pitch

Player/ Coach Pitch: If the batter receives 4 balls, instead of walking, they will revert to Coach Pitch to complete the at bat. The Coach will pitch the remaining strikes available for the batter. All pitches thrown by the Coach are counted as strikes. The batter must either hit the ball or strike out on the remaining pitches. There will be no walks in player pitch. See Player/ Coach Pitch Addendum for more details.

Rules

- The five-run rule is in effect except in the 6th inning. At the discretion of the umpire, the last inning may be called prior to the 6th inning, at which time the umpire may waive the five-run rule. This judgment call may only be made no sooner than 1 hour and no later than 1 hour 30 minutes into the game, and prior to the beginning of the inning.
- No new inning may begin after 1 hour 30 minutes. The game will have a drop-dead time of 2 hours; if the inning is not completed, the score reverts to the previously completed inning.
- The entire roster of players present for the game shall bat in rotation.
- A runner may attempt to advance only one base on an overthrow.
- Once a player has control of the ball within the pitching circle, all base advancement stops. No stealing bases.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- A total of 10 players may be on the field (4 outfielders).
- There may be a total of four coaches per team within the dugout. On the field, there may only be a total of three coaches (two base coaches, and a third coach if coach pitching is needed). The fourth coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

SOFTBALL 10U

Equipment

Metal cleated shoes are NOT permitted.

Rules

- The five-run rule is in effect except in the 6th inning. At the discretion of the umpire, the last inning may be called prior to the 6th inning, at which time the umpire may waive the five-run rule. This judgment call may only be made no sooner than 1 hour 30 minutes and no later than 1 hour 45 minutes into the game, and prior to the beginning of the inning.
- No new inning may begin after 1 hour 45 minutes. The game will have a drop-dead time of 2 hours; if the inning is not completed, the score reverts to the previously completed inning.
- There is no time restriction on any postseason games.
- The entire roster of players present for the game shall bat in rotation.
- A runner may advance only one base on an overthrow.
- Once a player has control of the ball within the pitching circle, all base advancement stops.
- "Drop Third Strike" starts from Day 1.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- Teams may play with four outfielders if both teams agree to do so and have at least 10 players. Otherwise, teams will play with three outfielders.
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

SOFTBALL 12U

Equipment:

Metal cleated shoes are NOT permitted.

Rules:

- No new inning may begin after 1 hour 45 minutes. The game will have a drop-dead time of 2 hours; if the inning is not completed, the score reverts to the previously completed inning.
- There is no time restriction on any post-season games.
- The entire roster of players present for the game shall bat in rotation.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

SOFTBALL 14U

Equipment:

Metal cleated shoes are allowed in the games.

Rules:

- No new inning may begin after 1 hour 45 minutes. The game will have a drop-dead time of 2 hours; if the inning is not completed, the score reverts to the previously completed inning.
- There are no time restrictions on any post-season games.
- The entire roster of players present for the game shall bat in rotation.
- A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of the game, or at any time during the game, shall forfeit the game.
- There may be a total of three coaches per team within the dugout. On the field, there may only be a total of two coaches (two base coaches). The third coach must stay in the dugout. No coach may be any closer to home plate than the end of the dugout unless summoned by the umpire.

OFFICIAL RULES

PLAYER PITCH/ COACH PITCH

Player-Pitch Rules

1. A player will pitch to the opposing batter until the ball is in play, the batter strikes out, or the batter receives a walk.
2. When a batter receives a walk, the batter is not awarded first base. If the batter receives four balls, instead of walking, they will revert to Coach Pitch to complete the at-bat. The coach will pitch the remaining strikes available to the batter. All pitches thrown by the coach are counted as strikes. The batter must either hit the ball or strike out on the remaining pitches.
3. A batter will not be called out on a foul ball and will be allowed to continue receiving extra pitches if the batter continues to foul off each pitch.
4. Any player hit by a pitch will revert to coach pitch to continue their at-bat.
5. A player may not pitch over their allowed pitches. Softball pitchers may not pitch more than two innings in a game.

