



**REDONDO BEACH SUNSET
YOUTH BASEBALL & SOFTBALL LEAGUE**

STANDING RULES

Approved December 2024

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1.0 DEFINITIONS:

1.1 Redondo Sunset Youth Baseball and Softball Leagues, which operate as a California Public Benefit Nonprofit Corporation, will be referred herein as: the “League”.

1.2 USA Softball - Formerly the Amateur Softball Association (ASA)/USA Softball, USA Softball (USAS) has many important responsibilities as the National Governing Body of softball in the United States, including regulating competition to ensure fairness and equal opportunity to the millions of players who play the sport.

1.3 PONY - (Protecting Our Nation’s Youth) - is a non-profit organization with headquarters in Washington, Pennsylvania. Started in 1951 PONY organizes youth baseball and softball leagues and tournaments, as over 500,000 players annually play PONY in over 4,000 leagues throughout the United States and over 40 countries world-wide.

2.0 STRUCTURE OF THE LEAGUE

2.1 Guidelines and Regulations

This League refers to the current year Pony Baseball Rules and Regulations, The Official Baseball Rules, "The Sporting News" edition, the USA Official Rules for Softball, and the Redondo Sunset Standing Rules.

2.1.1 The Pony Baseball Rules and Regulations and the Official Rules for Softball are advisory documents containing recommendations and examples. PONY and USA Softball rules will be followed unless the Standing Rules address and/or change the PONY or USA Softball rule.

2.1.2 The Rules and Regulations for Pony, Bronco, Mustang, Pinto and Shetland Baseball defines league age of participants, playing field dimensions and other topics which follow within this document. The organization of this document follows the outline of the Rules and Regulations.

2.1.3 The Official Rules for Softball defines league age of participants, playing field dimensions and other topics, which follow within this document.

2.1.4 The Official Baseball Rules, "The Sporting News" edition, is invoked as playing rules by the Rules and Regulations for Pony, Bronco, Mustang, Pinto and Shetland Baseball.

2.1.5 The Standing Rules for the League take precedence over the Rules and Regulations for Pony, Bronco, Mustang, Pinto and Shetland Baseball, the USA Official Rules for Softball and the Official Baseball Rules, "The Sporting News" edition. **If a rule is not in these Standing Rules, then PONY or USA Softball rules will be followed. If the rule is not there, refer to the Official Baseball Rules for baseball issues-**

2.2 Playing Down a Division

All players who participate in the draft will be placed on a team in the appropriate division in a manner prescribed by these Rules. It shall be the intent of the League not to drop a child to a lower division except for:

2.2.1 The child's ability would preclude them from safely participating in said division, as agreed upon by the Player Agent and the baseball or softball commissioner.

2.2.2 Any player exercising the option of being placed on a lower division league team will play the duration of the season in that division without the chance of moving up.

2.2.3 Any player playing in a lower division will not be permitted to pitch. Exceptions shall be approved on a case-by-case basis by the Division VP, Baseball Commissioner and/or League President.

2.2.4 If a player is moved down after the draft has taken place, they shall be placed on the roster of the team that would have had the next pick in the draft **after** the last pick.

2.3 Playing Up a Division

2.3.1

(a) **Playing up should be reserved for exceptional players. The vast majority of players benefit from playing at their age level.**

(b) At any time prior to evaluations, players may *request* to play up. The request must be made in writing, either during registration or by email to the Commissioner, Assistant Commissioner, or the appropriate Division VP.

(c) **Foal and 5U:** For players who already played at least one season of T-Ball (either Foal, 5U, or similar program in another league), requests to play up to Shetland and 6U Softball will be granted. For players who have not previously played T-Ball, the Commissioner, Assistant Commissioner, and/or the Shetland/6U Division VP will determine whether to grant the request, based on the factors listed below. All T-Ball players requesting to play up to Shetland/6U must be evaluated in the Shetland/6U division.

(d) **Play ups - must evaluate in both divisions.** Players requesting to play up a division must be evaluated in both divisions.

(e) **15% Rule.** With the exception of the T-ball process described above, no play ups will be granted unless the player evaluates in the top 15% of the play up division. For instance, a Mustang player may not play up to Bronco unless they evaluate for Bronco and are placed in the top 15% of the Bronco players. Again, the League believes the best experience for the vast majority of players will be had when they play in their age appropriate division.

(f) The league commissioner shall have the authority to allow a play up even if the 15% rule is not met, on a limited, case by case basis.

2.3.2.1 Division Player Call-Up Program: During the Regular Season, the League will establish a list of players qualified to play up one division on a team that has less than 9 players on game day in order to prevent that team from playing short of players or having to forfeit their game. Borrowing players from within the same division is prohibited.

The Player Agent or other designated E-Board member will maintain the list and will arrange for a call up player when notified by a manager that they will be short. The intent of this system is to protect the integrity of the draft by randomizing the call-up process (rather than leaving it to individual managers).

The call-up player will bat last in the lineup and is otherwise subject to the same rotation rules as any other player.

Call-up players may not be used in playoff games.

3.0 COMPOSITION OF TEAMS

3.1 Membership: There shall be no carry over Membership.

3.2 Number of Teams: The number of teams in each division will be determined by the Board based on registration. All players will be grouped into their division age groups, except players playing in a different Division in the manner described above. The number of teams will be chosen such that each team will comprise a maximum of thirteen (13) players, where possible.

3.3 Waiting Pool: All players who register after the draft of their division will be assigned to a waiting list. The Player Agent or Division Vice President, with the approval of the Baseball or Softball Commissioner, will then assign them to a team as openings occur.

3.3.1 When a team roster drops below the assigned number of players determined at the time of the draft (the lowest number common to each team), the team manager is required to notify the Player Agent and the Baseball or Softball Commissioner within two (2) days from the day the opening occurs. The player closely matching the skills of the dropped player will be added from the waiting list, if available.

4.0 PLAYER ELIGIBILITY AND SELECTION

Reference Section 3, 4, and 5 of the Rules and Regulations for Pony, Bronco, Mustang, Pinto and Shetland leagues, and "Selection of Players" selection of the Pony Baseball Rules, and Reference the USA Official Rules for Softball.

4.1 Eligibility: Any player of an age recognized by the League is eligible to register and participate in the League. Exception: See Section 4.2.

4.2 Evaluations: All registered players will be notified of evaluations times and dates.

All prospective Softball and Baseball managers may be raters during the evaluations. Each division shall have a minimum of three raters.

All players (except Foal & 5U) must attend evaluations. Each player will have the opportunity to run, throw, field and bat. If a player cannot attend the scheduled evaluations or make-ups, the Divisional VP will schedule an alternate time and date to rate the player(s). No player shall be considered for team placement without a rating average.

4.2.1 Evaluation Crews: The V.P. of each division is expected to run the evaluation and determine the number of raters. All raters should be available throughout the process to allow consistent evaluations. All Managers in the respective divisions are invited to attend and make their own notes and ratings of each player.

4.2.2 Raters: The Raters will stand together and rate each Player. They are encouraged to discuss their assessments. If there is a substantial difference in the rating of a Player, the Raters should resolve the difference at that point. The Division VP will confer with Raters after each alphabetical grouping (A-I), (J-Q), (as examples) etc. The rating points will be one (1.00) through five (5.00) with one (1) being low and five (5) being the top. All players will be rated at all stations. At the end of the final evaluations session, the Raters and Division VP will meet and tally an overall average for each Player based on the rating points. Managers are encouraged to watch and make their own personal rating assessments. In divisions 9 years and older with more than 4 teams, managers of the teams should be considered as the Raters for that division.

4.2.3 Sign-in Table: The Division VP should choose people to work the sign-in table. The main responsibility of these individuals is to make sure Players are checked in and assigned a number. When checking in Players, especially Players new to the League, the sign-in table volunteers should ask if the Players have experience in pitching and catching. This information should then be passed on to the Division VP and noted on the Player's rating sheet.

4.2.4 In-Field Volunteers: The in-field volunteers may be selected from the pool of prospective Managers/Coaches for that Division. The in-field volunteers will assist the Division VP in conducting the

actual evaluation. The Division VP will utilize these people in the areas of pitching, hitting, catching, and moving Players from station to station, thus allowing the Division VP to be a rater.

4.3 Player Draft: The **Pony, Bronco, Mustang, Pinto National Divisions and Softball 14U, 12U, 10U, & 8U** will have an open “live” draft. All managers in these divisions may select any player they desire with their draft pick. A blind draw will determine the order of Selection.

4.3.1: Extra players: Before the draft, the teams who will end up with an “extra” player shall be identified. For instance, in a 5 team draft with 52 players, the two teams will have an 11th player. Those two teams shall make those picks after the 7th round in the same order they would have taken the players in the last round. After the “extra picks” are made, the draft shall resume with the previously scheduled first pick of the 8th round. The purpose of this rule is to distribute “extra” players in an equitable manner.

Pinto American, Shetland, 7U softball and 6U softball teams will be drafted by using a Snake Draft based on ratings, or a combination of ratings and draft, as determined by the commissioner. Team formation will be the responsibility of the Division VP, Player Agent, and the respective Commissioner. All teams shall be made by placing Players on teams according to their evaluation ratings, age, and experience (i.e., highest rated player on team one (1), next highest on team two (2), etc.) until all Players are placed on teams. Teams’ accumulative ratings and players’ age should be within a reasonable tolerance. The Division VP is expected to identify the previous experience of any Player new to our League. Managers and Coaches that wish to be paired together need to submit their request to the Division VP prior to team Selection. If the request does not conflict with the parity of the teams and there are no other obstacles that arise from the pairing of the individuals, the Division VP may attempt to meet their requests.

Reasonable parent requests will be met if at all possible.

Each Division VP will schedule an informal meeting for their Managers to view the drafted teams. At that time, Managers will be afforded an opportunity to offer input on the Snake Draft Selection process prior to the distribution of teams.

