

**PALMDALE PONY LEAGUE, INC.
LOCAL RULES**

ARTICLE I

LEAGUE OPERATIONS

Section 1 – The League shall be represented each day of operation by a minimum of two Board members. The two Officers of the Day shall be scheduled in advance by a scheduler and posted in the snack bar. The representatives are to insure the provisions of the Local Rules and Constitution are met. Representatives must be easily identifiable to the crowd.

Section 2 – The representatives are responsible for the following:

1. Equipment sheds: unlocking and/or locking all equipment stored within units at close of fields.
2. Bathrooms: unlocking and/or locking of, cleaning and stocking of supplies within.
3. Scorekeeping: official books are on sight and that each game has a scorekeeper prior to the start of game.
4. Field lights: turn on and off.
5. Fields: Ensuring that the home team has prepared and chalked field to start game on time, visiting team drags and stores bases after completion of game, any removable
6. Lights, public announcement systems, and official score books have been properly stored.
7. Umpires: Ensure that each field has a representative from the Umpire Association ready to start within 15 minutes of the game time, baseballs have been provided, and issue in/out the equipment to the Junior Umpires as needed.
8. Snack Bar: Introduce yourself to the snack bar crew and keep them advised of your whereabouts, assist in the snack bar if needed.
9. No parking or driving within the facility by any unauthorized persons, except Officers of the Day, Concession Director and Facilities Manager.
10. Responsible for having disruptive persons, and/or ejected managers/coaches removed from the complex. A player who is ejected from a game and whose parent is not present, is the responsibility of the coach until the parent arrives.
11. Empty the General Membership mail box each night and distribute to Board Members mail slots.
12. The O.D. shift is considered complete after the snack bar is secured and everyone else has left the facility.

Section 3 – The scheduler is responsible for scheduling two Officers Of the Day and one alternative Officer of the Day for each shift of League operation. The scheduler is relieved of responsibilities of Officers Of the Day for that month. The O.D. scheduler must be accessible by pager / phone at least 2 hours prior to the start of each O.D. shift. The alternative Officer of the Day must be available to cover the specified shift in the event of an absence, late arrival or early departure of a primary Officer of the Day.

ARTICLE II

**MANAGERS SELECTION, PLAYER SELECTION
AND REGISTRATION**

Section 1 – Managers Selection: Selection process is to be determined and administered by the Managers Selection Committee.

In the event that the coaches option “coach” is absent from performing his/her coaching duties in 6 or more games during the Season, the coach’s child is ineligible for All Stars, the Manager will be suspended from three (3) consecutive games, and will be ineligible to manage All Stars. This also applies if the manager misses six (6) unexcused games, his/her child will not be eligible for All Stars. The Board will determine whether an absence is to be considered excusable.

1. Allstar Pony player options will be assigned 400 points at time of draft.

Section 2 – Players Selection: Players shall be selected by the Point System. Team selection will be made from an open draft. Each team will be allowed two options only, a Managers option and a Coaches option. These options are to be named and approved by the Managers Selection Committee prior to the draft and are to be submitted in writing to the Player Agent or said options will be forfeited.

1. A parent or legal guardian, may request in writing to the Division Vice president before the draft begins, that their child not be drafted by a particular manager. The parent or legal guardian may submit only one written request per division per year. There will be 200 points per roster position with a minimum of 50 points required to fill each position. In the case that a Manager or Coaches option is returning as an All Star player from the previous year, the points assigned to them will be 400 for an "A" All-Star player, 300 for a "B" or "C" All-Star player and 300 for an "A" All-Star player moving up from a division. A manager option is the child of the manager, and the coach's option is the child of the coach. If no such relationship exists for the manager/coach's option at the time of draft, there is no option.

At the time of the draft, the V.P. of that division will pull a number, using a "numbers in a hat" system, and that player will be the first to be bid on. Thereafter, the winning coaches will continue to call each player and will place a minimum bid on that player. The player must be draft eligible to the team that is calling out. (i.e.; If a team is at their limit of 8 year olds, then they must call out a 7 year old.) If the teams roster is full, then the team with the most points remaining calls the next player to be drafted.

The trade deadline is considered to be the conclusion of the draft and prior to leaving the location of the draft. All trades must be approved by the Divisional Player Agents and Vice President of that division except in the case of conflict of interest in which case the League President or Vice President will approve the trade.

Coach's Option w/sibling:

Sibling options will be as follows: when using the point system, a manager and coaches option that has a sibling in that same division is automatically on the chosen options team, filling a place on the roster which will leave the manager with 200 less points at time of draft. This should be clarified before draft begins. If a sibling option is a returning All Star player, then the All Star points will apply.

Open Draft w/siblings:

If a player is picked up in the draft and has a sibling in the division, the first sibling chosen will be bid on per point system, while the remaining sibling (s) would automatically be placed on the same team at a cost of 100 points each. This will be in effect unless parent or guardian submit in writing their request that each sibling be place on opposing teams.

