



2021 Rules and Regulations

Indian Wells Valley Youth Baseball

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2021 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 rule book, the PONY Baseball Inc. rule book, or the Major League Baseball rule.

IF A CONFLICT OCCURS BETWEEN THE IWVYB LEAGUE RULE BOOK, THE PONY BASEBALL INC. RULE BOOK, AND THE MAJOR LEAGUE BASEBALL RULE BOOK, THE IWVYB LEAGUE 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.

D. Field Dimensions

1. Distance between bases
 - a. Shetland: 50 feet
 - b. Pinto: 60 feet
 - c. Mustang: 60 feet
 - d. Bronco: 70 feet
 - e. Pony: 80 feet
2. Pitching Distance
 - a. Shetland: 38 feet
 - b. Pinto: 40 feet
 - c. Mustang: 46 feet
 - d. Bronco: 50 feet
 - e. Pony: 54 feet
3. Home Plate to center of 2nd Base
 - a. Shetland: 70 feet 8 ½ inches
 - b. Pinto: 84 feet 10 inches
 - c. Mustang: 84 feet 10 inches
 - d. Bronco: 99 feet
 - e. Pony: 113 feet 2 inches
4. Home Run Distance
 - a. Shetland: 125 feet
 - b. Pinto: 138 feet down the lines, 140 feet to center field

- c. Mustang: 175 feet down the lines, 200 feet to center field
- d. Bronco: 208 feet down the lines, 248 feet to center field
- e. Pony: 282 feet down the lines, 340 to center field

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

1. 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.
2. Any umpire approached in an aggressive manner by a Manager, Coach, Player or Spectator will automatically be suspended for a year. The umpire will file a grievance with the Infraction Review Board as outlined in Section (III)(A).

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. Any manager, coach, player, umpire, league official, parent, or spectator who is ejected during a game will also be suspended from the complex for the team's next game.

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 (IRB) shall consist of the Executive Vice President (Chairman), ABT Director, Player Agent, Fall Ball Director, and Chief Umpire. The committee is responsible for all matters associated with policy/rule violations committed by managers, coaches, players and spectators. The IRB will also be responsible for addressing any protests filed by league members.
2. A grievance must be submitted to the IRB within 30 days of the infraction. 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

1. General 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.

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

2. Must Play Rule Penalties

Any one 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 2 complete games.
- c. Manager suspended for the next 2 games; player involved must play the entire next 3 complete games.

3. 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:

i. 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. An ejection from a game due to a pitch count infraction will not warrant a 1 game suspension as outlined in Section (II)(E)(1).

b. If discovered after the game:

i. Manager suspended from next regularly scheduled game; player involved not allowed to pitch in the next regularly scheduled game. The game shall stand as played.

ii. Manager suspended for the next 2 regularly scheduled games; player involved not allowed to pitch in the next 2 regularly scheduled games. The game shall stand as played.

4. Equipment Violation Penalties

Illegal equipment shall be removed from the game.

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.

Players who intentionally and maliciously, in the judgment of the umpire; throw a bat, 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 as appropriate.

a. Penalties for use of an illegal bat

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

5. Illegal or Ineligible Player Penalties

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.

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.

Penalty for use of illegal or ineligible players discovered during a game and that can be proven without any doubt on the spot:

- a. Removal from the game of the player in question, ejection of the manager from the game, and forfeiture declared at that point.

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.

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.

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. The team manager 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 the team manager, 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 managers 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 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. Maintaining the fields is paramount and a duty that **MUST** be shared by all Managers and Coaches within the respective divisions. If a Manager and his coaching staff are unable to do their assigned maintenance on a given game day, they should communicate with the other team Manager or Division V.P. to work out a switch. Simply 'not doing it' will result in the following penalties:
NOTE: In the case of severe weather, on a

minimum, the pitcher's mound and batter boxes should be raked and watered down. If equipment or water is broken or not available, the Division V.P. should be notified.

- i. First Offense, Warning: Offending Manager is advised by the Divisional V.P. of the offense and advised that repetition of the offense may result in a more severe penalty.
 - ii. Second Offense, Suspension: Offending Manager will be barred from participating in their next scheduled game.
 - iii. Third and subsequent Offenses, Sent to Infraction Review Board: The Infraction Review Board will review and set penalties based on Section (III)(B)(1).
- b. The Home Team is responsible for field preparation, which is to be completed at least 30 minutes before the scheduled game start time and includes the following:
 - i. Rake and tamp pitcher's mound and home plate area. DO NOT drag these areas.
 - ii. Drag and/or rake all other dirt surfaces, water all dirt surfaces.
 - iii. Chalk the lines and batter boxes.
 - iv. Set bases.
 - v. Entire field of play should be "walked" to search out debris for removal, ground hazards, as well as to check fence and field conditions.

