Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

CYB LOCAL RULES & REGULATIONS (Revised August 2026)

1 The League

1.1 The Carlsbad Youth Baseball Executive Board of Directors is composed of nine (9) elected officials' President, Vice President, (administration) Vice President (Operations) Treasurer, Secretary, Player and Coach Agent (Upper Divisions), and Player and Coach Agent (Lower Divisions), VP of Special Events, which comprises of two board seats. All references to "Player Agent" or "Player and Coach Agent" herein shall be deemed plural, where relevant.

1.2 For the purpose of resolving certain specific issues, the League will form a Decisions Committee. The Decisions Committee is chaired by a Board Member (selected by the President, typically the Vice President of Operations), the applicable Player and Coach Agent and the Commissioner of the division in question.

1.3 The following rules and regulations have been developed and adopted by the CYB Executive Board of Directors (the Board). Any League Member may request modifications or clarification to the rules by submitting proposed rule modifications in writing to the CYB Executive Board. These rule change proposals will be assessed and dispositioned through the league's annual rules revision process, with any resulting rules modifications approved by the Executive Board of Directors.

1.4 Any rules issues requiring clarification within the current season should be submitted in writing to the Rules Committee Chairman, who will consult with the Chief Umpire in developing an interpretation of the rule in question. This ruling will then be communicated to all impacted parties. Such inquiries will also be evaluated as candidate rule change proposals for the next rules revision process cycle.

1.5 Official Major League Baseball Rules as released through the office of the Commissioner of Baseball, and PONY Baseball Rules and Regulations published by Pony Baseball, Inc., Washington, PA, and the PONY BASEBALL handbook for the current season shall apply to matters not covered by CYB Local Rules and Regulations. The hierarchy of rule application for CYB shall be as follows:

A) Appendix 2 Rules take precedence over Local CYB Rules (Spring Post-Season Playoffs only)

B) Local CYB Rules take precedence over Pony and MLB Rules

C) Pony Rules take precedence over MLB rules

D) MLB rules

1.6 Electronic Communications- CYB related email communications and CYB email lists shall be used for conducting CYB business. The distribution of inappropriate content is prohibited.

1.7 With the council of the Board, the respective Division's Player Agent will have the make the final decisions related to protected players and penalties applied to those players.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

2 Teams

2.1 The League is divided into seven (7) divisions containing teams consisting of the following maximum number of players (subject to Section 2.2):

DIVISION MAXIMUM PLAYERS PER TEAM

FOAL	12
SHETLAND	12
PINTO	12
MUSTANG	12
BRONCO	12
PONY	14
COLT/PALOMINO	15

2.2 The Player Agent shall attempt to maintain team rosters at eleven (11) or twelve (12) players so as to provide maximum playing time for each player, but may allow teams of more or less depending on the division and registration numbers.

2.3 Team names in each division shall be selected in accordance with an appropriate procedure determined by the Vice President of Administration and the league's commissioner for each applicable division.

2.4 Except as provided in Rule 8.11, each team will have one manager (Head Coach) and one designated coach (with a maximum of three (3) coaches overall, including Manager); Pinto Divisions may have a maximum of four (4) coaches overall, including Manager. Foal and Shetland Divisions may have a maximum of five (5) coaches overall, including the Manager. Where possible, each team shall have a team scorekeeper and a team parent.

2.5 No team will be allowed to replace a player in the last two (2) weeks of the regular season.

3 Legal Players

3.1 Players within PONY Baseball's "traditional" age limits listed below are eligible to play as follows:

DIVISION LEAGUE AGE

FOAL	4-5
SHETLAND	6
PINTO	7-8
MUSTANG	9-10
BRONCO	11-12
PONY	13-14
COLT/PALOMINO	15-19

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

3.2 Divisional assignments based on the "traditional" age grid are determined by the player's birth date and where it falls on the PONY Baseball age grid. A player's league age is determined by how old they will be on the date cutoff set by PONY rules (currently, April 30th).

3.3 CYB has adopted PONY's "and under" program to the extent that the minimum age for each division will be expanded by ONE (1) year relative to the "traditional" age grid divisions. To illustrate:

- Foal Age Eligibility will be league age 4 to 5
- Shetland Age Eligibility will be league age 6
- Pinto Age Eligibility will be league ages 6 to 8
- Mustang Age Eligibility will be league ages 8 to 10
- Bronco Age Eligibility will be league ages 10 to 12
- Pony Eligibility will be league ages 12 to 14
- Colt/Palomino Eligibility will be league ages 14 to 19

Players are generally required to participate in the division determined by their PONY League age. A player may be permitted to play up one division under the following circumstances: (a) The player is no more than one league-age year younger than the requested division and has a sibling playing in that division and the parent is coaching the upper division team (i.e. an 8-year-old Pinto player may request to play in the 9U Mustang Division when the player's sibling is on the 9U Mustang team and their parent is coaching the Mustang team); The player's current grade level corresponds with the requested division; or The Player Agent determines that the play-up is appropriate based on the player's age, ability, safety, developmental readiness, and the needs of the league.

All play-up requests remain subject to league approval, player safety, and roster availability.

Players of league ages 4, 5, 6, 8, 10, 12, and 14 who wish to participate in the "older division" must demonstrate an adequate skill level to play in the "older division." CYB's policy and player placement procedures are described in detail in CYB's "And Under" Program Policy and Application document, which can be downloaded from CYB's website.

In certain special cases, a player may apply to "play down" in a division below that assigned from the age grid. The age grid, and age grid waiver policy can both be found on the CYB website, or copies of these documents can be requested from the registrar.

3.4 Players who play in a non-Pony league may also participate concurrently in CYB. CYB requires that a player disclose the fact that he/she is playing in more than one league and, if requested, declare where his/hers first loyalty lies in the event of a schedule conflict. All managers should be made aware of the player's status and principal loyalty prior to

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

evaluation at try-outs and again at the division pre-draft meeting.

3.5 To be eligible for an All-Star team, each player must satisfy the age, residency, and participation rules as stipulated in the PONY baseball rule book. Information on the PONY rules related to tournament play can be found on the CYB website.

4 Boundaries

4.1 The PONY Baseball Organization of San Diego County does not define boundaries subject to CYB and by general PONY rule no boundaries will apply to any player registered with CYB.

5 Selection of Players

5.1 CYB registration is to take place on the dates agreed upon by the Board, as may be indicated on the CYB website. Separate registrations are required for spring and fall play. Only CYB approved forms or electronic registration through the website shall be used for registration. A legal document or official CYB League roster will confirm each player's age.

5.2 Player Assignment

5.2.1 No player shall be permitted to "play-down" without an Age Grid Waiver application approved by the age-grid-assigned Division Commissioner and the Player Agent.

5.2.2 In the event that more players register than can be accommodated by the number of teams to be organized, players signing up prior to the official close of registration shall be given priority on a first come, first serve basis. In addition, new protected players who register at or prior to the assessment date shall be given priority. All others shall be placed on the waiting list maintained by the Player Agent(s) in the order of registration date. Vacancies shall be filled from the waiting list and from no other source.

5.3 Assessments

5.3.1 All registered players in all divisions except Foal, Shetland, and Colt/Palomino are requested to go through assessments. Failure to participate in assessments will result in the player not being eligible to be drafted.

5.3.2 Assessments will be held for the spring and fall season. The CYB Board will establish assessment dates for each division. The Player Agent(s) and/or Registrar will prepare a roster of registered players and assign player try-out numbers. Copies of the roster will be given to the coaching staff prior to tryouts.

5.3.3 All managers and coaches or their designees should attend each assessment. The coaching staff will assist in conducting the assessments. All players will attempt the following:

<u>Fielding and throwing:</u>

Players will be positioned in the outfield; each player will field at least one fly ball and will be required to make throws to second base and/ or home plate. Players will be moved to the shortstop position. Each player will field at least two ground balls

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

and will be required to make throws to first base. Depending on the division, players may then be moved to first base, where they will catch the shortstop's throw and relay to the catcher.

Hitting:

Each player will take a turn in the batter's box, properly equipped with a batting helmet. Each player will attempt to hit three (3) pitches. After the 3rd pitch the player will run to 1st base.

5.4 Team Formation

5.4.1 Teams in each division shall be formed according to the terms specified in Appendix 3.

6 Playing Fields

6.1 Base and mound definitions will be subject to field availability and subject to restrictions placed on field changes by the City of Carlsbad.

6.2 The permanent fences at the respective playing fields will determine home run and backstop distances, provided that the Board of Directors may authorize the Pinto Division to utilize a temporary outfield fence. If necessary, Bronco Division games at Pine Field, the temporary fence should be placed at approximate distances of 225 feet down the foul lines, and 275 feet at center field.

7 Equipment

7.1 A uniform shall consist of a hat, jersey, pants, belt, and socks.

7.2 No additions or adjustments of any kind shall be made to the uniforms.

7.3 Except as stated in rule 7.4, metal cleats are permitted during regular season play in Pony and Colt/Palomino divisions only. Shoes with interchangeable cleats are highly recommended. At the discretion of the umpire, any player wearing metal cleats may be ejected from the game for spiking.

7.4 Metal cleats are not approved for use on fields with synthetic turf, or for pitching on portable mounds.

7.5 Teams may only use uniforms and equipment approved by the Local League. Personal protective equipment and bats must meet PONY BASEBALL safety standards.

