

2026

PASS AREA YOUTH BASEBALL AND SOFTBALL GENERAL LEAGUE RULES AND REGULATIONS

PAYBS WILL FOLLOW THE RULES AND REGULATIONS AS STATED IN THE PONY RULEBOOK.

OVERVIEW:

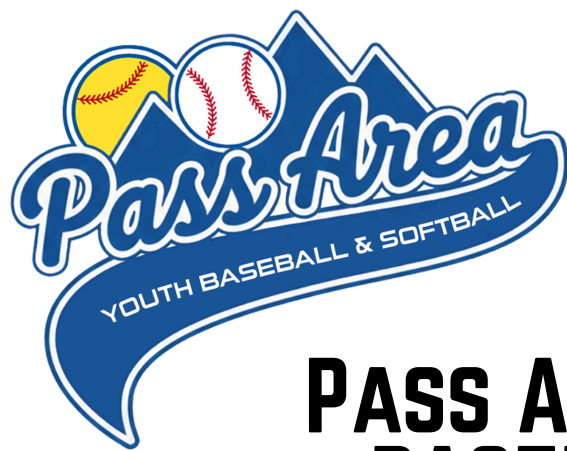
- It shall be the responsibility of the manager to ensure that the manager, coaches, and/or players do not use tobacco, alcohol, or illegal drugs in any form in the dugout or on the benches or the playing field.
- The manager shall be responsible to the league for all equipment and uniforms issued to the team, and for collection and return of such equipment and uniforms to the league at the conclusion of the season.
- Music before games and walk-up songs are permitted; however, all lyrics must be clean, appropriate, and suitable for a public, family-friendly environment. A team's first violation will result in the loss of music privileges for the remainder of the game. A second violation will result in the loss of music privileges for the remainder of the season. Music may not be played between innings or while the ball is in play.
- **ALL DIVISIONS:** Free substitution is required. All players listed on the roster must bat in lineup order, regardless of whether they are currently playing defense.
- **Mandatory Play Requirement:** Every player must play a minimum of two (2) defensive innings per game. This requirement is mandatory and applies to all players, with no exceptions. Substitute players must enter the game no later than the third inning.
 - Any violation of the Mandatory Play Rule must be reported to District staff immediately. Violations may result in game forfeiture and/or suspension of the team manager for one or more games, as determined by the District.
 - *Coaches are strongly encouraged to rotate players to allow play in multiple positions..*
- Face masks or jaw guards are strongly recommended and expected on all batting helmets for the safety of the players.
- Any protests, challenges, or rule recommendations must be presented in writing to District staff or the Rules Committee for review.
- The HOME team will be responsible for the scorebook. Failure to provide a scorekeeper will result in a forfeit. The VISITING team will prepare the field for the game.
- Teams must have 8 players to start game or continue game.
- *If a game is called due to drop dead time limit during an incomplete inning, the score shall revert to the last fully completed inning. An inning is only complete when six outs have been recorded or the home team scores a run to take the lead.*

PURPOSE (From the PONY Rulebook):

The purpose of the program shall be to implant in the youth of the community ideals of *good sportsmanship, honesty, loyalty, courage, and reverence*, so that they may be finer, stronger, and happier young people who will grow to be good, clean, healthy adults. This objective is to be reached by providing supervised, fun, safe, competitive athletic games. The league officials shall always bear in mind that the attainment of exceptional athletic skill or the *winning of games is secondary* and that the *molding of future citizens is of prime importance*.



UPDATED 4/1/2026



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PASS AREA YOUTH BASEBALL AND SOFTBALL BASEBALL EQUIPMENT REQUIREMENTS

BASEBALLS:

PAYBS will supply game balls and each coach will receive a set of practice balls at the beginning of the season.

All balls must be approved by PONY.

PLAYER EQUIPMENT:

- All defensive players must wear a glove while on the field.
- No white or gray circles will be allowed on the outside of a pitcher's glove.
- Shoes must be worn by all players; metal spikes will not be allowed for Pony, Bronco, Mustang, Pinto, Shetland or Foal, use of these will result in ejection with no warning.
- Catchers must wear a protective helmet and mask with a throat protector that is connected to or part of the mask. It shall meet NOCSAE standards and have full ear protection. Hockey style masks are acceptable as proper protection for catchers. Mask extensions are not needed.
- Body protectors and shin guards are mandatory for catchers.
- Custom sweatshirts and practice jerseys are permitted during practices and warmups only. During games, all players must wear the league provided uniform matching in color, trim, and style. Players not in proper uniform will not be permitted to participate, and failure to comply **WILL RESULT IN AN AUTOMATIC FORFEIT.**
- The batter, players in the on-deck batting area, baserunners and players coaching in the baseline coaching boxes shall be required to wear protective headgear that are NOCSAE approved. Use of properly fastened protective face masks, jaw guards and chin straps on protective headgear is recommended.
- 2 ¾ barrel bats are prohibited. Colt/Palomino are only allowed to use 2 5/8' -3 BBCOR certified bats.
- There shall be no devices, attachments, or wrappings that cause the handle of the bat to become flush with the knob.
- ALL bats shall meet the USA bat performance standard, and must bear the USA approved certification mark. They must not be listed on an USA Banned Bat list. Exceptions are listed in the PONY rulebook.
- Players may not use cell phones or any other communications devices while on the field of play, with the exception of medical devices. The field of play includes dugouts, bullpens, coaches' boxes, and other such areas where coaches, players, and umpires have access.



UPDATED 3/12/2026

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PASS AREA YOUTH BASEBALL AND SOFTBALL BASEBALL PITCHING RULES

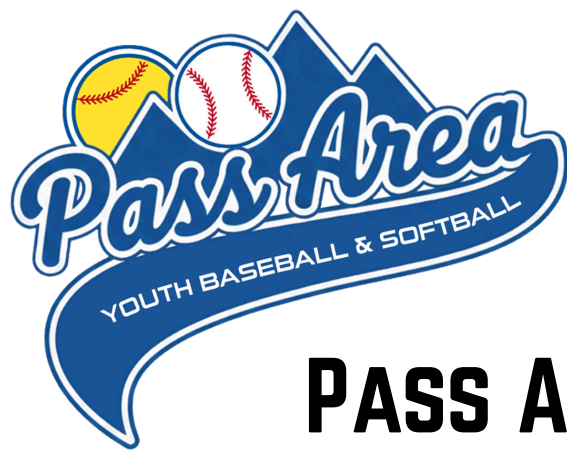
GUIDELINES

- Once an umpire in chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- The league shall assign an official scorekeeper for each game to track pitch counts. The home team book shall be the official record of games statistics including pitch count.
- Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- Any team member may pitch, subject to the restrictions to the pitch count as recommended by Pitch Smart Guidelines for the particular age classification (see chart below).
- A pitcher cannot return to the mound in the same game once removed as a pitcher.
- Balk rules apply beginning in Mustang and apply to older divisions.



| AGE | DAILY MAX PITCHES | REQUIRED REST (PITCHES) | | | | |
|-------|-------------------|-------------------------|-------|--------|--------|--------|
| | | 0 Days | 1 Day | 2 Days | 3 Days | 4 Days |
| 7-8 | 50 | 1-20 | 21-35 | 36-50 | N/A | N/A |
| 9-10 | 75 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 11-12 | 85 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 13-14 | 95 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 15-16 | 95 | 1-20 | 31-45 | 46-60 | 61-75 | 76+ |
| 17-18 | 105 | 1-20 | 31-45 | 46-60 | 61-75 | |

All teams must follow the league pitch count limits and required rest periods. Managers are responsible for monitoring the pitching activity of their players, including pitches thrown in games or tournaments outside of the league. Players who participate in travel ball or other outside baseball activities must observe all league pitch count and rest requirements before pitching in a league game. Parents and players are expected to inform their manager if the player has pitched in another game within the required rest period. Failure to comply with pitch count limits or required rest periods may result in removal of the pitcher, game forfeiture, and/or suspension of the manager.



UPDATED 3/12/2026

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PASS AREA YOUTH BASEBALL AND SOFTBALL BASEBALL PITCHING RULES

WINDUP

- The pitcher may:
 - Stand facing the batter
 - Have the pivot foot (back foot) in contact with the pitching rubber
 - Take a step and deliver the pitch toward home plate

STRETCH

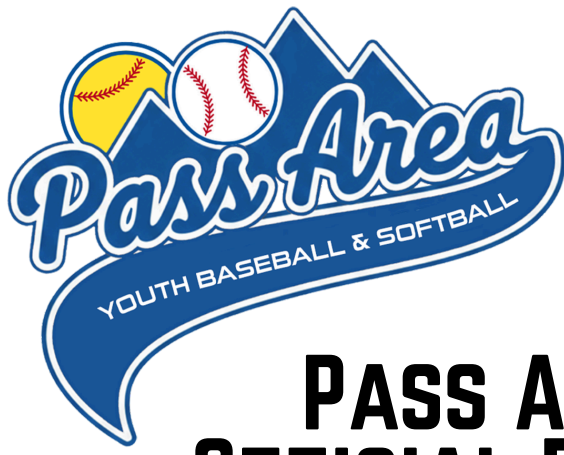
- The pitcher must:
 - Stand with the pivot foot touching the rubber
 - Bring hands together in front of the body
 - Come to a complete stop before delivering the pitch

