

# IWVYB LEAGUE RULE BOOK

2012

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# 2012 Indian Wells Valley Youth Baseball League Rules

These league rules cannot be compromised or altered by anyone, including individual board members, managers, and/or umpires without a majority vote of the Indian Wells Valley Youth Baseball Board of Directors. Managers, coaches, and/or umpires **CANNOT** agree to alter any rule covered in the league rules, the PONY Baseball Inc. rule book, or the Major League rule book with a gentlemen's agreement before a game.

**IF A CONFLICT OCCURS BETWEEN THE IWVYB LEAGUE RULE BOOK, PONY BASEBALL INC. RULE BOOK, AND/OR THE MAJOR LEAGUE BASEBALL RULE BOOK, THE IWVYB RULE BOOK WILL TAKE PRECEDENCE.**

## I. CONCEPT

**A. Organization:** Indian Wells Valley Youth Baseball Inc. (IWVYB) is a volunteer organization designed to provide a program for youth interested in learning the game of baseball. The continued success of this organization in fulfilling its purpose and objectives depends on the cooperation and active

participation of all parents whose children participate in the program.

**B. Purpose:** The purpose of IWVYB is to provide the opportunity for as many of our community's youngsters to learn the game of baseball, limited only by the number that are interested and the availability of our facilities and volunteers.

**C. Objectives:** Implant in the youth of this community the ideals of good sportsmanship, courage, discipline, loyalty, truth, and reverence so that they may grow to be finer, stronger, and more productive citizens.

## II. CODE OF ETHICS

**A. Managers and Coaches:** Team officials shall always keep in mind that they may be dealing with youngsters of limited or no baseball experience and that they must be carefully instructed in order to increase their baseball knowledge and abilities. Public embarrassment or excessive criticism of a player by a team official will not be tolerated. The IWVYB organization is intended to increase a youngster's love and desire to play the game of baseball and is not intended to undermine his or her confidence.

**B. Players:** All players are required to follow the instructions and directions of their team officials. IWVYB is not a program designed for a few highly skilled athletes; it is designed for the participation of as many youngsters as possible who are sincerely interested in learning and playing the game of baseball. All players will give team officials, league officials, and umpires their respect and cooperation at all times.

**C. Parents:** Parents who heckle, ridicule or attempt to embarrass the players, managers, coaches, umpires, or opposing team's fans will not be permitted to attend games. The umpire in charge has full league authorization to first warn the offensive individual and then have them removed from the grandstands or playing complex.

**D. Umpires:** The umpire is in charge of running the game and shall be given the cooperation of all team officials, players and parents. They will not attempt to influence the outcome of the game by unjust decisions.

**E. General Conduct:**

1. Good sportsmanship is required at all times. Any manager, coach, player, umpire, league official, parent, or spectator who engages in unsportsmanlike conduct may be ejected from the

playing complex and subject to further disciplinary action. Unsportsmanlike conduct includes but is not limited to: fighting, publicly audible foul or abusive language, violent displays of temper, or any other form of derogatory language or actions considered detrimental to the best interests of the league.

2. The use of alcohol or tobacco products of any kind is not permitted during scheduled games or practices associated with IWVYB.

### **III. RULES INFRACTIONS / PENALTIES / DISCIPLINE / PROTESTS**

#### **A. Infraction Review Board:**

1. The Infraction Review Board shall consist of the Executive Vice President (Chairman), ABL Director, Player Agent, Fall Ball Director, and Chief Umpire. The committee is responsible for all matters associated with policy/rules violations committed by managers, coaches, and players. They will also be responsible for addressing any protests filed by league members.

2. Once notified of a policy/rule violation or protest, the Infraction Review Board will meet and render a decision, to include penalties, within a 48 hour period and notify concerned parties.

3. Decisions and penalties rendered will be based on the circumstances surrounding the infraction and addressed in a consistent manner regardless of the “individuals” involved. ALL DECISIONS WILL BE FINAL AND ARE NOT SUBJECT TO APPEAL.

**B. Penalties:** The Infraction Review Board may choose to award any of the following general penalties (with the exception of barment) based on the circumstances surrounding the infraction.

1. Warning: Offending individual is advised in writing of the offense and advised that repetition of the offense may result in a more severe penalty.

2. Suspension: Offending individual will be barred, in writing, from participating in any league function, to include practices and games, for a period specified by the Infraction Review Board.

3. Dismissal: Offending individual will be dismissed, in writing, from the league for a period specified by the Infraction Review Board. Once dismissed, the offending individual will not participate in league functions in any way.

4. Barment: Offending individual will be PERMANENTLY PROHIBITED, in writing, from participating in IWVYB. A majority vote by the IWVYB Board of Directors will be required to bar an individual.

5. Must Play Rule Penalties: Any one or combination of the below may be imposed by the

Infraction Review Board based on the circumstances surrounding the infraction.

a. Manager receives a warning; player involved must play the entire next complete game.

b. Manager suspended for the next game; player involved must play the entire next two (2) complete games.

c. Manager suspended for the next two (2) games; player involved must play the entire next three (3) complete games

6. Pitching Rules Penalties: Any one or combination of the below may be imposed by the Infraction Review Board based on the circumstances surrounding the infraction.

a. If discovered during the game: manager will be automatically ejected from the game, player involved removed from the pitching position for the remainder of the game, the IWVYB Board Officer of the Day notified, and the incident forwarded to the Infraction Review Board for additional review and possible penalties.

b. If discovered after the game: manager receives a warning; player involved not allowed to pitch in the next regularly scheduled game. The game shall stand as played.

c. If discovered after the game: manager suspended for the next regularly scheduled game; player involved not allowed to pitch in the next two (2)

regularly scheduled games. The game shall stand as played.

d. If discovered after the game: manager suspended for the next two (2) regularly scheduled games; player involved suspended for the next regularly scheduled game. The game shall stand as played.

7. Equipment Violation Penalties:

a. Illegal equipment shall be removed from the game.

b. Penalty for use of an illegal bat.

1. If detected before the first pitch of an at-bat, the bat shall be removed from the game. The batter is not out and is required to use a bat that conforms to bat regulations.

2. If detected after the first pitch (whether the pitch is swung at or not) the batter is declared out and base runners shall not advance.

3. If detected after a ball is hit, the batter is out and base runners shall return to their original base prior to the hit.

c. Players will be removed from the lineup for use of illegal shoes, protective headgear, and catching equipment. Once legal equipment can be obtained as required by these rules the player in violation may be reinstated into the game.

d. Players who intentionally and maliciously, in the judgment of the umpire, throws bats, protective headgear, other equipment, or discards

protective headgear while batting or running the bases may receive a warning. If a warning is issued, the team manager will also be warned. If, in the umpire's judgment, the incident was extremely malicious the player will be ejected from the game following completion of any play in progress at the time the violation occurs. Such action DOES NOT constitute an out and such players shall be replaced as batters or base runners if appropriate.

8. Illegal or Ineligible Players:

a. Illegal players are those individuals who have not or do not meet the requirements to be a legal member of this league by virtue of the IWVYB Constitution and By-Laws. This may include but is not limited to age; legal residence; improper or non-existent Player Application.

b. Ineligible players are players who meet the legal requirements to be a member of this league, but are restricted from participating in a particular fashion due to previous violations or conditions. This may include but is not limited to: illness; injury; disciplinary action; rule, playing, or pitching violations; or non-payment of required registration fees.

c. Penalty for use of illegal or ineligible players discovered during a game, and that can be proven without any doubt on the spot, will be removal from the game of the player in question, ejection of the

manager from the game, and forfeiture declared at that point.

d. If a manager suspects an illegal or ineligible player is being used but cannot prove it on the spot, he or she must file a protest at that point and the game will continue until complete. If the player is then proven to be illegal or ineligible after the game, the game will be recorded as “forfeiture” and the manager may be subject to disciplinary action.

e. Illegal players will not be allowed to participate in any other games in that season but may re-apply to the league in future seasons.

f. Ineligible players will not be allowed to play in any games until their status is made eligible as defined by the IWVYB Constitution and By-Laws.

### **C. Discipline:**

1. Management has the ability to remove a player from a game at any time for disciplinary reasons. The action(s) of the player must, in the opinion of team management, be willful in nature. Actions that justify disciplinary action include, but are not limited to: disregard for the safety of themselves or other players; disrespect to their team, the game or league officials; disregard for league rules and excessive absenteeism. Team management must at the end of that game, without delay, document the incident with all of the

details and witnesses to support the action taken and forward the report in writing to the IWVYB Board Officer of the Day.

2. A player who WILL NOT appear in a game due to disciplinary reasons must be reported to the opposing manager and official scorekeeper PRIOR to the start of the game.

#### **D. Protests:**

1. A protest based on a play which involves an umpire's judgment shall not be permitted.

2. When protests are based on an interpretation of the rules, the objecting manager, acting manager, or coach shall, at the time the play occurs, notify the head umpire, the opposing manager, and official scorer that the game is being played under protest, and then submit the protest in writing to the Chairman (Executive Vice President) of the Infraction Review Board within 48 hours of the completion of the game.

a. Umpires will make a public announcement to the crowd when the game is being played under protest.

