

RAMONA SPORTS ASSOCIATION | RAMONA PONY BASEBALL
Local League Policies

Updated on 10-19-2019

The following Local League policies and rules will govern Ramona Sports Association (RSA) league activities. Policies are considered as a statement of intent and reflect on the aims and objectives of an organization while rules are meant to guide the behavior and attitude of the members of the organization to help them react in accordance with policies in situations arising in day-to-day operations. *It is the responsibility of the Board of Directors to ensure that the policies here are followed.*

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1. RECREATIONAL SEASON MANAGER SELECTION

- a. Application - All persons interested in becoming an RSA manager must complete a manager's application form available on the league's website or from the league Vice Presidents. The completed form must be submitted or returned to RSA or one of its league officials. Manager applications will not be accepted from anyone under the age of 21 years old.
- b. Managers Agreement - All manager applicants must agree to and sign the Manager's Agreement (see appendix). This document defines the guidelines, obligations, conduct and responsibilities of all RSA managers.
- c. Managers Interview - All manager applicants who have not managed an RSA team in the past must be interviewed at the request of the RSA Board of Directors. The Board of Directors reserves the right to interview any applicant regardless of whether they have managed in the past.
- d. Selection Criteria - Managers will be approved by the Board of Directors from the list of applicants based on a number of criteria, including but not limited to: past performance as manager or coach, amount of baseball experience, participation in off-season coaching clinics, references and generally who is the best qualified in the judgment of the Board of Directors.
- e. Manager Approval - Prospective managers will be considered for board approval in the following order:
 - i. A manager returning to the same Division he/she managed the previous year;
 - ii. A coach of record returning to the same Division he/she coached the previous year;
 - iii. Manager or coach of record changing divisions; and
 - iv. New person not affiliated with a team or RSA the prior year.
- f. Recruitment of Coaches - Managers are responsible for recruiting their team's coaches. To be an official coach of record, coaches must be at least 18 years old, complete and agree to the leagues coach's agreement, which then must be returned to the Division Vice President, and entered into the leagues minutes prior to the beginning of the season. Any changes to the coach of record must be submitted to the Board of Directors and included in the next soonest meeting minutes.

- g. Manager and Coach Participation - Managers and coaches of record must actively participate in the majority of their team's practices and games. It is strongly suggested that teams practice at least once a week. A Manager and/or coach of record must be present at all scheduled games and practices.
- h. Adding or Dropping a Team – The Board will determine if a team needs to be added to any division. If a team needs to be dropped, the Board votes on which team to drop.

2. RECREATIONAL SEASON TEAM SELECTION

All Divisions (except as modified for Shetland Division in Section 2.g.xii below)

- a. Manager Selection of First Two Players: Managers will have the option of selecting two players prior to the draft process. These will be known as the manager's "protected players."
- b. Manager's first selection shall be his/her own child; if no child, manager may select another player. This player is not required to participate in the skills assessment or enter the draft.
- c. Manager's second selection shall be the child of manager's selected coach, team parent or scorekeeper. This player is not required to participate in skills assessment or enter the draft.
- d. For pinto, the Manager's third selection shall be the child of manager's selected coach, team parent or scorekeeper. This player is not required to participate in skills assessment or enter the draft.
- e. If a protected player's sibling is also in the same division, this sibling shall be either the manager's second protected player, or a third protected player at the manager's option. Additional siblings would be additional protected players.
- f. Skills Assessment – All unprotected players entering the draft must participate in a skills assessment. The skills assessment shall consist of a short workout, which enables managers the opportunity to assess the abilities of each individual player.
 - i. Players wishing to play up a division must be assessed in their own division as well as in the division they are requesting to play up.
- g. Player Draft – At a date subsequent to the completion of the skills assessment all eligible players will be placed on teams via manager selection. If a manager or coach of record is not available to choose his/her players for the draft, an appointed member of the Board of Directors will select players on their behalf.
 - i. *Eligible Players for Draft.* All players registered at the time of the draft, including those who do not participate in skills assessment, are eligible and therefore available to be drafted by the managers on draft night.
 - ii. Players that did not assess will drafted by random hat pick.
 - iii. *Players Registering After the Start of Draft.* All managers will be informed of the

player's name. Any manager who agrees to take another player, regardless of the number of players currently on each team, will be eligible to enter a random draw for the player. Except for reasons stated in Rule 2.g.vii below – Limits on Older Players. See "Waiting List" 2.g.xii below as well.