DELIVERY

- A legal pitch must include:
 - The pitcher must begin the motion from the rubber
 - The pitcher must step toward home plate with the free foot when delivering the pitch
 - The ball must be thrown overhand or sidearm (not underhand)
 - The pitcher may not throw while stepping backward off the rubber
 - The pitcher must not make a quick pitch to surprise the batter

BALK RULES (MUSTANG DIVISION AND OLDER)

- Balk rules apply to Mustang, Bronco, Pony, and Colt-Palomino divisions
- Common balk violations include:
 - Starting the pitching motion and stopping
 - Failing to come to a complete stop in the set position
 - Throwing to a base without stepping toward it
 - Dropping the ball while on the rubber
 - Making deceptive movements toward home or a base
- Penalty
 - (Mustang Only) First warning, subsequent infractions result in runners advancing one base
 - All runners advance one base



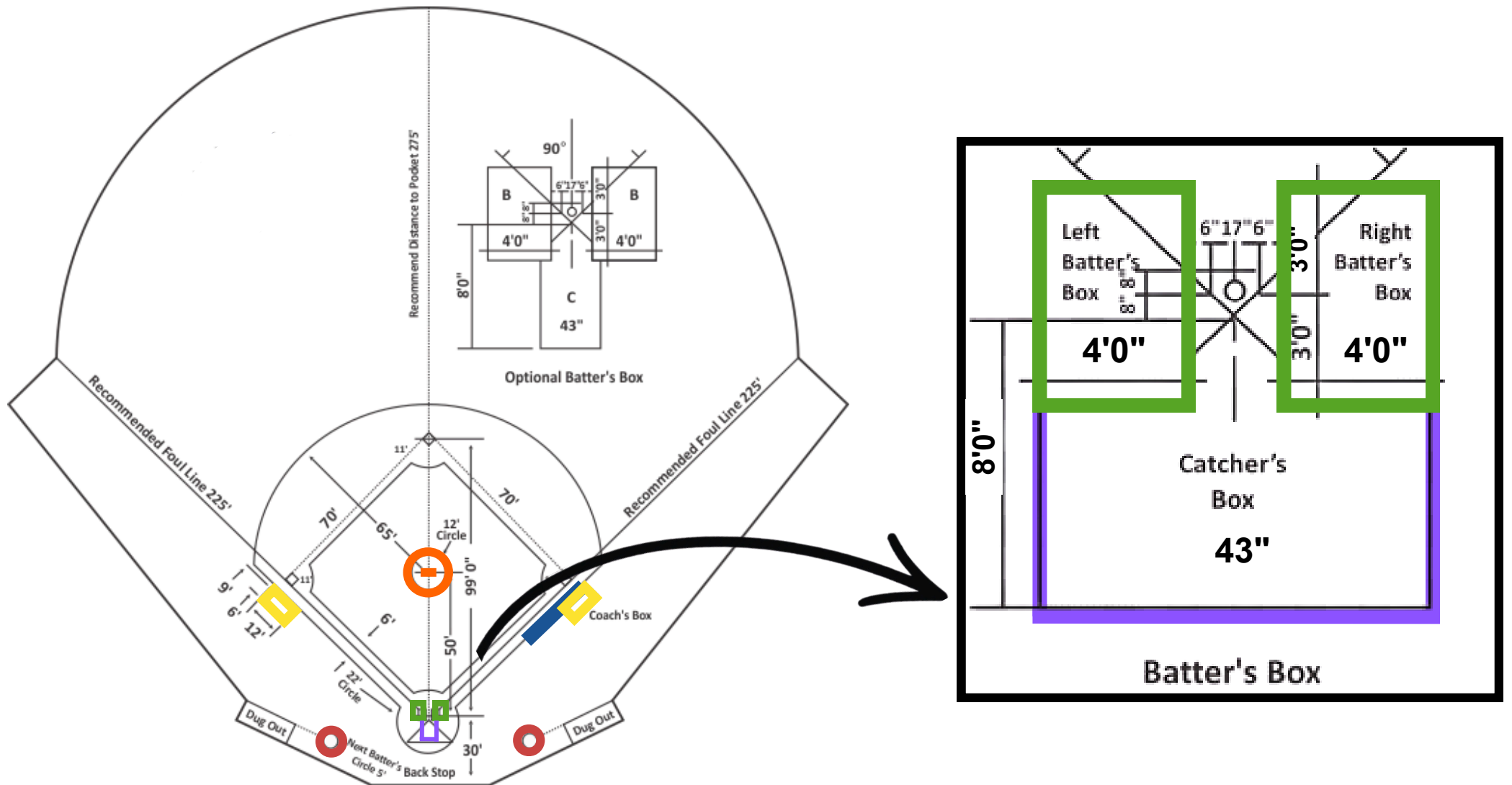
UPDATED 3/12/2026

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PASS AREA YOUTH BASEBALL AND SOFTBALL OFFICIAL DIMENSIONS OF A BASEBALL DIAMOND