In the event a player vacancy must be filled from the players pool, after the completion of the draft the player agent shall assign players to said teams based upon the following criteria:

The player with the earliest sign up date.

The oldest/youngest player, according to team roster age requirements.

The player first in alphabetical order.

If two or more teams are needed to be filled, it will be done in the same order as the inverted team standings.

2. All Players must tryout at least (1) one time or they will be put at the bottom of the waiting list behind all the players that have tried out. Extraordinary circumstances will be brought to the Divisional VP and PA at least 48 hours prior to the last tryouts. The Divisional VP, along with all Divisional PA's and the President or Vice President of the league, will determine if the players registration position remains the same.

Section 3 – Player Registration: All registration fees must be paid by divisional draft dates unless special financial arrangements are made with the Treasurer to extend the payment period to the current seasons Opening Day.

Players assigned from the player pool to fill a vacancy shall be charged a pro-rated fee based on the number of games left remaining in the season or half the registration fee, whichever is more.

Any player that has dropped from the League and then asks to re-enter the League, must pay a 50% registration fee no matter when they re-enter. This is provided they did not get a refund when they left the League. If they did get a refund, they would be required to pay 100% of registration fee. When a player re-enters the League, they will be assigned to the next team selected to receive a player. If all teams are full, they would be placed on a waiting list.

The existence of a financial hardship shall be determined by a Board Committee. This committee shall consist of the President, Vice President and Treasurer. This committee shall have the ability to award up to eight individual hardship scholarships. After this eight, the Board shall be notified and shall make any further decisions. Any person (s) who wish to be considered shall submit in writing their reasons for being considered. Once the letter has been reviewed by the committee, a decision shall be made and the applicant notified of the decision in writing.

Section 4 – With each players registration a \$70.00 deposit will be paid. This deposit will be returned upon completion of working a scheduled snack bar shift and service hours. The deposit will be returned by the Treasurer within one week of full completion of snack bar/service hours.

If a family has been granted a financial hardship in the current year, they must work a least two snack bar shifts before they could be put on the “substitute” list and receive \$25.00 for working a forfeited shift. A letter from the Treasurer of the League will be sent to the family defining the conditions of the hardship in terms of snack bar responsibility.

ARTICLE III

PROTEST, PROTEST COMMITTEE

Section 1 – Protest: The **Manager or Representative, as agreed upon prior to game ONLY, will present all protests.**

A \$25.00 cash fee shall accompany a Managers protest in written form within 48 hours to the V.P. of that division as stated in the Pony Rule Book. It will be refunded if the protest is withdrawn within 24 hours of the protest or if the Protest Committee rules in favor of the manager who has filed the protest.

Section 2 – Protest Committee: In the event of a game being protested, the Vice President of the division shall appoint 2 members of the Board in good standing and with no conflict of interest as the Protest Committee to resolve the protest within 5 days.

The Vice President of the division shall be one of the Committee members unless there is a conflict of interest, in which case the President of the League will be the third member. Only rule interpretations, not umpire judgment calls may be contested and each opposing party will have the opportunity to express their protested side of the story at the meeting.

The decision of the Protest Committee is final and not subject to the appeals process.

ARTICLE IV

CONDUCT AND DISCIPLINE, DISCIPLINARY COMMITTEE

Section 1 – Conduct and Discipline: Sportsmanship shall be of the highest priority at all times. Our objective is to follow Article III, Purpose, of the Constitution of this Pony League.

Un-sportsmanlike conduct shall include, but is not limited to:

- Inappropriate language, Derogatory or Argumentative Comments or lewd gestures towards any child, Umpire, League Official or any other person.
- Violence or threats of violence toward anyone.
- Instigation of others to cause a disruption on the premises.
- Under the influence of drugs or alcohol.
- Bringing any weapons, drugs or alcohol on the premises.
- Disobeying any posted sign on the premises.
- Willful failure to abide by any regulation of the Palmdale Pony League.
- Sexual misconduct and /or any inappropriate physical contact.
- Willful intent to do bodily harm to another player during a game.

Minimum penalty for any un-sportsmanlike conduct shall be as follows and subject to the severity of the incident:

- First offense: Ejection and suspension for the next scheduled game in that division.
- Second offense: Ejection and a three game suspension in that division.
- Third offense: Ejection and removal from the League.

When an individual is ejected, suspended and/or banned from any League or Inter-league game, they are to stay 100 yards from any part of the baseball complex while serving their disciplinary action. Failure to abide by these rules will result in further disciplinary actions. Disciplinary action applies for any League function for Palmdale Pony League, Inc. regardless of the location of the game.