There is no draft for Foal & 5U teams. Teams will be assigned by Division VP and respective Commissioner. The goal in the youngest divisions is to grant 100% of friend and coach requests, if possible.

4.3.1 Siblings: Siblings will be placed on the same team, unless otherwise requested.

4.3.2 No Child in Division: If the Manager does not have a child in the division, they have the option to place a child or children of an assistant coach on his team. This player or players will be treated as the Manager's child/children for the purposes of the draft. This decision is subject to Board approval.

4.3.3 Length of Assignment: A player must play for the team to which they were drafted, for the duration of the season.

4.4 Injury and Replacement: Should a player, having been selected to a team, suffer an injury which will preclude the player's participation for three (3) weeks or longer, the manager may request a player as outlined in selection 3.3 Waiting Pool. The injured player will remain on the team's roster as a non-playing member, but cannot play for **three (3) weeks** after the injury has been reported to the Player Agent. Should the injured player recover, they will be reinstated to playing status with a doctor's release submitted to the Player Agent and/or Safety Officer. No player shall be allowed to play with a cast or splint. The player added to replace the injured player shall remain on the team as an active player with that team's roster being increased by one.

4.5 Dropouts: Should a player resign or be dismissed from the League, they must remain out of the League for the remainder of the season unless the Board rules otherwise. Dismissal from a team shall be handled in the following manner:

4.5.1 Upon deciding to take action against a player for disciplinary or non-attendance reasons, the Manager shall contact the Executive Vice President, respective Commissioner and the Player Agent.

4.5.2 After giving their approval, the Executive Vice President, respective Commissioner and the Player Agent will contact the Player and Player's parents to see if they would like an opportunity to appeal the action.

4.5.3 At the next Board Meeting, the Executive Vice President, respective Commissioner and the Player Agent shall make their ruling.

4.6 Refusal to Play: If a player refuses to play for the team to which they are drafted or assigned, they must be withdrawn from the program for the remainder of the season.

4.7 Team Notification: Each manager shall notify the members of their team within three (3) days following the player draft.

5.0 EQUIPMENT

5.1 Shoes: Rubber or plastic cleated baseball or general-purpose shoes are permitted.

Metal spikes or cleats are NOT allowed in any league below Pony or 14U divisions.

Metal spikes or cleats are NOT allowed for pitchers in any baseball division, including Pony.

Metal spikes or cleats are NOT allowed in the bullpens, on portable pitching mounds or any artificial turf covered equipment.

Use of metal spikes or cleats will result in a one game suspension for the player and the manager.

Metal cleats are not allowed in Softball, except for 14U.

5.2 Catchers: Baseball Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards, athletic supporter with cup and NOCSAE approved headgear which gives protection to the top of the head and both ears when catching behind the plate. Hockey style masks are acceptable as proper protection for catchers. Mask extensions are not needed. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

Softball - Please see USA Softball Rules on required Catcher's gear.

5.3 Adult Uniforms: Adult managers or coaches may occupy coaching boxes without wearing baseball uniforms (this rule does not apply to tournament play). Coaches must wear closed toe shoes. No sandals for safety reasons.

5.4 Unused Equipment: The manager is responsible for keeping all unused equipment inside the dugout during the games. Managers may elect to keep bats on a rack or against the fence outside the dugout to maintain player safety.

5.5 Headgear: All players must wear helmets while batting or running the bases during games and practices. In accordance with USA Softball rules Facemasks / Helmet Guards are required for all Softball divisions. **Facemasks on helmets are recommended for the Pinto, Shetland and Foal Divisions.**

5.5.1 Softball: Defensive Face Guards: All 5U-14U players are required to wear fielding face masks at all infield positions during practice and games, including interleague events such as "friendlies," Select, and All-Stars. This policy is based on evolving safety concerns within the softball community and is not exclusive to Redondo Sunset. Being hit by the ball is the most common mechanism of injury in the game of softball and has accounted for most face and head injuries. Pitchers and third base are especially vulnerable to fast moving balls, and all infielders are vulnerable to all sorts of collisions.

5.6 Equipment Distribution: The Manager is responsible for the complete return of all equipment assigned to their team. Each Manager will be required to give a deposit [in an amount determined by the Equipment Manager] prior to equipment distribution. The deposit will be returned at the end of the season only if all the equipment is returned.

5.7 Game Time Limits: Redondo Sunset is required due to field availability issues to use drop dead rules for all divisions. Managers and coaches should refrain from stalling or using delay tactics to exploit these drop-dead rules. All complaints should be filed with the Baseball or Softball Commissioner. Stalling or delay tactics may result in a suspension. Managers and coaches should refrain from addressing opposing managers during games. The league instructs our umpire crew to stop games when the game conditions become unsafe. To the extent a Manager feels the conditions of a game are unsafe, the opposing Managers only should discuss the conditions with each other, the umpire and the Board member on duty. If a game is stopped due to darkness or other safety concerns, the Board member may do one of the following: revert to the prior inning score and call the game, or reschedule the game to be completed before the next regular season game assuming additional time remains before the drop-dead time. This decision will be based on the facts and circumstances of the game.

5.8 Bat Rules:

For baseball, with the Exception of the -3 bat (BBCOR certified), all other 2- 5/8 inch minus factor bats (-5, -7, -9, etc.) and 2-1/4" bats must be certified with the USA Bat licensing stamp on the bat in order to be used for league and tournament play. Wood bats are legal. Bats manufactured specifically for use in tee ball shall not be used when the ball is pitched by a player, coach, or pitching machine, unless using a safety ball. No bats without the USA Bat licensing stamp may be used in any League game or post season tournament play.

For softball, refer to the USA Official Rules of Softball for information about legal bats.

5.9 Rain/Thunder/Lightning: In order to protect our players, the final call on fields belongs to the Ballparks Manager. If the field conditions are deemed unsafe, then the decision should be made and immediately communicated to close the fields.

In the event lightning is spotted or thunder is heard from Alta Vista Park, all baseball and softball activities must be suspended for thirty minutes. This thirty minute clock will reset every time thunder is heard or lightning is seen. During the suspended time, all players, coaches, and spectators should make every effort to shelter in the community center or other closed space if possible.

6.0 SPECIAL RULES - ALL DIVISIONS

6.1 Incomplete Games: These games will not be rescheduled, unless approved by the President, Commissioner of Baseball or Softball, or Division Vice President. No teams will be required to play more than two (2) “complete” games in a forty-eight (48) hour period, with the exception of Softball during playoff season.

6.2 Playoff Games: Playoff games will be scheduled to allow participating teams to perform at full strength, with all players eligible to pitch the maximum number of innings at the start of the playoff.

6.3 Food, Smoking, Trash, etc.: It is the responsibility of the managers to make sure their team cleans up after each practice and game. The use of tobacco, including E-Cigarettes or any other smoking devices, alcohol or illegal drugs in any form by the players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted. Please be conscious of trash debris around our fields and stands, especially with peanut and sunflower seed shells.

6.4 Jewelry: Players are not allowed to wear jewelry of any kind during games or Practices. This includes necklaces. Medical bracelets or necklaces are allowed. If worn, they must be taped to the body so the medical alert information remains visible.

6.4.1. Jerseys: Players shall have their jerseys tucked in during games. Failure to do so is deemed “unsportsmanlike” under league rules.

6.5 Players in Dugout: All players are to remain in the dugout during the game, except when required to be on the field, or for restroom privileges. Players, coaches, Board Members and team parents only are permitted in the dugout, as long as they are compliant with their background check requirements.

6.6 Chanting: Chanting from the dugout or the field is allowed as long as it is not directed toward the pitcher or singling out any other individual player in a demeaning or distracting manner. If in the umpire’s discretion the chanting is directed at the pitcher, whether or not the pitcher is in the act of pitching, the umpire may call “dead ball” and issue a warning to the offensive team’s coach. A second violation will result in another in an automatic out called for batter (the batter may still hit without being skipped in the lineup, but the out is recorded). A third violation results in a forfeit, and the game is over (teams may not continue to scrimmage). In the event of a forfeit under this rule, the offending coach shall report the incident to the Softball Commissioner, who must refer the action to the RS disciplinary committee for further action. This rule applies to all softball divisions.

6.7 Not allowed in the dugout: Bicycles, skateboards, roller skates, or scooters are not allowed in the dugout or on the field at any time.

6.8 Throwing the bat: If, after a verbal warning by the Umpire, a player throws the bat intentionally or otherwise, they will be called out and/or removed from the game. Exception: In Shetland and below & 8U and below, if the umpire deems the action unintentional, the player will remain in the game.

6.9 GameChanger - Scorekeeper and GameStream:

6.9.1 Responsibilities of Each Team: Each team Pinto National and up (baseball) and 8U and up (softball) shall designate a scorekeeper who will use GameChanger to keep score and another parent to stream games. The home team shall be responsible for streaming. Both teams should score the games (baseball), and the visiting team shall score the game (softball).

6.9.2 Backup Plan: If it is impossible to find a scorekeeper familiar with the GameChanger app, a Manager or designated scorekeeper can use a manual scorebook. The Manager will then enter the game into GameChanger within 24 hours of the conclusion of the game. If the manager is unable to produce a scorekeeper familiar with either the GameChanger app or using a scorebook, the Manager can immediately contact the Board member on duty, or any division VP or Commissioner, who will then attempt to rectify the situation.

6.9.3: Younger Divisions: Each team in Pinto American and down and 7U and down is encouraged to stream games and to keep score. GameChanger is a useful app for league updates and team communication. Families in all divisions can benefit from the games being streamed as people not at the park can still watch the games for free.

6.9.4: Responsibilities of Scorekeepers: Scorekeepers shall also keep track of the defensive alignment used each inning so that the League can ensure the player rotation rules are being followed. Scorekeepers shall keep track of pitch counts (baseball) and confer with the opposing scorekeeper between each half inning to make sure they are in agreement about the pitch counts (baseball).