7.6 Players on deck, batters, and base runners shall wear protective helmets. Catchers must wear a helmet, face mask with throat guard, chest protector, shin guards and protective cup during practice and games – NO EXCEPTIONS. Any player not wearing a protective cup shall not be permitted to squat behind the plate during any practice or game, or while warming up a pitcher on the sidelines or between innings. Protective cups are recommended equipment for all players.

7.7 For Shetland and above, batting devices of any kind are not allowed on the field or outside the field of play during the game.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

8 Playing Rules

8.1 No jewelry except a medical alert ID taped to the body may be worn during games.

8.2 Sunflower seeds are not permitted in the bleachers or dugouts without the use of a "spit" cup. There will be no eating or drinking on the field or in the dugouts during games by players, managers, coaches or umpires in all divisions. Subject to the team manager's discretion, closed plastic drink containers, gum and sunflower seeds are permitted in the dugouts and on the field (natural turf only). Under no circumstances are any food or beverage items other than water or clear beverages permitted on synthetic turf fields, or in the dugouts of such fields. Team managers shall be responsible to enforce this rule.

8.3 The home team will occupy the third base dugout.

8.4 For each game, both coaches shall provide one game ball each. Replacement balls for home runs shall be provided by the team that hit the home run (see 13.2).

8.5 During the regular season, if a team fails to field at least eight players within 15 minutes after the scheduled start time, the game shall be declared a forfeit. If after the start of play a team is reduced to less than eight players, the game shall continue and shall count as an official game. Failure of both teams to field at least eight players at the start of a game results in a double forfeit. There shall be no automatic out recorded when a missing player's position in the batting order comes up. In the event of a game that is forfeited due to a player shortage, participants including umpires are encouraged to continue to play a scrimmage game. For such a scrimmage game, a team may borrow one or more defensive (non-pitching) players from the opposing team.

8.6 Each team will supply at least one person to help prepare the field for play. Both teams shall be responsible for complete preparation of the field for play.

8.7 Reserved

8.8 Prior to games, use of the infield (for infield practice, batting, or pitching) is prohibited. Whiffle ball batting will be permitted in the outfield areas only. Pitching from the mound prior to the start of the game (except when the home team takes the field) is also prohibited.

8.9 If a player arrives late for a game, the manager has discretion to decide whether the innings missed shall count as an inning that player sat out (see Pinto Rule 15, Mustang Rule 4, Bronco Rule 3, Pony Rule 2). Also at the manager's discretion, the innings missed may be deducted from the minimum inning requirements of Pinto Rules 13 & 14, Mustang Rule 5, and Bronco Rule 3. The player bats at the bottom of the line- up. In the event of a suspended game, only those players present at the time of suspended play are eligible to play in the continuation.

8.10 The maximum of one manager and two coaches (or three coaches in the absence of the manager) are allowed on the field during a game. At least one League-approved manager or coach should be on the field at all times, except in case of emergency in which case another parent may fill in. The field includes the playing surfaces and dugouts. Coaches cannot coach from outside the playing field. Pinto and Shetland teams shall be allowed four (4) coaches on the field.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

8.11 A maximum of one defensive coach may position themselves outside of the dugout during play positioned on their “dug out side” and near the outfield dirt line. The umpire has the right to change this positioning at their discretion.

8.12 The offensive team must have two coaches in coaching boxes at all times. Only one of the coaches may be a player. Any player coaching a base must be in uniform and wear a helmet.

8.13 For the safety of all players, runners are required to slide or avoid on a close play. (For the purpose of this rule: A play is constituted by having a runner and a fielder-in-possession-of OR fielder-in-the-act-of-receiving the baseball in proximity of the base.) A base runner shall be called out if contact occurs and the base runner fails to slide, does not attempt to avoid a fielder, or commits an obvious unsafe play in the opinion of the umpire. Defensive players shall not block the base to which the runner is advancing unless in possession of the ball or in the act of receiving the ball. The determination of a “close” play is entirely Umpire judgment. Approved Ruling: A thrown ball up or off the line from home plate or a base is not to be considered a close play. It is unrealistic for a base runner to slide or in some cases avoid when a thrown ball is clearly off its intended target. Any contact that would be made is considered incidental.

8.14 Except in the Foal, Shetland, and Pinto Divisions, catchers must use a catcher's mitt (glove) during games.

8.15 Only a player playing the position of first base is permitted to wear a first baseman's glove.

8.16 A player will not be allowed to play with a hard cast. A player may play with a soft cast provided he/she has a doctor's release. Umpires shall advise the Board if an abuse or mistake is seen. Umpires shall advise the Board if, in their judgment, a team manager has exercised poor judgment or abusive behavior in the act of determining player fitness for play.

8.17 Teams are responsible for removing trash from their respective dugouts and from the field upon completion of games.

8.18 In the event a player becomes injured or ill during a game, the player’s parent or the team manager will determine if the player is able to continue playing. An injured or ill player, once removed from the game, may not return during that game. Umpires are to give ample time in the event of an injury so that the player may recover from the situation causing the injury.

8.19 In the case of injury to a player (deemed serious by the umpire) while a play is in progress, the umpire shall call "time-out" so a team official can attend to the player. The umpire shall award bases that he/she feels would have been obtained had the "time-out" not been called.

8.20 At the end of the game, teams shall form a line in front of their dugout. The manager or coach will lead their team to where both teams will meet and exchange handshakes.

8.21 All players available must be in the batting order submitted to the official scorekeeper. The batting order may not change once the game has started unless the removal of a

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

player because of injury, illness, ejection or other legitimate reason (subject to approval of the opposing manager). Any player leaving the game for one of these reasons will not be considered an out during a subsequent at bat. Such a player may not re-enter the game. A player arriving late shall be placed at the bottom of the batting order. In the event of a suspended game, only those present at the time play is suspended shall be eligible to play in the continuation.

8.22 NO STRAIGHT STEALS OF HOME OR SUICIDE SQUEEZES are allowed. Runners from third base may not steal home while the pitcher or catcher is in possession of the ball. A return throw from catcher to the pitcher is considered firm possession. If a straight steal of home is attempted the runner will be called out and the manager shall be given a warning and referred to the Decision Committee. A Safety squeeze is permitted provided the runner does not break for home until after the batter bunts.

8.23 For Mustang through Pony, each player shall play a minimum of one (1) inning at an infield position per game. The only exception is a safety issue as approved by the Player Agent in advance. The pitcher and catcher position are considered as an infield position.

9 Pitching Rules

9.1 Pitchers shall not be warmed-up except on the field of play, unless, in the opinion of the home plate umpire, this can be done safely without risk of injury to players and/or bystanders. Umpires will allow, in their judgment, sufficient time for replacement pitchers to warm-up. A minimum of eight pitches will be allowed.

9.2 The warm-up catcher shall be a member of the pitcher's team and wear a mask and protective cup. In order to avoid delay, a manager or coach shall be permitted to warm-up the pitcher between innings.

9.3 Intentional Walks: Per PONY Rulebook, intentional walks are allowed. However, there will be no added pitches towards the total pitch count if a player is intentionally walked. A player may only be intentionally walked once per game.

9.4 Regular season and playoff pitching inning limits, pitch count limits, and rest periods for each division are specified in the table below:

Mustang	**Max Innings Per Day**	**Max Innings Per Week**	**No Rest Required (Pitches)**	**1-Day Rest Required (Pitches)**	**2-Days Rest Required (Pitches)**	**3-Days Rest Required (Pitches)**	**4-Days Rest Required (Pitches)**	**Max Pitches Per Game***
Regular	2	4	1-20	21-35	36-50	51-60	60+	50
Playoffs	*3*	*6*	1-20	21-35	36-50	51-60	60+	*60*

Bronco	**Max Innings Per Day**	**Max Innings Per Week**	**No Rest Required (Pitches)**	**1-Day Rest Required (Pitches)**	**2-Days Rest Required (Pitches)**	**3-Days Rest Required (Pitches)**	**4-Days Rest Required (Pitches)**	**Max Pitches Per Game***
Regular	3	6	1-20	21-35	36-50	51-65	*66+*	60
Playoffs	*4*	*8*	1-20	21-35	36-50	51-65	*66+*	*70*

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Pony	Max Innings Per Day	Max Innings Per Week	No Rest Required (Pitches)	1-Day Rest Required (Pitches)	2-Days Rest Required (Pitches)	3-Days Rest Required (Pitches)	4-Days Rest Required (Pitches)	Max Pitches Per Game*
Regular	4	8	1-20	21-35	36-50	51-65	*66+*	75
Playoffs	*5*	*10*	1-20	21-35	36-50	51-65	*66+*	*85*

Each team will provide one parent, not a coach, to monitor pitch counts for their team. Upon reaching the mandated pitch count, the current pitcher may finish pitching to the batter of record. Each team should maintain a permanent record of not only their player's pitch counts, but also the opponents pitch counts.

Rest Rule – Upon appeal, the plate umpire will review the pitching log for any infractions. If none are found, play will resume. If the accuracy of the pitching log is questioned, the division commissioner can request to review the pitching logs of recent opponents for consistency. Any manager found in violation of the rest rule will be ejected from the game and subject to additional penalties per rule 17.3.