- c. The Visiting Team is responsible for field tear down, performed directly upon completion of the game and includes the following:
 - i. Remove bases.
 - ii. Rake and tamp pitcher's mound and home plate area. DO NOT drag these areas.
 - iii. Drag and/or rake all other dirt surfaces, water all dirt surfaces.
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.

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 receive approval from the IWVYB Board of Directors.
2. All volunteers associated with a team to include Manager, Coaches, Parent Help & Team Mom will complete and have on file a background check in accordance with league directives. Each Manager will

- be held responsible to work with their corresponding Division VP to ensure their entire staff is in compliance.
3. The Manager and at least 1 Coach of every team are required to complete a Concussion training course in accordance with California law.
 4. 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.
 5. 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.
 6. Each manager is responsible for communicating with all players on their about practices, games, and league required functions. It is suggested that every manager make use of email or app-based group chats to communicate instead of phone rosters. Each manager should attend all team practices, games, and team functions if possible. Managers are the responsible link between the league and the team.
 7. 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. If a player becomes injured the manager and/or coach is responsible for notifying the IWVYB Board Officer of the Day and Division VP as soon as practical.
 8. Each manager will be responsible for the conduct of their team's coaches, players, parents, and other team officials.

9. Managers and coaches are urged to encourage hustle from their players at all times.
10. 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.
11. Each manager will exchange lineup cards or equivalent at least 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.
12. Managers and team officials are encouraged to support all league functions.
13. Managers shall not discourage participation in other league activities to include, but not limited to; Fall Ball, ABT, All-Stars, and fundraising.
14. Managers are responsible for signing the official scorebook at the end of the game and verify their team's pitch counts.

C. Official Scorekeeper

1. The Home team shall provide the official scorekeeper for each game.
2. The official scorekeeper shall record at-bats, runs, 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 both managers' signatures in the scorebook at the completion of the game. Both managers need to verify pitch counts before they sign.

D. Parents

1. 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 arrive to a game before the 3rd inning may be substituted in under normal substitution rules.
3. Players who arrive to a game after the completion of the 3rd 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.
4. Tardiness may impact the players' must-play eligibility.
5. Players will not be allowed to participate in league evaluations, practices or play in games with any temporary medical device (splints, soft casts, etc...). Compression braces/sleeves are allowed.

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 the manager's and coach's children, are required to participate in player evaluations.
3. A minimum of 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 base-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 required to conduct their own independent evaluations to prepare for the draft, as well as contribute to the overall draft value for each player. Managers' evaluations will be collected at the end of each evaluation session by the Player Agent.
6. The Player Agent will compile a master list for each division to be used at the draft. The list will be comprised of all players who attended evaluations and

- also any players who were unable to attend any evaluation time. This list will contain a draft value for every evaluated player. The draft value will be generated in the following manner:
- a. Total evaluation scores from two IWVYB board members (or board-appointed independent evaluators) and an average of all Team Managers' evaluation scores will be added and rounded to the nearest tenth of a point.
 - b. Each manager and board evaluator will use the following rating system: 1-5 points given for throwing ability, 1-5 points for fielding ability, 1-5 points for batting ability, and 1-3 points for base-running ability; resulting in a minimum possible score of 4 and maximum possible score of 18 for each player per evaluator. The minimum value for draft value is 12 and the maximum value is 54 (two board evaluator scores added to one averaged manager's score).
7. Evaluations of a manager's own child(ren) or a board member's own child(ren) are not used in the calculation of draft value for those players. This also applies to a manager's evaluation of their pre-selected coach's child(ren). If a player only has one board member evaluation score due to this rule, then he/she will have the other board member's score doubled to give them a comparable value to others with two board evaluator scores.

8. Players who do not attend evaluations will be assigned a draft value by the Division VP based on their own previous knowledge of the player's skills. Other board members may be consulted for their assessment of players who miss evaluations. If manager's or coach's children do not evaluate, they will automatically be given the highest possible draft value.
9. Once the draft value list is generated by the Player Agent, the Division VP and/or other board members have the ability to adjust draft values, based on previous knowledge of the player's abilities. This is for cases where a player was improperly evaluated, the player was injured, or performing significantly below than their known abilities.

B. Draft

1. Each manager and coach will have their child(ren) placed on their team. Both manager's and coach's child(ren) will be placed in whatever round(s) the child(ren) would be selected based on a highest-to-lowest ranking of the draft value numbers generated in section A.
 - a. For example, a manager's or coach's child who ranks 4th out of fifty-five players (in a five team draft) based on draft value would have to be taken in the first round. A manager's or coach's child who ranks 36th out of thirty-six players (in a three

team draft), would have to be taken in the 12th round.