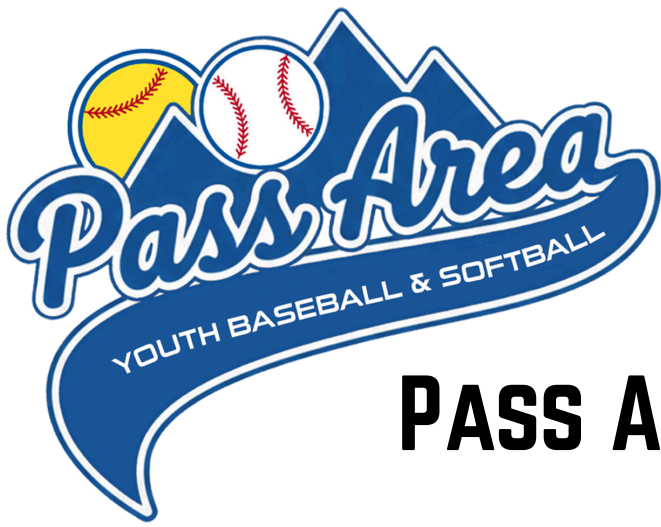
THIS IS AN EXAMPLE FOR LAYING OUT A DIAMOND WITH 60 FOOT BASES AND A 43 FOOT PITCHING DISTANCE



OVERVIEW:

To determine the position of home plate, draw a line in the direction it is desired to lay, drive a stake at the corner of home plate nearest the catcher. Fasten a cord to the stake and tie knots or otherwise mark the cord at 50 feet, 70 feet, 99 feet, and 140 feet. Place the cord (without stretching) along the direction line and place a stake at the 50-foot marker - this will be the front line at the middle of the pitcher's plate.

- The **THREE FOOT LINE** is drawn parallel to and three feet from the first base line, starting at a point halfway between home plate and first base.
- The **BATTER'S ON-DECK CIRCLE** is a five-foot circle placed adjacent to the end of the player's bench or dugout area closest to home plate.
- The **BATTER'S BOX**, one on each side of home plate, shall measure three feet by seven feet. The inside lines of the batter's box shall be six inches from home plate. The front line of the box shall be four feet in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.
- The **CATCHER'S BOX** shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be eight feet five inches wide.
- The **COACH'S BOX** is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third baselines, extended from the bases toward home plate.
- The **PITCHER'S MOUND** shall be attached to the ground at distances indicated in each division's specific rule section.



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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

FOAL

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 40 ft.

Length of Games: 60 minutes maximum

Entire lineup bats every inning

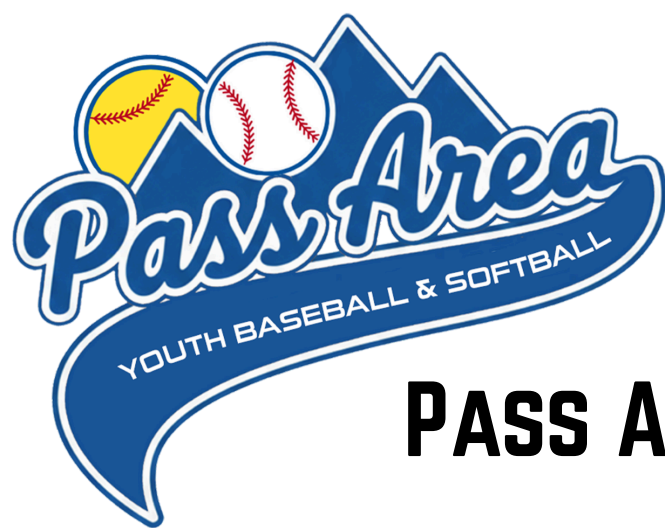
RULES OF PLAY:

1. Base runners cannot leave the base until the ball is hit.
 2. When the ball is in possession of an infielder and all play has ceased, time shall be called and the play is over.
 3. One hour time limit.
 4. Bunting is not allowed.
 5. The infield fly rule is not in effect.
 6. No catcher position.
 7. No outs will be recorded.
 8. No score will be kept.
 9. All other league rules outlined in the GENERAL RULES must be followed.
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PURPOSE (From the PONY Rulebook):

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

SHETLAND

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 50 ft.

