



2026 Rules and Regulations

Indian Wells Valley Youth Baseball

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2025 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 (IWVYB) is a volunteer program dedicated to the youth of our community. Its goal is to provide children ages 16 and below with an enjoyable baseball experience, which includes learning the basic skills of baseball, teaching and instructing the rules of baseball, promoting teamwork, and developing skills necessary to play youth baseball safely. The organization aims to instill the values of sportsmanship and competition in youth and to provide lifelong habits of diet, exercise, and health in youth.

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

The primary objective of IWVYB is to promote the growth of baseball at all levels of competition. The IWVYB Board of Directors must strive to attract and develop the best managers, coaches, umpires, and other adult leaders to ensure that our children have an enjoyable learning and playing experience. The development of sportsmanship, teamwork, honesty, courage, respect for authority, and physical fitness are the organization's priorities.

D. Field Dimensions

1. Distance between bases
 - a. Shetland 06U: 50 feet
 - b. Pinto 08U: 60 feet
 - c. Mustang 10U: 60 feet
 - d. Bronco 12U: 70 feet
 - e. Pony 14U: 80 feet
2. Pitching Distance
 - a. Shetland 06U: 38 feet
 - b. Pinto 08U: 40 feet
 - c. Mustang 10U: 46 feet
 - d. Bronco 12U: 50 feet
 - e. Pony 14U: 54 feet

3. Home Plate to center of 2nd Base
 - a. Shetland 06U: 70 feet 8 ½ inches
 - b. Pinto 08U: 84 feet 10 inches
 - c. Mustang 10U: 84 feet 10 inches
 - d. Bronco 12U: 99 feet
 - e. Pony 14U: 113 feet 2 inches
4. Home Run Distance
 - a. Shetland 06U: 125 feet
 - b. Pinto 08U: 138 feet down the lines, 140 feet to center field
 - c. Mustang 10U: 175 feet down the lines, 200 feet to center field
 - d. Bronco 12U: 208 feet down the lines, 248 feet to center field
 - e. Pony 14U: 282 feet down the lines, 340 feet to center field

II. Code of Ethics

A. Managers and Coaches

Team officials shall always keep in mind that they may be dealing with players of limited or no baseball experience and that they must be carefully instructed 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 players 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 players 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 oversees 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 manager, coach, player, or spectator will be automatically suspended for approaching an umpire aggressively. 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, tobacco, or vape products of any kind are 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) members are outlined in the IWV Youth Baseball INC. bi-Laws. 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 48 hours 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.
4. Ejection- Reviewed by the IRB for disciplinary reasons. Proposed penalty if found at fault, ejection will stand and will remain suspended for next game as well.

B. Penalties

1. General Penalties

The Infraction Review Board may choose to award any of the following general penalties (except for barring) 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, for the remainder of the season. Once dismissed, the offending individual will not participate in league functions in any way.
- d. Barring: 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.

- e. Barring and dismissal decisions may be appealed, in writing, to the league after 30 days from the date the decision was issued.

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 by the Umpire. The player involved will be removed from the pitching position for the remainder of the game. The IWVYB Board Officer of the Day will be notified and the

incident forwarded to the Infraction Review Board for additional review.

b. If discovered after the game:

- i. 1st offense - Manager suspended from next regularly scheduled game; player involved not allowed to pitch in the next regularly scheduled game that they would be eligible for. The game shall stand as played.
- ii. 2nd offense - Manager suspended for the next 2 regularly scheduled games; player involved not allowed to pitch in the next regularly scheduled game that they would be eligible for. The game shall stand as played.

NOTE: The next game a pitcher would be eligible for is Based on MLB pitch smart pitching guidelines. (Example: If a Pinto pitcher pitches more than the max number of pitches (50) on a Saturday, the next available day that he could pitch would be Tuesday (2 days). If the next game is the following Saturday, the pitcher is ineligible for that game.)

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

- a. Illegal players are those individuals who have not or do not meet the requirements to be a legal member of this league by virtue of the IWVYB Constitution and By-laws. This may include but is

not limited to age; legal residence; improper or non-existent Player Application.

- b. Ineligible players are players who meet the legal requirements to be a member of this league but are restricted from participating in a particular fashion due to previous violations or conditions. This may include but is not limited to illness; injury; disciplinary action; playing or pitching violations; or non-payment of required registration fees.
- c. Penalty for use of illegal or ineligible players discovered during a game and that can be proven without any doubt on the spot:
Removal from the game of the player in question, ejection of the manager from the game, and forfeiture declared at that point.
- d. If a manager suspects an illegal or ineligible player is being used but cannot prove it on the spot, he or she must file a protest at that point and the game will continue until complete. If the player is then proven to be illegal or ineligible after the game, the game will be recorded as “forfeiture”, and the manager may be subject to disciplinary action.
- e. Illegal players will not be allowed to participate in any other games in that season but may re-apply to the league in future seasons.

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

C. Discipline

1. The team manager can 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 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. Protests will only be allowed for playoff games. Regular games cannot be protested.
2. A protest based on a play which involves an umpire's judgment shall not be permitted.
3. When protests are based on an interpretation of the rules, the objecting manager or acting manager 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.