6.10 Field Prep & Chalking: The league will strive to use volunteers to prep the fields so that the teams may focus on their warm-ups and games. However, in the event that no field crew is present, both the home team and visiting team are required to prepare the field for the game, including dragging and chalking the field and installing the bases (first game of day) before the game. This rule applies to each game. For the last game of the day, both teams are required to rake the batter's box and pitcher's mound, if applicable. Also, both teams will bring out and put away mounds used (baseball), pitching machines (Shetland and Pinto American) and field equipment into their proper storage areas.

6.11 Bases: The home and visiting team is required to pick up the bases after the game and return them to the equipment room/shed. This rule applies to the last game of the day only. In the event the visiting team is from another league, the home team will be responsible for the bases.

6.12 Line-Up Cards: Before the start of each game, the Manager shall provide a line-up card to the opposing manager and/or scorekeeper. Alternatively, the scorekeeper may seek out the opposing scorekeeper or their manager and share GameChanger lineups before the game start time across mobile devices.

6.13 Both Teams:

6.13.1 **Clean-up:** Clean up the area following each game/Practice. This includes sweeping the dugout floor and emptying the trash can in the dugout and cleaning around spectator stands by picking up trash on, below and around the stands, including sweep up nut and seed shells.

6.13.2 **Cooperation with Umpires:** Managers are to fully cooperate with the umpire, should improper spectator conduct occur.

6.13.3 **Fielding a Team:** Every manager is obligated to field their team for all scheduled Practices and regular season games.

6.14 Managers/Umpires:

6.14.1 Both team managers will meet with the umpire prior to each game.

6.14.2 Managers must request time out and have it granted by the umpire before entering the playing field.

6.14.3 Managers may protest an umpire's decision **only if it relates to a rule interpretation.**

6.15 Base Coaches:

6.15.1 Both the first and third base coaching boxes may be occupied by an adult, typically an assistant coach, so long as they are compliant with their background check requirements. Adult base coaches are not required to wear uniforms.

6.15.2 When players are used as base coaches, they must wear safety helmets.

6.16 Managers Dealing with Players:

6.16.1 **Disciplinary Actions:** A player may be held from a game for disciplinary reasons, with their innings being accounted for in the manner prescribed in the minimum play rule, provided that prior approval was obtained from the League President, Vice President, Baseball or Softball Commissioner or Player Agent. Approval must be requested at least 24 hours before the affected game.

6.16.2 **Player Agent Notification:** The Manager shall notify the Player Agent and Division VP within 24 hours after he/she is notified that a player has quit the team.

6.16.3 **Failure to Comply:** Failure to comply with the above rules will subject the Manager to suspension by the President and League Vice-President. The Board of Directors may consider the invalidation or forfeiture of the game involved.

6.17 Eligibility: The Division Vice Presidents shall not manage or coach in the division that they represent as the Vice President.

6.18 Catcher Substitutions: In order to keep games on pace and on time, catchers who are on base with 2 outs may be substituted with the last player out in order to change into catcher's gear. The goal is to limit the time between the last out of an inning and the first pitch of the next to **two minutes**.

6.19 Game Length: All game durations in all divisions may be modified as needed by the Commissioner to facilitate scheduling and other logistical issues.

6.20 Sliding: For softball only, the RS policy on head-first sliding is as follows: A runner sliding head-first while advancing to a base will be declared OUT by rule automatically (a runner retreating to a base that has already been legally obtained will not be declared OUT automatically). Managers for RS Select and All-Star teams shall make sure that none of their players engage in head-first sliding during Select or All-Star games, tournaments, or practices, regardless of the rules of the governing tournament.

7.0 PLAYING RULES

Reference Selections 8, 9, 10, & 11 of Rules and Regulations for Pony, Bronco, Mustang, Pinto & Shetland leagues.

7.0.1 Baseball Pitch Limits: Any team member may pitch, subject to the restrictions of the pitch count as recommended by pitch smart guidelines for the particular age classification below.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

7.0.3 If a pitcher has the available pitches, a pitcher could pitch in two (2) games in a day. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.

7.0.4 Once the umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.

7.0.5 A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff or postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.

7.0.6 Any pitcher withdrawn from the mound, shall not be permitted to pitch again in the same game, even if they remain in the game at another position.

7.0.7 If a relief pitcher comes in “cold”, the umpire shall allow the pitcher to warm up properly with up to ten warm-up pitches. If the pitcher indicates they are ready with less than ten warm up pitches, play may continue.

7.0.8 Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties.

7.0.9 The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates the player from pitching.

7.0.10 The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.

7.0.11 Teams shall use GameChanger to track pitch counts for each pitcher used in each game. The scorekeepers for each team shall confer at the end of the game to resolve any differences in the pitch counts.

If GameChanger is unavailable or not used due to exigent circumstances, the scorekeepers shall manually record pitch counts for each pitcher used and report them within 24 hours to the Division VP. See also 6.9 above.

7.1 League Table of Age, Base Distance and Pitching Distance:

League	Age	Diamond	Pitching	
Foal 4U™	3 to 4	50 feet (15.24m)	—	—
Shetland 6U™	3 to 6	50 feet (15.24m)	—	—
Pinto 8U™	5 to 8	60 feet (18.29m)	38 feet	(11.58m)
Pinto 8U™ Player Pitch	5 to 8	60 feet (18.29m)	40 feet	(11.58m)
Mustang 10U™	7 to 10	60 feet (18.29m)	46 feet	(14.02m)
Bronco 12U™	9 to 12	70 feet (21.33m)	50 feet	(15.24m)
Pony 14U™	11 to 14	80 feet (24.38m)	54 feet	(16.46m)

7.2 Special Rules - Pony Baseball

7.2.1 Minimum Play: No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

7.2.2 Minimum Player Rule: A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.2.3 Batting Order: The batting order shall be continuous and made from the roster of all players present at the game.

7.2.4 Interleague Play: These special rules for the Pony league may be superseded by Interleague rule agreements approved by either the Baseball Commissioner, League President or the Vice President.

7.2.5 Game Duration: A regulation game shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after two (2) hours with a maximum time of two hours fifteen minutes (2:15) "drop dead" will apply from the official start of the game as determined by the umpire. Weeknight games are modified so no new inning can start after one hour forty-five minutes (1:45) with a maximum time of two hours (2:00) "drop dead". For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If a game cannot be completed because of darkness it may be completed at a later date, with commissioner approval from the exact point it was stopped. If the inning cannot be completed due to drop dead time, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling the game to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.2.6 Time-Out: An Umpire shall allow an offensive coach only one (1) time-out per inning for the purpose of talking to the batter at the plate. An Umpire shall allow a defensive coach two (2) time outs per inning. After the second timeout, the pitcher must be removed from the mound.

7.2.9 **Sliding:** The runner must slide at any base except first when, in the umpire's judgment, failure to slide presents the threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead. Head first sliding is allowed in the Pony division.

7.2.11 **Pitching Distance:** The pitching distance shall be 54 feet, measured from the front of the pitching rubber to the back of home plate.

7.2.12 **Bases:** The bases will be 80 feet apart.

7.2.13 **Pitching Limitations:** Refer to pitching chart 7.0.1.

7.2.14 **Pitcher Rest:** Refer to pitching chart 7.0.1.

7.3 Special Rules - Bronco Baseball

7.3.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

7.3.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game.

7.3.3 **Minimum Player Rule:** A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.3.4 **Time-Out:** An Umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate. An Umpire shall allow the defensive coach two (2) time outs per inning. After the second timeout, the pitcher must be removed from the mound.

7.3.5 **Interleague Play:** These special rules for the Bronco league may be superseded by Interleague rule agreements approved by either the Baseball Commissioner, League President or the Vice President.

7.3.6 **Game Duration:** A regulation game shall be seven (7) innings in duration.

In Pre-Season games only there will be a maximum of five runs scored per inning except in the seventh or final inning, in which the inning will be declared an "open" inning. Umpire will inform both Managers of the final and open inning prior to the first pitch of that inning.

Time Limit: No new inning can start after one hour forty-five minutes (1:45) with a maximum time of two hours (2:00) "drop dead" will apply from the official start of the game as determined by the umpire. Weeknight games are modified so no new inning can start after one hour thirty minutes (1:30) with a maximum time of one hour forty-five minutes (1:45) "drop dead". For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness.

In the interest of sportsmanship and in cognizance of the objective of this rule, all managers are expected and required to refrain from the use of stalling the game to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally

delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.3.9 **Sliding:** The runner must slide at any base except first when, in the umpire's judgment, failure to slide presents the threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead. Head-first sliding is allowed in the Bronco division.

7.3.11 **Pitching Distance:** The pitching distance shall be 50 feet, measured from the front of the pitching rubber to the back of home plate.

7.3.12 **Bases:** The bases will be 70 feet apart.

7.3.13 **Pitching Rules:** Refer to pitching chart 7.0.1.

7.3.14 **Balks:** Umpire will issue warnings in pre-season only. For all regular season games balks will be called by the umpire.

7.3.15 **End of Season Tournament:** See End of Season Tournament Rules.

7.4 Special Rules - Mustang Baseball

7.4.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

7.4.1.1 **Playing Positions:** Each player must play at least one inning on the infield per game.

7.4.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game.

7.4.3 **Bunting:** Bunting is allowed.

7.4.4 **Base Stealing:** Runners may lead off and steal bases, as in Official Baseball rules.

7.4.5 **Dropped Third Strike:** The dropped third strike rule shall be in effect for the entire season.

7.4.6 **Minimum Player Rule:** A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.4.7 **Time-Out:** An Umpire shall allow an offensive coach only (1) one time-out per inning for the purpose of talking to the batter at the plate. An Umpire shall allow a defensive coach two (2) time outs per inning. After the second timeout the pitcher must be removed from the mound.

7.4.8 **Interleague Play:** These special rules for the Mustang League may be superseded by Interleague rule agreements approved by either the Baseball Commissioner, League President or the Vice President.