Pitching Distance: Coach Pitch

Length of Games: 70 minutes maximum

Entire lineup bats every inning

RULES OF PLAY:

1. Base runners are not allowed to steal. They cannot leave the base until the ball is hit.
2. When the ball is in possession of an infielder and all play has ceased, time shall be called and the play is over.
3. One hour, 10 minute time limit.
4. Bunting is not allowed.
5. The infield fly rule is not in effect.
6. If the coach pitching is hit by a batted ball, no pitch will be called.
7. Each team will provide their own pitching coach and they must be listed as an official coach.

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THIS DIVISION WILL FOLLOW PONY BASEBALL RULES WITH THE FOLLOWING EXCEPTIONS:

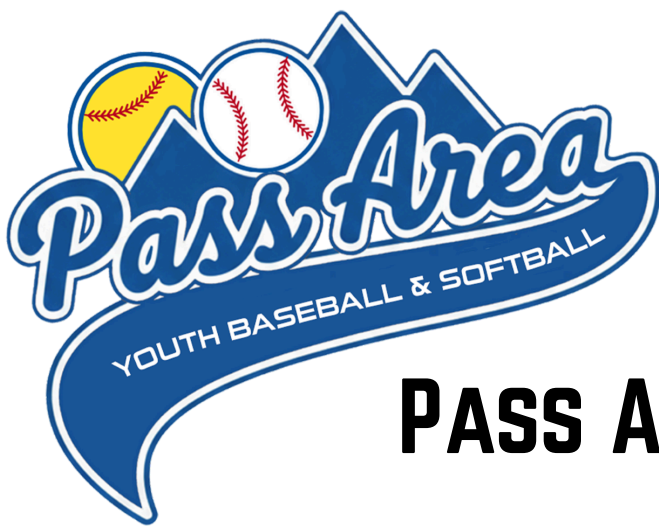
RULES OF PLAY:

1. No machine pitch. A coach will be allowed 3 pitches, if the batter is unable to put the ball in play, he/she will be awarded two swings off the tee.
2. No outs will be recorded, every player will remain on base, regardless of the outcome of the play. This allows the kids to learn how to run the bases.
3. There will be no tag play at home to end the inning. Players are encouraged to make the force out at first while the runners all continue until they reach home, therefore ending the inning.
4. All players play on defense. Positions will include: pitcher, first base, second base, shortstop, third base, and all remaining players must be positioned behind the base line. No catcher position.

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

PINTO

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 60 ft.

Pitching Distance: 40 ft.

Length of Games: 75 minutes (no new inning)

90 minutes (drop dead)

5 run maximum per inning

RULES OF PLAY:

1. Base runners are not allowed to steal. They cannot leave the base until the ball is hit.
2. When an infielder has control of the ball in the infield and raises both hands above their head, play will be stopped. **Runner past halfway advances, runner not halfway returns.**
3. 90 minute time limit with a run limit of 5 per inning (no new inning after 75 minutes).
4. Bunting is allowed.
5. The infield fly rule is not in effect.
6. No dropped third strike rule - batter is out on third strike.
7. Catchers must wear equipment designed for baseball catchers.
8. If the coach pitching is hit by a batted ball, no pitch will be called.
9. Each team will provide their own pitching coach and they must be listed as an official coach, they must use an overhand windup to deliver the pitch.
10. Players who are in the defensive position of the infield except for the catcher and pitcher may not come any closer than 40 feet from home plate until the ball is hit.

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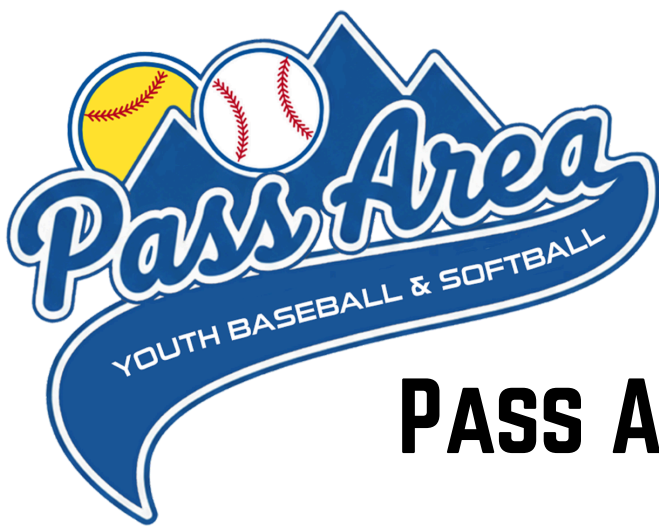
RULES OF PLAY:

1. There will be no walks. After a pitcher throws four pitches, the hitting team's coach will assume the strike count and be awarded the appropriate number of pitches. (Example: a player has a 3-1 count after the fourth pitch, the coach will be awarded two pitches).
2. If a player is hit by a player pitch, the batter can choose one of two options: 1) the hitting team's coach will assume the strike count and finish the at bat, or 2) the batter is awarded first base. The batter must have made an attempt to avoid being hit by the pitched ball.
3. If a player fails to hit off the coach, they are considered out.
4. Pitchers are limited to **one inning** of pitching to encourage development of other pitchers.
5. 10 players play on defense. Positions will include: pitcher, catcher, first base, second base, shortstop, third base, and four outfielders.
6. All players will bat, regardless of which ten are currently on defense.
7. Coaches may pitch from a distance where they can make the ball hittable., from a knee if necessary for height. The goal is to get the ball in play.
8. **Metal cleats are NOT ALLOWED.**

PURPOSE (From the PONY Rulebook):

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

MUSTANG

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 60 ft.

Pitching Distance: 46 ft.

Length of Games: 90 minutes (no new inning)

105 minutes (drop dead)

5 run maximum per inning

Open play begins in the 5th inning

RULES OF PLAY:

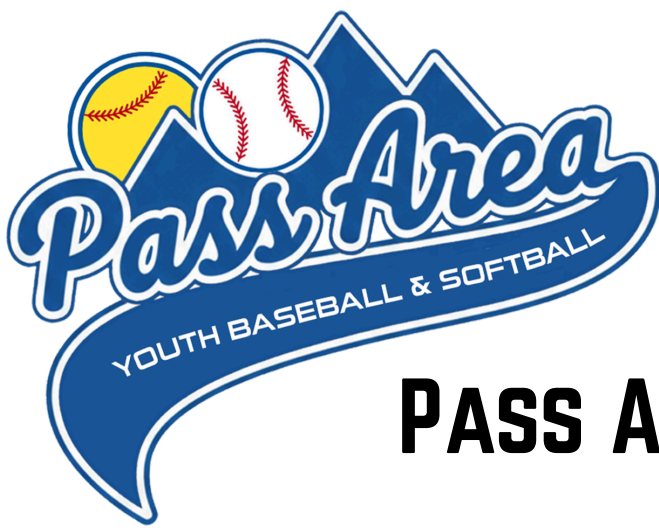
1. Runners may lead off and steal bases, as permitted under Official Baseball Rules.
2. The runner at third may not steal home on a pitched ball (cold plate). The runner may advance only on a passed ball or wild pitch. If the pitcher or catcher throws to any base (including during a double steal), the runner at third may attempt to score at their own risk.
3. When the pitcher has control of the ball on the pitcher's mound, play will be stopped.
4. 105 minute time limit with a run limit of 5 per inning (no new inning after 90 minutes).
5. Open innings begin in the 5th inning. If time expires during an inning, the final score will revert to the last completed inning.
6. Bunting is allowed.
7. The infield fly rule is in effect.
8. Dropped third strike rule in effect.
9. Catchers must wear equipment designed for baseball catchers.
10. Free substitutions for defensive players, all players shall bat - no designated hitters.
11. Pitchers must comply with MLB Pitch Smart pitch count limits and required rest periods.
12. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
13. Players must slide to avoid contact, they can be called out at the umpire's discretion.
14. Metal cleats are not allowed.
15. Balk rules apply. The first balk by a pitcher will result in a warning and the coach or umpire may briefly instruct the pitcher on the proper motion. Any subsequent balk will result in runners being awarded one base.

16. Metal cleats are NOT ALLOWED.

PURPOSE (From the PONY Rulebook):

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

BRONCO

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 70 ft.

Pitching Distance: 50 ft.