In the event a PPYB member is ejected from a field or facility during All-Star season, regardless of location, the said member will be required to attend a disciplinary hearing. Failure to attend the hearing WILL result in a minimum, but not limited to, one (1) game suspension in the following season. In the event PONY representatives ask for immediate suspensions, PPYB will support their decisions until such hearing can be held. The incoming Board of Directors will be responsible for conduction this disciplinary hearing.

If a pitcher is found to be pitching in more than the authorized number of innings, the pitcher will be removed from the line up for the remainder of the game and will be ineligible to play in the next scheduled game. The Manager will be ejected from the game and suspended from the next scheduled game.

If a second offense occurs, the Manager will be ejected from the game and a three game suspension will be enforced. If a third offense occurs, the Manager will be ejected from the game and removed from his/her position for the remainder of the season.

In the event that a player is not allowed to play the minimum of six defensive outs and one at bat, the offending Manager shall be suspended for the next scheduled game. If a second offense occurs, the Manager will be suspended for the next three games and a third offense will be removal from the Managers position. Exception; the penalty does not apply to a shortened game, called game or the result of an injury or illness.

Any player that did not play the minimum time will start the next game and play at least nine defensive outs and one at bat even if it was due to a shortened or called game. The penalty for not starting a player and playing him/her the nine defensive outs and one at bat, will be suspension for the next scheduled game.

If a player misses three consecutive games for any reason, the manager must notify the respective PA of his/her division, ***within 48 hours of the conclusion of the missed 3rd game.*** If the manager fails to notify the PA, he will be suspended from the next scheduled game. If a second offense occurs, the manager will be removed from his/her position for the remainder of the season.

Section 2 – Disciplinary Committee: The Vice President of the Division involved shall appoint after each incident at least two Board Members in Good Standing to serve in this capacity. The committee shall be chaired by the Vice President of the Division involved, barring any conflict of interest.

The Disciplinary Committee has the authority to enforce the guidelines of the disciplinary actions defined in the Pony Baseball Rules and Regulations.

Members of the Committee shall upon evidence of misconduct by any player/member at the leagues facility, notify the manager of that team within 7 days of the act. The Manager shall appear in the capacity of the advisor, with the player/member. If action results in the player leaving the League, no refund of fee shall be provided. In the event, time limit has lapsed, the Board, with majority vote, can convene a Disciplinary Committee regardless of when incident occurred.

All decisions that are reached by the Disciplinary Committee are considered to be final, unless an appeal is requested. Those who wish to file an appeal must do so by submitting a written request to the Chairperson of that Committee within 48 hours of receipt of the Disciplinary Committee's decision along with a \$25.00 cash fee. The fee may be refunded if the Disciplinary Committee's decision is overturned by a unanimously vote of the Appeals Committee.

The Appeals Committee will be made up of two members of the Executive Board as selected by the President. The President will chair the Appeals Committee. No member of the Disciplinary Committee will be allowed to sit on the Appeals Committee. The Appeals Committee must hear the issue within 72 hours of the request and render their decision within 48 hours.

Any player, Coach or Manager that has been brought before the Disciplinary Committee or the Board and has received disciplinary action twice during the season, forfeits his/her eligibility to be selected for the position of player, Coach or Manager of an All-Star/Tournament team.

Section 3 – **TEAM FINANCES**

Any monies collected for a team in the event of costs of the banner, names put on the hats/jerseys and or team parties must be recorded and accounted for and should be available to the Board of Directors on request.

ARTICLE V

GAME PROCEDURES

Section 1 – All Divisions: At least 15 minutes prior to the start of the game, the involved teams shall submit a complete roster to the Official Scorekeeper, Plate Umpire and opposing Manager on an approved form as follows:

- Date and teams playing.
- Starting line-up which shall include, players first and last names, jersey number and defensive positions.
- Substitute players shall be listed by name and number.
- Managers and Coaches present for the game must also be listed on line-up card.
- If for appropriate reason, prior to the beginning of the game a player is rendered ineligible for play, (i.e.; absent, Ill, injured or due to disciplinary measures) an officiating umpire must be informed prior to the inception of the game. This information must be noted in the Official League Scorebook and signed or initialed by an officiating umpire.
- All changes will be written and given to the Official Scorekeeper. A verbal notice will be given to the umpire and opposing team manager. This will be done on all substitutions and/or position changes, including all pitching changes either by substitution or position change. If for some reason a Manager or Coach changes, this must also be noted.
- The league will make forms available for the Managers to make their line-up and/or changes.

Section 2 - Home team prepares the field for play per the guidelines from the Field Manager.

Section 3 - Visiting teams will return the field to before play condition, as per the guidelines from the Field Manager. If game is the last game of the day, the visiting team will also be responsible for packing equipment and bases into storage units.

Section 4 - The home team provides the Official Scorekeeper for the game. The Official Scorekeeper is responsible for getting both Managers and Umpires signature for the Official Scorebook.