2. If a manager's or coach's child(ren) are tied in draft value with other players, and could be possibly be placed in either of two rounds due to this tie, the manager's or coach's child(ren) will be placed in the lower possible round.
 - a. Example: Manager's child has a draft value of 45.0 and is tied with another non-manager/coach's player. Having a 45.0 draft value could place the manager's child in either the 1st or 2nd round, depending on how the tie is broken. Based on the above rule, the manager's child would be taken 2nd round.
3. First round draft position will be determined based on the highest draft value between the manager's and coach's children. A manager with no player of his/her own and no coach's player would have an initial draft value of zero.
4. The manager with the lowest draft value will select first, next lowest second, and so on. In the case of a tie, a coin flip will be used to break the tie. In the case of a three-way (or more) tie, positions will be drawn from a hat using folded, numbered pieces of paper.
5. Positions for all subsequent draft rounds will be determined based on total draft value each team has at the conclusion of the preceding round. Ties will be broken by the methods described in section 2 above. If a manager's or coach's child is to be drafted at a later

- round, their score does not count in the total until after the round in which they are taken.
6. At the conclusion of a division draft, the Player Agent will allow Managers no more than 15 minutes to attempt to execute trade(s). A Manager may trade any player on his/her team with the exception of the child(ren) of the Manager or designated coaches, in exchange for any player 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 drafted. (No multiple trades will be permitted that would violate the 'plus or minus one round' rule). Trades shall only take place during this time and in the presence of the other Managers and Player Agent. All trades must be approved by the Player Agent. Once the Player Agent declares the draft closed, no trades shall be permitted.
 7. Parents may request a manager or coach NOT to be affiliated with, in writing with justification, on a form provided by the IWVYB board. The request will only be granted if the IWVYB board reviews it and approves it by vote. Attempts to select a certain manager or coach by requesting NOT to be on the teams of multiple managers or coaches will not be approved. 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 of the final evaluation period. Parents who desire their child be afforded the opportunity to “play-up” must notify the Player Agent.
2. Players will only be allowed to “play up” to the next adjacent division.
 - a. League age 4, 5, 7, 9, 11 and 13 year-old players are NOT eligible to “play-up”.
3. A player requesting to “play-up” must evaluate in both the division they would traditionally participate in as well as the division they are requesting to “play-up” to. Failure to do so, will result in the player playing in the traditional division.
4. The determination if the player in question has the ability to reasonably compete in the upper division will be made by the player’s draft value score generated by board evaluators and managers for each division. If the player’s draft value falls within the top 10 for the play-up division, then that player will qualify to “play-up” and the player will be placed in the appropriate draft pool. Any player that ties for 10th will be allowed to play up.
5. If a player does “play-up”, they must remain in the upper division for the course of the season. A player cannot participate for a few weeks in the upper division and then request to return to their traditional division.
6. If a player does “play-up”, that player will only be eligible to participate in the All-Star program of the

upper division. The player cannot participate in the upper division all season and then “play-down” to their traditional All-Star team.

VI. Managerial / Coaching Selection

1. 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 before the first evaluation period.
2. Managers and coaches will be required to complete and have on file a background check in accordance with league directives.
3. 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.
4. 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 is encouraged to inquire into the credentials of each manager candidate and not just those receiving recommendations.

5. Factors for consideration in manager selection include but are not limited to:
- a. A completed manager's application form.
 - b. A favorably completed background check on file.
 - c. Compliance with league ideals and support of league activities.
 - d. The ability to communicate with children and parents.
 - e. Baseball experience and knowledge.
 - f. Service within IWVYB.
 - g. Demonstrated sportsmanship and fair play.
6. 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. Jewelry

Jewelry is not allowed with the exception of Medical Alert IDs.

B. Baseballs

Shetland division shall use a "safety" or "reduced injury" type of ball designed for use by beginning players. Pinto, Mustang, Bronco & Pony divisions shall use a standard baseball weighing not less than 5 nor more than 5¼ ounces, and measuring not less than 9 nor more than 9¼ inches in circumference.

C. Bats

With the exception of -3 (BBCOR certified), all other 2-1/4" and 2-5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp (USA Baseball) on the bat in order to be used.

Bats manufactured specifically for use in tee ball play, shall not be used when ball is pitched by a player, coach or pitching machine, unless using a safety ball.

D. Helmets

The batter, players in the on-deck batting area, base-runners, and Bronco, & Pony 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. Hockey style masks are acceptable as proper protection for catchers. Mask extensions are not needed for hockey style masks. 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. Any player must wear one while playing the position of catcher, whether in a game, bullpen warmup, or in practice.