Pitching on 2 Teams – In cases where pitchers are participating on another (eg Club/Travel) team at the same time as their recreational team, managers are encouraged to communicate closely with the pitchers, their parents and the other manager to ensure protection of the pitchers' arms.

For purposes of computing the innings pitched per week, the week shall be from 12.01 a.m. Monday to 12:00 a.m. (midnight) the following Sunday.

A "days' rest" is defined as a full calendar day.

Pitching Eligibility Example Scenarios:

Example 1: Pitcher throws 19 or 20 pitches on a Tuesday game (regardless of time of game), pitcher would be available for a game the very next day---No Rest Required

Example 2: Pitcher throws 21 pitches on a Thursday game (regardless of time of game), pitcher is available to pitch again on the Saturday game---1-Day Rest Required

Example 3: Pitcher throws 40 pitches on Thursday game (regardless of time of game), pitcher is not available to pitch on the Saturday game---2-Day Rest Required

Example 4: Pitcher throws 51 pitches on Wednesday game (regardless of time of game), pitcher is not available to pitch on the Saturday game---3-Day Rest Required.

9.5 No pitcher may wear a long sleeve white or gray colored shirt, use a white or gray colored glove, or use or wear any article of clothing or equipment as a means of concealing the baseball during his/her delivery.

10 Length of Games

10.1 No practice shall exceed three (3) hours in length. Pre-game practices shall be limited to one (1) hour, and no post game practices shall be held, provided that managers and

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

coaches are encouraged to discuss the just completed game with their players. Violation of this rule shall be grounds for discipline of the manager/coach.

10.2 The official game clock shall be kept by the home plate umpire. After the delivery of the first pitch, the home plate umpire shall inform the scorekeeper of the current time as well as the official starting time of the game.

10.3 Once play has commenced, below are the time limits, by division:

DIVISION	NO NEW INNING AFTER…	DROP DEAD
Foal & Shetland	1:00	N/A
Pinto	N/A	1:30
Mustang	1:45	2:05
Bronco	2:00	2:20
Pony & Colt/Palomino	2:15	N/A

An inning officially starts immediately after the third out of the bottom of the preceding inning is made, regardless of the time it takes the defensive team to leave the field.

Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any game shall revert to the previously completed inning.

10.4 The following number of innings played shall constitute a complete game:

DIVISION:	MINIMUM # OF INNINGS
FOAL/SHETLAND	2 INNINGS
PINTO	3 INNINGS
MUSTANG	3 INNINGS
BRONCO	4 INNINGS
PONY	5 INNINGS
COLT/PALOMINO	5 INNINGS

10.5 The following number of innings shall comprise a regulation game.

DIVISION:	MAXIMUM # OF INNINGS
FOAL/SHETLAND	6 INNINGS
PINTO	6 INNINGS
MUSTANG	6 INNINGS
BRONCO	7 INNINGS
PONY	7 INNINGS
COLT/PALOMINO	7 INNINGS

10.6 Any game not completed may be made up at a later time. In this event, the Division Commissioner will determine whether a makeup game will be played.

10.7 In the Spring and Fall season, there is a 10-run “Mercy Rule” after 5 innings of play in the Bronco, Pony, and Colt divisions. There shall be a 10-run “Mercy Rule” in the Mustang Division after 4 innings. There is no Mercy Rule in the Foal, Shetland, and Pinto Divisions.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

11 Schedule

11.1 The Board shall determine the Fall and Spring game schedules.

11.2 Prior to the commencement of the regular game season, each team shall conduct at least two (2) and at most (4) practices. After the season has commenced, a minimum of one (1) and a maximum of two (2) practices per week are recommended for Shetland 6U division and above. The Division Commissioner shall provide practice schedules.

11.3 Canceled or suspended games may be made up at a later time. In this event, the Division Commissioner along with the VP of Operations will determine whether a makeup game can/will be played.

12 Umpires

12.1 The plate umpire will be in charge of the field.

12.2 Judgment calls made by the umpire are official and final. Only the team manager or designee may discuss rule interpretations with the umpire. Anyone violating this rule may be requested to leave the field area.

13 Score Keeping

13.1 For divisions that it is applicable, each team shall maintain a scorebook. The home team shall provide the "official" scorekeeper at each game. The umpire shall not start the game until the official scorekeeper has been identified, and has been provided with team batting orders, etc. Numbers in the book must match the numbers on the player's jerseys. Scorekeepers are encouraged to record the pitcher and number of pitches thrown in each inning as an aid to coaches in following pitch-count guidelines.

14 Managers and Coaches

14.1 Selection of Managers and Coaches shall be in accordance with the league's published policy.

14.2 All managers and coaches must wear shoes (no sandals) and a League-issued shirt (recommended) on the playing field.

15 Standings

15.1 Standings will not be kept for the Fall season. In the Spring, standings will not be kept for the Foal, Shetland, and Pinto Divisions, unless otherwise agreed by the applicable Commissioner and Player Agent to help generate playoff brackets when seeding is being used instead of random draw. In the Pony and Colt/Palomino Divisions, the Division Commissioner will determine with other league counterparts whether standings are to be maintained.

15.2 In the Spring season only, standings will be maintained for the last 10 games of the season for Mustang and above. This will be used as a basis for seeding in the post-season tournament. Standings will be determined based upon the following tie-breaker system

1) Winning Percentage
2) Head-to-Head record

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

3) Least runs allowed head-to-head
4) Most runs scored head-to-head
5) Coin Flip or virtual draw at commissioner's discretion

The computation of Winning Percentage will include the results of all completed games, including ties. The equation to be used for Winning Percentage (WP) is:

WP = (Wins + (Ties/2))/(Total Completed Games)

In this definition, a "completed game" is according to the definition in Section 10.4.

16 Reserved

17 Penalties

17.1 A manager desiring to sit a player out for failure to appear on time for a game, missing practice, or violating team or league rules, shall notify the Player Agent and the player's parents in writing. The Player Agent shall discuss the matter with the manager and the player and shall authorize the action by written notice to the player and the manager that the player will sit out the next scheduled game following the notice. A player sitting out may be in uniform and sit in the team dugout during the game which he/she is sitting out, and at the manager's discretion, may be used as a base coach, and may be inserted in the game only in order to prevent the team from being unable to field eight (8) players. If the player is inserted in the game, he/she will be deemed to have sat out the entire game. A player sitting out shall be identified to the official scorekeeper as "present but not playing".

17.2 If, during a game, a manager must bench a player for disciplinary reasons, the manager shall notify the umpire, the opposing manager and the official scorekeeper. The managers shall give written notice of the benching to the Player Agent within forty-eight (48) hours after the conclusion of the game. The Player Agent shall keep a record of such actions and shall report to the Board periodically regarding the same.

17.3 Any manager, coach, or spectator ejected from a game may not be within view of the umpire for the remainder of the game and will automatically be suspended for a minimum of one (1) additional game. The Decisions Committee, appointed by the President, will review all ejections and will require a statement from the ejected individual. The Decisions Committee can suspend an individual for up to two additional games and may recommend suspension of more than two additional games to the Board. Decisions will be communicated through the league Commissioners and team managers.

17.4 Any player ejected for egregious unsportsmanlike conduct, malicious contact, or an egregious violation of the rules and or conduct may be suspended for an additional game or more. The Decisions Committee, appointed by the President, will review all ejections and will require a statement from the ejected individual. The Decisions Committee can suspend an individual for up to two additional games and may recommend suspension of more than two additional games to the Board. Decisions will be communicated through the league Commissioners and team managers.

17.5 All players, managers, coaches, and parents will be required to comply with the CYB

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

RULES OF CONDUCT, a copy of which is attached to these Local Rules.

17.6 There will be no hitting or throwing of balls into any chain link fence at any CYB field. This rule has been mandated by the City of Carlsbad.

17.7 Noisemakers are not permitted at any game. Use of such devices may result in ejection of the manager. Music may only be played between innings; walk-up music is not permitted. Failure to comply may result in ejection of the manager.

17.8 There will be no organized distracting chatter or motions/movements that might create an unsafe situation for an opposing player.

17.9 Any player who loses control of the bat and inadvertently "throws-the-bat" during his/her at-bat shall receive a warning from the umpire on the first instance. A second instance during the same game shall result in the player being "out," but remain in the game. A third instance in the same game will result in the batter being ejected and removed from the game only. The player may remain in the dugout. If a play occurs during the at bat, the play stands. If it occurs during the at bat, the on-deck hitter shall assume the count.

17.10 A manager may suspend or remove a coach or assistant coach at his or her discretion with a written notice within 24 hours to the Player/Coach Agent and the coach or assistant coach. The Player/Coach Agent will convene the Decisions Committee to make a formal decision on the dismissal.

18 Protests

18.1 Protests are strongly discouraged. Protests based on a play, which involves an umpire's judgment, shall not be permitted. In the Shetland, Pinto, and Mustang Divisions, protests shall not be allowed except in postseason play, as the PONY LEAGUE OFFICIAL RULES shall permit.

18.2 When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, scorekeeper, and opposing team's Manager that the game is proceeding under protest, and the grounds therefore. The objecting manager then must submit a written protest in writing within 48 hours to the President and Vice President of Operations. A Decisions Committee will then be formed to investigate and resolve the issue, with consultation from the Chief Umpire. The ruling of the Decisions Committee shall be final and not subject to appeal.