3. The Infraction Review Board shall meet to consider a protest within 48 hours following submission of a written protest and convey their decision to the

team managers involved.

a. When protests based on the interpretation of a rule are upheld by the Infraction Review Board, the game concerned shall be replayed from the point of protest.

4. A \$40.00 protest fee is due with the filing of a protest. If the protest is upheld the fee will be returned to the manager.

## **IV. RESPONSIBILITIES**

### **A. Teams:**

1. Field preparation and tear down are to be performed for each game by the two teams to play that game.

a. Visiting Team: Field preparation. To be completed at least thirty (30) minutes before scheduled game start time.

1) Rake and tamp pitcher's mound and home plate area, DO NOT drag those areas.

2) Drag and/or rake all other dirt surfaces, water all dirt surfaces if required.

3) Chalk lines and boxes.

4) Set bases.

5) Entire field of play should be "walked" to search out debris for removal, ground hazards, as well as to check fence and field conditions.

b. Home Team: Field tear down. To be performed directly following completion of game.

1) Remove bases.

2) Rake and tamp pitcher's mound and home plate area, DO NOT drag those areas.

3) Drag and/or rake all other dirt surfaces filling in holes and watering as required.

2. Both teams are required to pick up trash on the field, along the fences, in each dugout, and under the bleachers.

3. All teams shall maintain league field equipment to the best of their ability. Care of league field equipment should be taken in removal of and returning to our storage facilities. Storage facilities should be maintained in a neat and orderly fashion by all that use them. Storage facilities should not be left unsecured or unattended.

4. Snack Bar Policy. IWVYB will charge each player a one-time fixed fee of \$15 to cover the operating costs of the Snack Bar. It is preferred that the fee be paid in conjunction with registration fees. Managers will be responsible for collecting the per player cost for their team members that didn't pay during registration and pay the IWVYB Snack Bar Director prior to Opening Day.

## **B. Managers / Coaches:**

1. Each team shall have one manager and a minimum of one coach. All individuals (new and returning) seeking to be managers or coaches must have an application on file and be approved by the IWVYB Board of Directors.

2. Managers and coaches will complete and have on file a background check in accordance with league directives.

3. Each manager will be responsible for securing one or more approved coaches for the team, a team mom, a team scorekeeper, and as many team helpers as is necessary.

4. All managers and coaches are required to attend any league-scheduled field maintenance days and/or manager clinics prior to the beginning of the season.

5. Each manager will create a team roster with manager, coaches, team mom, and all players listed with their telephone numbers. This roster will be prepared prior to and distributed at the first official team practice then updated and distributed as is necessary throughout the season.

6. Each manager will be responsible for creating a practice schedule for their team. This schedule should cover as much of the season as

possible and will be distributed at the first official team practice.

7. Each manager should attend all team practices, games, and team functions if possible. You are the responsible link between the league and your team.

8. The manager, coach, or team mom must remain with all players at the completion of team practices, games, or functions until parents have picked up every player.

9. Each manager is responsible to make sure that the league-required medical release forms for every player on their team are at every team practice, game, or function, even if the manager is not in attendance.

10. If a player becomes injured each manager and/or coach is responsible for notifying the IWVYB Board Officer of the Day and Division VP as soon as practical.

11. Each manager will be responsible for the conduct of their team's coaches, players, parents, and other team officials.

12. Snack Bar Policy. Managers will be responsible for collecting the per player cost for their team members that didn't pay during registration and pay the IWVYB Snack Bar Director prior to Opening Day.

13. Managers and coaches are urged to encourage hustle from their players at all times.

14. Managers and coaches must be attired in team shirts or jerseys and league-issued or matching team caps at all games. Balance of attire including shoes shall be appropriate at all times.

15. Each manager will exchange lineup cards or equivalent at least five (5) minutes before game time. Lineup cards will list all starting players, substitute players, any players not playing due to discipline issues, players not in attendance, and any players who are late.

16. Managers are required to support and attend all league work parties or have team representation present.

17. Managers and team officials are encouraged to support all league functions.

18. Managers shall not discourage participation in other league activities to include, but not limited to; Fall Ball, ABL, All-Stars, and fundraising.

### **C. Official Scorekeeper:**

1. The “home team” shall provide the official scorekeeper for each game.

2. The official scorekeeper shall record at-bats, runs, errors, strikeouts, bases on balls, pitch count and innings pitched by each pitcher, and the actual

starting time of games in accordance with the Rules of Baseball in the league-supplied official scorebook for each division.

3. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.

4. The scorekeeper will advise the umpire when the game approaches the playing time limit.

5. The scorekeeper shall procure the umpire's signature in the scorebook at the completion of the game.

#### **D. Parents:**

1. **Snack Bar Policy.** IWVYB will charge each player a one-time fixed fee of \$15 to cover the operating costs of the Snack Bar. It is preferred that the fee be paid in conjunction with registration fees. For those who do not pay during registration, parents will be responsible for providing the payment to their team manager who will provide the payments to the IWVYB Snack Bar Director prior to Opening Day.

2. Parents are responsible for getting their child to all scheduled practices, games, or team functions. If unable to make a scheduled event, a telephone call informing the manager, coach, or team official is desired.

## **E. Players:**

1. All players must be dressed in the league-issued uniform in order to participate in league games.

2. Players who do not arrive to a game at least five minutes before the scheduled game time will not be allowed to start that game.

3. Players who arrive to a game before the third inning may be substituted in under normal substitution rules.

4. Players who arrive to a game after the completion of the third inning of play may get little to no playing time and are not guaranteed the minimum playing time as delineated elsewhere in the rule book.

5. Tardiness may impact the players' must-play eligibility.

## **V. PLAYER EVALUATIONS / DRAFT / PLAYING UP**

### **A. Evaluations:**

1. The purpose of player evaluations is to make every effort to identify the range of skill levels players registered to participate in the league possess. The evaluations will be conducted prior to the draft and used to assist managers when drafting their teams.

2. All prospective players, to include managers/coaches children, are required to participate in player evaluations.

3. A minimum of two (2) evaluation periods will be provided for each division. Every effort will be made to de-conflict with other activities such as the community basketball schedule to ease scheduling conflicts.

4. Players will be evaluated on the baseball fundamentals to include: fielding, hitting, throwing, and running.

5. Managers/coaches and league representatives will be required to attend each evaluation session for their respective division and be responsible for evaluating all players in their division. The league will assist in evaluating the players; however, managers/coaches are highly encouraged to conduct their own independent evaluations to prepare for the draft.

6. The Player Agent will compile a master list for each division to be used at the draft. The list will be in representative draft order based on player evaluations prepared by league officials.

7. Players not in attendance for either of the evaluation periods will be placed in a “hat” for draft purposes.

## **B. Draft:**

1. Managers shall draw numbers from a container to determine the order of their draft position. The order of selection shall start with the team drawing the number one. All teams will follow with one draft choice each, until the first round is completed. The following round will start from the last draft position in the first round back to the team that had the first selection. The following rounds will continue the alternating selection process.

2. Each manager and coach will have their child placed on their team and counted as the draft choice in whatever round the child would be selected equivalent to their skill level.

3. If a managers and/or coach's child does not participate in evaluations, their child will become an automatic first (1<sup>st</sup>) round selection, regardless of whatever round his/her child would have been selected equivalent to their skill level.

4. Once all players who attended evaluations are drafted, those players placed into the "hat" will be drawn following the order as described above.

5. At the conclusion of a division draft, the Player Agent will allow managers no more than (10) ten minutes to attempt to execute a trade. Any manager may trade any player or players on his/her team, in exchange for any player or players on another team,

both team managers must approve of the trade. A trade can only involve a player drafted in the same round, or one round prior to or after the round in which the player was selected. (No multiple trades will be permitted that would violate this plus or minus one round rule). Trades shall only take place during this time and in the presence of the other managers and must be approved by the Player Agent. Once the Player Agent declares the draft closed, no trades shall be permitted. This trade rule does not allow the trading of sons or daughters of managers or designated coaches.

6. Roster forms will be provided to all managers at the beginning of the draft. At the conclusion of the draft each manager must turn in a complete roster of their players drafted onto their team prior to leaving the draft. It is the responsibility of the Division VP to ensure that these rosters are completed before managers leave the draft.

7. Parents may request, in writing with justification, a manager for their child. Every effort will be made to accommodate such requests, but there is no guarantee a child will be placed with a specific manager. If a parent requests their child NOT BE placed with a particular manager, that request WILL BE granted.

8. In the event a particular division is filled to capacity, a waiting list will be established and maintained by the Player Agent. Players will be placed

on the list in order of registration and assigned in said order as team positions become available.