Section 5 - A player eligible to participate in a regular season game, shall play a minimum of six defensive outs and one at bat.

Section 6 - In the event of a shortened game, see Article IV, Section 1, Conduct and Discipline.

Section 7 - In the event that a game is postponed or canceled, a make-up game shall be scheduled by the Divisional V.P. All effort should be made to schedule make-up games the first available date. The President shall approve all rescheduling. A game **may not** be postponed or canceled due to illness, vacations, or any other outside activities. Extraordinary circumstances can be presented to the Divisional V. P. for consideration and must be approved by the V.P. of the League.

Section 8 - Persons authorized in each dugout during the game shall not exceed the team Manager, two approved Coaches and the team players. Coaching changes must be approved by the Officer Of The Day and will only be approved for that game.

Section 9 – A **New Inning** is said to begin when the last out is made from the previous inning.

Section 10 - In the case of a tie game at the end of regulation time or innings, the game will revert to the Pony Blue Book for handling the tie game.

Section 11- The home and visitor teams shall empty all trash cans located in the dugout and spectator areas on their respective sides of the field after each game. Teams failing to empty the trash cans shall be subject to the following disciplinary actions:

- First occurrence- verbal notification of failure to empty trash after the game.
- Second occurrence-written notification of failure to empty trash after the game.
- Subsequent occurrences-team manager shall be suspended from the next game.

Section 12- All players will wear the league-provided jersey during league games and league provided team photographs. Other clothing (to remain warm) may be allowed upon the discretion and approval of the umpire.

Penalty will be:

First occurrence-warning.

Second and subsequent occurrences- removal of that player for the remainder of the game.

Pony Division:

No new inning will begin after: 2 hours and 35 minutes

Bronco Division:

No new inning will begin after: 2 hours and 25 minutes

Mustang Division:

No new inning will begin after: 1 hour and 55 minutes

Pinto Division:

- *From Opening Day for 22 days, Pinto players will start the pitching process to opposing batters.*
- *An opposing batter can not receive a walk on “Ball 4”. If ball 4 is reached, a coach or manager from the batters team will pitch 3 pitches from his/her knee or standing, but must have one foot in contact with the pitchers plate. If the batter fails to make contact, the batter will be out. In the event that the third pitch is a foul ball and is not caught, the batter will receive one additional pitch. This same rule applies if the next pitch or any subsequent pitches are hit foul and are not caught. A batter cannot be out on a foul ball that is not caught.*
- *An opposing batter can not receive a strike out on “Strike 3”. If strike 3 is reached, a coach or manager from the batters team will pitch 2 pitcher form his/her knee or standing, but must have one foot in contact with the pitchers plate. If the batter fails to make contact, the batter will be out. In the event that the second pitch is a foul ball and is not caught, the batter will receive one additional pitch. This same rule applies if the next pitch or any subsequent pitches are hit foul and are not caught. A batter cannot be out on a foul ball that is not caught.*
- *In the event that a Pinto player is hit by a player pitch, that player would be allowed first base automatically and not receive a “coach pitch”.*
- *The player pitcher will be to the left or right side of the coach pitcher but must be no closer to home plate than the pitchers plate with at least one foot inside the dirt mound.*
- *The same coach pitcher must be used during an “at bat”. The coach pitcher can be changed on the next “coach pitch” batter.*
- *Any batted ball that hits a coach in fair territory will be considered a foul ball.*
- *The umpire may rule “interference” and call the batter out if the pitcher coach interfered with the play once contact has been made by the batter.*
- *On the 23rd day, the pitcher may only be an opposing pinto aged player and follow all Rules as stated in these Local Rules and Pony Baseball Rules and Regulations.*

1. No new inning will begin after 1 hour and 45 minutes. Any game played within the time constraints of the local rules is ruled a complete game. No minimum innings are required for a complete game.
2. Only the team manager, two coaches, and the team parent are allowed in their respective dugouts. When your team is on defense, one coach is allowed in the outfield.
3. The ball must be hit at least 10 feet in front of the plate to be considered a hit. If it is not hit that far, it is considered a foul ball.
4. As per Pony Rules, no team shall score more that 5 runs in one inning. If there are less than three defensive outs when five runs are scored, the teams shall change sides. This rule does not apply in the fourth inning or any innings thereafter.
5. A runner may score from third one of three ways:
 - On a batted ball
 - Bases loaded walk or hit batter
 - Continuation play of a batted ball. Example-runner on first, ball is hit to right field, runner may continue around third base and attempt to score unless umpire has called “time out” (as stated in Pony Rules and Regulations Rule 9K) prior to the runner reaching third base.
If a runner attempts to steal home and makes it safely, he/she will have to go back to third base. If the runner is thrown out in an attempt or lead off, he/she will be called out.
6. When the ball is in the possession of an infielder and in the umpires judgment the ball is dead, the umpire may call time out.
7. The players may use any bat except a softball bat or a bat that is approved for T-Ball use.
8. After there has been three consecutive walks, the third batter will be pitched to by the coach. A hit batter is to be considered a walk for this rule except if the hit batter is the 3rd consecutive walk. If a batter is hit by a pitch by an opposing Pinto player, the batter is automatically awarded first base and will not receive coaches pitch. If the 3rd consecutive walk is a hit batter, then the next batter becomes a “candidate” for the consecutive walk rule. Once a player receives a coaches pitch, the 3 consecutive walks starts over.
 - During the coaches pitch, the batter has three swings or five pitches (whichever comes first) to hit off the coach.