7.4.9 **Game Duration:** A regulation game shall be six (6) innings in duration. There will be a maximum of five runs scored per inning except in the sixth or final inning, in which the inning will be declared an "open" inning. Umpire will inform both Managers of the final and open inning prior to the first pitch of that inning.

When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one hour forty-five minutes (1:45) with a maximum time of two hours (2:00) "drop dead" will apply from the official start of the game as determined by the umpire. Weeknight games are modified so no new inning can start after one hour thirty minutes

(1:30) with a maximum time of one hour forty-five minutes (1:45) “drop dead”. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness.

In the interest of sportsmanship and in cognizance of the objective of this rule, all managers are expected and required to refrain from the use of stalling of the game to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.4.10 Ties & Forfeits: A game that is tied when the time limit has expired shall remain a tie. A game that is forfeit shall report a score of 1-0.

7.4.12 Sliding: The runner must slide at any base except first when, in the umpire’s judgment, failure to slide presented the threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead. Head first sliding is allowed in the Mustang division.

7.4.14 Pitching Distance: The pitching distance shall be 46 feet, measured from the front of the pitching rubber to the back of home plate.

7.4.15 Bases: The bases will be 60 feet apart.

7.4.16 Pitching Limitations: Refer to pitching chart 7.0.1.

7.4.17 Pitcher Rest: Refer to pitching chart 7.0.1.

7.5 Special Rules – Pinto Baseball

Pinto League is divided into 2 sub-divisions, National (player pitch) and American (machine pitch).

7.5-1 Special Rules – Pinto National

7.5-1.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

7.5-1.2 **Playing Positions:** There shall be no set defensive positions. (i.e., one or a number of select players continually plays the same position). No player shall play the same defensive position for more than two innings in a game.

7.2.1.1 **Rotation Rule:** Every rostered player present for a game must play at least one inning on the infield and one in the outfield or on the bench per game. In the event of a game that goes 3 or fewer innings, managers should make their best effort to follow the spirit of this rule. If by chance a player does not play on the infield in a game, the manager shall ensure that that player plays on the infield two innings in the next game. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

Failure to comply with the minimum play or rotation rules are subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.5-1.3 **Batting Order:** The batting shall be continuous and made from the roster of all players present at the game.

7.5-1.4 **Bunting:** Bunting is allowed in Pinto-National division during Regular Season game and End of Season Playoff Tournament.

7.5-1.5 **In-Field Fly Rule:** There is an in-field fly rule.

7.5-1.6 **Minimum Player Rule:** A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.5-1.7 **Time-Out:** An Umpire shall allow an offensive coach only (1) one time-out per inning for the purpose of talking to the batter at the plate. An Umpire shall allow a defensive coach two (2) time outs per inning.-After the second timeout the pitcher must be removed from the mound.

7.5-1.8 Interleague Play: These special rules for the Pinto League may be superseded by Interleague rule agreements approved by either the Baseball Commissioner, League President, or the Vice President.

7.5-1.9 Pre-Season Games: Players will pitch the entire game. A pitcher totaling three (3) hit batters, regardless of the inning, will result in the pitcher being replaced. **No inning shall last longer than three (3) outs OR after scoring five (5) runs, whichever occurs first. No open innings.** Players may steal second or third base but cannot advance until the ball crosses home plate. Home plate is closed – no stealing home. A standard regulation hard ball will be used during this period.

No Fault Throw Rule - Catcher: If the catcher overthrows second or third base in an attempt to catch a base runner stealing, the runner must stay at that base.

7.5-1.10 Regular Season Games: The league will provide an umpire for all Regular Season games. A pitcher totaling three (3) hit batters in one inning will result in the pitcher being replaced. **No inning shall last longer than three (3) outs OR after scoring five (5) runs, whichever occurs first, except the last inning, which is open.** The last inning will be determined by the umpire, who will notify both managers. Players may steal second or third base but cannot advance until the ball leaves the pitcher's hand. Home plate is closed – no stealing home. A standard regulation hard ball will be used during this period.

No Fault Throw Rule - Catcher: If the catcher over-throws to second or third in an attempt to catch a base runner stealing, the runner may continue at his/her own risk, but home is closed. If the catcher attempts to back-pick to 1st or 2nd base and the throw is overthrown, the runner may continue at his/her own risk, but home is closed. If the catcher attempts a back-pick to 3rd base and the throw is overthrown, the runner may advance to home at his/her own risk.

7.5-1.11 No Fault Throw Rule - Infield: Runners will not be allowed to advance once the ball is within the control of an infielder in the infield, fair or foul territory. This rule will be called at the discretion of the umpire and is not contestable. However, stranded runner(s) are at the risk of being tagged or thrown out if they continue to advance after an infielder has the ball, even though the umpire will send the runner(s) back to the base they left. (Note for clarity – overthrowing any base allows base runners to run until the ball is in control of an infielder, so there is not a one base only overthrow rule).

7.5-1.12 Pitching Distance: The pitching distance shall be 40 feet, measured from the front of the pitching rubber to the back of home plate.

7.5-1.13 Bases: The bases will be 60 feet apart.

7.5-1.14 Pitching Limitations: Refer to pitching chart 7.0.1.

7.5-1.15 Pitcher Rest: Refer to pitching chart 7.0.1.

7.5-1.16 Coaches on Field/In dugout: During all games, a maximum of four (4) coaches are permitted in the dugout during a game, no exceptions. During Pre-Season games two (2) of the four (4) coaches are permitted in foul territory only. During Regular Season and End of Season Playoff Tournament two (2) of the four (4) adult defensive coaches are permitted within 4 feet outside of dugout opening during the team's defensive inning to provide directions to their team. No coaching will be allowed in the infield area. This area extends from dugout to dugout.

7.5-1.17 Game Duration: A regulation game shall be six (6) innings in duration. There will be a maximum of five runs scored per inning except in the sixth or final inning, in which the inning will be declared an "open" inning. Umpire will inform both Managers of the final and open inning prior to the first pitch of that inning.

When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one hour thirty minutes (1:30) with a maximum time of one hour and forty-five minutes (1:45) "drop dead" will apply from the official start of the game as determined by the umpire. Weeknight games are modified so no new inning can start after one hour fifteen minutes (1:15) with a maximum time of one hour thirty minutes (1:30) "drop dead". For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning (regular season games). The umpire makes the decision on halting a game due to darkness.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.5-1.18 Ties & Forfeits: A game that is tied when the time limit has expired shall remain a tie. A game that is forfeit shall report a score of 1- 0. Tie must follow a "completed" inning. If the inning cannot be completed, the score will revert to the last completed inning per 7.5.1.17 above.

7.5-1.20 Sliding: Managers and coaches are encouraged to teach players proper feet first sliding technique. Head first sliding is not permitted in the Pinto National division. The umpire shall give a warning to the player and the manager for the initial head first slide, and all subsequent head first slides by a team previously warned shall result in the player being called out.

7.5-1.21 Standings: The Pinto National league is an instructional league. Official standings will not be kept during preseason and regular season games; only in tournament play. GameChanger League info, is purely for informational purposes and has no bearing on the season, except in Tournament play. All Pinto players will receive awards at the end of the season.

7.5-1.22 **End of Season Tournament:** See End of Season Tournament Rules.

7.5-2 Special Rules – Pinto American

7.5-2.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

7.5-2.2 **Playing Positions:** During the entire season there shall be no set defensive positions. (i.e., one or a number of select players continually playing the same position). No player shall play the same defensive position for more than two innings in a game during the entire season. Each player shall play a minimum one inning in the infield in each game. Every player should be rotated among all positions as much as possible. Pinto Machine Pitch is an instructional league in which players should be exposed to every position. When only 10 players are in attendance, managers may play all ten so that no player sits out an inning alone. Tenth player must play in the outfield. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play. Outfielders may participate in infield play. The pitcher shall take a position five (5) feet back and three (3) feet left or right of the pitching machine to have a full unobstructed view of the batter.

7.5-2.3 **Batting Order:** The batting shall be continuous and made from the roster of all players present at the game.

7.5-2.4 **Bunting:** No bunting allowed in Pinto American division. Penalty: Pitch is a strike and the ball is dead. There will be no walks in Pinto American.

7.5-2.5 **In-Field Fly Rule:** There is NO in-field fly rule in Pinto American.

7.5-2.6 **Bases:** The bases will be 60 feet apart.

7.5-2.7 **Stealing:** There will be no leading off or stealing of any bases.

7.5-2.8 **Minimum Player Rule:** A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.5-2.9 **Pitching Machine:** Pitching machine distance shall be 38 feet measured from the back of home plate to the front legs of the machine.

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

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

If a batted ball hits the coach operating the pitching machine the ball is dead, the pitch is a foul strike, and no runners may advance. If the batted ball is also the 6th pitch the batter is out.

The speed setting on the pitching machine should be set the same for each game per season as determined by the division VP. Please look for any calibration notes on the machine and compensate accordingly.

Pitching machine speed is initially set at 35 mph during pre-season games. Pitching machine speed shall be increased 1 mph each week during the regular season, until reaching 40 mph. Pitching machine speed for the End-of-Season Tournament will be set at 40mph.

Home team will provide 5-6 newer "game" balls.

7.5-2.10 3 strikes = out. 6 total pitches. Foul ball on the 6th pitch will result in an out. **Exception is Preseason games. Batters will be allowed six (6) machine pitches total no matter the number of strikes.** The player fielding the pitcher's position shall take the position five (5) feet to the rear of the pitching machine and three (3) feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line at the start of the pitch. If the other foot is free, it will be on the side of the line extending away from the pitching machine.

The batter is out on a caught foul tip (SEE MLB DEFINITION OF TERMS FOR FOUL TIP) if it is also the 3rd strike regardless of the pitch number.

No dropped third strike.

7.5-2.11 Pitching Limitations: None. No player pitching in Pinto American.