- iv. *Minimum Number of Players.* Prior to the draft, the player agent will announce the minimum number of players that must be assigned to each team. This number will be calculated based on the total number of registered players, the number of teams in a division, and the number of managers available.
- v. *Draft Requests by Parents.* A player's parents or legal guardian shall be allowed to request that certain managers do not draft their player. The managers shall be informed of all such requests prior to the start of the draft.
 1. The parent or legal guardian shall be allowed to "block" ONE manager from drafting their player if the player has been on this manager's team in any previous season.
 2. If the parent names more than one manager to be blocked, the Player Agent shall ask the parent to choose one manager as a block. All others will be regarded as requests. If the player has NOT been on the manager's team in a previous season, it will be regarded as a request only, and the manager shall still be allowed to draft the player if desired.
- vi. *Manager's Child Option.* Prior to the draft, the player agent will provide managers with a list of siblings who are to be placed on the same team. If a manager is the parent or legal guardian of one or more of the players in the draft, these players automatically go on the parent's team and shall be added to the draft sequence based on appendix, Diagram 4 ranking. Siblings – For purposes of this rule, siblings are defined to be brothers, sisters or other members of the immediate family, provided that they have the same legal guardian.
- vii. *Limits on Older Players.* "League age" for all divisions is defined to be the age the player will be on the date of August 31st of the season the player is registering for. At the beginning of the draft the league Player Agent will determine the number of older players in each division. If necessary, the Player Agent may decide to evenly distribute the older players among the teams. This may be determined annually.
- viii. Draft Order (First Round): A point system is used for ranking the manager's "protected players", see Appendix 1 (Bronco, Pony and Colt) and Appendix 2 (Mustang & Pinto).
- ix. Draft Sequence (All Rounds): The draft sequence will be a Modified Serpentine Draft (see example in appendix, Diagram 3). All protected players (usually two, but may be more in the case of siblings within the same division - see 2.g.v above) will be assigned a round based on appendix, Diagram 4 rankings.
- x. For Fall Ball drafting, the draft order will be done by random draw. Up to two protected players are allowed. Protected players constitute the first picks for each team.
- xi. Trades: Managers are allowed unlimited player trades on their team via the draft. All trades must be done before the draft meeting adjourns.
- xii. Conclusion of the Draft: Managers will continue to draft players for their teams within the guidelines given above until all players eligible for the draft have been selected to a team.
- xiii. Waiting List: Any player registering after the draft that no manager wishes to pick up

through the random draw (as described in 2.g.ii above), will be placed on a waiting list. Teams with fewer than the minimum number of players required for their division will be required to take an additional player from the waiting list.

xiv. Shetland and Foal Division Only:

1. Shetland and Foal players will not be required to participate in a Skills Assessment.
2. Shetland and Foal managers will determine draft order by random draw and proceed to follow a serpentine draft order.

3. SCHEDULING

- a. It is the responsibility of the league scheduling committee to schedule all games. This includes make-up games because of weather, and the continuation of games suspended because of weather, time or darkness.
- b. Scheduling of make-up games may be done (if it affects standings) at the first available opportunity and will not take into consideration any team or player's pitching eligibility. Scheduling of continuations of suspended games is left up to the judgment of the scheduling committee and may involve completing the suspended game the day of and immediately prior to the next meeting of the two teams.
- c. Tie games will be recorded as such in league standings.

4. UMPIRE

- a. Pinto, Mustang, Bronco, Pony & Colt Divisions: The league will provide one licensed umpire.
- b. Shetland Division: Umpires will consist of volunteers.
- c. All managers and representatives shall attend the umpire clinics if provided.
- d. No one shall umpire a division in which they manage or coach a team without the agreement of both team's managers.