Coach Pitch Rules

1. Coaches or managers shall pitch from a pitching plate per Pony distance rules (38 ft / 30 ft) from the point of home plate.
2. The player fielding the pitcher's position shall always take a position to the rear of the pitching plate, on either the left or right side of the coach-pitcher, with one foot on the dirt portion of the mound.
3. The coach-pitcher must remain in contact with the pitching rubber while pitching. He or she must throw the ball overhand (baseball) or underhand (softball). No kneeling or pitching from the knee is allowed.
4. The coach-pitcher shall not direct or coach their team in any way on offense. **Penalty:** The coach will receive one warning. On the second offense, the coach-pitcher may be removed from the mound at the umpire's discretion.

5. There are no walks. A batter will not be called out on a foul ball and will be allowed to continue receiving extra pitches if the batter continues to foul off each pitch.
6. If a coach hits a batter with a pitch, no base shall be awarded. The pitch shall be considered a ball, and an additional pitch or strike may be delivered.

LEAGUE SCHEDULES

The annual game schedule will be approved by the Board of Directors. Rescheduling or changes in the published schedule may be necessary from time to time due to weather conditions.

Rescheduling in these instances will be determined by the Head of Fields, Player Agents, and Chief Umpire. Rainouts must be played as soon as possible. Double headers games may be necessary occasionally.

GAME PROCEDURES

Basic playing rules and regulations are governed by the Official Rules of Major League Baseball, with exceptions governed by the official playing rules published by PONY Baseball, Inc., with the Big Bear Youth Baseball and Softball Local Rules replacing certain rules where applicable.

At any time during the regular season, beginning with practice, players may not participate in any other baseball or softball programs unless approved by the Board of Directors.

GAME TIME SCHEDULE

Each Manager must ensure that players are warmed up in sufficient time to take the field. Infield warmup shall be limited to a maximum of ten (10) minutes per team, if time permits.

Umpires are expected to be at the field twenty (20) minutes prior to the game starting time. No inning shall begin in any game at a time later than 1 hour and 45 minutes (1 hour and 30 minutes for 8U).

All post-season games do not have a time limit.

FIELD CONDITIONS

Before each game, the home team Manager is responsible for setting up the field (bases, pitching mound, and fence). The home team Scorekeeper will be responsible for submitting final scores.

After the last game each day, the visiting team Manager is responsible for locking the equipment, putting away the bases and mound, and taking the fence down.

Each Manager is responsible after each game for cleaning the dugout. Trash and equipment must be removed within ten (10) minutes.

MEET UPS

During the regular season a team may meet up to 3 times per week, including scheduled games and scheduled practices.

TEAMS

The number of players per team is based on the registered number of players per division in the season and is voted on by the board. The number will be no more than 18 players for softball and 15 players for baseball.

UNIFORMS

Managers and Coaches must be in uniform (i.e., jersey and team hat) and be on the field for at least 75% of the League games. A Coach not in uniform may be in the dugout but will not be allowed on the field during the game. Failure to comply may result in a one (1) game suspension of the Manager.

All players must properly wear the uniform while on the field (this includes shirts tucked in). Pitchers may not have any distracting material on their arms. This includes sleeves, undershirts, tape, bandages, etc.

In accordance with [MLB Rule 3.03](#):

Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player other than the pitcher may have numbers, letters, or insignia attached to the sleeve of the undershirt.

Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. No player shall

wear ragged, frayed, or slit sleeves, and no pitcher shall wear sleeves that are white, gray, or, in the judgment of the umpire, distracting in any manner.

No player shall attach to the uniform tape or other material of a different color from the uniform.

No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

Glass buttons and polished metal shall not be used on a uniform.

An injured player may be in the dugout without wearing a uniform.

No jewelry will be allowed during a game except medical identification bracelets.

CERTIFIED LEAGUE BADGE

All Managers, Coaches, and Umpires on the field must properly display their badge during the game. All badges must be presented to the umpire prior to the beginning of the game. Anyone without the required badge at the beginning of the game will not be permitted on the field.