4. 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

5. 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 Director to work out a switch. Simply 'not doing it' will result in the following penalties:

NOTE: In the case of severe weather, at 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 Director should be notified.

- i. First Offense, Warning: Offending Manager is advised by the Divisional Director 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 (or 1st team to practice each day) 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. (If applicable) rake and tamp pitcher's mound and home plate area. DO NOT drag these areas.
 - ii. Drag and/or rake all other dirt surfaces and water all dirt surfaces.
 - iii. (If applicable) 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 (or last team to practice each day) is responsible for field tear down, performed directly upon completion of the game and includes the following:
 - i. Remove bases/base plates and insert foam whiskers into base plates holes.
 - ii. (If applicable) Rake and tamp pitcher’s mound and rake and tamp 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. Per California's Youth Protection Law (AB 506), all volunteers are required to get a background check through a fingerprint scan at a Live Scan location. The fingerprint scan is applicable to all managers, coaches, assistant coaches, parent help, umpires, etc. who may be in direct contact with youth players. Each Manager will work with their corresponding Division Director to ensure their entire staff is in compliance.
3. The Manager and at least 1 Coach of every team are required to complete concussion and sudden cardiac arrest courses in accordance with California State Law. **ALL** volunteers will be required to complete an abuse awareness for adults' course as required by PONY baseball Inc.
4. Each manager will be responsible for securing one or more approved coaches for the team, a team scorekeeper, and as many team helpers as is necessary.
 - a. All managers must attend a division manager's meeting prior to the beginning of the season. Assistant coaches are welcome but are not required to attend.

5. All managers and coaches are strongly encouraged 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 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 parent help 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 Director as soon as the situation permits.
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 strongly encouraged to 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.

10. 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.
11. Managers and team officials are encouraged to support all league functions.
12. Managers shall not discourage participation in other league activities to include, but not limited to; Fall Ball, All-Stars, and fundraising.
13. Managers are responsible for signing the official scorebook at the end of the game and verifying their team's pitch counts.

C. Official Scorekeeper

1. The Home team shall provide the official scorekeeper for each game. Home team head coach/assistant coaches are ineligible to keep score.
2. If the home team does not have a scorekeeper 15 minutes after the scheduled start of the game, the home team forfeits, and the game is recorded as a win for the visiting team.
3. 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.

- a. The scorekeeper will notify the umpire between innings when a pitcher is nearing their max number of pitches for the day.
 - b. The scorekeeper will in no way be responsible for a pitcher being over pitched.
4. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.
5. The scorekeeper will advise the umpire when the game approaches the playing time limit.
6. 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 phone call, text, and/or email informing the manager, coach, or team official is desired.
2. Parents/guardians with children in Mustang, Pinto, and Shetland divisions must be present at the fields during their child's practices and games.

E. Players

1. All players should be dressed in the league-issued uniform for league scheduled 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. Players will not be allowed to participate in league evaluations, practices, or play in games with any temporary medical device (splints, hard casts, etc.). Compression braces/sleeves/soft casts are allowed.

V. Player Evaluations / Draft / Playing Up

A. Evaluations (No evaluations for fall ball)

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, base-running and effort.
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 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 a point system. 1-10 points will be given per category (no half points will be acknowledged when scores are tallied). Categories evaluated are listed below: In-

field

Fielding Form
Throwing accuracy
Throwing Strength

Outfield

Fielding Form
throwing accuracy
Throwing Strength

Hitting

Batting Form

Hits/Fouled balls

Misc.

Speed

Effort/attitude

- c. The minimum draft value is 10 and the maximum value is 100 per player (two board evaluator scores added to one averaged manager's score).
 - d. The Effort/attitude category can be left blank unless a player has noticeably poor effort or attitude. If left blank, player/s will be given a 10 in the category. (Check for bad and leave blank for good.)
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 Director 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. If no board member is aware of the player's skills, they shall be considered a HAT pick at the draft.

9. Once the draft value list is generated by the Player Agent, the Division Director along with another board member can 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 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 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 75.0 and is tied with another non-manager/coach's player. Having a 75.0 draft value could place the manager's child in either the 1st or 2nd round, de

-pending on how the tie is broken. Based on the above rule, the manager's child would be taken 2nd round.

3. Each team has a maximum of 2 minutes per round to select a player. If a team has not selected a player when their 2 minutes expires for that round, that team forfeits their pick until the end of that round.
4. 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.
5. 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.
6. 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.
7. Players that did not evaluate and are unknown to the league, will be HAT picks at the end of the draft. All HAT pick player names will be written on pieces of paper and

drawn out of a hat in the same order that teams would have picked based on the rules above.

8. At the conclusion of each 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 except for the child (ren) of the Manager or designated coaches. 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.
9. Parents may request a manager or coach NOT to be affiliated with during registration. 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, 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 Spring 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 or state their request during registration in their “Special Requests”.
 - a. Fall Ball play up requests must be sent to the league’s email and approved by the board of directors.
2. Players will only be allowed to “play up” to the next adjacent division (Bronco to Pony, Mustang to Bronco, etc.).
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. If the aforementioned criteria are met and the player’s draft value falls within the top 5 for the traditional 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 5th will be allowed to play up.