5. TOURNAMENT TEAM SELECTION

Manager Selection. All Divisions – The position of managing the tournament team(s) is offered to managers based on a point total based of the following:

- a. **1/2. Managers Vote.** Each manager will receive a ballot listing all managers within their own division who wish to be considered. Managers will vote for up to **THREE** managers, specifying a first, second, and third choice. First choice votes are worth ten points each, second choice votes are worth nine points each, and third place votes are worth eight points each. The manager with the highest total vote points will then receive ten ranking points for the Managers Vote portion of the selection, second highest will receive nine ranking points, and so on through ALL managers in the division.
- b. **1/2. Board of Directors Vote.** Each Director (Except League President) will receive a ballot for each division listing the names of all managers within that division who wish to be considered. Each Director will vote for up to **THREE** managers within each division, specifying a first, second, and third choice. *Exception: Directors will not participate in the Board of Directors Vote for that division in which that Director or Director's spouse is a manager.* First choice votes are

worth ten points each, second choice votes are worth nine points each, and third place votes are worth eight points each. The manager with the highest total vote points will then receive ten ranking points for the Directors Vote portion of the selection, second highest will receive nine ranking points, and so on through ALL managers in the division.

- c. *The Board of Directors reserves the right to the following:*
 - i. Interview interested managers prior to casting votes
 - ii. Discuss the selection of the managers in a closed session before casting votes
 - iii. Cast a block vote in lieu of each Director voting individually
 - iv. Vote before or after the Managers Vote, but in no case shall Directors have knowledge of results prior to the Directors Vote.

- d. **Total Ranking Points Received.** The ranking points received by each manager in each of the criteria above are totaled. The position of managing the tournament team(s) is offered to managers in the order of the most ranking points received.

- e. **In the event of a Tie.** If two or more managers receive the same highest number of total ranking points, the position will be offered based on the following tie-breakers:
 - i. The manager with the highest number of first place votes from all managers and Directors combined.
 - ii. Players from the division will cast votes between the available tie-breaker managers
 - iii. League President will cast deciding vote.

Tournament Team Player Selection

1. Ramona Baseball Invitational (RBI) Memorial Day Tournament (All Divisions)

- a. The number of tournament teams per division will be based on a recommendation from the RBI Tournament committee; however final decision is by a vote of the Board of Directors.
- b. At a scheduled meeting of all managers within a division – or by ballot, managers will nominate players from their team to be eligible to play in the tournament.
- c. The list of nominated players will be compiled by the Player Agent and the Managers in each division (ie: Pinto, Mustang, Bronco, etc) will by consensus narrow the list of players to a “primary tournament players list”, with the remaining nominated players going onto an “alternate players list”.
- d. The tournament team manager may choose players from the alternate players list if requested.
- e. The selected tournament team manager of the primary team from each division (Shetland 6U A, Pinto 8U A, Mustang 10U A, Bronco 12U, Pony 14U A and Colt 16U A) will then create their own team from the players listed on the primary tournament players’ list, or alternates list if requested.
- f. Tournament team priorities (highest to lowest) are as follows:
 - a. SHETLAND: 6U A, 6U B, etc.
 - b. PINTO: 8U A, 7U A, 8U B, 7U B, 8U C, 7U C, etc.
 - c. MUSTANG: 10U A, 9U A, 10U B, 9U B, 10U C, 9U C, etc.
 - d. BRONCO: 12U A, 11U A, 12U B, 11U B, 12U C, 11U C, etc.
 - e. PONY: 14U A, 13U A, 14U B, 13U B, 14U C, 13U C, etc.

- f. COLT: 16U A, 16U B, 16U C, etc.
- g. After all teams have been created, any remaining players on the primary tournament players list will be combined with players remaining on the alternate players list to form one final alternate players list.
- h. Selection to an RBI tournament team is no guarantee of a roster spot on the team for the PONY International Sanctioned Tournament at the end of the year (a.k.a. End of the Year Tournament, EOY, or All-Stars).

2. PONY International Sanctioned End-of-the-Year Tournament (All Divisions)

- a. Managers of tournament teams are allowed to adjust player rosters after the RBI tournament, but before final player rosters (Baseball Tournament Team Eligibility Affidavit) is required to be provided to PONY tournament officials.
- b. All changes require approval by the Board of Directors Player Agent or President BEFORE any roster changes are made or parents notified.
- c. Managers may drop players or add players from the final alternate players list.
- d. Tournament teams with higher priority can pull players from teams of lower priority (ie: Mustang 10U A may pull from 9U A or 10U B; Bronco 12U A may pull from 11U A or 12U B, etc). Players may be pulled from an immediately lower division, however these changes must follow all PONY EOY tournament guidelines regarding roster change Eligibility Affidavit deadlines.
- e. If a player is dropped from a team, no other tournament team is obligated to add that player to their team's roster (ie: a B team is not obligated to add a player dropped from the an A team or vice versa).
- f. Players do not need to play in the RBI tournament to be eligible for the PONY End-of-the-Year Tournament.
- g. After the Tournament Team Eligibility Affidavit is turned in to PONY International officials, changes to team rosters must follow PONY International tournament rules.