Length of Games: 90 minutes (no new inning)

105 minutes (drop dead)

6 run maximum per inning

Open play begins in the 5th inning

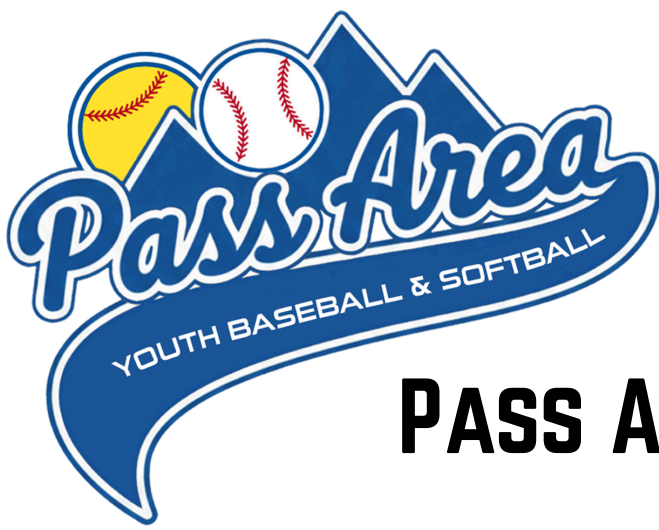
RULES OF PLAY:

1. Runners may lead off and steal bases, as permitted under Official Baseball Rules.
2. When the pitcher has control of the ball on the pitcher's mound, play will be stopped.
3. 105 minute time limit with a run limit of 6 per inning (no new inning after 90 minutes).
4. Open innings begin in the 5th inning. If time expires during an inning, the final score will revert to the last completed inning.
5. Bunting is allowed.
6. The infield fly rule is in effect.
7. Dropped third strike rule in effect.
8. Catchers must wear equipment designed for baseball catchers.
9. Free substitutions for defensive players, all players shall bat - no designated hitters.
10. Pitchers must comply with MLB Pitch Smart pitch count limits and required rest periods.
11. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
12. Players must slide to avoid contact, they can be called out at the umpire's discretion.
13. Metal cleats are not allowed.
14. Balk rules apply and will be enforced immediately. Each balk will result in runners being awarded one base. The umpire may briefly explain the violation to the pitcher if necessary.
15. **Metal cleats are NOT ALLOWED.**

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

PONY

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 80 ft.

Pitching Distance: 54 ft.

Length of Games: 90 minutes (no new inning)

105 minutes (drop dead)

6 run maximum per inning

Open play begins in the 5th inning

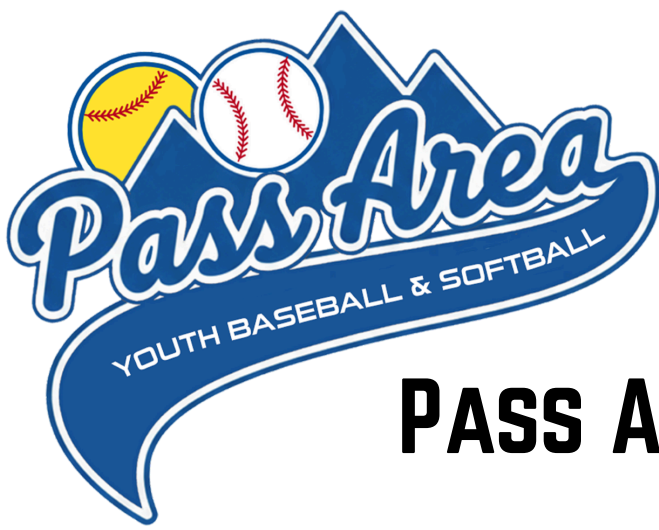
RULES OF PLAY:

1. Runners may lead off and steal bases, as permitted under Official Baseball Rules.
2. When the pitcher has control of the ball on the pitcher's mound, play will be stopped.
3. 105 minute time limit with a run limit of 6 per inning (no new inning after 90 minutes).
4. Open innings begin in the 5th inning. If time expires during an inning, the final score will revert to the last completed inning.
5. Bunting is allowed.
6. The infield fly rule is in effect.
7. Dropped third strike rule in effect.
8. Catchers must wear equipment designed for baseball catchers.
9. Free substitutions for defensive players, all players shall bat - no designated hitters.
10. Pitchers must comply with MLB Pitch Smart pitch count limits and required rest periods.
11. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
12. Players must slide to avoid contact, they can be called out at the umpire's discretion.
13. **Metal cleats are allowed, but STRICTLY PROHIBITED on pitching mounds.**
14. Balk rules apply.

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PASS AREA YOUTH BASEBALL AND SOFTBALL RULES OVERVIEW

COLT-PALOMINO

BASIC OVERVIEW:

Field Dimensions:

Base Lines: 90 ft.

Pitching Distance: 60 ft.