### **C. Playing Up:**

1. The option to request to “play-up” in the recreational league will exist from the first registration date for the upcoming season until the day prior to the final evaluation period. Once the described window closes, no additional requests to “play-up” will be accepted.

2. Players will only be allowed to move up one age group. For example, a Pinto age player may only “play-up” in the Mustang division, a Mustang age player in the Bronco division, etc.

3. Parents who desire their child be afforded the opportunity to “play-up” must notify the IWVYB League President, Player Agent, and the two Division VP’s who would be affected, in writing via email, prior to the final scheduled evaluation period.

4. After written notification has been received, the player in question will be required to evaluate in both the division they would traditionally participate in as well as the division they are requesting to “play-up” in.

5. A determination if the player in question has the ability to reasonably compete in the upper division will be made by the Player Agent upon

completion and finalization of the upper division draft order. Based on this determination, the parents, IWVYB Player Agent, and Division VP's will be notified and the player will be placed in the appropriate draft pool (traditional division or upper division). The definition of "ability to reasonably compete" means that a player's evaluation marks would place them in the top 40% of all the players evaluated for that division. For example, if the pool of players supports 10 rounds in the draft, the player must evaluate as a 4<sup>th</sup> round pick or higher.

6. If a player does "play-up" they must remain in the upper division for the course of the season. For example, a player cannot participate for a few weeks in the upper division and then request to return to their traditional division.

7. Players who play in an upper division will be eligible to participate in the All-Star program if they are selected.

## **VI. MANAGERIAL / COACHING SELECTION**

A. The IWVYB Board of Directors must approve all managers and coaches, including returning managers/coaches from the previous season. All managers and coaches, new and returning must submit a completed application form. It is recommended that all managers

wishing to manage a team should submit their manager application form by the end of the second sign-up.

B. Managers and coaches will be required to complete and have on file a background check in accordance with league directives.

C. The Division VP's may interview any manager candidate prior to submitting the names of all candidates to the Board of Directors, along with their recommendations for approval.

D. Upon receiving the recommendations, the members of the Board of Directors shall exercise independent judgment regarding the approval of the managers. Each candidate, whether recommended or not by the Division VP shall be entitled to individual consideration. The Board of Directors are encouraged to inquire into the credentials of each manager candidate and not just those receiving recommendations.

E. Factors for consideration in manager selection include but are not limited to:

1. A completed manager's application form.
2. A favorably completed background check on file.

3. Compliance with league ideals and support of league activities.

4. The ability to communicate with children and parents.

5. Baseball experience and knowledge.

6. Service within IWVYB.

7. Demonstrated sportsmanship and fair play.

F. It is the intent of the league to continually evaluate the merits of each candidate. It is not the intent of the league to adopt any automatic right of return for any manager, nor to establish any sort of hierarchy for assignment of managers. Each year every candidate must demonstrate his or her credentials without regard to past status.

## VII. EQUIPMENT

A. No jewelry is allowed except for a Medical Alert ID.

B. **Baseballs:** Shetland division may use a “safety” or “reduced injury” type of ball designed for use by beginning players. Pinto, Mustang, Bronco, Pony, and Colt/Palomino divisions shall use a standard baseball weighing not less than five nor more than five and one-quarter ounces, and measuring not less than

nine nor more than nine and one-quarter inches in circumference.

C. **Bats:** Wooden, metal, graphite, and ceramic bats manufactured specifically for baseball play, which are round and not more than two and five-eighths inches (2-5/8”) in diameter at the thickest part are acceptable.

1. All minus 3 (-3) bats must be BBCOR certified and shall be a smooth implement, from the top of the cap to the top of the knob.

D. **Helmets:** The batter, players in the on-deck batting area, base-runners, and Mustang, Bronco, Pony, and Colt/Palomino players coaching in the base line coaching boxes are required to wear helmets which give protection to the top of the head, temples, both ears and base of the skull. Any player's batting helmet with “painted scenes” on it must be appropriate to the game and our family environment. Objectionable gear will be removed from the game.

E. **Catcher's Gear:** Any player in the catcher's position is required to wear a mask with throat guard; headgear which gives protection to the top of the head and both ears; chest protector; shin guards; athletic supporter and protective cup. Any player serving as a

catcher to warm up a pitcher shall wear a mask, headgear, and a protective cup, whether the pitcher is warming up from the mound, in the bullpen, elsewhere on the field, or at a practice.

**F. Protective Cups:** All players are required to wear an athletic supporter and protective cup during games and practices.

**G. Player's Uniforms:** All players are to wear the league-issued uniform consisting of a jersey and cap. In addition, pants, socks, and belt are to be worn during league play. Players may wear "sleeves" of the same color as the entire team under their jerseys if desired.

**H. Manager's / Coach's Uniforms:** Managers and Coaches are to wear team jerseys and either league-issued or other matching team caps. Balance of attire and shoes must be appropriate for the team and the league. It is RECOMMENDED that managers / coaches wear a protective helmet while coaching the bases.

**I. Shoes:** Shetland, Pinto, and Mustang division players may only wear "rubber" cleat baseball shoes or other non-cleated athletic shoes. Bronco, Pony, and Colt/Palomino division players may wear "rubber" or "metal" cleat baseball shoes or other non-cleated

athletic shoes. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the player(s) from the lineup.

J. Illegal equipment shall be removed from the game. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the Division VP.

K. A player will not be allowed to play with a hard cast. A player may play with a soft cast provided he/she has a doctor's written release.

## **VIII. PLAYING RULES**

### **A. Shetland Division:**

**1. Purpose:** The Shetland division is intended to be an instructional league. Therefore, emphasis will be placed on teaching players the fundamentals of baseball to include; fielding, throwing, hitting, base running, good sportsmanship, and a

positive attitude. Unofficial scores will be maintained while league standings will not be maintained.

**2. Eligibility:**

a. Players of league age four (4), five (5), and six (6) are eligible to participate in the Shetland division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:**

a. The Shetland division does not use evaluations or conduct a player draft.

b. Players will be assigned to teams by the IWVYB Player Agent and Shetland Division VP.

c. Siblings will be assigned to the same team unless otherwise requested by their parents/guardians.

d. Requests to place a player on a specific team will be taken into consideration.

**4. Schedule:**

a. The Shetland division will be limited to three (3) outings (practices and/or games) per week. Any meeting of the team with the manager or coach will be considered an outing.

- b. Teams will be restricted to one outing (practice or game) per day.
- c. Practices will be limited to 1 hour 30 minutes and must end no later than 7:30 PM.
- d. There will be no mandatory practices on Sundays or observed holidays.
- e. Weekday games will begin at 5:30 PM.

**5. Length of Games:**

- a. All games shall be five (5) innings. Weeknight games will adhere to no new inning after 7:30 PM. Saturday games will adhere to no new inning after 1 hour 45 minutes.
- b. Teams shall not score more than five (5) runs per inning except in the fifth (5<sup>th</sup>) inning where they may score ten (10) runs.

**6. Playing Criteria:**

- a. All players will play every inning of every game.
- b. Nine (9) players constitute a legal line-up. If a team has less than nine (9) players fifteen (15) minutes after the scheduled starting time of the game, every effort will be made to use players from both teams to form two legal line-ups.

**7. Coach / Umpire Participation:**

- a. Four (4) coaches may be used offensively; one (1) coach operating the pitching machine, one (1) coach in the first base coaching box,

one (1) coach in the third base coaching box, and one (1) coach assisting the batter.

b. Two (2) coaches may be used defensively, positioned beyond the baselines to provide verbal instructions to the defensive team. Coaches shall not interfere with a ball in play.

c. At least one (1) adult shall be in the dugout at all times.

d. Managers/coaches or a designated adult shall serve as umpire(s) during the game.

**8. *Batting Rules:***

a. The entire roster present shall bat in rotation.

b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.

c. Players arriving late will be placed at the bottom of the batting order.

d. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy.

e. Each batter will receive a maximum of four (4) pitches from the pitching machine. If a batter fails to hit the ball in fair territory after four (4) pitches they will be allowed to hit off the tee.

f. When using the tee, it will be placed on top of home plate and a batter will get three (3) swings to hit the ball in fair territory. If a batter fails to hit the

ball in fair territory after three (3) swings they shall be called out.

g. Batters are not permitted to bunt or “soft-swing”. If attempted, the pitch will be called a strike, the ball is dead, and no runners may advance.

h. A ten (10) foot arc shall be inscribed in front of home plate, from the first to third base foul line, and any batted ball that does not travel beyond that line will be considered a foul ball.

**9. Pitching Rules:**

a. Players are not permitted to pitch.

b. Combination pitching machine / batting tee will be used.

c. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.

d. If the batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

e. The coach operating the pitching machine shall not direct or coach in any way on offense. They may not in any way interfere with the defensive players. PENALTY: The coach will receive one warning and the second time he/she must be removed.