6. RECREATIONAL SEASON ALL STAR GAME / TEAMS

- a. Each year, the Board of Directors may choose to create a Recreational Season All Star Game in each or certain divisions. A Manager will be chosen by the Board of Directors to represent the teams in this game, held before, after or during Closing Dayceremonies.
- b. Players selected to a tournament team are not eligible to play in the all-star games. However, players listed on the tournament team alternates list are eligible to play.
- c. The All-Star Teams may play in the RBI Tournament at their own expense; however they will not be eligible for the PONY End-of-Year Tournament.

7. REGULAR SEASON FORMAT, PLAYOFFS, AND AWARDS

Regular Season

- a. Final standings will be determined by each team's respective winning percentage.
- b. The team with the best overall winning percentage for the entire season will be the champion for their respective division.
- c. If two or more teams have identical winning percentages, the standings will be determined by the following, in order:
 - i. Head to head win-loss record. (Example: Team A and Team B have identical winning percentages. Team A and Team B played each other three times, and Team A won two

- of the three times. Team A is considered above Team B in the standings.)
- ii. Head to head run differential. (Example: Team A and Team B play each other twice, and each wins one of the two games. Game 1 is Team A 7, Team B 12. Game 2 is Team A 6, Team B 3. Team B's run differential of Game 1 is +5, and -3 in Game 2, for a total of +2 for Team B. Team B is considered above Team A in the standings.)
 - iii. Coin flip.
- d. First and second place teams in each division will receive awards; a third-place team may receive an award based on the number of teams in that division and determined annually by the Board of Directors.

Playoffs

The Board will decide annually whether or not to include playoffs at the end of the regular season.

- a. The Board will determine the format of the playoffs, including but not limited to the following:
 - i. whether or not the playoffs will include all teams in a division
 - ii. whether the playoffs will be single or double elimination
 - iii. the number and type of awards to be given to the playoff winners and runners-up
- b. Playoff pitching rules shall follow PONY Baseball regular season pitching rules, not tournament pitching rules. In addition, Local League Rules on pitch count limitation per game shall be followed.

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Local League Rules

For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

1. Equipment

- a. All Divisions:
 - i. Medical Releases - The medical releases issued to team managers must be present at all games and practices.
 - ii. Altering League Issued Equipment – The equipment issued by the league shall not be altered in any way, except for minor repairs. Uniforms shall not be altered without prior approval by the Board of Directors. Personal equipment can be used, provided that it conforms to the standard established by league issued equipment.
 - iii. Jocks and Cups – All players are encouraged to wear a jockey strap and cup.
 - iv. Catcher's Gear – It is required that the catcher wear full protective catcher's gear. This includes a facemask, chest protector, shin guards and a cup. Additionally, any player warming up the pitcher must wear a catcher's mask.
 - v. Helmets – Helmets must be worn by players while batting, running the bases, while on-deck, coaching first and third bases, or protecting the pitcher/catcher in the bullpen. Helmets with protective facemasks and chinstraps are encouraged.
 - vi. Uniforms – Players must be in their full league issued uniform for games.
 - vii. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required. Substitution for same color pants is acceptable, with or without belt.
- b. Shetland through Colt Divisions:
 - i. Cleats – Steel cleats are not allowed in Shetland, Pinto and Mustang. Steel cleats are allowed in Bronco, Pony and Colt.
 - ii. Screw on rubber cleats are allowed only in the Pony and Colt Divisions.