7.5-2.12 Pitcher Rest: Not applicable.

7.5-2.13 No Fault Throw Rule: Runners will not be allowed to advance once the ball is within the control of an infielder and all play on the runners has ceased in the judgment of the umpire/manager. Time will then be called by the umpire/manager, the ball is dead, and the ball will be returned to the pitching machine. This rule will be called at the discretion of the manager/umpire and is not contestable. However, stranded runners are at the risk of being tagged or thrown out if they continue to advance after an infielder has the ball, even though they will be sent back to the base they left, by the manager/umpire. There is no limit of bases a runner can advance on a batted ball, at his/her own risk, until time is called by the Umpire/Manager. Home is **NOT** closed. *NOTE FOR CLARITY:* Preseason only: Runners may attempt to advance only 1 base on an overthrow to a base whether the ball is in control of an infielder or not.

7.5-2.14 Coaches on Field: During Pre-season, Regular Season, and End of Season Tournament, two coaches are permitted on the field in foul territory in the outfield (grass area only). No coaching will be allowed from behind home plate area. This area extends from dugout to dugout. No coaching is permitted from the coach operating the pitching machine once the ball is put into play; however, **the**

coach may provide verbal instruction to the batter to adjust the batter's position in the batter's box. The coach operating the pitching machine will act as the game umpire if no umpire is present.

7.5-2.15 Game Duration: A regulation game shall be six (6) innings in duration. There will be a maximum of five runs scored per inning except in the sixth or final inning, in which the inning will be declared an "open" inning. Umpire will inform both Managers of the final and open inning prior to the first pitch of that inning.

The final or 6th inning is open until the team hitting bats through the entire lineup or hits as many players as the team with the most players on the lineup. Ex. Team 1 has 9 players on the lineup. Team 2 has 12 players on the lineup. Both teams will be able to hit a max of 12 players.

Time Limit: No new inning can start after one hour thirty minutes (1:30) with a maximum time of one hour and forty-five minutes (1:45) "drop dead". Weeknight games are modified so no new inning can start after one hour fifteen minutes (1:15) with a maximum time of one hour thirty minutes (1:30) "drop dead" and will apply from the official start of the game as determined by the umpire, or managers if no umpire is present. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire, or managers if no umpire is present, makes the decision on halting a game due to darkness. All managers are expected and required to refrain from the use of stalling tactics to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.5-2.16 Ties & Forfeits: A game that is tied when the game limit has expired shall remain a tie. A game that is forfeit shall report a score of 1-0.

7.5-2.18 Sliding: Managers and coaches are encouraged to teach players proper feet first sliding technique. Head first sliding is not permitted in the Pinto American division. The umpire shall give a warning to the player and the manager for the initial head first slide, and all subsequent head first slides by a team previously warned shall result in the player being called out.

7.6 Special Rules - Shetland Baseball

7.6.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or baseball commissioner.

Failure to comply with the minimum play rule will result in forfeiture of the game and may subject the manager to suspension by the disciplinary committee.

7.6.2 **Playing Positions:** During the entire season there shall be no set defensive positions (i.e., one or a number of select players continually playing the same position). No player shall play the same defensive position for more than two innings in a game. For all games, each player shall play a minimum two innings in the infield in each game (only 1 allowed as catcher). May play up to 5 players in the outfield to prevent one player sitting out alone.

7.6.3 **Batting Order:** The batting shall be continuous and made from the roster of all players present at the game.

7.6.4 **Bunting:** No bunting allowed in Shetland division.

7.6.5 **In-Field Fly Rule:** There is no in-field fly rule.

7.6.6 **Minimum Player Rule:** A team with eight players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will not be called. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, even if the Player's absence causes his team to fall below nine players. A team with fewer than eight players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game may be added to the end of the batting order.

7.6.7 **Early Season Games:** In early games, **machine pitch or coach pitch can be used. If using machine pitch and coach pitch there should only be five (5) machine pitches, followed by three (3) coach pitches maximum.** Both teams should use the same format, meaning 1 team should not use coach pitch only with the other using machine pitch. There will be no walks. If after five (5) pitches from the machine, the coach will pitch three (3) pitches maximum and if the batter has not hit the ball into play, he/she will be out. If the fifth (5th) pitch is fouled off additional pitches are allowed until swinging strike or the ball is hit in play. No scores or standings are kept. There will be no leading off or stealing of any bases. No bunting allowed in Shetland. A safety (level 5) ball will be used.

7.6.8 **Regular Season: A pitching machine will be used for the entire game.** Same rules will apply regarding number of pitches (5 plus fouls). No coach-pitch. There will be no leading off or stealing of any bases. No scores or standings are kept. A safety (level 5) ball will be used. There will be no walks in Shetland. The coaches will umpire the games until the End of Season Tournament.

7.6.10 Pitching Distance: The pitching distance shall be 38 feet measured from the front of the pitching rubber to the back of home plate.

7.6.11 Pitching Machine: Pitching machine distance shall be 38 feet measured from the back of home plate to the front of the machine.

The PONY recommended settings are:

Power Level (the foot step) = 2

Micro Adjust (where the ball sits) = 3

Release Block (on the arm you pull back) = 4

The pitcher shall take a position five (5) feet back and three (3) feet left or right of the pitching machine to have a full unobstructed view of the batter.

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

Players are NOT permitted to operate the pitching machine in any manner.

7.6.12 Pitching Limitations: No player pitching in Shetland.

7.6.13 Bases: The bases will be 50 feet apart. A 2-foot vertical line should be drawn halfway between each base to assist in determining where to place the runner when a batted ball is dead. If past the line prior to an infielder having control of the ball, said player is entitled to the next base (where he/she was going). It is recommended to use the extended safety base at 1st base.

7.6.14 Time Rule: A batted ball becomes dead when an infielder has possession and control of the ball in the infield or at a base and holds the ball over their head and yells 'time'. NOTE FOR CLARITY – runners may attempt to advance only 1 base on an overthrow to 1st base, whether the ball is in control of an infielder or not.

7.6.15 Coaches on Field: Two (2) adult defensive coaches are permitted and encouraged to be on the field during the game to give directions to their team. No coaching is encouraged behind the home plate area. This area extends from dugout to dugout.

7.6.16 Game Duration: A regulation game shall be five (5) innings in duration.

There will be a maximum of five runs scored per inning except in the fifth or final inning, in which the inning will be declared an "open" inning. Umpire will inform both Managers of the final and open inning prior to the first pitch of that inning.

The final or 5th inning is open until the team hitting bats through the entire lineup or hits as many players as the team with the most players on the lineup. Ex. Team 1 has 9 players on the lineup. Team 2 has 12 players on the lineup. Both teams will be able to hit a max of 12 players.

Time Limit: A maximum time of one (1) hour and thirty (30) minutes “drop dead” will apply from the official start of the game as determined by the umpire, or managers if an umpire is not present. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning (end of season tournament only). The umpire, or managers if an umpire is not present, makes the decision on halting a game due to darkness.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling tactics to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.6.18 Sliding: Managers and coaches are encouraged to teach players proper feet first sliding technique. Head first sliding is not permitted in the Shetland division. The umpire shall give a warning to the player and the manager for the initial head first slide, and all subsequent head first slides by a team previously warned shall result in the player being called out.

7.6.20 Bats: In addition to approved bats in 5.8, T-Ball bats with the USA Baseball mark will be allowed in Shetland.

7.7 Special Rules - Foal Baseball (T-Ball)

7.7.1 **Minimum Play:** Every player must play the entire game unless they are absent or injured. Players shall play in all the standard defensive positions except catcher. All remaining players shall be positioned in the outfield. Everyone must play the entire game, no substitutes.

7.7.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. **One complete batting turn through the batting order constitutes an inning, regardless if three (3) outs are made or not.**

7.7.3 **Batting:** A batter shall take their turn at bat and remain until the ball is hit into play. There shall be no strikeouts and no walks. The batted ball is not in play until it passes beyond the batting arc and will be considered a foul strike for the purposes of this rule. The last batter of each inning is a “home run hitter,” meaning all runners run around all the bases to complete the inning after the last batter puts the ball in play.

7.7.4 **Game Duration:** All games shall be three (3) innings or a drop dead of sixty (60) minutes in length.

7.7.5 **Coaching.** Coaching shall be limited to designated coaching boxes and near the batter's box when instructing batters. Defensive coaches must position themselves beyond the infield behind the shortstop and second base positions. Limit is two (2) defensive coaches on the field at one time.

7.7.6 **Game Scores:** Scores of the game will not be kept. In Foal, all teams win.

7.7.7 **Sliding:** Head first sliding is not permitted in the Foal division.

7.7.8 **Protective Headgear:** Must be worn by any player while at bat and while running the bases. This also includes while at Practice.

7.7.9 **Base Stealing:** No leading off bases shall be permitted and stealing is not allowed. Balls overthrown at first and third bases shall be out of play and runners may advance only one base.

7.7.10 **Field Marking:** Shall be the responsibility of the home team and shall consist of a batter's box, foul lines extending from the front corner of the plate to the outside edge of first and third bases, and an arc approximately ten (10) feet in front of home plate drawn from the foul line to foul line representing whether the ball is in play.

7.7.11 **Bases:** The bases will be 50 feet apart.

7.7.12 **Coach Pitch:** Coaches are not permitted to pitch to players until the second half of the season. Coach pitching is encouraged the second half of the season. However, it shall not be forced on a player that isn't comfortable with it – meaning if a player wants to use only the tee the whole year, they will be allowed to.

7.8 Special Rules - **14 & Under Softball**

7.8.1 **LA/SB Interleague** rules apply. Contact the 14U division VP or Softball Commissioner or Assistant Softball Commissioner for the most recent version of those rules.

7.8.2 **Protective Headgear:** A defensive face shield shall be worn by all players while playing on the infield, both at practices and at games.

7.9 Special Rules - 12 & Under Softball

7.9.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Each player must play at least one inning on the infield per game. Any exceptions to this rule must be approved by the division VP or softball commissioner.