19 General Conduct

19.1 Any violation of the CYB Rules and Regulations may result in the suspension of a player, manager, coach, umpire, or other person for such period as shall be deemed appropriate by the Board.

19.2 Alcoholic beverages will not be allowed on or around the playing field. CYB encourages a tobacco free environment at all CYB activities.

19.3 Except in cases of emergency, spectator contact with players on the field or in the dugout is prohibited.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

19.4 Players may not leave the playing field without the permission of a manager or coach.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Foal and Shetland Division Rules

Revised August 2026

Foal and Shetland leagues are focused totally on instruction and development of beginning players. Foal coaches shall have discretion to implement modifications to the rules, if required for the safety of the players and their safe development. Shetland coaches shall have discretion to implement modifications to the rules, if required for the safety of the players and their safe development, provided, however, Shetland coaches shall limit modifications during the spring season. All modifications should be reviewed and approved by the relevant commissioner prior to implementation.

The Foal and Shetland Division shall follow the rules set forth by the Official Baseball rules, PONY Baseball, and the CYB Local Rules and Regulations.

20 Role of the Commissioner

20.1 The Foal and Shetland Commissioner(s) will oversee and enforce the guidelines provided by the Rules Committee and CYB Executive Board.

20.2 The Foal and Shetland Commissioner(s) shall form teams taking age, school, geography and special requests made at the time of registration, as provided by the Registrar.

21 Playing Field

21.1 Distance between bases: 50 feet.

21.2 Home team shall take the 3rd base side and Away team shall take the 1st base side.

22 Equipment

22.1 Safety baseballs are required. The ball must weigh not less than 5 or more than 5 ¼ ounces & measure not less than 9 or more than 9 ¼ inches in circumference.

22.2 All bats shall carry a "USABat" logo. Bat diameter shall not be larger than 2 5/8 inches in diameter. Metal, composite, and wooden bats are legal.

22.3 It is recommended that "rubber molded cleats" be used.

22.4 Batter, players in the on-deck batter area, and base runners are required to wear a "batter's helmet" which gives protection to the top of the head, temples, ears and base of the skull.

22.5 Catchers are required to wear a helmet. Catcher's gear consisting of mask, chest protector, and shin guards should be used if available (only refers to Shetland).

22.6 Protective athletic cup is recommended.

23 Rosters

23.1 Shetland/Foal has a large number of players across 3 ages. If there are enough players to accommodate, it is recommended the Shetland division split into subdivisions to separate younger (Foal) and older players (Shetland). In order to split the division, there must be a minimum of four teams in each of the younger (Foal) and older (Shetland) divisions.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

The following are suggested rules for the 2 sub-divisions:

23.1.1 The younger sub-division (Foal) will be mostly 4- and 5- year old players.

23.1.2 The older sub-division (Shetland) will be mostly 6- year old players, but can have league age 4 or 5 year old players that exhibit a higher skill set.

23.1.3 Siblings that are 6 and 5 will play in the older division.

23.1.4 Siblings that are 6 and 4 will play in their respective divisions.

23.2 Team size: Minimum 8 players per team. Maximum of 13 players per team.

23.3 Coaching positions: 1 Manager, **4 Assistant Coaches**.

24 Foal Division

24.1 Game Length

24.1.1 Game length shall be as many complete innings as possible within 1 hour.

24.1.2 A complete inning consists of both teams batting.

24.2 Defensive Positioning

24.2.1 All players on the roster must play defensively.

24.2.2 No minimum number of players is required to play a game.

24.2.3 There will be free defensive substitutions.

24.2.4 Players SHALL NOT play in the outfield in consecutive innings, unless required for the safety of players or where the number of innings and number of players makes this not possible.

24.2.5 No player will play the same position more than two (2) times in a game, unless required for safety reasons or if a team consists of 12 or more player.

24.2.6 There shall be a maximum of six outfielders (with teams of 11), stationed 15 feet behind the baseline.

24.2.7 An infielder CANNOT stand on a base before the ball is hit. A safety base should be used at 1st base when available.

24.2.8 No infielder may be positioned more than 5 feet from 1st/2nd or 2nd/3rd baselines towards home plate.

24.3 Coaching Positions

24.3.1 Offensive coaches will be stationed in the coach's boxes, as a coach pitching, and (optionally) behind the catcher.

24.3.2 Defensive coaches are allowed along the fair/foul lines and in the outfield.

24.3.3 If a batted ball strikes a defensive coach, the ball is dead and runners shall advance one base.

24.3.4 Defensive coaches may call time to approach a defensive player between batters.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

24.4 Pitching-Coach Pitch

24.4.1 Season starts with tee ball play and moves to coach pitch at coach's reasonable discretion.
24.4.2 Under hand pitching will be done by the batting team's coach only if agreed by both team managers prior to game start. A batting tee will be used primarily for this division.
24.4.3 The coach shall pitch from a position approximately halfway between the pitcher position and home plate preferably from his/her knees.
24.4.4 If a batted ball strikes the coach pitching, the ball is dead, no runners shall advance, and the batter is allowed another pitch.
24.4.5 The coach who is pitching shall not in any way interfere with the defensive players.
24.4.6 The coach may provide guidance for where the batter should stand to avoid the batter being hit by the pitch or adjusting to the height of the pitch.
24.4.7 The batter will be pitched up to 3 hittable pitches.

24.4.7.1 A hittable pitch is a pitch thrown with an approximate location between the head and knees of the batter and over an area covered by a normal bat.
24.4.7.2 If the ball is not put into play by the 3rd pitch the batter will hit off the batting tee.
24.4.7.3 If the last pitch is hit foul, the batter may take an additional pitch.
24.4.7.4 There will be no strike outs. If the ball is not put into play after the third pitch or fouled third pitch, a batting tee will be utilized.
24.4.7.5 No intentional bunts are allowed.

24.5 Game Play

24.5.1 Each team shall bat their entire roster each inning.

24.5.1.1 Once the last batter in the lineup has batted, the teams change sides. There is no limit to the number of outs made per inning.
24.5.1.2 Batting order should change each inning.

24.5.2 On a batted ball:

24.5.2.1 Runners called out shall remain on base, unless coaches agree differently before the game.
24.5.2.2 The ball is dead and play is stopped when the ball reaches the infield.
24.5.2.3 Once the ball becomes dead and the runner has not gone beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.
24.5.2.4 Runners may not advance on overthrows.

24.5.3 Managers should encourage defensive players to attempt to make outs on every play and should encourage players to throw overhand except in situations where an underhand toss would be a normal play.

24.5.3.1 If a ground ball is hit to the pitcher, the pitcher is required to either hold the ball or throw to a base. The pitcher shall not race towards the base in an effort to beat the runner. If the pitcher does race to the base, the runner is automatically safe. However, if the ball is hit up the first or third base lines a pitcher is permitted to tag the runner for an out.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

24.5.3.2 Outfielders cannot make force or tag plays. If the outfielder does tag a runner or runs to a base, the runner is automatically safe. Outfielders must throw the ball to the infield.

24.5.4 Base running will be station to station through the entire season.
24.5.5 Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit. If a runner does lead off, the play will be reset and the batter will go back to the plate.
24.5.6 No infield fly rule.
24.5.7 The last batter of the inning is permitted to "run the bases" to home, even if the play results in an out.
24.5.8 Under no circumstances should anyone keep or announce a score during or after a game. There is no winning or losing for any regular season game.

25 Shetland Division

25.1 Game Length

25.1.1 Game length shall be as many complete innings as possible within 1.5 hours.
25.1.2 No inning shall start after 1 hour of time has passed since the first pitch. The last inning shall be completed even if 1 hour has passed, provided field time is available.

25.2 Defensive Positioning

25.2.1 All players on the roster must play defensively.
25.2.2 No minimum number of players is required to play a game.
25.2.3 There will be free defensive substitutions.
25.2.4 Players SHALL NOT play in the outfield in consecutive innings, unless required for safety reasons or if a team consists of 12 or more players.
25.2.5 During the regular Fall and Spring season, a player may not play the same defensive position for more than two innings in a game. This rule is intended to provide players with experience at multiple defensive positions.
25.2.6 There shall be a maximum of seven outfielders, stationed 15 feet behind the baseline.
25.2.7 The catcher position is required when 10 or more players are playing defensively.
25.2.8 An infielder CANNOT stand on a base before the ball is hit. A safety base should be used at 1st base when available. Base paths MUST be clear. If any obstruction by a defensive player in the base path, runner is automatically safe at next base, umpire discretion.
25.2.9 No infielder may be positioned more than 5 feet from 1st/2nd or 2nd/3rd baselines towards home plate.

25.2.10 If a catcher is being utilized, there can be no more than 6 infielders at any given time. If a catcher is not being utilized, there can be no more than 5 infielders at any given time.