2. Conduct

- a. Managers Agreement – All managers and coaches must abide by the managers and coaches agreement. Failure to do so may result in immediate removal as a manager or coach.
- b. Attendance – Players must attend a minimum of fifty percent (50%) of the team practices and games. Failure to do so may lead to dismissal from the league without a refund.
- c. In the judgment of the umpire, players who throw equipment in anger will be ejected from the game. In the judgment of the umpire, players who unintentionally throw the bat will receive a warning. The second occurrence is an out and the third occurrence will result in player ejection from the game.
- d. In the judgment of the umpire or league officials, parents or spectators who act in poor sportsmanship may be asked to leave. The manager of the team whose parents or spectators are acting in poor sportsmanship should make a reasonable effort to get the parents or visitors under control.
- e. Artificial Noisemakers are not permitted at games. Walk up music, and music between innings is permitted as long as the lyrics are age appropriate and the volume is at a level that respects any other games being played.

- f. If in the judgment of the umpire the manager does not control the parents/spectators following a warning, the manager can be ejected and the game will continue with the coach acting as manager. If the coach cannot control the parents the umpire may call a forfeit of the game.
- g. Penalties for Ejection – Managers, coaches or spectators who are ejected from the game must leave the immediate area and must not be in view or be heard at the field from which they were ejected. Failure to do so will result in forfeiture of the game. Furthermore, managers, coaches, or players who are ejected will receive an automatic 1 game suspension, unless the suspension committee deems it inappropriate or excessive following an investigation.
- h. Suspension Committee – The league suspension committee may proceed with whatever disciplinary actions it determines to be appropriate for manager and coach misconduct, up to and including suspensions from games and removal from participating in the league.
- i. Suspensions – Managers and coaches who have been suspended for a game, for whatever reason, may attend the game as a spectator only. Any contact with his or her team is forbidden.

3. Minimum Playing Time

- a. Minimum playing time rules apply to eligible players only. Prior to the beginning of the game, a manager must notify the official scorekeeper of any players designated as ineligible due to injury, absence, or disciplinary reason. This should be noted in the official scorebook.
- b. Pinto Division Only:
 - i. In addition to rule A, each player will play a minimum of 1 inning at one of the following infield positions (1st base, 2nd base, Short Stop, 3rd base, pitcher, or catcher).
- c. All Divisions:
 - i. Continuous batting order must contain all eligible players present at the game.
 - ii. All eligible players must play in the field a minimum of half the innings determined by the even number of innings completed.
- d. Players, who are not present at the start of the game, but show up after the game has started, are placed at the end of the batting order. In addition, they must play in the field a minimum of half the innings for which they are present.
- e. If a player arrives after the team has batted through the order, the manager may add the player to the end of the batting order, but it is not mandatory that he play.
- f. Any player who did not play the required time in an official game shortened because of a ten run rule, weather, or darkness, must start the next game and play the minimum required time before being removed from the game.
- g. If a player did not play the minimum required time in an official game not shortened because of a ten run rule, weather, or darkness, it is a violation of the rule, with penalties described as follows:
 - h. The first violation will result in a warning given to the manager, and the player or players involved must start the next game and play the entire game. The manager will need to provide an explanation to the league officials.
 - i. The second violation of this rule will result in the offending manager's suspension for two consecutive games and the player(s) involved must play the entire next game.
 - j. The third violation of this rule will result in the offending manager's removal by the Board of Directors. The player(s) involved must play the entire next game.
- k. Suspensions for infractions of the minimum playing time rules will be imposed only after being discussed by the suspension committee.
- l. Removal of a manager must be discussed by the Board of Directors as a whole.

4. Rules of Play for Shetland Division

- a. Scoring:
 - i. There will be an official scorebook for Shetland.
 - ii. Home team will keep the official book.
 - iii. Follow the procedures for scoring outlined in the “Scorekeepers Guidelines”.
 - iv. No standings will be kept. All players will receive participation trophies at the end of the season.

- b. Specific Rules for Shetland:
 - i. Each team will bat through their line-up per inning.
 - ii. Runs are recorded before the third out in an inning. After the third out, runs can be recorded, but will not count toward the score.
 - iii. When the third out is recorded, make a red line under the box to designate the end of the run count.
 - iv. For the first half of the season, all players will hit off the tee. The second half of the season, players may hit off the tee off the Shetland pitching machine.
 - v. Coach-pitcher must throw the ball over hand. Kneeling is permitted, but
 - vi. Three strikes is an out. Off the tee, each player has three swings to hit the ball fair before being called out. For “coach pitch” each player has three pitches to hit the ball. If a fair ball is not hit, then the batter has three more swings off the tee.
 - vii. Ten players shall be used defensively – the infield is to be set up using standard baseball positioning, pitcher, catcher, 1st base, 2nd base, 3rd base and shortstop. There will be four players in the outfield.
 - viii. The outfielders must be at least 15 feet back from the edge of the base path.
 - ix. The batting tee is to be placed on a portion of home plate.
 - x. Games shall be no more than 3 innings.
 - xi. Two adult coaches may be stationed on the playing field to provide instruction to the defensive team. During the 2nd half of the season one coach may be stationed in the outfield only with the other coach serving as the pitcher (see Rule 4 & 5 above).
 - xii. Batters must use a tee-ball bat.
 - xiii. When the base runner is out on the field, the base runner must leave the field of play.