7.9.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the batting order will be skipped.

7.9.3 **Fielding Limitations:** Five (5) innings per position per game. For the pitching limit, one pitch thrown equals one inning pitched for that pitcher.

7.9.4 **Game Duration:** A regulation game shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one (1) hour and thirty (30) minutes with a “drop dead” of one hour and 50 minutes from the official start of the game as determined by the umpire. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit - however, the game clock will still begin at the scheduled game time.

7.9.5 **Time-Out:** An umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate.

7.9.6 **Time Used Between Innings:** In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation will result in forfeiture of the game.

In order to facilitate this two minute rule, the catcher for the following inning may be substituted if they are on base with two outs (so that they can begin getting their gear on).

At the beginning of an inning, pitchers who have not already pitched during the game shall be allowed up to five (5) warm-up pitches (four pitches, “balls in” called, and then the 5th warm-up pitch). Pitchers who have already pitched at any point during the game shall be allowed up to three (3) warm-up pitches (two pitches, “balls in” called, and then a 3rd warm up pitch).

In the event that two minutes have passed before the pitcher gets their maximum number of warm-up pitches, the umpire shall declare “batter up” anyway and the inning shall commence.

7.9.7 **Five Run Rule:** Only five (5) runs may be scored per inning during the first three (3) innings of a game. 4th inning and on is open.

7.9.8 **Minimum Player Rule - Borrowing Players:** A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bats only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a Practice game. Should a Player have to leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below eight (8) players for a particular game.

If a team needs to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similarly skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player must bat last in the order and play outfield.

7.9.9 **Other Rules:** Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.9.10 **Protective Headgear:** A defensive face shield shall be worn by all players while playing on the infield, both at practices and at games.

7.10 Special Rules - 10 & Under Softball

7.10.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or softball commissioner.

7.10.2 **Rotation Rule:** Every rostered player present for a game must play at least one inning on the infield and one in the outfield or on the bench per game. In the event of a game that goes 3 or fewer innings, managers should make their best effort to follow the spirit of this rule. If by chance a player does not play on the infield in a game, the manager shall ensure that that player plays on the infield two innings in the next game. Any exceptions to this rule must be approved by the division VP or softball commissioner.

Failure to comply with the minimum play or rotation rules are subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.10.3 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the Batting order will be skipped.

7.10.4 **Fielding Limitations:** A player may play no more than three (3) innings position per game. For the pitching limit, one pitch thrown equals one inning pitched for that pitcher.

7.10.5 **Game Duration:** A regulation game shall be six (6) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one (1) hour and thirty (30) minutes with a “drop dead” of one (1) hour and fifty (50) minutes from the official start of the game as determined by the umpire. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

7.10.6 **Time-Out:** An Umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate.

7.10.7 **Time Used Between Innings:** In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation will result in forfeiture of the game.

In order to facilitate this two minute rule, the catcher for the following inning may be substituted if they are on base with two outs (so that they can begin getting their gear on).

At the beginning of an inning, pitchers who have not already pitched during the game shall be allowed up to five (5) warm-up pitches (four pitches, “balls in” called, and then the 5th warm-up pitch). Pitchers who have already pitched at any point during the game shall be allowed up to three (3) warm-up pitches (two pitches, “balls in” called, and then a 3rd warm up pitch).

In the event that two minutes have passed before the pitcher gets their maximum number of warm-up pitches, the umpire shall declare “batter up” anyway and the inning shall commence.

7.10.8 Five Run Rule: Only five (5) runs may be scored per inning for the first three innings. Inning 4 and on will be unlimited until the time expires.

7.10.9 Minimum Player Rule: A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bats only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a Practice game. Should a Player have to leave the game for any reason, the Team’s line-up shall “close ranks” for the duration of that game, and shall not be penalized with an automatic out, unless the Player’s absence causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below eight (8) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similarly skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player must bat last in the order and play outfield.

7.10.10 Other Rules: Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.10.19 Protective Headgear: A defensive face shield shall be worn by all players while playing on the infield, both during practice and games.

7.11 Special Rules - 8 & Under Softball

7.11.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or softball commissioner.

7.11.2 **Rotation Rule:** Every rostered player present for a game must play at least one inning on the infield and one in the outfield or on the bench per game. In the event of a game that goes 3 or fewer innings, managers should make their best effort to follow the spirit of this rule. If by chance a player does not play on the infield in a game, the manager shall ensure that that player plays on the infield two innings in the next game. Any exceptions to this rule must be approved by the division VP or softball commissioner.

Failure to comply with the minimum play or rotation rules are subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.11.3 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the Batting order will be skipped.

7.11.3.1 **Time Used Between Innings:** In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation of the stalling rule will result in forfeiture of the game.

In order to facilitate this two minute rule, the catcher for the following inning may be substituted if they are on base with two outs (so that they can begin getting their gear on).

At the beginning of an inning, pitchers who have not already pitched during the game shall be allowed up to five (5) warm-up pitches (four pitches, "balls in" called, and then the 5th warm-up pitch). Pitchers who have already pitched at any point during the game shall be allowed up to three (3) warm-up pitches (two pitches, "balls in" called, and then a 3rd warm up pitch).

In the event that two minutes have passed before the pitcher gets their maximum number of warm-up pitches, the umpire shall declare "batter up" anyway and the inning shall commence.

7.11.4 **Four Run Rule:** Only four (4) runs may be scored per inning for the first three innings. Open beginning in the fourth. Unlimited innings may begin later in the season, at the VP's discretion.

7.11.5 **Season Play:** Players may play only two (2) innings per game at any position; however, in the event a game enters the 5th inning, a pitcher may pitch a third inning. For the pitching limit, one pitch thrown equals one inning pitched for that pitcher.

Coach Pitch will be used when the bases are loaded when a batter receives four balls or is hit by the pitch. A coach from the offensive team will pitch (and assume the strike count) from the pitcher's plate until the batter strikes out or puts the ball in play. The coach may not "coach" any players from the field after the ball is batted. While the coach is pitching, if the coach interferes with the fielder's ability to make a play, an out will be recorded and no runners advance. The ball is live when it is put into play on coach pitch just as if it was hit off of the pitcher.

The division VP will determine whether coach pitch will be used during Beach Cup.

While the pitcher is pitching, if a pitched ball hits a batter and the batter has made an attempt to get out of the way, at the umpire's discretion, the batter may be awarded 1st base. (This is strongly discouraged and the umpires have been advised to only award 1st base if the player gets hurt or becomes intimidated after being hit by the pitch. As a developmental division efforts will be made to allow the batter to hit.) In Beach Cup, a hit by pitch will result in the batter taking first base without the option of hitting.

Players may steal second or third after the ball leaves the pitcher's hand and only when players are pitching. There will be no stealing home. Bunting will be allowed, however no bunting off of coach pitcher is allowed.

7.11.6 Pitching Distance: The pitching distance shall be 30 feet, measured from the front of the pitching rubber to the back of home plate.

7.11.7 Bases: The bases will be 55 feet apart if possible, 60 feet if necessary.

7.11.8 Game Duration. A regulation game shall be five (5) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one (1) hour and thirty (30) minutes with a "drop dead" of one (1) hour and fifty (50) minutes from the official start of the game as determined by the umpire. For Friday night games, there shall be 75 min "no new" and 90 min "drop dead". For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

7.11.9 Base Stealing: Players may steal second or third base after the ball leaves the pitcher's hand and only when players are pitching. If the runner leaves too soon, the runner is out. The runner will be called out at the umpire's discretion.

7.11.10 No Fault Throw Rule: All Season, HOME PLATE IS CLOSED. If a Catcher overthrows to second or third base in an attempt to catch a Base Runner stealing, that Runner must stay at that base.

Additionally, a Runner on third base may not come home when a play is made on a Runner attempting to steal second.

7.11.11 Minimum Player Rule: A team with eight (8) players may field that team for an official game. The ninth last batting spot will be an automatic out for the first order of bats only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a Practice game.

Should a Player have to leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players.

Teams may not use players not on their official rosters unless they are going to fall below eight (8) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team, eight (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similarly skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player must bat last in the order and play outfield.

7.11.12 Pitcher's Circle. A 10-foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the pitcher if she is in the pitcher's circle. It is not necessary for the pitcher to have absolute control of the ball, but the ball must be in the pitcher's circle to be considered a dead ball. Outs will not be called for Look Back violations, but the umpire can call dead ball and give a warning.

7.11.13 Infield Fly Rule: There is no infield Fly Rule

7.11.14 Dropped Third Strike: There is no Dropped Third Strike.

7.11.15 Coaches on Field: Two (2) adult defensive coaches are permitted to be on the field (in foul territory in the outfield only) during the game to give directions to their players. No coaching will be allowed in the home plate area. This area extends from dugout to dugout.

7.11.16 Other Rules: Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.11.21 Protective Headgear: A defensive face shield shall be worn by all players while playing on the infield, both during practice and games.

7.12 Special Rules - 7 & Under Softball

7.11.1 **Minimum Play:** No rostered player present for a game may sit the bench more than one inning in a row. Any exceptions to this rule must be approved by the division VP or softball commissioner.

7.11.2 **Rotation Rule:** Every rostered player present for a game must play at least one inning on the infield per game. In the event of a game that goes 3 or fewer innings, managers should make their best effort to follow the spirit of this rule. If by chance a player does not play on the infield in a game, the manager shall ensure that that player plays on the infield two innings in the next game. Any exceptions to this rule must be approved by the division VP or softball commissioner.

Failure to comply with the minimum play or rotation rules are subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.12.3 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the Batting order will be skipped.

7.12.4 **Four Run Rule:** Only four (4) runs may be scored per inning.