NOTE: Players identified during evaluations as a safety concern shall be allowed to play up/down, regardless of

evaluation score/ranking, with approval of the board of directors and the players parent/guardian.

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. Players playing down for safety reasons are ineligible for all-star/travel team selection.

VI. Managerial / Coaching Selection

1. The IWVYB Board of Directors must approve all managers and coaches, including returning managers/coaches from the previous season.
2. Managers and coaches will be required to complete and have on file a background check in accordance with league directives.
3. The Division Directors 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 Director 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. 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.

B. 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 to be used.

Bats manufactured specifically for use in tee ball play, shall not be used unless using a safety ball.

C. Helmets

The batter, players in the on-deck batting area, baserunners, 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.

D. 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.

E. Protective Cups

All applicable players are required to wear an athletic supporter and protective cup during games and practices.

F. Player's Uniforms

All players are to wear the league-issued uniform consisting of a jersey and cap during game play. 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.

G. Manager's / Coach's Uniforms

1. Managers and Coaches are encouraged 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 and coaches wear a protective helmet while coaching the bases.
2. Team staff jerseys must say team staff position, first name, last name, or the staff position plus first or last name as registered with the league. (Ex. Coach, Coach John, Coach Doe, or Doe) No other verbiage is allowed.

H. 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. Rubber cleats or other athletic shoes must be worn when pitching from artificial mounds.

I. 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.

(Add Safety First Base)

VIII. Pitching Rules

- A.** All divisions except for 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 if the pitcher has not gone over the allowed number of pitches.
- B.** 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. Pitchers will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat, provided the pitcher is removed before delivering a pitch to the next batter.
4. Pitchers 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.
5. Batters may not be intentionally walked. The Coach must signal to the Home Plate Umpire for the intentional walk.

IX. Playing Rules

A. Make-up Games

1. The goal of the IWV Youth Baseball Board of Directors is to conclude the recreational season by May 15th.
2. The Board of Directors will make every effort to reschedule canceled games.
 - a. Games with playoff seeding implications will take priority.
 - b. Games unable to be rescheduled will not be made up and will remain canceled.

B. Shetland 06U Division (Majors/Minors)

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. 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 the age attained by a player prior to May 1st of the current year.
- 3. Player Assignment
 - a. League age 4-year-olds will play in Shetland Minors, while league age 6-year-olds will play in Shetland Major. League age 5 players wishing to play Shetland majors must attend one of the Shetland majors' evaluations. League age 5 players may be placed on Shetland Minor teams by the Division Director based on the player's performance during evaluations, to help equalize teams. League age 5 players wishing to play Shetland Minors do not have to evaluate.
 - b. Players playing in Shetland Minors will be assigned to teams by the IWVYB Player Agent and Shetland Division Director.
 - c. Shetland Major Players are required to attend one of the two evaluation sessions. Draft values for each

player will be used by managers/coaches at the division draft.

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.
- 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 6 PM.

5. Length of Games

- a. All games shall be 5 innings for Shetland Majors and 4 innings for Shetland Minors. No new inning shall start after 1 hour and 5 minutes with game completion regardless of score at 1 hour and 30 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

All players will play every inning of every game. 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 3rd party recreational league teams from within the division may be used.

7. Coach / Umpire Participation

- a. 4 coaches may be used offensively; 1 coach pitching, 1 coach in the first base coaching box, 1 coach in the third base coaching box, and 1 coach assisting the batter.

- 1) Hit balls that contact the coach pitcher and/or the bucket and stay fair will be considered live balls. Hit balls that contact the coach pitcher and/or the bucket and roll foul will be considered dead ball singles.

- b. 2 coaches may be used defensively, positioned beyond the baselines to provide verbal instructions to the defensive team. Coaches shall not intentionally 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; no out will be recorded for the player exiting the lineup.
- f. Shetland Minor teams will use the hitting tee exclusively throughout the entire season. The tee will be placed in contact with 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 coach pitch and tee as follows:

- i. Coach pitchers will be positioned no closer than 15 feet from home plate. Coach pitchers cannot be standing and must be seated on a bucket or positioned on one knee. All coach pitches must be thrown overhand.
- ii. Weeks 1-4: A maximum of 3 pitches are 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 coach pitcher. Three swings maximum will be allowed using the tee. The last one must be fair ball.
- iii. Weeks 5 and on (Including Playoffs): the batter will receive a max of 5 coach pitches unless the last is a foul tip in which they will receive another pitch. The batter is only allowed 3 swings and misses. After 3 swings and misses a strikeout will be recorded. 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 Coach or/and bucket and remains in fair territory, the ball is in play.
- k. If the batted ball strikes the Coach or/and bucket and goes into foul territory, the ball is dead, the batter is awarded first base, and all runners advance one base.
- l. The coach pitcher shall stay behind the chalk line drawn 15' from home plate. 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 from the field of play.

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.

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.