Length of Games: 90 minutes (no new inning)

105 minutes (drop dead)

6 run maximum per inning

Open play begins in the 5th inning

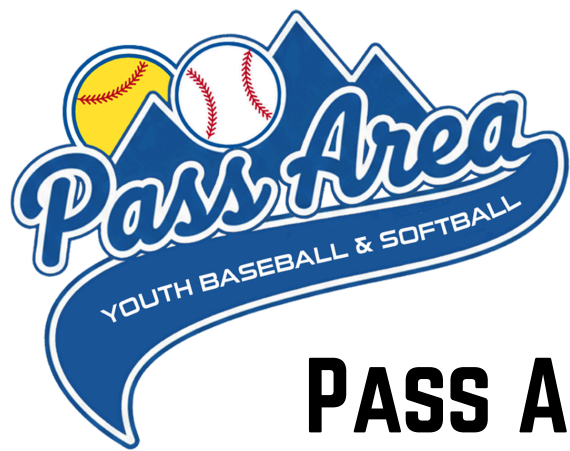
RULES OF PLAY:

1. Runners may lead off and steal bases, as permitted under Official Baseball Rules.
2. When the pitcher has control of the ball on the pitcher's mound, play will be stopped.
3. 105 minute time limit with a run limit of 6 per inning (no new inning after 90 minutes).
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7. Dropped third strike rule in effect.
8. Catchers must wear equipment designed for baseball catchers.
9. Free substitutions for defensive players, all players shall bat - no designated hitters.
10. Pitchers must comply with MLB Pitch Smart pitch count limits and required rest periods.
11. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
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UPDATED 4/13/2026

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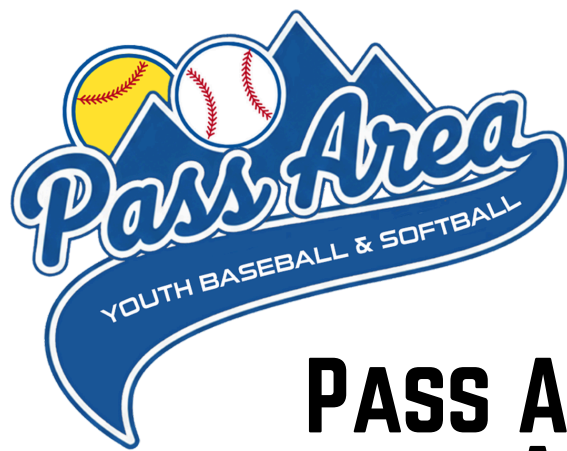
PASS AREA YOUTH BASEBALL AND SOFTBALL CHAMPIONSHIP GAME RULES

GAME LENGTH:

- No time limits - all games must be played to completion
 - 8U/Pinto - **FOUR** innings
 - 10U/Mustang - **FIVE** innings
 - 12U/Bronco - **SIX** innings
 - 16U/Pony - **SIX** innings
 - Colt/Palomino - **SEVEN** innings

IN CASE OF A TIE:

- **International Tie Breaker rule will be in effect.**
 - Each half inning begins with a runner on **second base**.
 - The runner is the **last out from the previous inning**.
 - The offensive team begins with **no outs**.
 - Normal batting order continues.
 - Game continues inning by inning until a winner is determined.



UPDATED 4/13/2026

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PASS AREA YOUTH BASEBALL AND SOFTBALL ALL STAR SELECTION PROCESS

ELIGIBILITY:

- Participants must be actively enrolled in the PAYBS program and exhibit positive sportsmanship and behavior throughout the season.
- Participants must complete the All Star Commitment Form to be considered.

PLAYER NOMINATIONS AND SELECTIONS:

- Nomination process will be led by coaches within each division.
- Each coach will nominate a designated number of players (varies according to number of players in each division).
- Nominations are based on performance, sportsmanship, and contribution throughout the season.
- **Selection meeting will be held on Monday, MAY 11th at the Noble Creek Community Center.**
- Coaches and staff will review nominations and vote to finalize All-Star team rosters.
- Selected participants will be notified on Closing Day, **May 16th** at Noble Creek Regional Park.

COACH SELECTIONS:

- The winning coach from each division will earn an automatic nomination as the head coach.
- If the remaining coaches in the division unanimously support the nomination, that coach will be the top nominee.
- If the remaining coaches do not support the nomination, they will nominate two additional coaches for consideration.
- The All Star Committee (comprised of Treasurer Diercks, Mickey Valdivia, Deidre Chatigny, Noah Valdivia, and Austin Gilmour) will meet after the championship games and make a final determination from those nominated, taking all recommendations into consideration while prioritizing overall District representation.
- The head coach will have the opportunity to choose one assistant coach and one other coach **within their division** to serve as a second assistant.

In the event that there is a disagreement, BCVRPD Board and Staff will make the final decision.

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