25.3 Coaching Positions

25.3.1 Offensive coaches will be stationed in the coach's boxes, as a coach pitching, and (optionally) behind the catcher.
25.3.2 There is a maximum of five (5) coaches allowed on the field and dugout during games. A maximum of four (4) defensive coaches are allowed along the fair/foul lines and in the outfield, with the remaining coach in the dugout during the defensive part of the inning.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

25.3.3 If a batted ball strikes a defensive coach, the ball is dead and runners shall advance one base.

25.3.4 Defensive coaches may call time to approach a defensive player between batters.

25.4 Umpires

25.4.1 The coach pitching will serve as umpire for that half inning.

25.4.2 The Coach/Umpire may not coach players during live action.

25.4.3 The Coach/Umpire may rely on assistance from the base coaches for close plays at first and third base.

25.4.4 The Coach/Umpire has a difficult job. To set a proper example, please refrain from questioning judgment calls.

25.5 Regular Season Game Play (Fall and first half of Spring season)

25.5.1 Each team shall bat their entire roster each inning.

25.5.1.1 Once the last batter in the lineup has batted, the teams change sides. There is no limit to the number of outs made per inning.

25.5.1.2 Runners called out shall return to the dugout.

25.5.1.3 Batting order should change each inning.

25.5.2 On a batted ball:

25.5.2.1 The ball is dead and play is stopped when the ball reaches the infield and the umpire should call “TIME”. A ball will be considered “dead” once it is thrown into the infield, regardless of possession or control.

25.5.2.2 Once the ball becomes dead and, in the judgment of the umpire, the runner has not gone beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.

25.5.2.3 Runners may not advance on overthrows.

25.5.3 Managers should encourage defensive players to attempt to make outs on every play and should encourage players to throw overhand except in situations where an underhand toss would be a normal play.

25.5.3.1 If a ground ball is hit to the pitcher, the pitcher is required to either hold the ball or throw to a base. The pitcher shall not race towards the base in an effort to beat the runner. If the pitcher does race to the base, the runner is automatically safe. However, if the ball is hit up the first or third base lines a pitcher is permitted to tag the runner for an out.

25.5.3.2 Outfielders cannot make force or tag plays. If the outfielder does tag a runner or runs to a base, the runner is automatically safe. Outfielders must throw the ball to the infield.

25.5.4 Base running will be station to station through the entire season.

25.5.5 Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit. If a runner does lead off, the play will be reset, and the batter will go back to the plate.

25.5.6 No infield fly rule.

25.5.7 During the regular season: under no circumstances should anyone keep or announce a score during or after a game. There is no winning or losing for any regular season game.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

25.5.8 For the entirety of the season, the Blue Flame Pitching Machine will be used. It will be placed 38 feet from home plate. The settings used for the Blue Flame are as follows:

- Power Level = 2
- Micro Adjust = 3
- Release Block = 4

25.5.9 Number of pitches:

25.5.9.1 For the first half of the Spring season (and all of Fall): up to four (4) pitches off the pitching machine (to be determined each season by the Commissioner). If the 4th pitch is not hit (even if it is foul), then the batter gets the Tee.

25.5.9.2 For the second half of the Spring season: six (6) pitches off the pitching machine. If the 6th pitch is not hit, the batter is out. If the 6th+ ball goes foul, the batter gets another pitch. There are no extra pitches if your pitcher and the Blue Flame throw a bad pitch.

25.5.9.3 Before the start of each half-inning, the offensive team is permitted a maximum of three warm-up pitches using the Blue Flame pitching machine. This limitation applies during all seasons and games, including the regular season and playoffs.

25.5.10 Base running will be limited to a double if the ball is hit to the outfield for the first half Spring and Fall regular season. For the second half of Spring season, there is no limit on bases. Player may advance at their own risk on a ball hit to the outfield. Once a ball is in the infield, regardless of possession or control, the runner may not advance additional bases.

25.5.10.1 For purposes of determining whether a batted ball is in the infield or outfield, the baseline between first and second base and between second and third base constitutes the boundary of the infield. A ball that remains on or inside the baseline is considered an infield ball. A ball that travels beyond the baseline into fair territory is considered an outfield ball. The location of the defensive player who fields the ball does not determine whether the ball is an infield or outfield ball.

25.5.11 Coaches are encouraged to instruct players to throw to the correct base or cutoff but are not allowed to advance players as a result of a bad throw.

25.5.12 The last batter does not "run the bases" by default. Standard dead ball rules apply.

25.5.13 For the second half of Spring season, each half inning is determined by three (3) outs or four (4)-run max. There is no open last inning. There is no mercy rule.

25.6 Playoffs

25.6.1 Score will be kept

25.6.2 Six (6) pitches (regardless of swings) off the pitching machine. If the 6th pitch is not hit, the batter is out. If the last pitch goes foul, the batter gets another pitch.

25.6.3 Each half inning is determined by three (3) outs or 4-run max. Last inning (which is determined by the coaches and the umpire before the inning begins) will be an open inning, which has no limit on runs a team can score. Any inning started after the 50-minute mark will be the open inning if not previously designated by coaches and umpire. Mercy Rule: if team is winning by 10 or more after 3 full innings of play

25.6.4 Batters called out will return to the dugout

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

25.6.5 No limit on bases. Player may advance at their own risk on a ball hit to the outfield. Once ball reaches the infield, the runner may not advance additional bases. The ball is dead when it is thrown into the infield, regardless of possession or not. But if an outfielder runs the ball in, it is not dead until the outfield throws the ball into the infield.

25.6.6 Players do not need to rotate positions. They may play the same position for the entirety of the game.

25.6.7 The Shetland Commissioner will issue the playoff schedule identifying the home and visiting team for each game throughout the playoffs. These designations will control unless both head coaches agree before the game to switch the home and visiting team assignments.

25.6.8 Outfield CANNOT make a play by tagging a base; they must throw it to an infield player. Outfielders must remain 15 feet from the baseline until the batter makes contact.

25.6.9 A team may have only one defensive player assigned to the pitcher position. A team may not position two players at or near the pitcher position, including placing one player on each side of the Blue Flame pitching machine.

25.6.10 Once a defensive inning has begun, a player may not change his/her position except in the event of injury, illness or ejection.

25.6.11 Each team shall maintain a scorebook. The home team shall provide the "official" scorekeeper at each game. The umpire shall not start the game until the official scorekeeper has been identified and has been provided with team batting orders, etc. Numbers in the book must match the numbers on the players' jerseys.

25.6.12 All players available in the game must be in the batting order submitted to the official scorekeeper prior to the start of the game. The batting order may not change once the game has started unless the removal of a player is due to injury, illness, ejection, or other legitimate reason (subject to approval of the opposing manager). Any player leaving the game for one of these reasons will not be considered an out during a subsequent at bat. Such a player may not re-enter the game.

25.6.13 Each team will supply at least one person to help prepare the field for play. Both teams shall be responsible for the complete preparation of the field for play.

25.6.14 Protests are strongly discouraged. Protests based on a play, which involves an umpire's judgment, shall not be permitted. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, scorekeeper, and opposing team's Manager that the game is proceeding under protest, and the grounds therefor. Any protest that is lodged shall be ruled on by the most senior umpire at Chase Field (Most likely the UIC) and any Board members that are present at the field. Those individuals shall issue a FINAL ruling on the protest. This decision is final and the game shall then continue to completion.

25.6.15 If a batted ball strikes the Blue Flame pitching machine, the ball is immediately dead and the batter is awarded first base. If a batted ball strikes the pitching coach or the pitching coach's ball bucket or equipment bag, the ball is immediately dead and the batter is declared out. Any baserunners must return to the bases they occupied at the time of the pitch.

25.6.16 All other rules set forth in CYB Local Rules and Regulations apply unless inconsistent with the above rule changes.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

25.7 All Star season

25.7.1 The Shetland All-Star team will consist exclusively of eligible 6U players. Each regular-season team may nominate a maximum of 5 (five) players for All-Star consideration. Depending on coach and player availability, CYB may also form a separate developmental team consisting of eligible 5U and/or 6U players. The formation of any developmental team, including its coaching staff and roster, is subject to Board approval.

PINTO DIVISION

Revised August 2026

The Pinto Division shall follow the rules set forth by the Official Baseball rules, PONY BASEBALL, and the CYB Local Rules and Regulations with the following exceptions:

26 Game Play

26.1 Pinto players will hit pitches delivered from a pitching machine.

26.2 The Pinto pitching machine shall be centered with home plate and positioned so that the front of the machine is 38 feet from the rear point of home plate. The machine's wheel shall face home plate, and the speed set at 40 MPH on the machine's digital display. The pitching machine may only be adjusted between innings, not sides and shall not delay the game in doing so.

26.3 The offensive Coach will feed the machine. If an umpire is not available,

26.3.1 The offensive coach feeding the machine will act as umpire on calls to second base only.

26.3.2 The visiting team in the 1st base dugout will provide a coach to act as first base umpire for both teams

26.3.3 The home team in the 3rd base dugout will provide a coach to act as the third base umpire for both teams.

26.4 The coach operating the pitching machine is allowed to give instructions to the hitter only for proper placement in the batter's box to avoid being hit with a pitched ball. Coach shall not give coaching instructions or in any way interfere with defensive play once the ball is in play.

26.5 For the first two weeks of the Spring season and all of the Fall season, all players get up to six pitches to put the ball in play. If the 6th pitch is fouled off, the at-bat will continue until the ball is put in play in fair territory or the pitch was taken or swung and missed. In Spring, starting in the third week, a batter shall be declared out after he/she has missed three swings OR six pitches, whichever comes first. Again, if the 6th pitch is fouled off, the at-bat will continue until the ball is put in play in fair territory or the pitch was taken or swung and missed.