5. Rules of Play for Pinto Division

- a. A pitching machine will be used.
 - i. The machine will be set at 40 miles per hour and be located 38 feet from home plate.
 - ii. The speed, height and direction of the machine may be adjusted at any time the umpire judges that it is necessary to do so.
 - iii. A coach of the team at bat will feed the balls into the machine, but at no point will give instruction or coach the batter.
- b. The umpire will take a position behind the catcher or just to the side of the catcher.
- c. A batted ball that strikes the pitching machine or feeder is a live ball, but a batted ball that hits the machine or feeder and goes immediately into foul territory inside the first and third baseline is a dead ball. The batter is awarded first base and all runners advance one base. If a player touches the ball before it goes foul it is a live ball.
- d. Pitching machines shall not be used for batting practice prior to the start of the game.

- e. The pitcher must be positioned to the side of or behind the pitching machine and not more than 10 feet from the machine.
- f. Batters must not bunt or purposely “easy swing” at the ball. If, in the judgment of the umpire, a batter is doing this intentionally, the ball is dead, the runner(s) will return to their bases and the pitch will be counted as a strike.
- g. The batting order will consist of all eligible players who are present at the game.
- h. Teams are allowed 10 players in the field. At least four of these players (3 outfielders and a “rover”) must be positioned no closer than 20 feet into the outfield as measured from the baselines. This rule is to prevent teams from using the 10th player as an infielder.
- i. Teams shall be limited to no more than five runs in one inning for the first five innings.
- j. If five runs are scored before three outs are recorded, the teams shall change sides.
- k. This run limitation shall not apply to the sixth inning or any extra innings.
- l. Generally, each pitch by the machine is close enough for the batter to hit. A strike will not be called unless the batter swings. There are no walks in Pinto. The batter must hit a fair ball within six pitches or will be called out on strikes (even if he/she does not swing at, or fouls off the sixth pitch). The umpire should warn the batter and his manager after the fourth pitch that he only has two more pitches. If the batter does not swing and the umpire rules that the pitch is so far out of the strike zone that the batter did not have a reasonable chance to hit it, the umpire can call “no pitch” and it does not count against the six pitches.
- m. A batter hit by a pitch will remain at bat and will not be awarded first base. No runners can advance.
- n. Base runners are not allowed to lead off or steal bases. Runners must stay in contact with their base until the ball is hit. A runner that leaves the base before the ball is hit will be called out.
- o. There is no “infield-fly” rule in Pinto.
- p. Games shall be six innings. If a game is tied after six innings, extra innings will be played as long as time permits (see section 10g). If the score is still tied when time runs out, the game is over and shall be declared a tie.
- q. The conclusion of a play is determined by the umpire when, the ball is in the possession of a defensive player in the infield and in his judgment, no base runners are attempting to advance. At this time, the umpire should call “time” and the ball returned to the fielder.
- r. Appeals that a runner missed a base can be made after the conclusion of the play, but prior to the next pitch as follows:
 - i. The defensive manager or coach can call time and explain the situation to his/her team.
 - ii. The pitcher declares that a runner missed a base and can either throw to or run over to and tag the base in question.
 - iii. The umpire calls the runner either “out” or “safe”.
- s. Teams are allowed a manager and no more than three coaches in the dugout during the games.
- t. Umpires shall not permit more than one offensive timeout in each inning to allow a manager or coach to talk with a batter.

6. Rules of Play for Mustang Division

- a. The batting order will consist of all eligible players that are present at the game.
- b. Defensive substitutions can be made such that players can enter and leave their defensive position as many times as the manager chooses, provided they meet all rules concerning minimum playing time.