- c. Outfielders shall be positioned at least 15 feet behind the baselines when the ball is pitched, or the pitching motion is made when using the batting tee. Players may not be closer than 45 ft.
 - d. There shall be a maximum of 8 infielders. Extra infielders will be positioned evenly between first and second base, and second and third base (pitcher and catcher are considered infielders).
 - e. Players at the “pitching” position will stand in line with the pitching rubber and be on the left or right side of the coach pitcher.
 - f. 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 the infield, 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 halfway to the base he/she was advancing to, he/she may keep that base. If the base runner was not more than

to play first base. All players must play at least one inning in the infield.

- c. Outfielders shall be positioned at least 15 feet behind the baselines when the ball is pitched, or the pitching motion is made when using the batting tee. Players may not be closer than 45 ft.
 - d. There shall be a maximum of 8 infielders. Extra infielders will be positioned evenly between first and second base, and second and third base (pitcher and catcher are considered infielders).
 - e. Players at the “pitching” position will stand in line with the pitching rubber and be on the left or right side of the coach pitcher.
 - f. There is no infield fly rule.
13. 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 the infield, 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 halfway to the base he/she was advancing to, he/she may keep that base. If the base runner was not more than

halfway to the base he/she was advancing to, he/she must return to the previous base.

14. In Shetland Major, the following base running rules apply:

NOTE: An overthrow to a base in Shetland Division means a ball throw by a player to a base. The intention is to have players at least attempt to throw the ball to get the out, rather than immediately holding their arms up to stop play.

- a. All infield hits can only be singles. Runners may not advance on an overthrow to any base. If hit to the outfield—following halfway mark between bases the “hands-up” rules is required and there is still no advancing on an overthrow to any base.
- b. In Shetland Minor, there is no advancing on an overthrow to any base.
- c. 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.

15. A Double First Base will be used as a safety measure. Coaches should be teaching players to run to the colored safety base and return to the white base.

16. 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.
- c. Ties are broken by head-to-head record. If there is still a tie, run differential will be used.
- d. Majors Play-off Games will be played to Completion.

C. Pinto 08U Division

1. Purpose

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

2. Eligibility

- a. Players of league age 7 and 8 are eligible to participate in the Pinto division.
- b. League age is the age attained by a player prior to May 1st of the current year.

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 league scheduled outings (practices or games) per week.

Teams may schedule practices if fields, cages, etc. are

available, but practices not scheduled by the league will not be mandatory and shall not be used against players to justify disciplinary action (i. Not starting, not playing, playing time decreased, etc.).

- a. Teams will be restricted to one outing (practice or game) per day.
- b. Practices will be limited to 2 hours and must end no later than 8:30 PM.
- c. There will be no mandatory practices on Sundays or observed holidays.
- d. Weekday games will begin at 6 PM.

5. Length of Games

- a. All games, to include weekdays and Saturdays shall be 6 innings or subject to the time limit stated below. Weeknight games will adhere to no new inning after 7:45 PM. Saturday games will adhere to no new inning 1 hour and 45 minutes from the start of the game.
- b. If a game is called for any reason, other than time, 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.
- c. If a game is called, for any reason, 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.

6. Length of Games

- a. All games, to include weekdays and Saturdays shall be 6 innings or subject to the time limit stated below. Weeknight games will adhere to no new inning after 7:45 PM. Saturday games will adhere to no new inning 1 hour and 45 minutes from the start of the game.
- b. If a game is called for any reason, other than time, 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.
- c. If a game is called, for any reason, 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 5th and subsequent innings, where unlimited runs are allowed.
- e. If the home team is leading by at least 10 runs after 3 ½ innings the game is over, and the Home Team declared the winner. If the visiting team is leading by at least 10 runs after 4 innings have been played, the game is over, and the visiting team is declared the winner.

7. Playing Criteria

- a. All eligible players will play a minimum of 3 innings in the field. 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.

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 and first base positions and must bat last in the batting order.

8. 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. Defensive coaches will be

positioned 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 coaches 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 or coaches will assume the responsibility for umpiring the game.

9. 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.

If a team has only 8 players, an automatic out will be recorded the first time the 9th batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9th player subsequently arrives, that player will be added to the bottom of the order.

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

e. Batters are NOT permitted to bunt.

10. Pitching Rules.

a. Coach Pitch will be used.

b. Batters will be pitched 5 pitches from a Coach.

c. If a batter has 2 strikes and swings and misses at a third pitch, the batter is out.

d. If a batter foul tips what would be a third strike or fifth pitch, the at-bat will continue until the batter swings and misses or hits a ball in play.

e. If a third strike or the fifth pitch from the coach is foul tipped by the batter and caught by the catcher, the batter is out.

f. If after five pitches the batter has not put a ball in play and does not have 3 strikes, the batter is out.

g. There are no walks.

h. The defensive player at the pitcher position will be in line with the rubber on either side of the pitcher's mound.

i. The Coach pitching must have at least one foot in contact with the pitcher's mound

j. Coaches pitching may not intentionally interfere with

game play and must stay near the pitching machine for player safety purposes.

- k. In the event of intentional interference, the batter will be out, all runners will return to the base that they previously occupied, and the coach will be given a warning. If this happens again the coach will be ejected, and the infraction review board will convene to determine punishment.