**10. Fielding Rules:**

a. When using the batting tee, the catcher shall stand away from the plate until the batter swings,

then field the position defensively.

b. There is no dropped 3<sup>rd</sup> strike rule.

c. Managers are required to rotate their players throughout the various defensive positions. Therefore, no player shall play the same defensive position for more than one (1) inning, play in the infield or outfield for more than two (2) consecutive innings, and play in the infield for more than three (3) innings total during a game.

1) If in the managers/coaches judgment, a first year player does not demonstrate enough situational awareness and/or physical skill to adequately defend themselves against a sharply hit ball in the infield, the manager/coach is not required to play that player in the infield for safety reasons. It is expected that players in this category will develop over the course of the season to the point where they can safely play in the infield.

d. There shall be a maximum of four (4) outfielders positioned fifteen (15) feet behind the baselines when the ball is pitched or the pitching motion is made when using the batting tee.

e. Extra infielders will be positioned evenly between first and second base, and second and third base.

f. Players at the “pitching” position will stand five (5) feet to the rear of the pitching machine,

and be on the left or right side of the coach utilizing the pitching machine.

g. There is no infield fly rule.

### **11. Base Running / Stealing Rules:**

a. Base runners are not permitted to steal bases and must remain in contact with the base until the ball is hit. If a runner is off the base and the ball is hit, the runner is out and the ball is in play.

b. On a ball hit to the outfield, once it is in possession of an infielder in baseline or at a base, and both hands are raised above their head, the umpire shall call "time" and the ball is dead.

1) If the base runner was more than half way to the base he/she was advancing to, he/she may keep that base. If the base runner was not more than half way to the base he/she was advancing to, he/she must return to the previous base.

c. A runner may score from third base in the following ways:

1) By a batted ball.

2) Continuation plays on a batted ball.

### **12. Playoffs:**

a. At the conclusion of the season two (2) teams will be selected by the Shetland Division Managers to participate in the Gray/Green game.

b. The teams will consist of players advancing to the Pinto division the following season.

c. The teams will play a game on the Pinto field, use the pitching machine, and adhere to the Pinto division playing rules.

d. Players selected to participate in the Gray/Green game will also be eligible for selection on the Shetland All-Star Team.

## **B. Pinto Division:**

**1. Purpose:** The Pinto division is committed to the continued development of baseball fundamentals. However, competitiveness will also be introduced and therefore official scores and league standings will be maintained.

### **2. Eligibility:**

a. Players of league age seven (7) and eight (8) are eligible to participate in the Pinto division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:** Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.

#### **4. Schedule:**

- a. The Pinto division will be limited to three (3) outings (practices or games) per week. Any meeting of the team with the manager or coach will be considered an outing.
- b. Teams will be restricted to one outing (practice and/or game) per day.
- c. Practices will be limited to 2 hours and must end no later than 8:00 PM.
- d. There will be no mandatory practices on Sundays or observed holidays.
- e. Weekday games will begin at 5:30 PM.
- f. Participation in the ABL program or as a substitute player does not count against a player's daily and/or weekly outings restriction.

#### **5. Length of Games:**

- a. All games, to include weekdays and Saturdays shall be six (6) innings and shall not exceed nine (9) innings. Weeknight games will adhere to no new inning after 7:45 PM. Saturday games will adhere to no new inning after one hour and forty five minutes (1+45).
- b. If a game is called for any reason, it will be considered a regulation game if four (4) innings have been completed or if the home team has scored more runs in three (3) and a fraction innings than the visiting team has scored in four (4) complete innings.

c. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

d. Teams shall not score more than five (5) runs per inning except in the sixth (6<sup>th</sup>) and subsequent innings, where unlimited runs are allowed.

e. If a team is leading an opponent by at least ten (10) runs after four (4) or more complete innings have been played, or after three (3) and one half innings or before the completion of the fourth inning if the home team has a ten (10) run lead, the game shall be terminated and the team in the lead shall be declared the winner.

**6. *Playing Criteria:***

a. All eligible players will play a minimum of three (3) innings in the field.

b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

c. Eight (8) players constitute a legal lineup. If a team has less than eight (8) players fifteen (15) minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has seven (7) and/or eight (8) roster players present when the game is scheduled to start, with the concurrence of both managers involved in

the game, a team may substitute an eighth and/or ninth player(s) who are members of that division, and on the roster of a third party team, in order for the team to comply with the eight (8) player minimum rule and/or field a team of nine (9) players. The manager of the team receiving the substitute player(s) will attempt to contact the substitute players' manager(s) prior to the game. The notification is designed as a courtesy only and the approval of the substitute players' manager(s) is not required. The eighth and/or ninth player can play any position on the field except the pitcher position.

**7. Coach / Umpire Participation:**

- a. A total of four (4) coaches may be used, positioned in the coaching boxes and in the dugout.
- b. At least one (1) adult shall be in the dugout at all times.
- c. If a league umpire is not available, managers/coaches will assume the responsibility for umpiring the game.

**8. Batting Rules:**

- a. The entire roster present shall bat in rotation.
- b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- c. Players arriving late will be placed at the bottom of the batting order.

d. If a team has only eight (8) players, an automatic out will be recorded each time the ninth (9<sup>th</sup>) batting spot in the order would come to the plate. If a ninth (9<sup>th</sup>) player subsequently arrives and fills a spot in the batting order, recording of an automatic out will no longer apply.

e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to eight (8) players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.

f. When utilizing the pitching machine, a batter shall be declared out after failing to hit a fair ball after six (6) pitches are delivered or acquiring three (3) strikes, whichever comes first. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or foul tip UNLESS it is also the sixth (6<sup>th</sup>) pitch.

g. There will be no walks when playing the combination pitching machine / player pitch games. See Rule 9.a.1.f.

h. Walks will be observed when playing player pitch only games.

i. Batters are not permitted to bunt or “soft swing.” If attempted, the pitch will be called a strike and the ball is dead.

j. Any time a player is hit by a pitch; regardless of source (pitching machine, coach pitch, or player pitch) the batter will be awarded first base. When awarding first base, umpires will not invoke their judgment as to whether the batter attempted to avoid the pitch or not. If a batter is hit, they will be awarded first base regardless of their attempt or non-attempt to avoid the pitch.

**9. Pitching Rules:**

a. Combination Pitching Machine / Player Pitch games.

1) The pitching machine will be used for the first (1<sup>st</sup>), second (2<sup>nd</sup>), and third (3<sup>rd</sup>) innings. The fourth (4<sup>th</sup>) and subsequent innings will be player pitch.

a) The umpire, coach, or responsible adult will feed the pitching machine.

b) The coach operating the pitching machine shall not direct or coach in any way on offense. PENALTY: The coach will receive one warning and the second time he/she must be removed.

c) If a batted ball strikes the pitching machine and stays in fair territory, the ball is in play.

d) If a batted ball strikes the pitching machine and goes into foul territory or stays within the pitching circle (mound area), the ball is dead, the batter is awarded first base, and all runners advance one base.

e) Beginning in the fourth (4<sup>th</sup>) inning, player pitchers may pitch no more than one (1) inning per game or two (2) innings per calendar day when observing combination pitching machine/player pitch rules.

f) During combination pitching machine / player pitch there will be no walks. In the event the pitcher throws “ball four” the offensive coach will throw two (2) pitches to the batter. If the batter fouls off the second pitch, they shall not be called out and be allowed additional pitches until he/she hits, swings and misses, or does not swing.

g) Coach pitchers must remain in contact with the pitching rubber while pitching.

h) Coach pitchers must throw the ball overhand. No kneeling or pitching from the knee is allowed.

i) The coach pitcher shall not direct or coach in any way on offense. PENALTY: The coach will receive one warning and the second time he/she must be removed.

b. Player Pitch Only games. Player pitchers will be restricted as follows:

1) Pitchers shall not pitch in more than two (2) innings in a calendar day.

a) Once the umpire signals “play” to the pitcher, that pitcher shall be considered as having pitched one inning.

2) Pitchers shall not pitch in more than four (4) innings in a calendar week (1201 AM Monday to 12 midnight the following Sunday).

3) Pitchers shall have forty (40) hours rest after pitching two (2) innings on the same calendar day.

a) The 40 hours is computed from the scheduled starting time of the game in which the pitching occurred.

4) Pitchers are limited to fifty (50) pitches per game. If a pitcher reaches the limit while facing a batter, they may continue to pitch until that batter reaches base or is put out.

c. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.

d. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (6) of this rule book.

e. Player pitchers are restricted to throwing “fastballs” only; curve balls, change ups, or

breaking balls are not permitted.

f. If a player pitcher hits two (2) batters with a pitched ball in one (1) inning the pitcher will be removed from the pitchers position.

g. There are no balks.

### **10. Fielding Rules:**

a. Ten (10) defensive players will be allowed on the field, four (4) of whom will be positioned in the outfield.

b. Players at the “pitching” position will stand behind and to either side of the pitching mound with one foot in the pitching circle.

c. Managers are required to rotate their players throughout the various defensive positions. Therefore, no player shall play the same defensive position for more than two (2) innings and no player shall play in the infield for more than four (4) innings. The pitcher and catcher positions do not count as infield positions for the sake of this rule.

d. Defensive substitutions can be made at any time; the re-entry rule does not apply.

e. There is no dropped 3<sup>rd</sup> strike rule.

f. There is no infield fly rule.