26.6 A team's at-bat will be considered complete when four (4) runs have been scored or three (3) outs have been recorded whichever occurs first. There will not be an open inning at the

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

end of the game.

26.7 Each team shall have a maximum of 10 players on the field in defensive positions. Four (4) shall play outfield positions with a "ROVER" as a potential defensive set-up. The "Rover" positioned player will be a minimum of 10 feet away from the closest base. Before the start of each defensive half-inning, the rover must be positioned on either the first-base side or the third-base side of second base. The rover must remain on that side of the field for the entire half-inning and may not switch sides between batters. The defensive set-up with a ROVER will only be allowed in games after Spring break, no rover may receive a ball at a base for a defensive out.

26.8 Outfielders must remain on the outfield grass until the ball is hit. No outfielder may receive a ball at a base for a defensive out.

26.9 Defensive players must hold their respective positions until the ball is hit (no crowding the plate).

26.10 The defensive pitcher shall take position, ALWAYS TO THE REAR OF THE PITCHING MACHINE in a half circle that begins (6) six feet behind the pitching machine and on the left- or right-hand side so that at least one foot is in contact with the Pitching half circle. In addition, ALL PLAYERS playing the pitcher position MUST wear a batting helmet and chest protector in the pitching position.

26.11 The catcher, if properly equipped (including a protective cup), may squat behind the plate. If they do so, they are allowed to return each pitch to the pitcher. However, if the catcher stands off to the side behind the batter in lieu of squatting, they are to retrieve each pitch and place the ball next to the fence. If they stand off to the side, they can field their position once the batter swings. Managers are strongly encouraged to have their catchers catch or squat behind the plate.

26.12 Managers are allowed unlimited substitutions during a game. Once a defensive inning has begun, a player may not change his/her position except in the event of injury, illness or ejection.

26.13 Each player must play a minimum of three (3) different positions during each game before the 5th inning.

26.14 Each player must play a minimum of two (2) innings per standard "6 inning game" at an infield position, which is classified as P, 1B, 2B 3B, SS. Catcher is not an infield position. If the manager and the Player Agent determine that for safety reasons a player should not play an infield position, then this rule may be waived. However, prior approval by the Player Agent must be obtained.

26.15 Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.

26.16 If a batted ball strikes the pitching machine it remains LIVE, but not a fly. If the ball goes

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

into foul territory UNTOUCHED, the ball is dead, the batter is awarded first base and all runners advance one base.

26.17 When an infielder (not an outfielder that has run into the infield with the ball) is in possession of the ball on the infield dirt, and the infielder makes no further play on a runner, the ball is dead. Holding both arms up is NOT going to apply. The umpire/feeder/coach MUST call timeout immediately to freeze the play. No runners will be allowed to advance or bait the throw. The runner must return to the preceding base. If the umpire/feeder/coach does not call timeout the player has the option of making a play on the advancing runner. If he does, then play continues until it is stopped as mentioned above by another fielder. However, it is against the spirit of the rules for a runner to deliberately try to advance to a base they would not normally be trying for in an attempt to draw a throw. This would be up to the umpire's discretion, and they should lean to the side of the fielder.

26.18 A Double Base will be used at first base to prevent collisions, avoid obstructions, and encourage batters to run full speed to first. The following rule applies at the Double Base.

26.18.1 A batted ball that first hits the white half of the double base is a FAIR ball, while a ball that first hits the orange half of the double base is a FOUL ball.

26.18.2 The batter-runner shall run in the "1st lane" toward the orange half but may touch either the white or orange half to be safe.

26.18.3 The defense shall use the white half for routine putouts, but a fielder recovering an overthrow in foul territory may tag the orange half for the out.

26.18.4 Obstruction will be called when the batter-runner does not have a clear path to either half of 1st base and on a close play either slows or swerves to avoid a collision (not applicable to tag plays).

26.19 Both the home and visiting team shall supply at least three balls each to be used by the feeder for both teams for each game. Only league-issued balls may be used in the machine. These are used when the catcher is not in a position to return the ball to the pitcher and helps keep the pace of the game moving.

26.20 For the first two weeks of Spring and all of Fall, the maximum hit for a batter will be a double and that is only for a ball that makes it into the outfield grass. Likewise, a player on the bases can move up a maximum or two bases on a ball hit into the outfield grass. At this time, there is no advancement on an overthrow. Starting the third week of Spring, there are no restrictions on the number of bases a hitter or runner can take. They advance at their own risk and can move up on overthrows. However, the umpire (or coach feeder) needs to stay on top of the time out policy and call it properly when the ball is secured in the infield and the fielder does not make a play towards the runner.

26.21 There is no infield fly rule.

26.22 All bats shall carry a "USABat" logo. Bat diameter shall not be larger than 2 5/8 inches in diameter. Metal, composite, and wooden bats are legal.

26.23 The Pinto game schedule shall be prepared and finalized before the player draft. Teams may not exchange, reschedule, or otherwise modify scheduled games without the Pinto Commissioner's prior approval.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

27 Playoff Rules Only

27.1 A runner cannot break contact with his/her base until the ball is hit or fouled, as determined by the umpire. The first early lead off shall result in a warning to the runner, and the pitch shall be repeated. If the PITCH IS HIT, the defense may elect to keep the result of the play. The second illegal lead off shall result in the runner being called out.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

MUSTANG DIVISION

Revised August 2026

The Mustang Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

- A team shall have unlimited substitution of all defensive players except the pitcher.
- When the team at bat has scored 4 runs in any 1/2 inning, the side is automatically out. All innings numbered "Division Max Inning" or greater, or beginning at "Division Open Inning Time", i.e., the 6th inning or beginning at 1:20 and later, shall be the open inning. The Umpire shall announce the beginning of the open inning to both benches. Open inning will be the last inning. No new inning shall be started after 1:45 and 2:05 shall be drop dead time for the game. Once time has expired (2:05 from the start of the game) the batter is allowed to finish his at bat and the final score will revert back to the score of the game at the start of the inning and the game will be called.
- Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.
- Each player shall play a minimum of one (1) inning at an infield position per game. The only exception is a safety issue as approved by the Player Agent in advance.
- It is recommended that if there are 2 outs, or 3 runs have been scored (excluding the open inning), and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out.
- If a player is thrown out after a pitcher balks, the play is reset and no out is recorded. If no harm or benefit occurs as a result of the balk, the play stands. In either case, instruction is given regarding the move that caused the balk. Starting in week 3 of the Spring season, umpires should begin enforcing the balk rule through the end of the regular season and play-offs.
- The pitching Mound distance will be 46 feet from home plate.
- During Mustang playoff games, each half-inning will end when the defensive team records three outs or the offensive team scores four runs, whichever occurs first.
- A pitcher's required rest period and eligibility for the next game shall be determined by the pitcher's pitch count at the beginning of the final batter faced. If the pitcher reaches or exceeds a pitch-count threshold during that at-bat, the pitcher may complete the at-bat without moving into the next rest category. At the conclusion of the game, the pitcher's coach must promptly report to the Commissioner: (1) the pitcher's pitch count at the beginning of the final batter faced; and (2) the pitcher's total pitch count after completing that at-bat. This information will allow the Commissioner to accurately track each pitcher's required rest period and eligibility for the next game.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

BRONCO DIVISION

Revised July 2022

The Bronco Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

- A team shall have unlimited substitution of defensive players with the exception of the pitcher.
- When the team at bat has scored 4 runs in any 1/2 inning, the side is automatically out. All complete innings numbered "Division Max Inning" or greater, or beginning at "Division Open Inning Time", i.e. the 7th inning or beginning at 1:45 and later, shall be the open inning. The Umpire shall announce the beginning of the open inning to both benches. Open inning will be the last inning. No new inning shall be started after 2:00 and 2:20 shall be drop dead time for the game. Once time has expired (2:20 from the start of the game) the batter is allowed to finish his at bat and the final score will revert back to the score of the game at the start of the inning and the game will be called unless home team batter hits in winning run.
- Every player must play at least one (1) inning at an infield position per game. The only exception is a safety issue as approved by the Player Agent in advance.
- Within a single game, no player shall sit out a second inning until all players have sat out at least once. No player may sit out a third time, until all players have sat out two times. This rule is intended to provide equal playing time throughout the season for all players. Team managers should monitor cumulative playing time for all players throughout the season and ensure that playing time is split as equitably as possible. If proven to be true, violation of this rule could result in a forfeit.
- It is recommended that if there are 2 outs, or 3 runs have been scored (excluding the opening inning), and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out.
- The pitching Mound distance will be 50 feet from home plate.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

PONY DIVISION

Revised January 2010

The Pony Division shall follow the rules set forth by the Official Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