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 long sleeve shirts or sweatshirts 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 division players may wear either "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.

J. Illegal Equipment

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. Pitching Rules

All divisions with the exception of Shetland will adhere to the MLB Pitch Smart Guidelines. Pitchers will be restricted to a specific pitch count based on their league age (see chart below); there is no restriction on the number of innings allowed as long as the pitcher has not gone over the allowed number of pitches.

MLB Pitch Smart defines the number of days rest required dependent on the number of pitches thrown in a day. Rest is calculated as per calendar day. For example, if a pitcher pitches on a Tuesday and is required to have 2 days of rest, then he/she cannot pitch again until Friday.

1. Pitch Chart

Age & Daily Max Pitches		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-15	95	1-20	21-35	36-50	51-65	66+	N/A

2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
3. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
4. When a batter is walked intentionally, the pitcher will not be charged any pitches towards their pitch count unless they throw any actual pitches to the batter before the Manager decides to intentionally walk the batter.

IX. Playing Rules

A. Shetland Divisions

1. Purpose
 - a. The Shetland division will be split into two divisions; Shetland Minor and Shetland Major. Shetland Minor is designed to be purely instructional. Shetland Major is intended to be an introduction to competitive baseball. Both divisions place emphasis on teaching players the fundamentals of baseball which include; fielding, throwing, hitting, base running, good sportsmanship, and a positive attitude.
2. Eligibility
 - a. Players of league age 4, 5 and 6 are eligible to participate in the Shetland division.
 - b. League age is defined as the age attained by a player prior to Sept 1st of the season in which a player will participate.

3. Player Assignment

- a. League age 4 year olds will play in Shetland Minor, while league age 5 & 6 year olds will play in Shetland Major. League age 5 players may be placed on Shetland Minor teams by the Division VP based on the player's performance in evaluations to help equalize teams.
- b. Players will be assigned to teams by the IWVYB Player Agent and Shetland Division VP.
- c. Shetland Major players are required to attend one of the two evaluation sessions. Draft values for each player will be used to generate teams of similar overall talent levels.

4. Schedule

- a. The Shetland division will be limited to 3 outings (practices and/or games) per week in the Major division and 2 outings per week for the Minor division. Any meeting of the team with the manager or coach will be considered an outing.
- b. Teams will be restricted to 1 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.
- f. Participation in the ABT 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 5 innings for Shetland Major; 4 innings for Shetland Minor. No new inning shall start after 1 hour and 15 minutes with game completion regardless of score at 1 hour and 45 minutes.
- b. In Shetland Major, teams shall not score more than 5 runs per inning. In Shetland Minor, there is no limit; see 'Batting Rules' below.

6. Playing Criteria

- a. All players will play every inning of every game.
- b. Nine players constitute a legal line-up. For Shetland Minor, if a team has less than 9 players 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. For Shetland Major, no player swapping shall occur between the two scheduled teams, but substitutes from other teams may be used. Copy from pinto.

7. Coach / Umpire Participation

- a. 4 coaches may be used offensively; 1 coach operating the pitching machine, 1 coach in the first base coaching box, 1 coach in the third base coaching box, and 1 coach assisting the batter.
- b. 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 1 adult shall be in the dugout at all times.

- d. For Shetland Minor, managers/coaches or a designated adult shall serve as umpire(s) during the game. For Shetland Major, a league provided umpire will oversee the game. Should an umpire not be available, the game can continue under the supervision of a board member or a manager/coach from a team not playing in that game.
8. Scoring
- a. Shetland Majors games will be officially scored by a league-trained scorekeeper provided by the home team, beginning in week 5.
9. Batting Rules
- a. Shetland Minor teams will bat half the lineup per inning regardless of the number of outs or runs.
 - b. Shetland Major teams shall bat the entire roster present in rotation. Each half inning will be complete upon three outs or when 5 runs are scored.
 - c. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
 - d. Players arriving late will be placed at the bottom of the batting order.
 - 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.
 - f. Shetland Minor teams will use the hitting tee exclusively throughout the entire season. The tee will be placed on top of home plate and the batter will get 5 swings to hit a fair ball. If the batter fails to hit the

ball in fair territory after 5 swings they shall be called out. If the player fouls the 5th swing attempt, they will be given subsequent swings until the ball is hit in play or player swings and misses.

g. Shetland Major will use a combination of pitching machine and tee as follows:

i. Weeks 1-4 : A maximum of 4 pitches is sent to the batter unless the last ball is a foul tip, then the batter will continue to be pitched balls. The tee will be used when the batter fails to hit from the machine. Three swings maximum will be allowed using the tee. The last one must be fair ball.

ii. Weeks 5 and on (Including Playoffs): the batter will receive a max of 5 pitches unless the last is a foul tip in which they will receive another pitch. If the batter fails to hit the ball an out will be recorded. The batter is only allowed 3 swings and misses if they foul tip the 3rd strike they will continue to be served balls.

h. 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.

i. A 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.