### **11. Base Running / Stealing Rules:**

a. Base runners are permitted to steal whenever a player is pitching, to include when observing the combination pitching machine / player pitch rules. Base runners are not permitted to steal

when using the pitching machine or coach to deliver the pitch. Base runners must remain in contact with the base until the ball is hit or the pitch crosses home plate. If the runner leaves the base early and the ball is hit, the runner is out and the ball will be in play. If the runner is off the base prior to the pitch crossing home plate, the runner must return to the base and the ball is dead.

b. A runner at third base may not steal home. If the runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if successfully reaching home. However, if called out, the call will stand. Other runners may advance and are in jeopardy of being put out.

c. On a ball hit to the outfield, once it is in possession of an infielder, and in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound when the pitching machine or coach-pitcher is used.

d. When a play is being made at second, third, or home plate, and in the umpires judgment, the base runner approaches the base head first with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out and any additional runners will return to the base

they last safely occupied when the play (collision) occurred.

e. A runner may score from third base in the following ways:

- 1) By a batted ball.
- 2) Bases loaded on a walk or hit

batter.

- 3) Continuation plays on a batted ball.

## **12. Playoffs:**

a. Teams will be seeded for the playoffs based on regular season standings.

b. The playoff format will be double-elimination.

c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs.

d. Weeknight playoff games will be played to completion. The game will be scheduled to start at 5:30 PM and the no new inning after time will be moved to 8:45 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:45 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

## C. Mustang Division:

**1. Purpose:** The Mustang division is committed to the continued development of baseball fundamentals. However, more advanced baseball elements such as base stealing and leading off will be introduced. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.

**2. Eligibility:**

a. Players of league age nine (9) and ten (10) are eligible to participate in the Mustang division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:** Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.

**4. Schedule:**

a. The Mustang division will be limited to four (4) outings (practices and/or games) per week. Any meeting of the team with the manager or coach will be considered an outing.

- b. Teams will be restricted to one outing (practice or game) per day.
- c. Practices will be limited to 2 hours and must end no later than 8:30 PM.
- d. There will be no mandatory practices on Sundays or observed holidays.
- e. Weekday games will begin at 5:45 PM.
- f. Participation in the ABL Program or as a substitute player does not count against a player's daily and/or weekly outings restriction.

**5. Length of Games:**

- a. All games shall be six (6) innings and shall not exceed nine (9) innings. Weekday games will adhere to no new inning after 8:15 PM. Saturday games will be played in their entirety and do not have a no new inning after time.
- b. If a game is called for any reason, it will be considered a regulation game if four (4) innings have been completed or if the home team has scored more runs in three (3) and a fraction innings than the visiting team has scored in four (4) complete innings.
- c. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

d. Teams shall not score more than five (5) runs per inning except in the sixth (6<sup>th</sup>) and subsequent innings, where unlimited runs are allowed.

e. If a team is leading an opponent by at least ten (10) runs after four (4) or more complete innings have been played, or after three (3) and one half innings or before the completion of the fourth inning if the home team has a ten (10) run lead, the game shall be terminated and the team in the lead shall be declared the winner.

**6. *Playing Criteria:***

a. All eligible players will play a minimum of three (3) innings in the field.

b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

c. Eight (8) players constitute a legal lineup. If a team has less than eight (8) players fifteen (15) minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has seven (7) and/or eight (8) roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an eighth and/or ninth player(s) who are members of that division, and on the roster of a third party team, in order for the team to comply with the eight (8) player minimum rule and/or field a team of nine (9) players. The manager of the

team receiving the substitute player(s) will attempt to contact the substitute players' manager(s) prior to the game. The notification is designed as a courtesy only and the approval of the substitute players' manager(s) is not required. The eighth and/or ninth player can play any position on the field except the pitcher position.

**7. Coach Participation:**

- a. A total of three (3) coaches may be used, positioned accordingly to allow the coaches to coach (give signs, etc.) while also considering safety.
- b. At least one (1) adult shall be in the dugout at all times.

**8. Batting Rules:**

- a. The entire roster present shall bat in rotation.
- b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- c. Players arriving late will be placed at the bottom of the batting order.
- d. If a team has only eight (8) players, an automatic out will be recorded each time the ninth (9<sup>th</sup>) batting spot in the order would come to the plate. If a ninth (9<sup>th</sup>) player subsequently arrives and fills a spot in the batting order, recording of an automatic out will no longer apply.
- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting

order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to eight (8) players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.

**9. Pitching Rules:**

a. Pitchers will be restricted as follows:

1) Pitchers shall not pitch in more than three (3) innings in a calendar day.

a) Once the umpire signals "play" to the pitcher, that pitcher shall be considered as having pitched one inning.

2) Pitchers shall not pitch in more than eight (8) innings in a calendar week (1201 AM Monday to 12 midnight the following Sunday).

3) Pitchers shall have forty (40) hours rest after pitching three (3) innings on the same calendar day.

a) The 40 hours is computed from the scheduled starting time of the game in which the pitching occurred.

b) Pitchers are limited to seventy-five (75) pitches per game. If a pitcher reaches the limit while facing a batter, they may continue to pitch until that batter reaches base or is put out.

b. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.

c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (6) of this rule book.

d. When determining if a pitcher should be called for a balk, the umpire will invoke his/her judgment as to whether the pitcher is ***intentionally trying to deceive the base runner(s)***. If the umpire determines the pitcher is simply still learning how to pitch from the stretch and check the runner, no balk will be called and the umpire will inform the coach that his/her pitcher is technically balking and needs to work on it. If the umpire feels the pitcher is ***intentionally trying to deceive the base runner(s)***, the pitcher will be given one warning. In the event of a warning, the play is dead and all runners will return to their original base at the time of the balk. Subsequent balks by the same pitcher will be enforced.

#### **10. Fielding Rules:**

a. Defensive substitutions can be made at any time.

b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award two (2) bases to the batter and base

runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.

c. The dropped 3<sup>rd</sup> strike rule will be enforced.

d. The infield fly rule will be enforced.

### **11. Base Running / Stealing Rules:**

a. Runners at first and second bases may lead off and steal bases, as in the Official Rules of Major League Baseball, but runners on third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the batter. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave the base before the pitched ball reaches or passes the batter shall be called out and the pitch shall be considered a dead ball.

b. When a play is being made at second, third, or home plate, and in the umpires judgment, the base runner approaches the base head first with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

### **12. Playoffs:**

a. Teams will be seeded for the playoffs based on regular season standings.

b. The playoff format will be double-elimination.

c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs.

d. Weeknight playoff games will be played to completion. The game will be scheduled to start at 5:45 PM and the no new inning after time will be moved to 9:15 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 9:15 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game.

#### **D. Bronco Division:**

**1. Purpose:** The Bronco division is committed to the continued development of baseball fundamentals and an increased understanding of the game, to include rules and strategies. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.

**2. Eligibility:**

a. Players of league age eleven (11) and twelve (12) are eligible to participate in the Bronco division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:** Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.

**4. Schedule:**

a. The Bronco division will not be limited to a set number of outings (practices and/or games) per week. Common sense on the part of the managers/coaches is expected.

b. Practices will be limited to 2 hours 30 minutes and must end no later than 9:00 PM.

c. There will be no mandatory practices on Sundays or observed holidays.

d. Weekday games will begin at 6:00 PM.

**5. Length of Games:**

a. Each game shall be seven (7) innings. Weekday games will adhere to no new inning after 8:45 PM. Saturday games will be played in their entirety and do not have a no new inning after time.

b. When a game is tied at the end of regulation play (7 innings) it shall go into extra innings

until a decision is reached or the game is suspended by the umpire.

c. If a game is called for any reason, it will be considered a regulation game if five (5) innings have been completed or if the home team has scored more runs in four (4) and a fraction of an inning than the visiting team has scored in five (5) complete innings.

d. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

e. If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played, or after four (4) and one half innings or before the completion of the fifth inning if the home team has a ten (10) run lead, the game shall be terminated and the team in the lead shall be declared the winner.

#### **6. *Playing Criteria:***

a. All eligible players will play a minimum of three (3) innings in the field.

b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

c. If batting nine players, any player in the starting lineup who has been removed for a substitute

may re-enter the game one time. Players shall return to the line-up in their original place in the batting order.

d. Eight (8) players constitute a legal line-up. If a team has less than eight (8) players fifteen (15) minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has seven (7) and/or eight (8) roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an eighth and/or ninth player(s) who are members of that division, and on the roster of a third party team, in order for the team to comply with the eight (8) player minimum rule and/or field a team of nine (9) players. The manager of the team receiving the substitute player(s) will attempt to contact the substitute players' manager(s) prior to the game. The notification is designed as a courtesy only and the approval of the substitute players' manager(s) is not required. The eighth and/or ninth player can play any position on the field except the pitcher position.