11. Fielding Rules

- a. 10 defensive players will be allowed on the field, 4 of whom will be positioned in the outfield.
- b. Defensive substitutions can be made at any time; the re-entry rule does not apply.
- c. There is no dropped 3rd strike rule.
- d. There is no infield fly rule.

12. Base Running / Stealing Rules

- a. Base runners are not allowed to lead off but may leave the base once the ball is released from the coaches' hand.
- b. Base runners are not allowed to steal, but can be back picked for an out, and may take the next base if a back pick is attempted.
- c. On a ball hit to the outfield, once it is in possession of the pitcher within a 6-foot radius of the pitcher's mound, and in the umpire's judgment, all play on the runner(s) has ceased, the umpire shall call "Time".

- d. All base runners must slide feet first. Sliding headfirst is prohibited. Base runners sliding headfirst will be called out and all other runners will return to the base that they last safely occupied. Diving headfirst back to a bag is allowed.
- e. When a play is being made at any base and in the umpire's judgment, the base runner approaches the base with the intent of contacting the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
- f. A runner may score from third base in the following ways:
 - i. By a batted ball.
 - ii. Continuation plays on a batted ball.
- g. Runners are allowed to take one base on an overthrow to any base.
 - i. **One Base Only:** On any overthrow to a base, runners may advance **only one base beyond the base they were running to.**
 - ii. Example: If a ball is overthrown at first base, the runner may try for second base.
 - iii. **Multiple Overthrows:** If the next throw is also overthrown, the same runner may again take **only one more base.**
 - iv. Example: If the runner is going to second and

that throw is overthrown, the runner may try for third base.

v.No Scoring on Overthrows: Home plate is closed.

vi. A runner cannot advance to home on an overthrow, no matter how many times the ball is overthrown.

vii. Example: A runner starting on second cannot score on an overthrow.

viii. A runner starting on first cannot score on a second overthrow.

ix. A batter-runner cannot score on a third overthrow.

13. A Double First Base will be used as a safety measure. Coaches should be teaching players to run to the colored safety base and return to the white base.

14. Playoffs

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

1) Ties will be broken by head-to-head record. If still tied run differential will be used.

b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.

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 except for the following:

- i. A team may substitute 1 player from a 3rd party recreational league 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 8:00 PM to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:00 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.
 - iii. In the event of a tie after 5 complete innings have been played, the California tie breaker shall be used and only coach pitch will be utilized.
- c. California Tie breaker – The last player to be called

out during the previous inning be placed on second base. The visiting team starts with 1 out. Batters will bat in the same order as previous innings and continue until 3 outs have been recorded. If still tied after the first complete extra inning, the runner will be placed on third base for any subsequent innings.

D. Mustang 10U 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 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 the age attained by a player prior to May 1st of the current year.
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 league scheduled outings (practices and/or games) per week.

- b. Teams may schedule practices if fields, cages, etc. are available, but practices not scheduled by the league will not to be mandatory and shall not be used against players to justify disciplinary action (i.e. Not starting, not playing, field time decreased, etc.).
 - c. Teams will be restricted to 1 outing (practice or game) per day.
 - d. Practices will be limited to 2 hours and must end no later than 8:30 PM.
 - e. There will be no mandatory practices on Sundays or observed holidays.
 - f. Weekday games will begin at 6 PM.
5. Length of Games
- a. All games shall be 6 innings and subsequent innings and shall not exceed 7 innings. Weekday games will adhere to no new inning after 8:00 PM. Saturday games shall adhere to no new inning 2 hours from the start of the game and drop-dead time shall be 2 hours and 30 minutes from the start of the game. If a game is called for any reason, other than time, 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.
 - b. 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.

- c. Teams shall not score more than 5 runs per inning except in the 6th and subsequent innings, where unlimited runs are allowed.
- d. If the home team is leading by at least 10 runs after 3 ½ innings the game is over, and the Home Team declared the winner. If the visiting team is leading by at least 10 runs after 4 innings have been played, the game is over, and the visiting team is 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.

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, catcher, and first base positions 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. Defensive coaches will be positioned 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 the first time the 9th batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9th player subsequently arrives, that player will be added to the bottom of the 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. 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 in accordance with the

official rules of Major League Baseball and Pony Baseball Inc. rules.

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

Runners at 1st and 2nd bases may lead off and steal bases, as in the Official Rules of Major League Baseball. Runners at 3rd base may lead off but SHALL NOT steal except on a passed ball. Once the pitcher has the ball and is in the pitching circle (9' diameter circle around pitching mound), the runner must return to 3rd base.

- a. If there is an attempt to throw the runner out or there is an overthrow back to the pitcher, the ball is considered live, the runner is free to advance and can be thrown out.
- b. All base runners must slide feet first. Sliding headfirst is prohibited. Base runners sliding headfirst will be called out and all other runners will return to the

base that they last safely occupied. Diving headfirst back to a bag is allowed.

- c. When a play is being made at any base and in the umpire's judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
- d. Walked batters may only take first base. Rounding the base is permissible, but a walked batter cannot take second base until the next pitch is thrown, or on an overthrow from the catcher to the pitcher. Once the ball is back to the pitcher in the pitching circle, the play is dead.