- j. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
 - k. 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.
 - l. 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. Pitching Rules
- a. Players are not permitted to pitch.
11. 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 3rd strike rule.
 - c. Managers are required to rotate their players throughout the various defensive positions. A player may only play the 1st base or pitcher position a maximum of 2 innings per game. Example: if a player plays pitcher for 2 innings he/she will not be eligible to play first base. All players must play at least one inning in the infield.
 - d. There shall be a maximum of 4 outfielders positioned 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 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.
12. 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.
 - i. 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.
1. In Shetland Major, the following base running rules apply:
- a. Weeks 1-4: All infield hits can only be singles. Runner may advance one base on an overthrow. If hit to outfield, a triple is maximum outcome. If a runner is on base when a hit occurs, they are held to advancing two bases. The batter running them is held to the previous base. No advancing to home after an overthrow on a triple.

- b. Weeks 5 and on (including playoffs): Base running from home is unrestricted, but following half way mark between bases the “hands-up” rules is required.
 - c. Home runs hit over the fence are always honored.
 - d. In Shetland Minor, if the ball is over thrown at 1st base or 3rd base, the runner may not advance to the next base.
 - e. In Shetland Minor, a runner may score from third base in the following ways:
 - i. By a batted ball.
 - ii. Continuation plays on a batted ball.
13. Playoffs
- a. There will be no playoffs for the Minor division.
 - b. Majors will be seeded into a single-elimination tournament based on their win percentage from all scored games of the regular season. Ties are broken by a coin flip administered by a board member.

B. Pinto Division

1. Purpose

- a. The Pinto division is committed to the continued development of baseball fundamentals. Official scores and league standings will be maintained.

2. Eligibility

- a. Players of league age 7 and 8 are eligible to participate in the Pinto division.
- b. League age is defined as the age attained by a player prior to Sept 1st of the season in which a player will participate.

3. Player Assignment

- a. 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 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 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 5:30 PM.
- f. Participation in the ABT 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 6 innings and shall not exceed 9 innings. Weeknight games will adhere to no new inning after 7:15 PM. Saturday games will adhere to no new inning after 2 hours from the start of the game.
- b. If a game is called for any reason, it will be considered a regulation game if 4 innings have been completed or if the home team has scored more runs

in 3½ innings than the visiting team has scored in 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 5 runs per inning except in the 6th and subsequent innings, where unlimited runs are allowed.
- e. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the fourth inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- f. If a team is leading an opponent by at least 15 runs after 3 or more complete innings have been played, or after 2 and one half innings or before the completion of the third inning if the home team has a 15 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 3 innings in the field; with one inning being in the infield (can be catcher or pitcher). No player shall play any one infield position more than two innings per game, this excludes pitcher, catcher and first base positions. Managers are strongly encouraged to

rotate all players through multiple positions during games.

- b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.
- c. 8 players constitute a legal line-up. If a team has less than 8 players 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 7 or 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 8th and/or 9th 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 8 player minimum rule and/or field a team of 9 players. The 8th and 9th player can play any position on the field except the pitcher position and must bat last in the batting order.

7. Coach / Umpire Participation

- a. A total of 4 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1st base and 3rd base. When on defense, only 1 coach is allowed on the field. This defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the

dugout. The defensive coach will remain within 5 feet of the dugout fence.

- b. At least 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 8 players, an automatic out will be recorded each time the 9th batting spot in the order would come to the plate. If a 9th 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 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. There will be no walks when playing the machine pitch games. See rule 9.c.i below.
- g. Batters are permitted to bunt, but not in machine pitch games.
- h. Any time a batter is hit by a player pitch that is not called a strike by the umpire, 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. This rule does not apply to machine pitches.
- i. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- b. Any pitcher that throws 35 pitches in a game is not allowed to catch in that game. If a player first appears as a catcher and later enters the game to pitch, they may only pitch up to 35 pitches before they must be removed. The 35 pitch count is a hard cutoff and they may not finish the batter.
- c. The first six games of the season will be machine pitch. The remainder of the regular season games will be player pitched. All playoff games will revert to machine pitch.