**7. Coach Participation:** A total of three (3) coaches may be used, positioned accordingly to allow the coaches to coach (give signs, etc.) while also considering safety.

**8. Batting Rules:**

a. A team may bat nine (9) players or their entire roster, but no number in between.

b. Players arriving late will be placed at the bottom of the batting order.

c. If a team has only eight (8) players, an automatic out will be recorded each time the ninth (9<sup>th</sup>) batting spot in the order would come to the plate. If a ninth (9<sup>th</sup>) player subsequently arrives and fills a spot in the batting order, recording of an automatic out will no longer apply.

d. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to eight (8) players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.

### **9. Pitching Rules:**

a. Pitchers will be restricted as follows:

1) Pitchers shall not pitch in more than seven (7) innings in a calendar day.

a) Once the umpire signals "play" to the pitcher, that pitcher shall be considered as having pitched one inning.

2) Pitchers shall not pitch in more than ten (10) innings in a calendar week (1201 AM Monday to 12 midnight the following Sunday).

3) Pitchers shall have forty (40) hours rest after pitching four (4) innings on the same calendar day.

a) The 40 hours is computed from the scheduled starting time of the game in which the pitching occurred.

4) Pitchers are limited to eighty-five (85) pitches per game. If a pitcher reaches the limit while facing a batter, they may continue to pitch until that batter reaches base or is put out.

b. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.

c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (6) of this rule book.

d. Pitchers will be given one warning concerning balks. In the event of a warning, the play is dead (no pitch) and all runners will return to their original base at the time of the balk. Subsequent balks by the same pitcher will be enforced.

e. If a manager wants to intentionally walk a batter, the pitcher must throw four balls to the batter.

### **10. Fielding Rules:**

a. Defensive substitutions can be made at any time when batting the entire roster.

b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms

over their head immediately to notify the umpire. The umpire will award two (2) bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.

**11. Base Running / Stealing Rules:**

a. Base runners may lead-off and steal bases as in the Official Rules of Major League Baseball.

b. When a play is being made at second, third, or home plate, and in the umpires judgment, the base runner approaches the base head first with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

**12. Playoffs:**

a. Teams will be seeded for the playoffs based on regular season standings.

b. The playoff format will be double-elimination.

c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs.

d. Weeknight playoff games will be played to completion. The game will be scheduled to start at 6:00 PM and the no new inning after time will be moved to 9:45 PM in order to facilitate this requirement. If the game is not complete following the final inning based on

the no new inning after 9:45 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game.

## **E. Pony Division:**

**1. Purpose:** The Pony division is committed to the continued development of baseball fundamentals and an increased understanding of the game, to include rules and strategies. Preparation for High School Baseball will also be a goal of the division. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.

### **2. Eligibility:**

a. Players of league age thirteen (13) and fourteen (14) are eligible to participate in the Pony division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:** Players will be assigned to teams in accordance with the Player

Evaluation/Draft rules delineated in Section V of this rule book.

**4. Schedule:**

a. The Pony division will not be limited to a set number of outings (practices and/or games) per week. Common sense on the part of the managers/coaches is expected.

b. Practices will be limited to 2 hours 30 minutes and must end no later than 9:00 PM.

c. There will be no mandatory practices on Sundays or observed holidays.

d. Weekday games will begin at 6:00 PM.

**5. Length of Games:**

a. Each game shall be seven (7) innings. Weekday games will adhere to no new inning after 9:00 PM. Saturday games will be played in their entirety and do not have a no new inning after time.

b. When a game is tied at the end of regulation play (7 innings) it shall go into extra innings until a decision is reached or the game is suspended by the umpire.

c. If a game is called for any reason, it will be considered a regulation game if five (5) innings have been completed or if the home team has scored more runs in four (4) and a fraction innings than the visiting team has scored in five (5) complete innings.

d. If a game is called for any reason (to include a tie) prior to being considered a regulation

game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

e. If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played, or after four (4) and one half innings or before the completion of the fifth inning if the home team has a ten (10) run lead, the game shall be terminated and the team in the lead shall be declared the winner.

**6. *Playing Criteria:***

a. All eligible players will play a minimum of three (3) innings in the field.

b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

c. If batting nine players, any player in the starting lineup who has been removed for a substitute may re-enter the game one time. Players shall return to the line-up in their original place in the batting order.

d. Eight (8) players constitute a legal line-up. If a team has less than eight (8) players fifteen (15) minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has seven (7) and/or eight (8) roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an eighth and/or ninth

player(s) who are members of that division, and on the roster of a third party team, in order for the team to comply with the eight (8) player minimum rule and/or field a team of nine (9) players. The manager of the team receiving the substitute player(s) will attempt to contact the substitute players' manager(s) prior to the game. The notification is designed as a courtesy only and the approval of the substitute players' manager(s) is not required. The eighth and/or ninth player can play any position on the field except the pitcher position.

**7. Coach Participation:** A total of three (3) coaches may be used, positioned accordingly to allow the coaches to coach (give signs, etc.) while also considering safety.

**8. Batting Rules:**

a. A team may bat nine (9) players or their entire roster, but no number in between.

b. Players arriving late will be placed at the bottom of the batting order.

c. If a team has only eight (8) players, an automatic out will be recorded each time the ninth (9<sup>th</sup>) batting spot in the order would come to the plate. If a ninth (9<sup>th</sup>) player subsequently arrives and fills a spot in the batting order, recording of an automatic out will no longer apply.

d. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The

vacated spot will not be considered an out unless the player's departure takes the line-up to eight (8) players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.

**9. Pitching Rules:**

a. Pitchers will be restricted as follows:

1) Pitchers shall not pitch in more than seven (7) innings in a calendar day.

a) Once the umpire signals "play" to the pitcher, that pitcher shall be considered as having pitched one inning.

2) Pitchers shall not pitch in more than ten (10) innings in a calendar week (1201 AM Monday to 12 midnight the following Sunday).

3) Pitchers shall have forty (40) hours rest after pitching four (4) innings on the same calendar day.

a) The 40 hours is computed from the scheduled starting time of the game in which the pitching occurred.

4) Pitchers are limited to one hundred (100) pitches per game. If a pitcher reaches the limit while facing a batter, they may continue to pitch until that batter reaches base or is put out.

b. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.

c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (6) of this rule book.

d. Balks will be called in accordance with the Official Rules of Major League Baseball.

e. If a manager wants to intentionally walk a batter, the pitcher must throw four balls to the batter.

#### **10. Fielding Rules:**

a. Defensive substitutions can be made at any time when batting the entire roster.

b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award two (2) bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.

#### **11. Base Running / Stealing Rules:**

a. When a play is being made at second, third, or home plate, and in the umpires judgment, the base runner approaches the base head first with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

## **12. Playoffs:**

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be double-elimination.
- c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs.
- d. Weeknight playoff games will be played to completion. The game will be scheduled to start at 6:00 PM and the no new inning after time will be moved to 10:00 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 10:00 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game.

## **F. Colt/Palomino Division:**

**1. Purpose:** The Colt/Palomino division is committed to the continued development of baseball fundamentals and an increased understanding of the game, to include rules and strategies. This division will also provide a venue to augment the local High School Baseball Programs. Competitiveness will continue to

be applied and therefore official scores and league standings will be maintained.

**2. Eligibility:**

a. Players of league age fifteen (15) and sixteen (16) are eligible to participate in the Colt division while players of league age seventeen (17), eighteen (18), and nineteen (19) are eligible to participate in the Palomino division.

b. League age is defined as the age attained by a player prior to May 1<sup>st</sup> of the season in which a player will participate.

c. Colt division players may “play up” if doing so would prove more beneficial based on their playing level and maturity.

**3. Player Assignment:** Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.

**4. Schedule:**

a. The Colt/Palomino division will not be limited to a set number of outings (practices and/or games) per week. Common sense on the part of the managers/coaches is expected.

b. Practices will be limited to 2 hours 30 minutes and must end no later than 9:30 PM.

c. There will be no mandatory practices on Sundays or observed holidays.

d. Weekday games will begin at 6:00 PM.

## **5. Length of Games:**

a. Each game shall be seven (7) innings. Weekday games will adhere to no new inning after 9:00 PM. Saturday games will be played in their entirety and do not have a no new inning after time.

b. When a game is tied at the end of regulation play (7 innings) it shall go into extra innings until a decision is reached or the game is suspended by the umpire.

c. If a game is called for any reason, it will be considered a regulation game if five (5) innings have been completed or if the home team has scored more runs in four (4) and a fraction innings than the visiting team has scored in five (5) complete innings.

d. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

e. If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played, or after four (4) and one half innings or before the completion of the fifth inning if the home team has a ten (10) run lead, the game shall be terminated and the team in the lead shall be declared the winner.