PLAYING FIELD

Except for players on the field, on-deck hitters, Coaches, and players warming up, **all players must remain in the dugout behind the safety line during play.** No one else will be allowed in the dugout.

All gates will be closed during play, including dugout field gates.

MASCOTS

No mascots or bat boys/girls are permitted.

GAME TIME DETERMINATION

The game time shall be determined by the umpire's timepiece, or the timepiece designated by the umpire. **Umpires are in charge of playing conditions.**

Once a game begins, the umpires oversee playing conditions within these rules.

MINIMUM PLAY RULE

In all divisions, all eligible batters will be placed in a lineup for a bat-around batting order. All eligible players must play a minimum of six (6) defensive outs.

CONFLICTS

If a problem arises between a player's parent and a Manager/Coach, they must attempt to speak with each other first without the player being present. If it cannot be resolved:

1. A Player Agent will meet with the Manager, parent, and player.
2. The Manager or parent may request that the Player Agent schedule a hearing with the Disciplinary Board. Both parties will be heard before a decision is made.

OTHER RESPONSIBILITIES

All team Managers must hold a team meeting with all team members and parents/guardians present. This is a mandatory meeting. No equipment shall be issued, nor may practice sessions begin prior to this meeting. At the conclusion of the meeting, the Manager shall report to the Player Agent the name of the team parent and the scorekeeper.

Team Parents are responsible for communicating league information to managers and families. They are also responsible for assisting in the general cleanup of the stands after a game and obtaining assistance from other parents.

The home team Manager is responsible for providing the Scorekeeper. The Official Scorekeeper shall tally the stat totals for both teams and have the home plate Umpire initial the stats and sign the Official Book.

The Equipment Manager will issue equipment. Once issued, the equipment becomes the responsibility of the Manager to maintain, care for, and return in good condition. Damaged or lost equipment must be reported immediately. **Managers are responsible for returning equipment to the Equipment Manager within seven (7) days following their last game.**

The Head of Fields will issue lock codes. All fields must be cleared and locked at the end of practice.

VOLUNTEER GUIDELINES

Big Bear Youth Baseball and Softball truly value all volunteers who support our players, our league, and our season. Individuals interested in managing a team can indicate this during the registration process. They should also contact the Player Agent for their child's division to express their interest.

STATE LAW

The league follows Pony guidelines established by the **State of California's New Youth Protection Law (AB 506)** for background checks and Live Scans. [Assembly Bill No. 506](#) which is a new state law to protect children from sex abuse from youth organizations.

MANAGER/COACHES SELECTION

Expressing interest does not guarantee a manager role. Manager selections are based on the number of teams needed, the applicant's experience, and their history of volunteering within the league. Any volunteer may be deemed ineligible to volunteer due to previous actions, concerns or complaints regarding the volunteer in previous seasons. Any volunteer that does not complete training courses will be deemed ineligible for that season until completed. While we appreciate everyone's willingness to help, the number of Manager roles is limited.

PLAYER SPONSOR GUIDELINES

A player may receive sponsorship from Big Bear Youth Baseball and Softball up to **two times**. All sponsorship requests are reviewed individually, as each family's circumstances may differ. If a family applies for a second sponsorship and the board approves it, the award amount will be **reduced** from the previous year.

We are committed to ensuring that every child has the opportunity to play. However, our ability to provide sponsorships depends on the generosity of community contributors, and these funds are built into our annual budget. Sponsorship applications must be submitted **one week prior to the closing of registration**, and all approvals are made by the board.

A player may also receive direct **sponsorship from an outside source**, which does **not** count toward the two-sponsorship maximum.

EVALUATION/ PLACEMENT PROCESS

Big Bear Youth Baseball and Softball encourage all players to play within their age group. If a family would like their player to play within a higher age group, the player will need to evaluate with their age group **and** the age group they would like to move up to. To be eligible to play up, the player must rank as above average in their age group and average in the desired division grouping during evaluations. Players must be within one year of playing in the age division they are attempting to evaluate up to.

On rare occasions, the league will consider moving up a player because of registration numbers. If this occurs, the league will contact the family in advance of announcing teams to discuss available options.