- i. During machine pitch, each batter will receive a maximum of five pitches during each at bat. If the last pitch is contacted by the bat, but hit into foul territory, the batter gets another pitch. This continues for all subsequent foul balls until either the ball is put into play or the batter swings and misses. If a pitched ball is deemed by the umpire to have not gone through the strike zone, the pitch is waived off and does not count against the batter's total amount of pitches for that at-bat.
- ii. If the pitching machine being used is a single-wheel Jugs-type machine, the speed setting will be at 35-40. A spring-activated catapult-type machine may also be used, set to 35-40 MPH, if possible. Double-wheeled Jugs-type machines are to be used as a last resort, but with the maximum wheel speed set to 35-40.
- iii. During machine pitch, the batter is out if they swing and miss at any three pitches. There are no walks in games with machine pitch.
- iv. During player pitch games, all standard baseball rules apply to balls, strikes and foul balls, other than the dropped third strike rule (see 10.d. below)
- v. Managers shall be responsible for knowing the pitch count for their pitchers.

- vi. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) of this rule book.
- vii. Player pitchers are restricted to throwing “fastballs” only; curve balls, change ups, or breaking balls are not permitted.
- viii. If a player pitcher hits 2 consecutive batters with a pitched ball in 1 inning or 3 total batters the pitcher will be removed from the pitchers position.
- ix. There are no balks.

10. Fielding Rules

- a. 10 defensive players will be allowed on the field, 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 when a machine is pitching.
- c. Defensive substitutions can be made at any time; the re-entry rule does not apply.
- d. There is no dropped 3rd strike rule.
- e. There is no infield fly rule.

11. Base Running / Stealing Rules

- a. Base runners are permitted to steal whenever a player is pitching. Base runners are not permitted to steal when the machine is pitching. Base runners must remain in contact with the base until the pitch leaves the pitcher’s hand. If the runner leaves the base early and the ball is hit, the runner is out and

the ball will be in play, but if the ball is not hit, the ball is dead, the runner must return to the base and the pitch counts.

- b. A runner at 3rd base may not steal home. If the runner at 3rd 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 the pitcher anywhere in the infield, and in the umpire's judgment, all play on the runner(s) has ceased, the umpire shall call "Time".
- d. When a play is being made at any base 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:
 - i. By a batted ball.
 - ii. Bases loaded on a hit batter.
 - iii. Continuation plays on a batted ball.
- f. Runners who reach first base on a hit or error may only take one extra base on overthrows to first base.

- g. A player may only advance one base on an overthrow. If they try for an additional base and are deemed out, the call will stand. If they successfully reach the additional base, they will be sent back to the one allowed base.
 - i. Example: a base hit single and an overthrow to first base; the base runner is allowed to try and reach second base. However if the base runner attempts to go to third and they are tagged out, they will be considered out. If the base runner makes it to third successfully, they will be sent back to second base.

12. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single-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 with the exception of the following:
 - i. A team may substitute 1 player from a 3rd party team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.

- ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 8:15 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:15 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. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

C. Mustang Division

1. Purpose

- a. 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 9 and 10 are eligible to participate in the Mustang division.
- b. League age is defined as the age attained by a player prior to Sept 1st of the season in which a player will participate.

3. Player Assignment

- a. 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 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 1 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 5:30 PM.
- f. Participation in the ABT 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 6 innings and shall not exceed 9 innings. Weekday games will adhere to no new inning after 8:00 PM. Saturday games will adhere to no new inning after 2 hours, 45 minutes from the start of the game.
- b. If a game is called for any reason, it will be considered a regulation game if 4 innings have been completed or if the home team has scored more runs in 3½ innings than the visiting team has scored in 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 5 runs per inning except in the 6th and subsequent innings, where unlimited runs are allowed.
- e. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played, or after 3½ innings or before the completion of the 4th inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- f. If a team is leading an opponent by at least 15 runs after 3 or more complete innings have been played, or after 2½ innings or before the completion of the 3rd inning if the home team has a 15 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 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. 8 players constitute a legal line-up. If a team has less than 8 players 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 7 or 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 8th and/or 9th 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 8 player minimum rule and/or field a team of 9 players. The 8th and 9th player can play any position on the field except the pitcher position and must bat last in the batting order.

7. Coach Participation

- a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1st base and 3rd base. When on defense, only 1 coach is allowed on the field. The defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.
- b. At least 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 8 players, an automatic out will be recorded each time the 9th batting spot in the order would come to the plate. If a 9th 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 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. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- b. Managers shall be responsible for knowing the pitch count for their pitchers.

- c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) 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.
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 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 3rd strike rule will be enforced.
 - d. The infield fly rule will be enforced.
11. Base Running / Stealing Rules
- a. Runners at 1st and 2nd bases may lead off and steal bases, as in the Official Rules of Major League Baseball, but runners on 3rd base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitch leaves the pitchers hand. If the runner is off the base prior to the pitch leaving pitchers hand, the runner is out and the ball is dead.