- In the event that the 5th pitch is a foul ball and is not caught, the batter will get one additional pitch. This will also apply if the additional pitch is foul. A player may not be out on a foul ball unless the ball is caught.
- Any ball that hits the coach in fair territory will be considered a foul ball.. No runners may advance.
9. A player may advance from first to second or second to third after the pitched ball has crossed the plate. The runner advancing may only advance one base per pitch. If the runner leaves early, before the ball crosses the plate, the runner may be called out.
 10. Ball 4 is a dead ball and runners may not advance or steal.
 11. Any pitcher that hits three batters is to be removed from the pitchers position.
 12. A batter who steps out of the box when the pitch is thrown, unless the batter is in danger of being hit by the pitch, shall be given a warning for the first offense. A second occurrence will determine the pitch a automatic strike against the batter.
 13. Face masks are mandatory for all batters.
 14. All teams will bat the entire lineup.
 15. There will be free substitution.
 16. In the event of a tie game at the end of regulation play, refer to the Pony Blue Book which states, “When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the maximum of eight innings”. When the score is tied at the end of eight innings, the game shall be declared a tie.
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Shetland Division:

1. Each game will have a one hour & fifteen minute time limit with no new inning five minutes prior to the one hour mark.
2. As well as the aforementioned team manager, and two coaches, the team parent is also allowed in their respective dugouts. (One defensive coach is allowed in the outfield.)
3. Each inning every eligible player must bat. Batting order cannot change after the game starts. Players arriving late must go to the end of the batting order.
4. Players may not remain at the same defensive position for more than one inning, or remain in the infield for more than one consecutive innings. The infield will have the traditional fielding positions, with the remaining players in the outfield. If the manager does not comply the VP of the division will apply a penalty.

5. Defensive coaches may be positioned on the field as follows: one in the outfield behind second base, one coach outside each foul line, behind first base and third base to direct the outfield. (Outfield coaches may not touch offensive players while the ball is in play.)
6. Offensive coaches may be positioned on the field as follows: one coach behind home plate to coach batters stance, bat position, adjust the tee height, and move the tee and bat after a hit, one coach inside the coaching box at first and third base to direct runners. (Offensive coaches may not touch offensive players while the ball is in play.)
7. There are no walks, base stealing or lead offs. Base runners must have one foot on the base until after the ball is hit, is out, whether the ball is foul or fair.
8. The ball must be hit at least 10 feet in front of the plate, to be considered a hit. If it is not hit that far, it is considered a foul ball.
9. Each batter gets six strikes. Three pitches from teams own coach (coach must pitch from an offset position from the mound). then three strikes off the tee before the batter is considered out. A bunted ball is a strike, six foul balls are a strike out.
10. Play will be stopped on a batted ball when an infielder has possession of the ball and raises his/her hands above the shoulders. Play will not stop if an outfielder raises his/her hands with possession, or an infielder is not actually in the infield or within the baselines. Once play has been stopped, any runners not yet half way to the next base will be sent back to the previous base.

ARTICLE VI

Safety Rules & Injuries

Section 1 - Safety Rules

1. A batting helmet shall be worn while batting and running the bases.
2. No jewelry is allowed to be worn during a game.
3. It is suggested that a runner slide if a play is being made at any base.

Section 2 - Injuries: When a player has reported with an injury, the following procedures apply:

1. If the injury requires medical attention, the player is ineligible for league play, including practice. Any injury report needs to be filled out and submitted by the Manger to the League Secretary within 24 hours.
2. Eligibility shall be regained only by the submission of a written release from the doctor indicating that the player is physically able to play. The Team Manager is responsible to follow up on this information.
3. The medical release indicating that the injured player is able to return to active play shall be given to the appropriate Divisional V.P. or P.A. or the Officer Of The Day. This guideline must be followed or the player will continue to be considered ineligible for play.
4. When a manager pulls a player from the game due to an injury that said player is not to return to that game.