- c. Runners at first, second and third base may lead off and steal according to the official rules of baseball.
- d. Teams are allowed a manager and no more than three coaches on the field or in the dugout during the games.
- e. Games shall be six innings. If a game is tied after six innings, extra innings will be played as long as time permits (see section 10g). If the score is still tied when time runs out, the game is over and shall be declared a tie.

7. Rules of Play for Bronco, Pony and Colt Divisions

- a. The batting order will consist of all eligible players that are present at the game.
- b. Defensive substitutions can be made such that players can enter and leave their defensive position as many times as the manager chooses, provided they meet all rules concerning minimum playing time.
- c. Runners at first, second, and third base may lead off and steal according to the official rules of baseball.
- d. A batter may advance to first base if the 3rd strike is not caught by the catcher unless first base is occupied and with less than two outs.
- e. Teams are allowed a manager and no more than two coaches on the field or in the dugout during games.
- f. Games shall be seven innings. If a game is tied after seven innings, extra innings will be played as long as time permits (see section 10g). If the score is still tied when time runs out, the game is over and shall be declared a tie.

8. Pitching Limits

- a. Pitching limits are based off MLB Pitch Smart guidelines.
- b. Specific Pitching Limits and Rest Rules for each division can be found in the "2018 RSA Pitching & Rest Limits" document.
- c. Penalties for All Divisions (except Shetland and Pinto)
 - i. 1st offense – The Manager will be suspended the next game. The pitcher who went over their pitch count in the game in which the penalty occurred or violated the rest rules will not be eligible to pitch in the next game, but may still play in other defensive positions and bat.
 - ii. 2nd offense – Manager suspension, number of games to be determined by Suspension Committee. The pitcher who went over their pitch count in the game in which the penalty occurred or violated the rest rules will not be eligible to pitch in the next game, but may still play in other defensive positions and bat.

9. Adding Players

- a. SHETLAND
 - i. Teams who only have 8 or less players for a regularly scheduled game may pull players from within their Division to avoid a forfeiture. Managers may only pull as many players as needed to reach a team of 9. These players may be placed anywhere in the batting order and play any field position.
- b. PINTO and MUSTANG
 - i. Teams who only have 8 or less players for a regularly scheduled game may pull players up from a lower Division to avoid a forfeiture (Pinto may use Shetland and Mustang may use Pinto). Managers may only pull as many players as needed to reach a team of 9. These players may be placed anywhere in the batting order and play any field position. These players are not allowed to pitch at any time during the game (Mustang only).
 - ii. Players may also be pulled to fill the team from within their respective Division, but these players must be placed last in the batting order and may only play outfield positions. Managers may only pull as many players as needed to reach a team of 9. These players may not pitch at any time during the game (Mustang only).
- c. BRONCO, PONY and COLT
 - i. Teams who only have 8 or less players for a regularly scheduled game may pull players up from an immediately lower Division to avoid a forfeiture (Bronco may use Mustang, Pony may use Bronco, Colt may use Pony). Managers may only pull as many players as needed to reach a team of 9. These players may be placed anywhere in the batting order and play any field position. These players are not allowed to pitch at any time during the game.
 - ii. Players may not be pulled to fill the team from within their respective Divisions.

10. Rules of Play for All Divisions

- a. Regulations concerning the number of pitches and innings pitched allowed per game or week will be stated above with additional limitations as imposed by the Pony Baseball Rules and Regulations and will be strictly enforced.
- b. If a player is removed from the pitcher's position, this player is no longer eligible to pitch the remainder of the game (Shetland and Pinto divisions exempted).
- c. Tie games will be recorded as such in league standings.
- d. The official scorekeeper is responsible for recording violation of pitching and minimum playing time rules.
- e. The home team occupies the third base dugout, prepares the field for play, is responsible for returning the bases and other equipment to its proper storage place and provides the official scorekeeper.
- f. Base runners must slide or avoid contact with defensive players. If a base runner does not attempt to slide and collides with a defensive player, he shall be called out by the umpire. If in the judgment of the umpire, the collision was malicious, the base runner can be ejected from the game.
- g. Games will be limited by time only such that no new inning shall start after 2 hours and 15 minutes for all divisions (except Shetland). Once an inning is started it shall be played to its completion (1/2 inning if home team is leading or full inning if the game is tied or the visiting team is leading). For completed game definitions, see section 4bx for Shetland, section 5p for

Pinto, section 6e for Mustang and section 7f for Bronco, Pony and Colt.