- b. When a play is being made at any base 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 single-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 with the exception of the following:
 - i. A team may substitute 1 player from a 3rd party team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.
 - ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 9:00 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 9:00 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. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

D. Bronco Division

1. Purpose

- a. 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 11 and 12 are eligible to participate in the Bronco division.
- b. League age is defined as the age attained by a player prior to Sept 1st of the season in which a player will participate.

3. Player Assignment

- a. 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 7 innings. Weekday games will adhere to no new inning after 8:45 PM. Saturday games will adhere to no new inning after 3 hours, 15 minutes from the start of the game
- 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 5 innings have been completed or if the home team has scored more runs in 4 and a fraction innings than the visiting team has scored in 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 10 runs after 5 or more complete innings have been played,

or after 4 and one half innings or before the completion of the fifth inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

- f. If a team is leading an opponent by at least 15 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the fourth inning if the home team has a 15 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 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. 8 players constitute a legal line-up. If a team has less than 8 players 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 7 or 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 8th and/or 9th 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 8 player minimum rule and/or field a team of 9 players. The 8th and 9th player can play any

position on the field except the pitcher position and must bat last in the batting order.

7. Coach Participation

- a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1st base and 3rd base. When on defense, only 1 coach is allowed on the field. The defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.

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 8 players, an automatic out will be recorded each time the 9th batting spot in the order would come to the plate. If a 9th 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 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. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- 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) (3) of this rule book.
- d. Balks will be called in accordance with the Official Rules of Major League Baseball.

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 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 any base 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 single-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 with the exception of the following:
 - i. A team may substitute 1 player from a 3rd party team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.

- ii. Weeknight playoff games will be played to completion. 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. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

E. Pony

1. Purpose

- a. 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 13, 14, 15 and 16 are eligible to participate in the Pony division. League age 15 and 16 year olds are only eligible to play in the Pony division if no Colt division is available.

- b. League age is defined as the age attained by a player prior to Sept 1st of the season in which a player will participate.

3. Player Assignment

- a. 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 7 innings. Weekday games will adhere to no new inning after 9:00 PM. Saturday games will adhere to no new inning after 3 hours, 15 minutes from the start of the game.
- 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 5 innings have been completed or if the home team has scored more runs

in 4 and a fraction innings than the visiting team has scored in 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 10 runs after 5 or more complete innings have been played, or after 4 and one half innings or before the completion of the 5th inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- f. If a team is leading an opponent by at least 15 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the 4th inning if the home team has a 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- g.

6. Playing Criteria

- a. All eligible players will play a minimum of 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. 8 players constitute a legal line-up. If a team has less than 8 players 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 7 or 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 8th and/or 9th 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 8 player minimum rule and/or field a team of 9 players. The 8th and 9th player can play any position on the field except the pitcher position and must bat last in the batting order.

7. Coach Participation

- a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1st base and 3rd base. When on defense, only 1 coach is allowed on the field. The defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.

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 8 players, an automatic out will be recorded each time the 9th batting spot in the order would come to the plate. If a 9th 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 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. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- 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) (3) of this rule book.

- d. Balks will be called in accordance with the Official Rules of Major League Baseball.
- 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 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 any base 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 single-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 with the exception of the following:
 - i. A team may substitute 1 player from a 3rd party team from within the division only if

they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.

- ii. Weeknight playoff games will be played to completion. 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. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

X. All-Stars

A. Philosophy / Expectations

1. The goal of All-Stars is to formulate the best teams possible that will represent IWVYB and the city of Ridgecrest. The teams shall consist of the top players in each division based on their baseball skills, 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 Pony)

1. No later than April 15th, the Manager of each team in each division will submit a signed list to the Player Agent of up to 12 [10 for Shetland and Pinto divisions] players from their division whom they feel should be on the All-Star roster. This list may include players from their own team.
2. The Player Agent will convene a meeting consisting of the Division VP's, Player Agent, and one additional IWVYB Board Member within 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.
3. The Master Nomination List will be formulated as follows:
 1. 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.

4. 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 participate on the All-Star team. If a player/parent declines the invitation, they will be removed as an All-Star candidate.
5. The selected All-Star Manager (see 'Manager/Staff Selection' below) and the other top 4 nominated coaches will meet with the Player Agent to vote the top 15 players from the Master Nomination List minus those kids who declined All Star consideration.