ARTICLE VII

FINAL STANDINGS & AWARDS

Section 1 - The season will consist of 20 - 22 games per division. The season will be split into 2 halves of 10 - 11 games. The first place team and runner up from the first half will participate in a playoff with the winner and runner up from the second half for each division, excluding the Shetland Division. Awards will be given for the first place winner and the runner up from each divisional playoff. The format for the divisional playoffs is as follows:

- The season will be split in halves. Taking the amount of games scheduled to be played for the season and dividing them in half will determine the halves. When that amount of games is played that team will be considered to be finished for that half. (Example: In a 20 game season the half will be complete as soon as that team plays their 10th game)
- There will be 4 teams in the playoffs. **Seed #1**-Winner of a season half with the Best Overall Record; **Seed #2**-Winner of the season half with the 2nd Best Overall Record. (If there is the same winner of both halves then the Runner-up with the Best Overall Record will be seeded as #2) **Seed #3**-Runner-up of a half with the Best Overall Record unless already placed as Seed #2, in which case the Runner-up with the 2nd Best Overall Record will occupy this spot. (In the case of the same 2 teams finishing 1st & 2nd in both halves the 3rd & 4th Seeds will be determined by the Best Overall Standings.) **Seed #4**- Runner-up of a half with the 2nd best overall record unless already placed as Seed #3, in which case the next team with the Best Overall Record will be seeded as the #4 Seed. (In the case of the same 2 teams finishing 1st & 2nd in both halves the 3rd & 4th Seeds will be determined by the Best Overall Standings.)

- In the case of a tie between two or more teams the tie breakers will be as follows:
 - Best Overall Record
 - Head to Head
 - Least Amount of runs Allowed
 - Most Runs Scored
 - Coin Toss
- Play-off games will follow the same time limits as season (Article V, Section 12) EXCEPT the Championship game which will have no time limit.

ARTICLE VIII

RULES

Section 1 - The official rules and regulation of Pony Baseball is issued each year through the office of the Pony Baseball Commissioner, supplemented by official baseball rules, completely revised as released through the Office Of The Commissioner of Baseball. "The Sporting News Edition" shall govern the playing of the games in the league.

ARTICLE IX

ALL-STAR

All-Star Player Selection Committee

1. All-Star players will be selected by the All-Star Player Selection Committee which will consist of the following members: Divisional VP, Divisional PA, Managers of the division, along with League President and/or League Vice President providing there is not a conflict of interest. In a case of conflict, the next board member in the chain of command without a conflict will oversee the draft.
2. The Divisional PA shall serve as the chairperson and shall not vote except to break a tie.
3. Each All-Star team shall consist of twelve (12) to fifteen (15) players with the principal in mind that the team is to be the best quality the league can provide. The committee shall determine the amount of players before selection commences.
4. Each Divisional PA and VP shall maintain list of All-Star players according to the number of votes to establish an alternate list of five (5) players in order by the number of votes.

Eligibility, Player Selection & Manager /Coach Selection

1. Any player, manager or coach that has been brought before the Disciplinary Committee or the Board and has received disciplinary action twice during the season, forfeits his/her eligibility to be selected for the position of player, manager or coach of an All-Star team.
2. Player selection shall be conducted in the following manner:
 - a. A player may be considered eligible for All-Star play, if that player has played in at least fifty-percent (50%) of his/her regular season games. Exceptions include Pony Division players who are currently playing with their school teams.
 - b. Each manager shall make two lists of the best twelve (12) players. On the first list is the twelve best players in their division for the "A" team. On the second list is the twelve (12) next to the best players for the "B" team.
 - c. Each coach's option makes his/her own list of the best twelve (12) players for the "A" team, and a list of twelve (12) next to the best players for the "B" team. The manager of the team will submit all four lists to his/her Division VP 24 hours prior to the commencement of the All-Star players draft.
 - d. The League's Head Scorekeeper shall supply statistics to the All-Star Player Selection Committee. These statistics may include, but not limited to, the official scorebook that has been signed off after each game. The use of these statistics shall be used as an aid for selecting of the players for the All-Star teams.
 - e. The Divisional PA shall list the names of the unanimously selected players to be placed on the "A" team. The players with the most majority will continue to be placed on the "A" team until it is full. In the event that there are more majority players than there are spots on either team, a discussion and vote by the managers will determine who will be selected for the teams. Remaining players on the "A" list not selected for the "A" team will carry their votes over to the "B" team list.