7.12.5 **Season Play:**

7U is a machine pitch or coach pitch division. The League will make all attempts to use a JUGS pitching machine. Dimpled balls may be used, if necessary, subject to safety concerns. If for some reason a JUGS is unavailable or unfeasible for a game, there shall be no delay - instead, the game shall go on as a coach pitch game, with the rules otherwise the same.

Pitching Machine: Pitching machine distance shall be 30 feet measured from the back of home plate to the front legs of the machine.

If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play and the batter and runners are each awarded one base.

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

If a batted ball hits the coach operating the pitching machine the ball is dead, the pitch is a foul strike, and no runners may advance. If the batted ball is also the 6th pitch the batter is out.

Pitching machine speed is initially set at 30 mph during games. Pitching machine speed shall be increased 1 mph each week during the regular season, until reaching 35mph. Pitching machine speed for the End-of-Season Tournament will be set at 35mph. The division VP shall have the authority to change these speeds if they see fit.

Home team will provide 5-6 newer "game" balls.

3 strikes = out. 6 total pitches (unless it is a foul ball). **For early season games, batters will be allowed six (6) machine pitches total no matter the number of strikes - VP makes the call on "early season."**

The player fielding the pitcher's position shall take the position five (5) feet to the rear of the pitching machine and three (3) feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line at the start of the pitch. If the other foot is free, it will be on the side of the line extending away from the pitching machine.

The batter is out on a caught foul tip if it is also the 3rd strike regardless of the pitch number.

No dropped third strike.

7.12.6 Pitching Distance: The pitching distance shall be 30 feet, measured from the front of the pitching plate to the back of home plate.

7.12.7 Bases: The bases will be 55 feet apart if possible, 60 feet if necessary.

7.12.8 Game Duration. A regulation game shall be five (5) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached.

Time Limit: No new inning can start after one (1) hour and fifteen (15) minutes "no new" with a "drop dead" of one (1) hour and thirty (30) minutes from the official start of the game as determined by the umpire. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning. If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning, unless the home team has tied the game in the home half of the inning, in which case the game will end in a tie. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

7.12.9 No Fault Throw Rule: All Season, home plate is closed. If a Catcher overthrows to second or third base in an attempt to catch a Base Runner stealing, that Runner must stay at that base. Additionally, a Runner on third base may not come home when a play is made on a Runner attempting to steal second.

7.12.10 Minimum Player Rule: A team with eight (8) players may field that team for an official game. The last batting spot will be an automatic out for the first order of bats only. A team with fewer than six (6) players at any time must forfeit the game, but are encouraged to play a Practice game. Should a Player have to leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below six (6) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (6). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similarly skilled player (to the player(s) missing) from within the division can be

borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player **must** bat last in the order and play outfield.

7.12.11 **Pitcher's Circle.** A 10-foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the player who is acting as the “pitcher” if they are in the pitcher's circle. It is not necessary for the “pitcher” to have absolute control of the ball, but the ball must be in the pitcher’s circle to be considered a dead ball. Outs will not be called for Look Back violations, but the umpire can call dead ball and give a warning.

7.12.12 **Infield Fly Rule:** There is no infield Fly Rule.

7.12.13 **Dropped Third Strike:** There is no Dropped Third Strike rule.

7.12.14 **Coaches on Field:** Two (2) adult defensive coaches are permitted to be on the field (in foul territory in the outfield only) during the game to give directions to their players. One adult defensive coach is also allowed behind home plate, for the sole purpose of helping the catcher position and retrieve the ball to keep up the pace of play. The catcher should be given the ball so she can throw it back to the pitcher.

7.12.15 **Chatter:** Chatter will be allowed only so long as it is not directed at an Opposing Batter or an Opposing Pitcher in an effort to distract their play.

7.12.16 **Other Rules:** Other Special Rules may be approved by the Commissioner of Softball and the Division VP. Warning should be given for interference and obstruction, unless intentional.

7.12.21 **Protective Headgear:** A defensive face shield shall be worn by all players while playing on the infield, both during practices and games.

7.13 Special Rules - 6 & Under Softball

7.13.1 **Minimum Play:** Every player must play the entire game unless she is absent or injured. Players shall play in all the standard defensive positions except catcher. All remaining players shall be positioned in the outfield. Everyone must play the entire game, no substitutes. Players shall be continually rotated – there are no set positions in 6U.

7.13.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game.

7.13.3 **Bases:** The bases will be 55 feet apart if possible, 60 feet if necessary.

7.13.4 **Game Duration:** All Games shall be four (4) innings. The time limit shall be one hour “no new” and one hour and fifteen minutes “drop dead.”

7.13.5 **Coaching:** Coaching shall be limited to designated coaching boxes and near the batter's box when instructing batters. Defensive coaches must position themselves beyond the infield behind the shortstop and second base positions. A third coach is allowed to assist the catcher retrieve the ball to improve the pace of the game. Limit is three (3) defensive coaches on the field at one time. An offensive coach is allowed to assist the batter's placement.

7.13.6 **Protective Headgear:** A defensive face shield shall be worn by all players while playing on the infield, both at practices and games.

7.13.7 **Base Running/Stealing:** Batters and base runners may advance freely on a batted ball. No stealing is allowed. If the runner leaves too soon, the runner is out, at the umpire's discretion. Runners are limited to one extra base on an overthrow. Runners can advance only on a batted ball.

For any ball hit in play, play will be stopped and “dead ball” called when the ball is returned to, lands in or is caught in the pitching circle. A ball “lands in” the pitching circle when the ball crosses the pitching circle (from any direction), regardless of where it ends up. If the base runner(s) [but NOT the batter-runner] have already crossed the halfway line at the time the ball enters the circle, they will advance to that next forward base, otherwise they will return to the previous base. The pitcher must also be in the pitcher's circle for this dead ball rule to apply.

Runners may advance to the next base when a ball goes out of play, regardless of whether they have passed the halfway marker or not.

7.13.8 **Field Marking:** Shall be the responsibility of both teams and shall consist of a batter's box, foul lines extending from the front corner of the plate to the outside edge of first and third bases, and a 15-foot arc approximately six (6) feet in front of home drawn from the foul line to foul line representing whether the ball is in play. A ball that does not cross the arc is a foul ball. The pitching machine distance shall be 30 feet measured from the back of home plate to the front of the machine.

A line delineating the halfway point between 1st and 2nd, between 2nd and 3rd, and between 3rd and home shall be marked on the field.

7.13.9 Coach Pitch: The coach pitching to their player must have one foot on the pitching plate during the pitch. The coach may not “coach” any of their players once the ball is batted.

There shall be a one base limit per hit, unless there is an overthrow on an attempt at a runner, in which case another base may be taken at risk of being put out. A maximum of one extra base is allowed on an overthrow per play.

7.13.10. Infield Fly Rule. There is no infield fly in 6U.

7.12.11. Pitching Limitations. There is no player pitch in 6U.

7.12.12. Bunting. There is no bunting in 6U.

7.12.13. 3 swinging strikes = out. 5 total pitches. Players cannot be called out on a foul ball, unless it is a foul tip caught by the catcher. **One exception is early season games, as determined by the division VP, batters may be allowed six (6) machine pitches total no matter the number of strikes, or to use the tee after 5 pitches. Another exception is that division VP may opt for 5 strikes/5 pitches, if necessary, as the players transition to strikeouts.**

The player fielding the pitcher’s position shall take the position five (5) feet to the rear of the pitching machine and three (3) feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line at the start of the pitch. If the other foot is free, it will be on the side of the line extending away from the pitching machine.

The batter is out on a caught foul tip if it is also the 3rd strike regardless of the pitch number.

No dropped third strike.

7.13.14 Run limit: 4 runs per inning

7.13.15 Other Rules: Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.14 Special Rules - 5 & Under Softball

7.14.1 **Minimum Play:** Every player must play the entire game unless she is absent or injured. Players shall play in all the standard defensive positions except catcher. All remaining players shall be positioned in the outfield. Everyone must play the entire game, no substitutes. Also, every player must play at least one inning on the infield and one in the outfield per game.

7.14.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. One complete batting turn through the batting order constitutes an inning, regardless if three (3) outs are made or not. When a runner is thrown or tagged out, she may remain on the base and continue running until she touches home.

7.14.3 **Bases:** The bases will be 55 feet apart if possible, 60 feet if necessary.

7.14.4 **Game Duration:** All Games shall be three (3) innings or one hour, whichever comes first.

7.14.5 **Coaching:** Coaching shall be limited to designated coaching boxes and near the batter's box when instructing batters. Defensive coaches must position themselves beyond the infield behind the shortstop and second base positions. Limit is two (2) defensive coaches on the field at one time.

7.14.6 **Game Scores:** Scores of the game will not be kept by an official scorekeeper, and shall not be posted on the scoreboard, nor shall the game announcer make any reference to the score, or to whom he thinks may have a run advantage over the other team. In 5U, all teams win.

7.14.7 **Protective Headgear:** A defensive face shield shall be worn by all players while playing on the infield, both during games and practices.

7.14.8 **Base Running/Stealing:** Batters and base runners may only advance one base per hit, except all base runners may proceed through the bases to home, when the final batter of the inning hits. Stealing is not allowed.

7.14.9 **Field Marking:** Shall be the responsibility of both teams and shall consist of a batter's box, foul lines extending from the front corner of the plate to the outside edge of first and third bases.

7.14.10 **Coach Pitch:** Coaches are not permitted to pitch to players unless and until the division VP gives authorization. If coach pitching is allowed, only an underhand pitching technique will be permitted.

7.15 End of Season (Beach Cup) Tournament Rules (Baseball)

BASEBALL BEACH CUP RULES

Baseball Rules of play are the same as in regular season play unless otherwise noted within the division rules. Each Division VP will be the Tournament Director of their respective division.

All divisions

In pool play Home/Away is determined by coin flip.

In elimination play, the higher seed is the home team.