12. A Double First Base will be used as a safety measure. Coaches should be teaching players to run to the colored safety base and return to the white base.

13. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standing.
- a. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.
- b. 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 except for the following:

- i. A team may substitute 1 player from a 3rd party recreational league 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. Opposing manager gets refusal of (1) player.

Weeknight playoff games will be played to completion. The no new inning after time will be moved to 8:15 PM 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.

- ii. In the event of a tie after 5 complete innings have been played, the California tie breaker

shall be used.

- 1) California Tie breaker – The last player to be called out during the previous inning be placed on second base. The visiting team starts with 1 out. Batters will bat in the same order as previous innings and continue until 3 outs have been recorded. If still tied after the first complete extra inning, the runner will be placed on third base for any subsequent innings.

E. Bronco 12U 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. League age is the age attained by a player prior to May 1st of the current year.
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. Teams may schedule practices if fields, cages, etc. are available, but practices not scheduled by the league will not be mandatory and shall not be used against players to justify disciplinary action (i.e. Not starting, not playing, playing time decreased, etc.).
- e. Weekday games will begin at 6 PM.

5. Length of Games

- a. Each game shall be 7 innings. Weekday games will adhere to no new inning after 8:15 PM. Saturday games will adhere to no new inning after 2 hours, 30 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 innings than the visiting team has scored in 4 and a

half innings.

- d. If a game is called for any reason 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 2 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 opposing manager will have 1 refusal when multiple substitutes are being used. The 8th and 9th player can play any position on the field except the pitcher and catcher position and must bat last in the batting order.

7. Coach Participation

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 the first time the 9th batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9th player subsequently arrives, that player will be added to the bottom of the 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. 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 and Pony Baseball Inc rules.

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 umpire's judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

12. A Double First Base will be used as a safety measure.

- a. Defender: Must use the White, fair-territory base.
- b. Runner: Must use the colored, foul-territory base.
- c. Collision: If a runner uses the white base on a force play and causes a collision, inference will be called. If a fielder uses the colored base and causes a collision, obstruction will be assessed.
- d. After reaching base: Runners must use the white base for tagging up on a fly ball or on any pickoff attempts. Exceptions: such as if a batted ball is dropped and the defense is in foul territory, or in the case of an uncaught third strike, the runner is permitted to use the white base.

13. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.
- 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 except for 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 8:45 PM to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:45 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

F. Pony 14U Division

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.
 - i. League age 15- and 16-year-olds are only eligible to play in the Pony division if no Colt division is available.
 - ii. Colt age players participating in the Pony division are ineligible for Pony Division All-stars/Travel/ABT.
- b. League age is the age attained by a player prior to May 1st of the current year.

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 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 PM.

5. Length of Games

- a. Each game shall be 7 innings. Weekday games will

adhere to no new inning after 8:15 PM. Saturday games will adhere to no new inning after 2 hours, 30 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 innings than the visiting team has scored in 4 and a half 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.

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 the first time the 9th batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9th player subsequently arrives, that player will be added to the bottom of the 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. 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. A Double First Base will be used as a safety measure.

- a. Defender: Must use the White, fair-territory base.
- b. Runner: Must use the colored, foul-territory base.
- c. Collision: If a runner uses the white base on a force play and causes a collision, inference will be called. If a fielder uses the colored base and causes a collision, obstruction will be assessed.
- d. After reaching base: Runners must use the white base for tagging up on a fly ball or on any pickoff attempts. Exceptions: such as if a batted ball is dropped and the defense is in foul territory, or in the case of an uncaught third strike, the runner is permitted to use the white base.

10. 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. Balks will be called in accordance with the Official

Rules of Major League Baseball and Pony Baseball Inc rules.

11. 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.

12. Base Running / Stealing Rules

- a. When a play is being made at any base and in the umpire's judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
- b. Head first slides are allowed.

13. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.

- 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 except for 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 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.

X. Advanced Baseball Teams (ABT)/All-Stars

A. Philosophy / Expectations

1. The goal of IWVYB Advanced Baseball Teams is to provide an avenue for selected players to compete at a higher, more advanced, and competitive level of play than what is typically available through the recreational league alone. ABT is a stand-alone program developed by IWVYB and is not recognized by PONY Baseball, Inc.
2. Although winning is an important part of the program, it is not the top priority. The intent and priority of the ABT program focuses on player development, baseball IQ, and cognitive maturity.
3. ABT/All-Stars rules for game play will be in accordance with the rules set by the tournaments in which the teams participate.
 - a. Players that pitch during ABT game play are not required to adhere to the IWVYB pitching rules regarding innings per day, per week, and rest requirements between pitching assignments. Managers will be responsible for adhering to the tournament specific pitching rules.
4. During the recreational season ABT managers are expected to communicate with the Division Director and Rec team coach concerning any players participating in both ABT and Rec league.
 - a. If a player pitches for both ABT and Rec league, the ABT managers shall find out when a player pitched and how many pitches were thrown during a rec league game. **ABT managers are expected to apply common sense and keep the health of the player at the forefront of all**

pitching decisions.