- A team shall have unlimited substitution of defensive players with the exception of the pitcher. Within a single game, each player must play a minimum of 3 defensive innings (i.e. 9 defensive outs).
- At an appropriate point in the season determined by the Commissioner, in consultation with the managers, teams may employ a 9-man batting order (with substitutions in accordance with PONY baseball rules), providing that each player must have at least one plate appearance per game. Team managers should monitor cumulative playing time for all players throughout the season and ensure that playing time is split as equitably as possible.
- It is recommended that if there are 2 outs, and the catcher is on base, the manager may pinch run for the catcher with the player who made the last out, or a substitute player (if 9-man batting order).
- It is recommended that if there are 2 outs, and the Pitcher is on base, the manager may pinch run for the pitcher with the player who made the last out, or a substitute player (if 9-man batting order), if the pitcher needs to change his cleats if playing on the portable pitching mounds.
- Borrowing Players:
    - The Pony division has had an issue with not enough players for game days. In an attempt to not have games cancelled or forfeited, the borrowing of players will be permitted with the following rules to be used.
    - Only CYB Registered Pony division players may be used as substitute players.
    - Do NOT borrow a player if you will have 8 players for your game.
    - Borrow a player/players if you are going to be 2 or more players short for a game. Try to borrow talent equal to the player that is missing.
    - No borrowed players will be used as a pitcher. No borrowed players will be used as a catcher.
    - Borrowed players will be allowed to play an infield position for a max of 3 innings. Borrowed players will bat last in the lineup.
    - Bronco players will not be allowed to be used as a borrowed player.
    - Disciplinary actions will be taken against those who do not abide by the Rules applying to the use of borrowing players.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

COLT/PALOMINO DIVISION

Revised December 2008

The Colt/Palomino Division shall follow the rules set forth by the Official PONY Baseball Rules and the CYB Local Rules and Regulations, with the following exceptions:

- CYB spring teams will be assigned based on league-age, grade-level, and experience to achieve teams of equal numbers.
- Coaches of protected players will be assigned to the team that competitively fits the player's experience unless separation is requested.
- Summer Colt/Palomino team managers and coaches will be assigned based on their association with the existing spring teams (CHS or CYB) and their ability to foster team development.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

APPENDIX 1 – CODE OF CONDUCT

Objective: The goal of CYB is to assure that its members - players, coaches, parents and officials, including members of the Board of Directors and other League representatives maintain the highest standard of sportsmanship and ethical behavior at all times. In order to achieve this goal, a Code of Conduct has been adopted by the Board of Directors of the League. In addition, procedures for the handling of violations of the Code have been developed.

Players: Players shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures or physical altercations of any kind
- Arguing With Umpire and/or Umpire abuse of any kind
- Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing with or otherwise showing disrespect to coaches
- Harassment of or discourtesy to and players, coaches or parents

Managers and Coaches: Managers and Coaches shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures
- Physical altercations of any kind
- Umpire abuse, including arguing balls/strikes, calls, etc.
- Intentionally lying to or misleading a game official to gain an advantage. Instructing a player to hit a batter or base runner with a thrown ball Instructing a player to spike or otherwise attempt to injure another player Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing with or verbal abuse of opposing players coaches or parents
- Belittling or intentionally embarrassing any player, coach, spectator or umpire, including using any social media as a platform for doing so

Parents / Spectators: Parents and spectators shall refrain from the following conduct:

- Foul or obscene language
- Indecent gestures
- Physical altercations of any kind
- Umpire abuse

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

- Substance abuse
- Throwing any object in a show of temper or disgust
- Arguing with or verbal abuse of opposing players coaches or parents
- Coaching from the stands or behind the backstops
- Belittling or intentionally embarrassing players, coaches, other spectators or umpire, including using social media as a platform for doing so

League Officials: League officials are responsible for representing the League, and for providing a good example for League players, coaches and parents. Accordingly, League officials will maintain exemplary conduct and sportsmanship at all times, and shall:

- Place the best interests of the League and its players, coaches, parents and administrators before individual objectives
- Follow and enforce the Code
- Conform to all rules established by CYB and PONY Baseball

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

APPENDIX 2 – POSTSEASON TOURNAMENT RULES

At the conclusion of the spring season, post-season tournaments ("playoffs") will be held in the Shetland 6u, Pinto, Mustang, Bronco, and Pony Divisions. The winner of these tournaments will be "World Series Champions" for their respective division.

All teams will participate in the postseason tournaments, which will commence on a date and in a format to be determined by the Board.

In Divisions in which standings are maintained (see Section 15), standings will be used as a basis for determination of the tournament seeding, with teams seeded in the same order as the division standings. In any such divisions, the tournament brackets will be constructed such as to give the early tournament advantage to the higher ranked teams (e.g. 1 vs 16, 2 vs 15, etc.).

In Divisions without standings, tournament seeding will be determined in a blind draw conducted by the Division Commissioner. The home team assignments will be determined by a coin toss.

Tournament brackets and schedules will be generated by the League Scheduler and distributed to Division Commissioners. The Division Commissioners will distribute tournament brackets and schedules to all teams.

Certain rules have been put into place for use ONLY in the postseason tournaments, and those rules are specified below:

A2–1: Because of the postseason schedule format, any protest rulings occurring in the post-season will be made on the spot by the Division Commissioner and/or League Board member in conjunction with the senior member of the umpiring crew. If neither the Commissioner nor Board member is available for immediate consultation, the senior member of the umpiring crew shall rule on the protest using the best resources that are at his/her disposal.

A2–2: (Pinto, Mustang, Bronco, Pony) Time limits are not applicable during the postseason tournament, with all games being played regulation length. In the event the game is still tied after the first extra inning the California tie break rule will apply. Each team will begin the second extra inning with a runner (last player who made an out) placed on second base and no outs. This will continue until a winner is declared.

A2–3: A team failing to field at least eight (8) uniformed players within 15 minutes after the scheduled starting time of a game shall forfeit the game.

A2–4: Players are not required to play an inning in the infield.

A2–5: A starting pitcher (Mustang, Bronco) is exempted from the requirement to be removed from the game before another player is removed twice, if the player remains at the pitchers position throughout the limit of innings allowed. Once the player is removed from the pitchers position, the exemption is removed.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

A2–6: Reserved ReA2–7: (Mustang, Bronco, Pony): For players that play on a club team, in addition to a CYB team, the 40-hour rest requirement between playoffs and any previous tournament will be enforced. For purposes of computing the 40-hour rest requirement, 40 hours must elapse between the start time of the game in which the pitching occurred triggering the rest requirement, and the time at which the player next takes the mound to pitch.

A2–8: (Mustang, Bronco, Pony): Pitchers' logs must be maintained for each playoff game. The following rules will apply to pitching logs.

(1) Pitchers will be considered to have "pitched" in any inning in which they have made an appearance on the mound. This is not based upon the number of pitches, batters faced, or outs that a pitcher has recorded, but upon whether the pitcher was officially in the game as pitcher during the inning in question. When there is a doubt on this issue, the home team scorekeeper is responsible for verifying this information with the umpire in charge. Either manager may ask for a clarification on this matter to ensure that no misunderstandings exist.

(2) At the time of lineup exchange, the visiting team will present the home team scorekeeper with a copy of their up-to-date pitching log.

(3) The home team scorekeeper is responsible for updating the pitching logs of both home and visiting teams on an inning-by-inning basis.

(4) At the completion of each game, the home team scorekeeper must sign the pitching logs of both teams.

(5) Pitching logs are subject to random inspection.

A2–9: Teams found in violation of the specified pitching inning limits and/or player rotation rules for tournament play shall be subject to penalties for an ineligible player, as described in Section 18 of the Pony Rules handbook.

1. Specific Postseason Rules for each Division are shown below:

Pinto

PI–1: Run Rules: 4 runs per inning, the 6th and any extra innings shall be open innings. Mercy rule is in effect:10 runs after 4 completed innings.

PI-2: Games will go 6 innings (or extra innings in the event of a tie) with no time limit unless the mercy rule applies.

PI–3: The Pinto Championship game will be 6 innings long with no time limit. The 6th inning, along with any required extra innings, shall be open innings (no 4-run limit).

Mustang

MU–1: There shall be a 10-run mercy rule, applied at the conclusion of 4 innings or 4 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Bronco

BR–1: There shall be a 10-run mercy rule, applied at the conclusion of 5 innings or 5 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

BR–2: There shall be no 4-run limit per inning.

Pony

PO–1: There shall be a 10-run mercy rule, applied at the conclusion of 5 innings or 5 at-bats by the team that is trailing. (per Pony Baseball tournament rules)

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

APPENDIX 3 – TEAM FORMATION

At the beginning of each season, teams will be formed of all registered, non-waitlisted players. Teams will be formed in each division, including Foal, Shetland, Pinto, Mustang, Bronco, Pony, and Colt/Palomino.

Certain rules have been put into place regarding the formation of teams, and those rules are specified below:

General

A3–1: Player/family requests to be placed on a team with a friend/neighbor will be evaluated during the team formation process, if requested at the time of registration and as implemented by the registrar into rosters and sheets for commissioners. Such requests are not required to be honored.

A3–2: Player/family requests to be placed on a team with a sibling/relative **may** be honored during the team formation process if both players are playing in the same division.

A3–3: A parent having an objection to the manager or coach of the team on which their child has been placed may immediately notify the Player Agent in writing, stating the reasons for the objection. The CYB Decisions Committee shall review the request, and if in their judgment a change is warranted and can be accomplished by filling a vacancy on another team in the same division, they may approve the request. Such requests are not required to be honored.