- f. The Divisional PA shall then list the names of the unanimously selected players to be placed on the “B” team. The players with the most votes will then be placed on the “B” team until it is full.
- g. Pony Division- Both the 14 & 13- year- olds teams shall be selected in the same manner, with the 14-year- old team being selected first, after which the 13- year- old team may be selected. The greatest consideration should be given to a 14- year- old player, if the abilities are equivalent to that of a 13- year- old player. There should not be any other restrictions in the selections based on the age of the candidates. The teams should be the very best teams that the league can field.
- h. Divisional VPs will recommend to the Board whether or not we should send a third team to All-Stars, provided there is availability in the tournament.
- i. Shetland Division All-Stars will be selected in the following manner;
 - 1. Each manager will provide the Divisional PA a list of (2) players and (1) alternate from their team.
 - 2. The Divisional PA shall put a team of (12) to 1(15) players in place.
 - 3. The manager shall be selected by the All-Star Committee.
- j. If any General Membership monies are owed to the League for any part of League business, a player will not be eligible to be drafted for All-Stars.
- k. At the completion of drafting All-Star teams, the Board Members shall make the selection for the position(s) of managers and coaches.
- l. Replacements of All-Star players shall be handled as follows:
 - If there are more than 2 weeks before the “B” team starts All-Star play, then:
 - 1. “A” Team Manager, “B” Team Manager & Divisional VP will select an alternate from the “B” Team with parent approval.
 - 2. If no approval from the “B” Team, the First Alternate will be selected. If the first alternate is not available, then the alternates in order will be given the opportunity to participate.
 - If there are 2 weeks or less before the “B” Team All-Star play, then:
 - The First Alternate will be selected. If the first alternate is not available, then the alternates in order will be given the opportunity to participate.
- m. Once a player has committed to play on an All Star Team, that player must willfully participate on that teams functions or they will forfeit eligibility to be on the All-Star team the following year. Exceptions to this rule would be a player being moved to another team by the league, a hardship arises, or injury.
- n. Manager must attend and complete the All-Star selection or make arrangements for the coach’s option to be present, or said manager and/or coach’s option will be ineligible to manage or be a coach’s option in the following season.

3. Manager/Coach selection shall be conducted in the following manner:

- a. All managers/coaches within the league for the current season and in good standing are eligible to apply for an All-Star position.
- b. All candidates shall address the Board Members with his/her intentions on how they will handle their team & if they have enough time available to manage the team.
- c. Once a manager is selected he submits his coaches names for Board Approval.
- d. Any manager or coach selected for All-Star tournament play shall be limited to holding a managing or coaching position for one team only.
- e. Replacements of All-Star players shall be handled as follows:
 - If there is more than 2 weeks before the “B” Team starts All- Star play then:
 - 1. “A” Team Manager, “B” Team Manger & Divisional VP will select an alternate from the “B” Team with parent approval.
 - 2. If no approval from the “B” Team then the First Alternate will be selected. If the first alternate is not available, then the alternates in order will be given the opportunity to participate.
 - If there are 2 weeks or less before the “B” Team All- Star play then:
 - The First Alternate will be selected. If the first alternate is not available then the alternates in order will be given the opportunity to participate.
- f. The replacement of managers/coaches on a team is the responsibility of the Divisional VP and must be approved by the Board Members.
- g. Any invitational tournament play and/or All-Star games will be approved by the Board before any participation and/or agreement takes place.

ARTICLE X

AMENDING THE LOCAL RULES

Section 1 - These Local Rules or any part thereof can only be changed by an affirmative vote of two-thirds of the Board Of Directors. This change must be in the form of an amendment only and will take effect immediately upon being approved.

ARTICLE XI

FIELD MAINTENANANCE

Section 1-Field Cleanup- Each week a team shall be selected from each division to perform field maintenance on their divisional field. The field maintenance activities to be performed shall be identified by the cognizant field manager or facility manager. Assigned cleanup activities shall require not more than 4 hours to complete assuming 1/3 of the team member participation. Field clean up days shall be scheduled starting the first weekend following the divisional draft and shall continue until closing day. Teams failing to perform their assigned field maintenance activities shall be subject to the following disciplinary actions:

- Prior to the start of league play- manager suspension for one game once league play begins.
- During league play-manager suspension until assigned work activities are completed.

ARTICLE XII

UMPIRES

Section 1-Only the Manager or designated Representative, selected prior to game, shall address the Umpires.

- a. Only appeals or Protest Requests shall be directed to Umpires, see Article III, Section one
- b. Arguments on Balls and Strikes will not be tolerated (Official Baseball Rules, Division 9.02 (a)
-Arguing these calls will be considered Unsportsmanlike Behavior and may be subject to Disciplinary Action.
-This includes Managers, Coaches, Players, Parents, Siblings, or any other Persons.

Section 2-Junior Umpires

- a. No negative or Derogatory Comments shall be directed to the Junior Umpires either on or off the fields.
- b. Any concerns should be addressed directly to League Officials or Chief Umpire **NOT** the Junior Umpire. This includes but is not limited to "Constructive Criticism"

ARTICLE XIII

CONFLICT RESOLUTION

Any concerns should be addressed to the Appropriate Parties in a respectful and discreet manner. Outward displays of hostility or violence in front of children will not be tolerated! An Officer of the Day will be on duty at all times. Concerns and comments can be given to these officials. If they cannot be found they can be paged from the Snack Bar.