- b. If the division director or the Rec league coach is unable to provide the pitch counts for any ABT player when requested, an email shall be sent to the league, and the pitch count will be made available based on the information contained in the Division's scorebook.
- 5. ABTs will be formed with at least 10 and no more than 12 players. The second tryout after the recreational season will fill the team to no more than 15.
 - a. The number of players shall be determined by how closely the players ranking 11-12 are to the 10th ranked player.
 - b. The objective is to maintain the highest level of play possible at each level. All players making the ABT/All-Stars should be able to compete on a very similar level.
- 6. Uniforms will be provided by IWVYB.
- 7. Teams are expected, but not required, to participate in at least 1 tournament a month during recreational season and 2 tournaments a month upon the recreational season's completion.
- 8. Teams may also choose to represent IWVYB in a separate travel league (Pony select, NCS, Sunday leagues, etc.).

B. Player Selection

- 1. ABT/All-Stars players are encouraged to play IWVYB recreational league but are not required to do so.
- 2. IWVYB board members, with the assistance of Legacy board members, will hold ABT evaluations around the same time

or before recreational league evaluation.

3. An additional ABT/All-Stars tryout shall be held at the completion of the recreational season. This additional tryout will be conducted in the same manner as the first ABT evaluation and include assistance from Legacy board members.
4. After August 1st a third ABT evaluation may be held to assemble an ABT that will be dedicated to playing baseball through the fall and winter and until the next Spring ABT/All-Stars evaluation is held. This evaluation will be conducted in the same manner as the previous two evaluations and include assistance from legacy board members.

C. Manager / Staff selection

1. All ABT/All-Stars manager will be selected via an interview process. Any person desiring to manage an ABT shall have 7 days from the final ABT evaluation day to email the league at iwvyyouthbaseball@gmail.com.
Example: If the final ABT evaluation day is on a Monday, potential managers will have until the following Monday at 11:59pm to email the league requesting consideration.
2. Team assistant coaches will be selected by the team manager but must be approved by the IWVYB board of directors.
3. ABT/All-Stars managers and team staff are expected to be dedicated to practicing and playing baseball, at least, until July 31st.
4. If, at any time an ABT manager no longer wishes to fulfill their role as Team Manager, the IWVYB Board of Directors shall be notified immediately.

- a. The IWVYB board may opt to seek and select a new manager for the vacant position, or they may opt to discontinue the effected ABT/All-Stars until such time as a new Team Manager can be found.

D. Team Schedule (Practice / Tournament play)

1. The ABT/All-Stars will run in conjunction with the recreational league and may continue until July 31st of the current year. The ABT may continue to practice and play after July 31st without league assistance (i.e., lights, field use, etc.). Once the newly elected IWVYB board of directors has been elected (usually during the middle of July), ABT related communication should begin immediately to ensure that there is no lapse in support.
2. During the recreational league season, the ABT/All-Stars at each level will be given 1 practice slot weekly on the field applicable to their team and one practice slot weekly in a batting cage. The ABT will also be able to practice on Sundays (if no tournament play is scheduled) at the team's discretion.
3. Unless the Ridgecrest Parks and Recreation Department has the facilities and/or field/s closed, at the completion of the recreational season and with the approval of the IWV Board of Directors, the ABT practice schedules will take priority over the fields/facilities.
4. ABTs are encouraged to practice and participate in tournament play as often as is reasonable for each team as a whole.
5. ABT managers may endeavor to schedule additional practices, scrimmages, and tournaments so long as the IWVYB

recreational league is not negatively impacted.

E. Team Conduct

1. ABT/All-Stars play exposes players, parents, managers, coaches, and fans to many other organizations. Therefore, it is the expectation of IWVYB that all ABT participants, their families, and their fans conduct themselves in a manner that admirably represents our league and our community.
2. Player development, positive attitudes, sportsmanship, and fair play shall remain at the forefront of those involved in the ABT program.
3. Playing time, defensive positioning, batting order, etc. are the responsibility of the ABT manager.
4. The IWVYB board of directors reserves the right to take applicable action should any participant (players/parents/team staff/fans) not represent IWVYB in the appropriate manner.
 - a. Players removed from an ABT for disciplinary reasons will not be reimbursed for the cost of playing in the ABT program.
 - b. The following disciplinary actions can be taken by the ABT managers at their discretion based on on-field play and conduct:

Playing time adjustments
Defensive/Batting order position
Benching

 - i. Player conduct needing more severe punishment shall be brought to the attention of the IWVYB Board within 48 hours of the occurrence. The IWVYB IRB shall convene and distribute disciplinary action appropriately

based on the incident information provided by the ABT manager, team staff, incident witnesses, and the player's parent/guardian.

- ii. Player parents who feel as if disciplinary action was taken unjustly by an ABT manager should email the league at iwvyouthbaseball@gmail.com.