A3–4: Except for Colt/Palomino, which may have 12 players of league age 18, no team shall have more than 7 players in the upper age group of its division with an 11-person roster. This may be 8 players with a 12-person roster.

A3–5: Any team in the Pinto division and above is allowed up to three (3) protected players. The combination must be approved by the Player Agent. Players allowed to be protected are relatives of the Manager and 1st coach and one (1) protected by sponsorship. The manager's relative(s) MUST be protected and cannot be entered into the draft.

1. Exception: If the manager or 1st coach has more than two siblings, the team may protect a total of 4 players as in a manager/1st coach combo. Also if the manager or 1st coach has two siblings and a 3rd coach, the team may protect a total of 4 players. In any case, if the Player Agent deems the combo too advantageous, the combo will be disallowed. The 4th player will be considered a sponsorship player and subject to the current sponsorship fees.

A3–6: Managers shall notify the Commissioners of their protected player candidates at least 72 hours (preferably more than 1 week) prior to the scheduled player assessment date for the corresponding division.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Colt/Palomino

A3–7: In the Colt/Palomino Division, The Commissioner shall form teams according to the Colt/Palomino local rules modifications.

Pinto, Mustang, Bronco, Pony

A3–8: Prior to team formation, Commissioners shall assign draft rounds to ALL protected players. In assigning rounds to players, Commissioners shall follow the guidelines below:

a) A Protected Player placement committee SHALL be formed, consisting of at least the Commissioner (chairman) and Player Agent. The committee SHALL have the responsibility of assigning draft rounds to protected players.

b) The Protected Player placement committee MAY also comprise one or more advisory members, consisting of other board members, present and past managers, coaches and/or independent evaluators.

c) The Protected Player placement committee SHALL use the Protected Player Placement Guidelines (see below, at the end of Appendix) as a first step in draft round assignment, making adjustments as appropriate and necessary.

d) The Protected Player placement committee SHALL take reasonable steps to ensure that protected player assignments are fair.

A3–9: After protected player draft round assignments, Commissioners shall review all teams' protected players to ensure that no disallowed combinations exist. If a disallowed combination is discovered, Commissioners shall immediately notify impacted managers to correct the situation by adjusting their team(s)' protected players.

Disallowed protected player draft round combinations in those divisions having 9 or more teams are:

1,1,1 not allowed

1,1,2 not allowed

1,1,3 not allowed

1,2,2 not allowed

Disallowed protected player draft round combinations in those divisions having 8 or less teams are:

1,1,1 not allowed

A3-10: A team may protect a maximum of four players before the draft. All siblings count toward the four-player limit. Each protected player will be assigned a draft-round value, and the team will forfeit its selection in the corresponding round consistent with penalty rules set forth in CYB's Local Rules and Regulations. The assigned draft-round penalty may be adjusted at the discretion of the Division Commissioner, Player Agent, and League President.

Pinto, Mustang, Bronco, Pony

A3–11: All non-protected players shall be assigned to teams based on a confidential draft by the

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

managers. A3–12: Draft round penalties shall apply to teams with certain protected player combinations, as specified in the tables below AND No player trades will be discussed during the course of the draft.

Shetland/Foal

A3–13: In the Shetland and Foal Divisions, the Commissioner shall form teams taking into consideration: age, school, geography and special requests made at the time of registration, which will be provided by the registrar in suggested roster formations.

A3–14: For Foal, if a 10-player roster is used, there shall be no more than 6 players in the upper age group.

Draft Round Penalty – Divisions with 9 or More Teams

Protected	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
1,1	xx	penalty	penalty	select	select	select	select 2	select	select	select	select
1,1,4	xx	penalty	penalty	x	select	select	select 2	select	select	select	select
1,1,5	xx	penalty	penalty	select	x	select	select 2	select	select	select	select
2,2,2	penalty	xxx	penalty	select	penalty	select	select 2	select	select	select	select
2,2,3	select	xx	x	penalty	penalty	select	select 2	select	select	select	select
2,2,4	select	xx	penalty	x	penalty	select	select 2	select	select	select	select
2,2,5	select	xx	penalty	select	x	penalty	select 2	select	select	select	select
2,3,3	select	x	xx	penalty	penalty	select	select 2	select	select	select	select
3,3,3	select	penalty	xxx	penalty	select	select	select	select	select	select	select
3,3,4	select	select	xx	x	penalty	penalty	select 2	select	select	select	select
3,3,5	select	select	xx	penalty	x	select	select	select	select	select	select
3,4,4	select	select	x	xx	penalty	select	select	select	select	select	select
4,4,4	select	select	penalty	xxx	penalty	select	select	select	select	select	select
4,5,5	select	select	select	x	xx	penalty	select	select	select	select	select
5,5,5	select	select	select	penalty	xxx	penalty	select	select	select	select	select

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Draft Round Penalty – Divisions with 8 or Less Teams

Protected	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
1,1	xx	penalty	penalty	select	select	select	select 2	select	select	select	select
1,1,2	xx	x	penalty	penalty	penalty	select 2	select	select 2	select	select	select
1,1,3	xx	penalty	x	penalty	penalty	select 2	select 2	select	select	select	select
1,1,4	xx	penalty	penalty	x	select	select	select 2	select	select	select	select
1,1,5	xx	penalty	penalty	select	x	select	select 2	select	select	select	select
1,2,2	x	xx	penalty	penalty	select	select	select 2	select	select	select	select
2,2,2	penalty	xxx	penalty	select	penalty	select	select 2	select	select	select	select

A3–13: If a team's protected player combination is not subject to penalties as shown above, the ROLL-DOWN method will be in effect. For example, two (2) 3rd round protected players will be assigned to rounds three (3) and four (4).

A3–14: The draft order shall be determined by a blind draw to be held prior to the draft. The draft order shall not be altered after the blind draw. No trades of the draft order shall be allowed.

A3–15: The player agent or his/her designee shall conduct all division drafts.

A3–16: The Division Commissioner and Player Agent, by agreement, can nullify any draft pick deemed inappropriate.

A3–17: Only team managers and designated coaches may participate in the draft. No team shall send more than two representatives to the draft and on matters to be voted on at the draft, each team shall have only one (1) vote.

A3–18: Any player who did not attend at least one (1) assessment, aside from the players that are protected, will be placed in a random lottery for team placement at the end of the draft. There will be no exceptions to this rule without written board consent.

A3–19: The Player Agent shall announce all sibling pairings and other special requests prior to the commencement of the draft.

A3–20: Upon selection of one (1) member of a sibling pair, the 2nd sibling will automatically be assigned to the same team and shall be considered selected in the next available draft round after selection of the 1st sibling.

A3–21: The draft shall proceed as follows: a) The names of all protected players shall be placed on the draft board in their assigned draft positions. Commencing with the first round on the left side of the draft board, teams shall select in the order determined by Rule A3-14. The second round shall snake back from right to left, the following round shall go left to right, and that pattern shall continue until all players have been drafted.

A3–22: Without exception, player trades must be completed and posted to the draft board by the Player Agent immediately at the conclusion of the drafting process. Trades not made at that time will not be allowed.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

A3-23: Did Not Assess Players (Pinto Division Only) Players who do not attend their division player assessments will be allowed to be drafted at the time of the draft. Players in the older age group (i.e., Pinto 8-year-old) must be selected by the 5th round or earlier round during the draft, and players in the younger age group (i.e., Pinto 7-year-old or younger) must be selected by the 6th round or earlier round.

Carlsbad Youth Baseball
P.O. Box 4475
Carlsbad, CA 92018

Protected Player Placement Guidelines:	
PINTO	Draft Round
Pinto Second Year Player who was a Pinto "A" All Star	1
Pinto Second Year Player who was a Pinto "B" All Star or Club Player	2 or 3
Pinto First Year Player who was a Shetland All Star or Club Player	2 or 3
Pinto Second Year Player	4
Pinto First Year Player	5

MUSTANG	Draft Round
Mustang Second Year Player who was a Mustang "A" All Star	1
Mustang Second Year Player who was a Mustang "B" All Star or Club Player	2
Mustang Second Year Player who was a Two-Time Pinto All Star or Club Player	2 or 3
Mustang First Year Player who was a Pinto 8U "A" All Star or Club Player	2 or 3
Mustang First Year Player who was a Pinto 8U "B" All-Star or Club Player	3 or 4
Mustang Second Year Player	4
Mustang First Year Player	5

BRONCO	Draft Round
Bronco Second Year Player who was a Bronco "A" All Star	1
Bronco Second Year Player who was a Bronco "B" All Star	2
Bronco Second Year Player who was a Two-Time Mustang All Star or Club Player	2 or 3
Bronco First Year Player who was a Mustang 10U "A" All Star	2 or 3
Bronco First Year Player who was a Mustang 10U "B" All Star or Club Player	3 or 4
Bronco Second Year Player	4
Bronco First Year Player	5

PONY	Draft Round
Pony Second Year Player who was a Pony All Star	1
Pony Second Year Player who was a Two-Time Bronco All Star or Club Player	1 or 2
Pony First Year Player who was a Bronco 12U "A" All Star	3
Pony First Year Player who was a Bronco 12U "B" Combo All Star or Club Player	3 or 4
Pony Second Year Player	4
Pony First Year Player	5