PLAYING UP

If you believe your child should "play up", follow the below steps.

1. **DO NOT** alter your child's age in the system to accommodate this desire. Proof of age will be required before the season begins.
2. Register in the division your age range dictates. For example, if your child is 8 and wants to play Mustang, you must register for Pinto.
3. In the "Special Request" section of the registration process, note that your child would like to play up a division.
4. After completing registration, email the Player Agent.
Please include:
 - child's name*
 - division registered in*
 - league age for this season*
 - division you would like for them to play up to*
5. Players will be internally moved into a new division by the registrar after evaluations, if approved by the Board.
6. Any change in registration cost (different levels of play may have different fees) will appear in your online account as a balance due and must be paid by the draft date. You will receive email confirmation after the move and will be asked to pay any remaining balance.

SPECIAL CIRCUMSTANCES PLAYER PLACEMENTS

If there is a safety concern requiring a player to participate in a lower age division, the player will need to evaluate with their age group **and** the age group they would like to move down to. The safety of your player and all players in the league is our priority, and we want everyone to have a fun, safe season.

If you believe your child should "play down", follow the below steps.

1. **DO NOT** alter your child's age in the system. Proof of age will be required before the season begins.
2. Register in the division your age range dictates. For example, if your child is 7 and wants to play down to T-Ball, you must register for Pinto.
3. In the "Special Request" section of the registration process, note that your child has a reason to play down a division.
4. After completing registration, email the Player Agent.
Please include:
 - child's name*
 - division registered in*
 - league age for this season*
 - division you would like for them to play up to*
5. Players will be internally moved into a new division by the registrar after evaluations, if approved by the Board.
6. Any change in registration cost will appear in your online account as a balance due and must be paid by the draft date. You will receive email confirmation after the move and will be asked to pay any remaining balance.

DRAFT RULES

Two representatives from the league (a Player Agent and a Board Member with no personal interest in the division) will be present during the draft. All draft participants must have completed their background checks and training to attend.

All evaluated/known players will be placed into one of five rows. Any number of players may be placed in a row. Example: if there are 17 “#3-level” players, all 17 will be placed in Row 3.

Each manager receives two pre-picks.

- The first pick must be their own child.
- The second pick must be their Coach’s child. If the coach does not have a child playing, the coach may select any available player.

These players are set aside until their rated row begins in the draft. At that time, the player is placed on the manager’s team as that manager’s pick, and the next manager continues drafting.

The draft format will be a **snake draft**. Example: In a four-team division, the order is 1-4, then 4-1. One manager will receive back-to-back picks each round.

Drafting Order

1. Manager/Coach players
2. Experienced pitchers
3. Remaining players ranked 5 through 1

Software is used for drafting, assigning teams, and distributing player information to managers. Software is not required in the draft but is highly recommended for use during the season.

During the draft, draft cards will be visible to all participants. As a manager drafts a player, that player will be moved to that team’s section. If a player is removed from a team during the draft, the card will be moved to the new team or back to the free-agent section.

At the conclusion of the draft, the Player Agent and Board Member will total each team’s player ratings. The goal is for all teams to have totals as

equal as possible. All totals will be shared with everyone present. If totals vary by more than five, the Player Agent will evaluate the teams with discrepancies to find a solution.

ALL-STAR/TOURNAMENT

Manager/Coach Selection: The All-Star Manager will be determined by the Board of Directors. The All-Star Manager may choose two (2) Coaches from the other Managers and Coaches within the division, with approval from the Board of Directors.

Player Selection: Each Manager will present the Player Agent and the selected All-Star Manager with player nominations. The All-Star Manager will select players from the lists provided. The Manager, with Player Agent approval, may elect to select a player not on the list. Baseball players must be registered in — and have competed within — the same division for which they are chosen as All-Stars during the season.

Manager Tournament Responsibilities: All Team Managers must work and/or provide personnel to work during Tournament Play. This time must be provided during periods when their respective team is not playing. Failure to comply will be considered during the following year's Manager and Coach selection.

Parent Responsibilities: Parent participation is mandatory during hosted All-Star Tournaments.