## **6. Playing Criteria:**

a. All eligible players will play a minimum

of three (3) innings in the field.

b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

c. Any player in the starting lineup who has been removed for a substitute may re-enter the game one time. Players shall return to the line-up in their original place in the batting order.

d. Eight (8) players constitute a legal line-up. If a team has less than eight (8) players fifteen (15) minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has seven (7) roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an eighth player who is a member of that division, and on the roster of a third party team, in order for the team to comply with the eight (8) player minimum rule. The eighth player can play any position on the field except the pitcher position.

**7. Coach Participation:** A total of three (3) coaches may be used, positioned accordingly to allow the coaches to coach (give signs, etc.) while also considering safety.

**8. Batting Rules:**

a. A team shall bat nine (9) players and have the option of using the Designated Hitter rule as stated in the Official Rules of Major League Baseball.

b. If a team has only eight (8) players, an automatic out will be recorded each time the ninth (9<sup>th</sup>) batting spot in the order would come to the plate. If a ninth (9<sup>th</sup>) player subsequently arrives and fills a spot in the batting order, recording of an automatic out will no longer apply.

c. Should a player need to exit the batting order for any reason (injury, illness), and the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.

### **9. Pitching Rules:**

a. Pitchers will be restricted as follows:

1) Pitchers shall not pitch in more than seven (7) innings (Colt division) or nine (9) innings (Palomino division) in a calendar day.

a) Once the umpire signals "play" to the pitcher, that pitcher shall be considered as having pitched one inning.

2) **Colt Division Only:** Pitchers shall not pitch in more than ten (10) innings in a calendar week (1201 AM Monday to 12 midnight the following Sunday).

3) Pitchers shall have forty (40) hours rest after pitching four (4) innings (Colt division) or five

(5) innings (Palomino division) on the same calendar day.

a) The 40 hours is computed from the scheduled starting time of the game in which the pitching occurred.

4) Pitchers are limited to one hundred (100) pitches per game. If a pitcher reaches the limit while facing a batter, they may continue to pitch until that batter reaches base or is put out.

b. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.

c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (6) of this rule book.

d. Balks will be called in accordance with the Official Rules of Major League Baseball.

e. If a manager wants to intentionally walk a batter, the pitcher must throw four balls to the batter.

**10. Fielding Rules:** If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award two (2) bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.

### **11. Base Running / Stealing Rules:**

a. When a play is being made at second, third, or home plate, and in the umpires judgment, the base runner approaches the base head first with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

### **12. Playoffs:**

a. Teams will be seeded for the playoffs based on regular season standings.

b. The playoff format will be double-elimination.

c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs.

d. Weeknight playoff games will be played to completion. The game will be scheduled to start at 6:00 PM and the no new inning after time will be moved to 10:00 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 10:00 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game.

## IX. ALL-STARS

### A. Philosophy / Expectations:

1. The goal of All-Stars is to formulate the best team(s) possible that will represent IWVYB and the city of Ridgecrest. The team(s) shall consist of the top players in each division based on their baseball skills (fielding, throwing, hitting, running, etc.), knowledge of the game, and ability to contribute on a competitive team during tournament play. Fielding teams that have the ability to progress through All-Star Tournament play, reaching the PONY Baseball Inc. sanctioned World Series Tournament at the conclusion of the season will be the top priority.

2. Players, parents, coaches, and managers must realize that playing time may not be equal throughout tournament play in order to facilitate success.

3. The league reserves the right to field more than one team per division if there are enough qualified players and managers/coaches/parents to support a second team.

**B. Player Selection:** *The following applies to all divisions (Shetland through Colt/Palomino).*

1. No later than the first Saturday in May, the

manager of each team in each division will nominate the **top twelve (12) players from their division** whom they feel **should be on the All-Star roster**. This list may include players from their own team.

2. Each manager will submit their signed nomination list to the IWVYB Player Agent no later than the first Saturday in May.

3. The Player Agent will convene a meeting consisting of the Division VP's, Player Agent, and one additional IWVYB Board Member within three (3) days of receipt of the manager's nomination lists. At that meeting a Division Master Nomination List will be formulated for use in the selection process.

4. The Master Nomination List will be formulated as follows:

a. Players whose name appears on a manager's nomination list will be placed on the Master Nomination List. A player needs to be named on only one list to be placed on the Master Nomination List.

5. Once the Master Nomination List is determined, the Division VP will receive a copy of the list and have 48 hours to contact and invite the players to an All-Star evaluation camp. If a player/parent declines the invitation, they will be removed as an All-Star candidate.

6. A three (3) day All-Star evaluation camp will be conducted in mid-May by the division All-Star managers/coaching staff nominees. The camp will

consist of three (3), two (2) hour practice sessions designed to further evaluate the nominated players. The evaluation will focus on baseball fundamentals and knowledge of the game in an environment that approximates the level of play and competition that will be found in the All-Star Tournaments. Not only will the players compete side-by-side for a roster spot, but they will be exposed to the level of play and commitment expected of All-Star players. Manager /coaching staff nominees, with a unanimous consensus, may excuse those players from the remaining evaluation camp days who, based on manager/coaching staff evaluations, will not be selected to the All-Star roster.

7. At the conclusion of the All-Star evaluation camp every All-Star manager candidate and coach candidate will submit their own individual ranking of the players, with the best player listed first, the second best player listed second, the third best player listed third, etc. The IWVYB Player Agent and two additional IWVYB Board Members will collect all the rankings and assign points based on where a player is listed. For example, the number 1 player will receive 1 point, the number 8 player will receive 8 points, the number 20 player will receive 20 points, etc. The Player Agent and two Board Members will then tally the points based on the final rankings, throwing out the high and low score of each player, to determine a roster of no fewer than twelve (12) players and no more than fifteen (15)

players. The twelve (12) to fifteen (15) players with the fewest total points will constitute the roster. Once the final roster is determined, players/parents must formally commit to the All-Star program at that point, valid through the current All-Star season.

### **C. Manager / Staff Selection:**

1. All current division managers/coaches and Fall Ball or ABL managers/coaches who are not acting in that capacity during the recreational season are eligible to be selected as All-Star managers.

2. Similar to the player selection process described in Section IX (B), current managers will submit their top three (3) to five (5) managerial and coaching candidates in rank order from number 1 to number 5 to the Player Agent no later than the first Saturday in May.

3. The Player Agent will, in the company of one additional IWVYB Board Member, tally the points for the managerial candidates and within three (3) days coordinate with the IWVYB Board of Directors to gain approval of the top three (3) to five (5) managerial/coaching nominees in each division.

4. IWVYB Board approval of the All-Star managerial/coaching nominees will be based on the following criteria:

- a. Compliance with IWVYB league ideals.

- b. Baseball knowledge.
- c. Ability to effectively communicate with league and PONY officials, parents, players, and umpires.
- d. Sportsmanship and personal conduct during the regular season and previous All-Star competition.
- e. Prior experience with IWVYB All-Stars.

5. All managerial/coaching nominees will be notified within 48 hours by the Player Agent that they are a nominee and subsequently expected to attend and participate in the All-Star evaluation camp.

6. Following the conclusion of the final evaluation period and having received the player ranking forms, the Player Agent will notify the top Board approved All-Star manager nominee. The All-Star manager nominee will either accept or decline the position within 24 hours of notification. If declined, the Player Agent will notify the next nominee and the process will continue until a manager is selected.

7. The All-Star manager will select one coach for his/her staff within five (5) days and notify the Player Agent of his/her selection. The remaining coaching position(s), one of which will be designated the business manager, will be offered to the next highest ranked coaching nominee(s). The All-Star coach nominee(s) will either accept or decline the position within 24 hours of notification. If declined, the Player

Agent will notify the next nominee and the process will continue until a coaching staff is selected.

#### **D. Team Schedule (Practice/Tournament):**

1. Team practices should be scheduled to begin immediately following the conclusion of the recreation league season.

2. The manager is responsible for publishing/distributing a practice schedule at the first organized All-Star practice.

3. Practices will be limited to one per day, not to exceed 2.5 hours in duration.

4. Anticipate participating in one (1) pre All-Star tournament prior to the beginning of the official PONY Baseball Inc. sanctioned All-Star tournaments.

5. The All-Star season will run as long as the team continues to advance in tournament play. Tournament play typically begins in late June and continues through the second week of August (for World Series participants).

#### **E. Team Conduct:**

1. All-Star participation exposes players/parents/managers/coaches/fans to many other organizations who are also affiliated with PONY Baseball Inc. Therefore, it is the expectation of the

league that all All-Stars conduct themselves in a manner that admirably represents IWVYB.

2. While the primary objective of the All-Star program is to win, sportsmanship and fair play shall remain at the forefront of those involved.

3. The IWVYB Board of Directors reserves the right to take applicable action should any participant (players/parents/managers/coaches/ fans) not represent IWVYB in the appropriate manner.