C. Manager / Staff Selection

1. Managers will receive a list of the managers and coaches interested in coaching the All Star team. This list of all those interested in coaching All Stars will be created by the Player Agent with aid from the division VP's. From that list, all managers will submit a signed list of their top 3 (4 for Shetland) candidates in rank order from number 1 to number 3 (4 for Shetland) to the Player Agent no later than April 15th.
2. The Player Agent will, in the company of one additional IWVYB Board Member, tally the points for the manager/coach candidates and within 3 days coordinate with the IWVYB Board of Directors to gain approval of the top 5 nominees in each division.
3. IWVYB Board approval of the All-Star manager/coach nominees will be based on the following criteria:
 1. Compliance with IWVYB league ideals.

2. Baseball knowledge.
3. Ability to effectively communicate with league and PONY officials, parents, players, and umpires.
4. Sportsmanship and personal conduct during the regular season and previous All-Star competition.
5. Prior experience with IWVYB All-Stars.
4. The top 5 manager/coach 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 team selection process.
5. Prior to the All-Star team selection process, 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.
6. The All-Star manager will select one coach for his/her staff within 5 days after the All-Star team selection 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 manager/coach 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 2½ hours in duration.
4. Anticipate participating in at least 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 middle of August (for World Series participants).

E. Team Conduct

1. All-Star participation exposes players, parents, managers, coaches, and 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.
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.

XI. Fall Ball

A. Philosophy / Expectations

1. 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).

2. To be eligible to participate in the Fall Ball program, players must register.
3. Players are not required to participate in the spring recreational league in order to register and participate in the Fall Ball program.

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.
 1. 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 and coaches. Typically, 2 outings are held per week.
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.

XII. Advanced Baseball Teams

A. Philosophy / Expectations

1. The goal of Advanced Baseball Teams (ABT) 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. ABT 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 ABT 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 ABT program are as follows:
 1. Teach, develop, and continue to refine the baseball fundamentals of the players.
 2. 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).
 3. 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 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.
7. All uniforms selected by managers for use in travel to tournaments will be reviewed and approved by the IWVYB Board of Directors before being made. Managers should also consult all team parents about any cost restrictions before selecting uniforms.

B. Player Selection

1. To be eligible to participate in the ABT program, players must register for IWVYB in the spring and/or fall recreational seasons.
2. All players registered in the recreational league are encouraged to tryout for the ABT program.
3. ABT managers are required to hold tryouts for the team. Managers should be selecting the highest performing players based on these evaluations.
4. ABT tryouts will be overseen by at least one IWVYB Board Member who is not a manager, coach or parent in the division involved. The board member is intended to be an independent evaluator of talent and ensure that players are not added to the roster purely based on friendship or relation to the manager or coaches. Further

reevaluation of the roster should occur as the season progresses and additional tryouts may be held at the manager's discretion. The evaluations held by the league for Spring Recreational League are acceptable as an alternative to holding separate ABT tryouts.

5. For the sake of tournaments, ABT managers should select a roster of the top 12 to 15 players who regularly participate in the ABT practices. Managers are allowed to reduce rosters to lower levels for travel, at their discretion.
6. A player will participate in the corresponding ABT division for which they participate in the recreational league.
7. During the spring ABT season, players who pitch in tournaments 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) 1 (sentence 1), 2, 5, and 6 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

ABT coach. This approval is contingent on the coaches passing a background check.

D. Team Schedule (Practice / Tournament)

1. The actual length of the spring and fall ABT seasons may vary and will be determined on a real time basis. Below are general guidelines to help frame the actual season length.
 1. The spring ABT season may begin as early as February and will conclude no later than the end of the recreational league season.
 2. The fall ABT season may begin as early as August and will conclude no later than the beginning of the spring ABT season in February.
2. Fall ABT schedules will be determined by the manager/coaches. Typically 3, 2-hour practices are held per week with tournaments and other game play scheduled on weekends. ABT teams will be allowed to participate in as many events as they deem reasonable during the course of the season.
3. Spring ABT typically reserves one practice period per week, Friday nights for 2-3 hours per session, and participation in approximately 3 tournaments. Managers, through coordination with the ABT Director and IWVYB, may endeavor to schedule additional practices, games, and/or tournaments as long as the IWVYB recreational league is not negatively impacted.

E. Team Conduct

1. ABT participation exposes players, parents, managers, coaches, and fans to many other organizations.

- Therefore, it is the expectation of the league that all ABT 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 ABT 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. Once selected to be on an ABT team, participants may be required to pay the ABT registration fee regardless of playing time of the participant.
2. The league may, on a case-by-case basis, provide payment for tournament entry fees. Parents/guardians of ABT 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 ABT players.
4. Fund raising and/or sponsorship are highly encouraged to help offset costs.
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.