F. Financial Responsibility

1. Once selected to participate in the ABT program, all participants must pay the full ABT registration fee.
 - a. Players not participating in the recreational league may evaluate for the ABTs. Players not registered for the recreational league but who participate in ABT are only subject to the registration fee associated with the ABT program.
 - b. Players participating in the recreational league and the ABT program must pay the registration fee associated with each program.
2. Jerseys and caps will be provided by the league to the players, Managers, and Coaches selected to represent IWVYB during ABT/All Stars competition. The cost allowance per jersey and cap will be determined by the IWVYB board based on current finances available. Additional items may be provided by the league as approved by the Board of Directors. Any additional items gear logos must be approved by the IWVYB Board of Directors for continuity (examples: practice jerseys, jackets, warmups, etc...). The league will provide payment for any PONY Baseball Inc. sanctioned

elimination tournament entry fees and at least one Pony Baseball Inc. sanctioned pre-tournament, as determined by the IWVYB board.

3. If an ABT/all-star chooses to play Travel baseball instead of Pony all-stars, the league will pay the same amount for jerseys and caps and will provide up to \$2,000 (Shetland-Bronco) and \$2500 (Pony) for tournaments held by other organizations.
4. All tournament fees and uniform items shall be paid for through IWVYB by the league's treasurer or other authorized board members.
5. All other tournament expenses, including travel, lodging, food, etc. will be the responsibility of the parents/guardians of the All-Star/Travel Team players. Fund raising and/or sponsorships are highly encouraged to help offset costs.
6. To facilitate accurate accounting and receipt distribution, funds raised by All-star/travel teams will be collected, maintained, and distributed by the IWVYB treasurer. **All sponsorship checks shall be made payable to IWV Youth Baseball Inc.** If the treasurer is unavailable when needed, the league President or Vice President shall accommodate.
7. Each division's all-star fundraising/sponsorship belongs to IWVYB but will be tracked and utilized separately from all other league/team funds. At the conclusion of the All-star/Travel season all remaining funds will be absorbed by the league and no longer tracked or utilized separately.
8. All other team expenses (travel, lodging, food, etc.) will be

the responsibility of the parents/guardians of the ABT players.

9. Fundraising and/or sponsorship are highly encouraged to help offset costs. All fundraising money shall be given to the league and each team's funds tracked and managed by the IWVYB board of directors. All sponsorship checks shall be made payable to IWV Youth Baseball Inc. and will be tracked and managed by the IWVYB board of directors.

XI. Green and White Weekend

A. Philosophy / Expectations

1. Green and White weekend is the final Saturday of the Spring Baseball Season (excluding ABT/All-stars). The intent of Green and White weekend is to bring the baseball community together to close out the Spring season. The league will facilitate games and competitions (ex. homerun derby and throwing competition) for players/families choosing to participate.
 - a. Green and White weekend competitions will be open to any Spring Recreation league player wishing to participate, but players must participate within the division in which they played the recreational season.

B. Green and White Game Player Selection

1. All players selected must have played during the recreational league Spring Season.
2. Players selected to play in the all-star game will be chosen by their Spring Recreational team's coaching staff.
3. Each All-Star team will consist of 12 players, and each team

within the division will be allotted a certain number of players that they can select based on the number of teams in the division.

4. There are no evaluations for the Green and White game players. Players will be allocated to teams based on their team's ranking at the end of the regular season. Each team shall have the same number of players selected unless an odd number of teams exists within the division. In this case, the last ranked team will have 1 less player selected.

Example: In a division with 5 teams, the 1st and 4th ranked teams (5 each) will face the 2nd and 3rd ranked teams (5 each). The 5th ranked team's all-star game players (4) will be split between the two all-star game teams by the division director.

In a division with 6 teams, the players from the 1st, 4th, and 5th ranked teams (4 each) will face the players from the 2nd, 3rd, and 6th (4 each) ranked teams.

C. Green and White Game Coach Selection

1. Coaching staffs for the all-star game teams will be made up of a combination of coaches from the teams making up each all-star team. The Green and White Team Manager positions shall be given to the 1st and 2nd ranked team managers within the division. If declined, the division director shall consult the combined team staff's before choosing the replacement team manager/s.

D. Schedule

1. Green and White weekend teams will not be scheduled to practice by IWVYB but may be scheduled to practice prior to the All- star weekend by reaching out to their division's director.
2. Green and White weekend scheduling will be determined by the IWVYB Board of Directors. An all-star weekend event schedule will be developed and sent out as soon as is feasible once the recreational season has concluded.

E. Financial Responsibility

1. IWV Youth Baseball Inc. will be responsible for the cost of all-star weekend.
2. Players participating the all-star weekend games will be provided all-star game jerseys.
3. There are no fees for all-star weekend participation.

XII. 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. Despite not being PONY, the league follows PONY rules as laid out in the PONY rule book and this rule book unless

superseded in this section.

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 to register and participate in the Fall Ball program.
4. There will be no evaluations for fall ball.
5. Players will be distributed amongst teams by the division director and at least 1 other IWVYB board member. Other persons with knowledge of the players in the division may be consulted to ensure that teams are created as evenly as possible.
6. Every attempt will be made to separate Bronco and Pony divisions. If there are not enough players to accommodate at least 2 teams in either division, the divisions may be combined.

C. Staff Selection

1. Coaching requests (website volunteer registration) will be reviewed and approval from the IWVYB Board of Directors must be received 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. 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 Division Director with inputs from 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 jerseys will be provided to the participants.