- i. Suspended Games: If weather, darkness or acts of nature do not allow the completion of the inning then the game will be considered suspended at the time the Umpire declares it to be unsafe to continue, as long as there is still time left in the game. Games that are interrupted due to weather, darkness or acts of nature that do not have time remaining will be considered completed games no matter the number of innings played. The league is responsible for rescheduling the suspended portion of the game at the next available opportunity. If a game is suspended for any reason, only players present at the original game are eligible to play in the resumed game. If a player was ejected from the original game, he is not eligible to play in the resumed game.
- h. Managers will notify their VP or the President in the event of forfeiture as soon as they know (at least 4 hours in advance) providing ample time to cancel umpires and inform their opponent. The opponent does not have to show up in uniform in order to accept the win.
- i. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave.
- j. A manager or coach of record must be present at all games and practices.
- k. The Pledge of Allegiance is to be recited before all games.
- l. There will be no batting practice, i.e. use of a hitting stick after the start of the game.
- m. Any player that is removed from the batting lineup for any reason will be an automatic out when their next turn to bat comes around. Following that at bat the lineup will be compressed and no further out(s) will be recorded (Shetland division exempted).

11. Protests

- a. If during a game, a manager feels that a rule infraction (not a judgment call) has occurred, he may declare that the game being played is under protest to both the opposing Manager and Umpire before the game is complete. A written protest along with a \$10 fee turned into the President, VP or Chief Umpire within 48 hours of the protested game is required. The fee is refundable if the protest is upheld.
- b. All protests will be heard by the League Decisions Council. The committee will determine whether or not there was a violation of the rules. The committee will not overturn judgment calls by the umpire. If the protest is upheld and it is the opinion of the committee that the protest significantly impacts the protesting teams' chance of winning the game, no replay will be ordered, but the protest fee will be refunded.

**Appendix 1: RANKING CRITERIA FOR DRAFT PROCESS
(Bronco, Pony and Colt Divisions)**

Point system below for ranking the 2 protected players a manager has coming into the draft. This system uses only the PREVIOUS one-year of play. The manager with the LEAST number of points will draft first. The manager with the MOST number of points will draft last. Draft method will be a Modified Serpentine Draft.

<u>Points</u>	<u>Criteria</u>
12	Returning player, same division – Stallion Bronco 12U or Pony 14U last year
10	Returning player, same division – Stallion Bronco 11U or Pony 13U last year
8	Returning player, same division – Rec All Star Team
3	Returning player, same division – Experienced
2	2 nd year player, new to division, played lower divisions
6	Player moving up to division – Stallion team last year in lower division
4	Player moving up to division – Rec All Star team last year in lower division
2	Player moving up to a division – Experienced
0	Player with 0 years experience

* 3 points added if player played Fall travel ball or Fall Stallion the previous year.

** Points added for Spring Travel Ball, equivalent a Stallion team the previous year.

In the event of a tie between 2 teams there will be a coin flip.

**Appendix 2: RANKING CRITERIA FOR DRAFT PROCESS
(Pinto and Mustang Divisions)**

Point system below for ranking the 2 protected players a manager has coming into the draft. The system uses only the PREVIOUS ONE year of play. The manager with the LEAST number of points will draft first. The manager with the MOST number of points will draft last. Draft method will be a Modified Serpentine Draft.

<u>Points</u>	<u>Criteria</u>
12	Returning player, same division – Stallion 10U or 8U
10	Returning player, same division – Stallion 9U or 7U
8	Returning player, same division – Rec All Star Team
3	Returning player, same division – Experienced
2	2 nd year player, new to division, played lower divisions
6	Player moving up to Mustang – Pinto Stallion team last year in lower division
4	Player moving up to division – Rec All Star team last year in lower division
3	Player moving up to Pinto division only – Shetland All Star last year
2	Player moving up to a division – Experienced
0	Player with 0 years experience

* 3 points added if player played Fall travel ball or Fall Stallion the previous year.

** Points added for Spring Travel Ball, equivalent a Stallion team the previous year.

In the event of a tie between 2 teams there will be a coin flip.