#### **F. Financial Responsibility:**

1. Jerseys and caps will be provided by the league to the players, managers, and coaches selected to represent IWVYB during All-Star competition.

2. The league will provide payment for any PONY Baseball Inc. sanctioned tournament entry fees.

3. All other tournament expenses, to include travel, lodging, food, etc. will be the responsibility of the parents/guardians of the All-Star players. If league funds are available they may be offered to help offset expenses.

4. Fund raising and/or sponsorship are highly encouraged to help offset costs. All money raised will be for the benefit of the entire league vice a specific division. Therefore, participation in fundraising/ sponsorship applies to all divisions and any money raised will go to a general All-Star fund, monitored by

the IWVYB Treasurer, for use by all divisions. If a division/team chooses not to participate in any fundraising activities, collected funds in the general All-Star fund may not be made available for their use.

5. The IWVYB Sponsorship Director shall be notified of all fund raising activities and provided a written report of funds procured in order to facilitate accurate accounting.

## **X. FALL BALL**

**A. Philosophy / Expectations:** The Fall Ball program is intended to be an instructional league. Therefore, emphasis will be placed on teaching players the fundamentals of baseball to include; fielding, throwing, hitting, base running, rules of the game, strategies, good sportsmanship, and a positive attitude. Fall Ball is a stand-alone program developed by IWVYB and is not recognized by PONY Baseball Inc. or any other sanctioned baseball league.

### **B. Player Selection:**

1. Fall Ball is available for players in all IWVYB divisions (Shetland through Colt/Palomino).
2. To be eligible to participate in the Fall Ball program, players must register for IWVYB in the fall.

3. Registration for the Fall Ball program is ongoing throughout the fall. Therefore, players may register and begin to participate at any time during the program.

4. Players are not required to participate in the spring recreational league in order to register and participate in the Fall Ball program.

5. Players will be allowed to “play up” if they demonstrate the ability, both physically and mentally, to participate at the higher level.

6. Teams are not formed in the Fall Ball program, all participants will gather as a group, by division, and work in a practice-type setting.

### **C. Staff Selection:**

1. Coaches are volunteers and will be required to fill out a Coaches Application and submit it to the Fall Ball Director. Coach’s applications will be reviewed and approval from the IWVYB Board of Directors must be received in order to participate as a Fall Ball coach.

2. Applicants are encouraged to have a strong understanding of baseball fundamentals and be willing to work with all players in developing both individual and team skills.

#### **D. Team Schedule:**

1. The actual length of the Fall Ball program may vary and will be determined on a real time basis. Below are general guidelines to help frame the actual program length.

a. The Program may begin as early as August and will conclude no later than the first week of December.

2. Practice schedules will be determined by the Fall Ball Director, coaches, and parents of the players. Typically, two (2) 2-hour practices are held per week on Monday and Friday, beginning at 5:30 PM.

3. At the discretion of the participants, scrimmage games may be organized and played.

#### **E. Financial Responsibility:**

1. Participants will be required to pay the Fall Ball registration fee. Typically there are no other costs associated with the Fall Ball program.

2. Fall Ball t-shirts will be provided to the participants.

## **XI. ADVANCED BASEBALL LEAGUE**

### **A. Philosophy / Expectations:**

1. The goal of the Advanced Baseball League (ABL) is to provide a venue for players to compete at a higher, more advanced and competitive level of play than is currently offered through the recreational program. ABL is a stand-alone program developed by IWVYB and is not recognized by PONY Baseball Inc. or any other sanctioned baseball league.

2. Although winning is an important part of the ABL program, it is NOT the top priority. Player development with regard to baseball fundamentals, situational play, and cognitive maturity takes precedence.

3. The top three goals of the ABL program are as follows:

a. Teach, develop, and continue to refine the baseball fundamentals of the players.

b. Provide a venue and environment that players/parents look forward to being a part of (i.e. can't wait to get to the field).

c. Make the game of baseball fun.

If participants are able to accomplish the top three goals stated above, success and winning on the field will take care of itself.

4. Rules for game play/participation will be in accordance with the rules established for the tournament in which the ABL teams are participating.

5. Managers/coaches are encouraged to fill their rosters with fifteen (15) players if possible to maximize the exposure of our youth to a much more competitive game.

6. The league reserves the right to field more than one team per division if there are enough qualified players and managers/coaches/parents to support a second team.

## **B. Player Selection:**

1. To be eligible to participate in the ABL program, players must register for IWVYB in the spring and/or fall season.

2. Players are not required to participate in the recreational league.

3. Players will be selected based on an evaluation period, composed of a minimum of three (3) sessions in the fall and two (2) sessions in the spring, as determined by the managers/coaches. Players must exhibit a skill level requisite with the competitive nature of the ABL program. The manager/coaching staff will be responsible for evaluating the players and selecting a roster.

4. Player petitions for a roster spot are allowed. If a “new” player moves into the area after the ABL season has commenced, or a player feels they have the ability to play at the ABL level but was not selected for the team, they may submit a petition to “try out”, in writing, to the ABL Director. An evaluation period will be arranged and the manager/coaches of the ABL team in question will evaluate the petitioning player. Following the evaluation the petitioning player will be notified if he/she has made the roster.

5. Players will be allowed to “play up” if they demonstrate the ability, both physically and mentally, to compete at the higher level.

6. Team size will be determined by the number of qualified players available, however, fifteen (15) players will be the maximum allowed on a roster.

7. Managers/coaches have the ability to alter their roster throughout the season. For example, if a player is unable to attend a tournament, the manager may fill that vacated roster spot with another player who is eligible and qualifies to participate in the ABL program.

8. Players not on the official tournament roster may practice with an ABL team throughout the season if invited to do so by the team manager.

9. During the spring ABL season, players who pitch in tournament play ARE NOT required to adhere to IWVYB pitching rules with regards to innings per day,

per week, and rest requirements between pitching assignments. Players will be responsible for adhering to the tournament specific pitching rules. Managers/coaches are expected to apply common sense and use their pitchers in a realistic manner, remaining considerate of the health and well being of the player as well as the potential impact on recreational league play.

### **C. Manager / Staff Selection:**

1. Managers will be selected in accordance with Section VI: A (sentence 1), B, E, and F as stated in this rule book.

2. Coaches will be selected to participate by the team manager. All coaches must receive approval from the IWVYB Board of Directors in order to participate as an ABL coach.

### **D. Team Schedule (Practice/Tournament):**

1. The actual length of the spring and fall ABL seasons may vary and will be determined on a real time basis. Below are general guidelines to help frame the actual season length.

a. The spring ABL season may begin as early as February and will conclude no later than the end of the recreational league season in June.

b. The fall ABL season may begin as early as August and will conclude no later than the beginning of the spring ABL season in February.

2. Fall ABL schedules will be determined by the manager/coaches/parents of the players. Typically, three (3) 2-hour practices are held per week with tournaments and other game play scheduled on weekends. ABL teams will be allowed to participate in as many events as they deem reasonable during the course of the season.

3. Spring ABL typically reserves one practice period per week, Friday nights for two-three (2-3) hours per session, and participation in approximately three (3) tournaments. Managers, through coordination with the ABL Director and IWVYB, may endeavor to schedule additional practices, games, and/or tournaments as long as the IWVYB recreational league is not negatively impacted.

4. Restrictions imposed during the recreational league (i.e. pitch counts, innings pitched, and number of outing per week) does not apply to ABL. Therefore, during the spring ABL season, participation in ABL is in addition to, and completely independent of the recreational league.

#### **E. Team Conduct:**

1. ABL participation exposes players/parents/

managers/coaches/fans to many other organizations. Therefore, it is the expectation of the league that all ABL participants conduct themselves in a manner that admirably represents IWVYB.

2. Player development, positive attitudes, sportsmanship, and fair play shall remain at the forefront of those involved in the ABL Program.

3. The IWVYB Board of Directors reserves the right to take applicable action should any participant (players/parents/managers/coaches/fans) not represent IWVYB in the appropriate manner.

## **F. Financial Responsibility:**

1. Jerseys will be provided by the league to the players, managers, and coaches selected to represent IWVYB during ABL competition. Caps will be made available for purchase by the participants.

2. The league may, on a case-by-case basis, provide payment for tournament entry fees. Parents/guardians of ABL players must be willing to pay tournament entry fees if required.

3. All other tournament expenses, to include travel, lodging, food, etc. will be the responsibility of the parents/guardians of the ABL players.

4. Fund raising and/or sponsorship are highly encouraged to help offset costs. All money raised will be for the benefit of the entire league vice a specific

division. Therefore, participation in fundraising/ sponsorship applies to all divisions and any money raised will go to a general ABL fund, monitored by the IWVYB Treasurer, for use by all divisions. If a division/team chooses not to participate in any fundraising activities, collected funds in the general ABL fund may not be made available for their use.

5. The IWVYB Sponsorship Director shall be notified of all fund raising activities and provided a written report of funds procured in order to facilitate accurate accounting.

## **NOTES:**