Section 1 – Managers or Coaches: All concerns should first be addressed to parties involved. If no resolution can be achieved, concerns should then be directed to Divisional VP's.

Section 2 - Umpires: All concerns should be directed to Chief Umpire.

REVISION HISTORY

February 10, 2004 Article II, Section 2

Added: 2. All Players must tryout at least (1) time or they will be put at the bottom of the waiting list behind all the players that have tried out.

February 10, 2004 Article IX, Eligibility, Player Selection & Manager / Coach Selection

Added: m. Once a player has committed to play on an All-Star Team, that player must willfully participate on that teams functions or they will forfeit eligibility to be on the All-Star team the following year. Exceptions to this rule would be a player being moved to another team by the league, a hardship arises, or injury.

May 15, 2004 Article VII, Section 1, Fourth Bullet

Added: * Play-off Games will follow the same Time Limits as Season (Article V, Section 12) EXCEPT the Championship game which will have no time limit.

June 01, 2004 Article IX, Eligibility, Player Selection & Manager / Coach Selection

Added: n. Manager must attend and complete the All-Star selection or make arrangements for the coach's option to be present, or said manager and/or coach's option will be ineligible to manage or be a coach's option in the following season.

October 25, 2004 Article II, Section 4

Is: With each players registration a \$70.00 deposit will be paid.
Was: With each players registration a \$60.00 deposit will be paid.

January 10, 2005 Article IV, Section 1, Paragraph 3

Added: In the event a PPYB member is ejected from a field or facility during All-Star season, regardless of location, the said member will be required to attend a disciplinary hearing. Failure to attend the hearing WILL result in a minimum, but not limited to, one (1) game suspension in the following season. In the event PONY representatives ask for immediate suspensions, PPYB will support their decisions until such hearing can be held. The incoming Board of Directors will be responsible for conducting this disciplinary hearing.

January10, 2005 Article XII – Umpires

Is: ARTICLE XII - UMPIRES
Was: ARTICLE XI - UMPIRES

January 10, 2005 Article XIII – Conflict Resolution

Is: ARTICLE XIII – CONFLICT RESOLUTION
Was: ARTICLE XII – CONFLICT RESOLUTION

REVISION HISTORY - CONTINUED

January 10, 2005 **Article V, Section 12, Pinto Division, Third Bullet in italics**

Added: *In the event a Pinto player is hit by a player pitch during the first 22 days, that player would be allowed 1st base automatically and not receive a “coach pitch”.*

January 10, 2005 **Article V, Section 12, Pinto Division, Second Bullet in italics**

Is: *3 pitches*
Was: *2 pitches*

January 10, 2005 **Article V, Section 12, Pinto Division, Fourth Bullet in italics (end of first sentence)**

Added: *“with at least one foot inside the dirt mound.”*

January 10, 2005 **Article II, Section 2, Second Paragraph under 1)**

Is: At the time of the draft, the V.P. of that division will pull a number, using a “numbers in a hat” system, and that player will be the first to be bid on

Was: At the time of the draft, the V.P. of that division will call out the first player to bid on.

February 07, 2005 **Article II, Section 2, Last paragraph under 2 –**

Added: Extraordinary circumstances will be brought to the Divisional VP and PA at least 48 hours prior to the last tryouts. The Divisional VP, along with all Divisional PA’s and the President or Vice President of the league, will determine if the players registration position remains the same.

February 07, 2005 **Article IV, Section 1, Last Paragraph**

Added: If a player misses three consecutive games for any reason, the manager must notify the respective PA of his/her division, *within 48 hours of the conclusion of the missed 3rd game*. If the manager fails to notify the PA, he will be suspended from the next scheduled game. If a second offense occurs, the manager will be removed from his/her position for the remainder of the season.

January 20, 2006 **Article I, Section 1, Last Sentence**

Added: Representatives must be easily identifiable to the crowd.

January 20, 2006 **Article I, Section 3, First Sentence**

Is: The scheduler is responsible for scheduling two Officers Of the Day and one alternative Officer of the Day for each shift of League operation.

Was: The scheduler is responsible for scheduling two Officers Of the Day for each shift of League operation.

January 20, 2006 **Article I, Section 3, Last Sentence**

Added: The alternative Officer of the Day must be available to cover the specified shift in the event of an absence, late arrival or early departure of a primary Officer of the Day.

February 13, 2006

Article 5, Shetland, Item 10

Added:

10. Play will be stopped on a batted ball when an infielder has possession of the ball and raises his/her hands above the shoulders. Play will not stop if an outfielder raises his/her hands with possession, or an infielder is not actually in the infield and within the baselines. Once play has been stopped, any runners not yet half way to the next base will be sent back to the previous base.