After the pool play games are played, teams will be seeded for a single elimination playoff round using the following tie-breaker steps with the following:

Tie-breaker - standings will be determined in the following order:

- Overall Record
- Head-to-Head Record
- Fewest Runs Allowed
- Run Differential (RF-RA=RD) Runs for minus Runs Against up to 8 per game max
- Coin Flip

Minimum Player Rule: A team with eight (8) players may field that team for an official game. The ninth batting spot will be omitted and an automatic out will be called the first time through the lineup only. A team with fewer than eight players at any time must forfeit the game. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes his team to fall below nine players. If the team falls below nine players, the team will be penalized with an out only the first time that Player's turn comes up in the lineup. A player arriving late to the game may be added to the end of the batting order. If the player arriving late represents the 9th batter and he arrives before his at bat, there is no automatic out.

Borrowed players: No borrowed players are allowed during the Beach Cup.

Rotation. No player may sit out more than one inning in a row. However, as a competitive tournament, there is no requirement that a player play on the infield.

Shetland division:

Seeding is based on blind draw for pool play.

Game time limit determined by the baseball committee prior to the start of the tournament each year. Drop dead times will be used during Pool Play and will revert to the prior completed inning if a drop dead limit occurs. Ties can occur during Pool Play, but not during elimination games.

In the event of a tie, extra innings will be played until a winner is determined. All extra innings are open innings – meaning no 5 run rule. A forfeit during Pool Play will result in a score of 0-12 against the forfeiting team to help prevent gaming of the pool play for seeding purposes.

Must have at least 8 players or it is a forfeit and the game is played for fun only. Non-forfeit team advances to the next round.

Regular season rules apply – **the following is not the full set of rules, please refer to standing rules in section 7.6** (5 run max until 5th inning, which is open; 5 pitches plus fouls on 5th pitch and subsequent pitches; 1 base on overthrow to first; can run until ball is in control of infielder; 2 innings per position max; must play 2 infield innings with only 1 as catcher)

Pitching machine distance will be 38 feet.

Pinto American division:

Seeding is based on blind draw for pool play.

Game time limit determined by the baseball committee prior to the start of the tournament each year. Drop dead times will be used during Pool Play and will revert to the prior completed inning if a drop dead limit occurs. Ties can occur during Pool Play, but not during elimination games.

In the event of a tie, extra innings will be played until a winner is determined. All extra innings are open innings – meaning no 5 run rule.

Must have at least 8 players or it is a forfeit and the game is played for fun only. Non-forfeit team advances to the next round. A forfeit during Pool Play will result in a score of 0-12 against the forfeiting team to help prevent gaming of the pool play for seeding purposes.

Coaching is not allowed once the ball is in play by the machine operating coach.

Players must play 1 inning of infield each game.

Players can only play 2 innings at the same position each game.

Regular season rules apply EXCEPT - three (3) swinging strikes result in an out (five (5) total pitches plus fouls is allowed unless 3 swinging strikes occurs).

No fault throw rule – runners may attempt to advance until the ball is in control of an infielder whether the infielder is in fair or foul ground.

Pinto National division

Seeding is based on blind draw for pool play.

Game time limit determined by the baseball committee prior to the start of the tournament each year. Drop dead times will be used during Pool Play and will revert to the prior completed inning if a drop dead limit occurs. Ties can occur during Pool Play, but not during elimination games.

In the event of a tie, extra innings will be played until a winner is determined. All extra innings are open innings like the last regular inning – meaning no 5 run rule.

Must have at least 8 players or it is a forfeit and the game is played for fun only. Non-forfeit team advances to the next round. A forfeit during Pool Play will result in a score of 0-12 against the forfeiting team to help prevent gaming of the pool play for seeding purposes.

Players must play at least 2 innings per game with 1 inning of infield each game.

No player may sit out for consecutive innings.

Players can only play 2 innings at the same position each game.

Infield fly rule is in effect

Mustang division:

Seeding is based on blind draw for pool play.

Game time limit determined by the baseball committee prior to the start of the tournament each year. Drop dead times will be used during Pool Play and will revert to the prior completed inning if a drop dead limit occurs. Ties can occur during Pool Play, but not during elimination games.

In the event of a tie, extra innings will be played until a winner is determined. All extra innings are open innings like the last regular inning – meaning no 5 run rule.

Must have at least 8 players or it is a forfeit and the game is played for fun only. Non-forfeit team advances to the next round. A forfeit during Pool Play will result in a score of 0-12 against the forfeiting team to help prevent gaming of the pool play for seeding purposes.

Regular season rules apply. However, for the Beach Cup in Mustang there is no requirement to rotate players or to play each player on the infield.

Infield fly rule is in effect.

Balks – each team (not player) will receive only 1 warning. All further balks are called as with MLB rules.

Bronco and Pony divisions:

Seeding is based on blind draw for pool play.

Game time limit determined by the baseball committee prior to the start of the tournament each year. Drop dead times will be used during Pool Play and will revert to the prior completed inning if a drop dead limit occurs. Ties can occur during Pool Play, but not during elimination games.

In the event of a tie, extra innings will be played until a winner is determined.

California Tie Breaker rule to be used in extra innings.

California Tie Breaker: runner placed at second base at the start of each half inning with no outs. Runner must be the last out of the previous inning.

There is no 5 run limit during the end of season tournament.

Must have at least 8 players or it is a forfeit and the game is played for fun only. Non-forfeit team advances to the next round. A forfeit during Pool Play will result in a score of 0-12 against the forfeiting team to help prevent gaming of the pool play for seeding purposes.

Regular season rules apply

7.16 End of Season (Beach Cup) Tournament Rules (Softball)

SOFTBALL BEACH CUP RULES

FORMAT: Beach Cup consists of at least two pool play games (randomly assigned) followed by single elimination games (seeded based on pool play results).

POOL PLAY SEEDING: Teams will be seeded after the pool play games based on the categories below. A forfeit will be treated as a 7-0 win/loss. A double forfeit (meaning against both teams) will be treated as a loss for each team for purposes of pool play seeding.

1. Overall record
2. Head-to-head record (if only two teams – otherwise skip to #3)
3. Fewest runs allowed
4. Run differential (RS – RA = RD); max 7 per game
5. Coin flip

ELIMINATION ROUND: Higher seed is the home team (so in a matchup of #1 v. #4, team #1 would be the higher seed and the home team)

There is no “drop dead” in elimination play. There must be a winner in each game; therefore, the International tiebreaker is in effect, meaning the team’s last out from the prior inning begins the tiebreaker inning on second base.

TIME LIMITS:

Time limits for all games **except Championship Games** are as follows:

6U:

Pool play: 1:00 no new, 1:20 drop
Elimination: 1:00 no new (no drop)

7U:

Pool Play: 1:15 no new, 1:35 drop
Elimination: 1:15 no new (no drop)

8U/10U/12U/14U:

Pool Play: 1:30 no new, 1:50 drop
Elimination: 1:30 no new (no drop)

Championship games:

6U/7U/8U: 5 innings (1:30 no new; no drop)
10U: 6 innings (no time limit)
12U/14U: 7 innings (no time limit)

Effect of Reaching Drop Dead Time Limit. In Pool Play only, the score will revert to the last completed inning if the drop dead ends the game during an incomplete inning, unless the home team is ahead after the top half of the inning (in which case the home team wins, without the chance to add on more runs), or unless a losing home team has tied the game during the incomplete final bottom inning (in which case the game is recorded as a tie).

RULES:

Standing Rules. Each division's standing rules shall apply, unless otherwise noted here.

Home/Away. Coin toss determines home/away during pool play (winner's choice). Higher seed is home team in elimination play (#1 being the highest seed).

Dugouts. During pool play, Away team as listed in GameChanger will occupy the third base dugout. During elimination play, marked home and away dugouts will be used.

Pitching limits. The following pitching limits remain in effect for all games, except as noted below:

8U: 2 innings, or 3 innings if the game enters the 5th inning
10U: 3 innings, or 4 innings if the game enters the 6th inning
12U: 4 innings, or 5 innings if the game enters the 7th inning
14U: No limit

Extra Innings, all divisions: No inning cap applies during extra innings (for example, a 10U pitcher could re-enter the game starting in the 7th inning even if they have already pitched 4 innings).

Minimum Player Rules. A team with only 8 players may field that team for an official game (except for 6U, where 6 players is sufficient to field a team). The 9th batting spot will be omitted and an automatic out will be called the first time through the lineup only. A team with fewer than 8 players at any time must forfeit the game (treated as a 7-0 final score for pool play seeding). Should a player leave the game early for any reason, the team's lineup shall "close ranks" for the duration of the game and shall not be penalized with an automatic out, unless that player's absence causes her team to fall below 9 players, in which case the team will be penalized with an out the first time the absent player's turn comes up in the lineup. A player arriving late to the game will be added in her given spot, or if that spot has already passed, then to the end of the batting order. If the player arriving late represents the 9th batter and she arrives before her first turn at bat in her given lineup spot, there is no automatic out.

Rotation. No player may sit out more than one inning in a row. However, as a competitive tournament, there is no requirement that a player play on the infield.

Borrowed players. No borrowed players are allowed during the Beach Cup.

Forfeits. A forfeit will be declared by the umpire when one team has 7 or fewer players at the time the defense first takes the field. In pool play, a double forfeit will count as a loss for each team. In the case of a double forfeit during elimination play, the forfeiting team with more players will advance, or a coin flip will determine the “winner” if both teams have the same number of girls.

Hit by Pitch. A batter hit by a pitch will be awarded first base; the batter does not have the option of hitting (unlike the 8U regular season rule).

8.0 ALL-STAR SEASON

(Reference Rules and Regulations for Tournament)

It is the goal of The League to send the best teams to represent The League in All-Star play.

8.1 All-Star Team Selection: The All-Star Selection process will be conducted by two neutral Board members, generally the Division VP and the Softball or Baseball Commissioner or League President. In Softball, the 14U teams will be selected first, followed by 12U, 10U, and 8U, in that order. The second team will follow the same format after the first team is selected.

All-Star Players: The All-Star Team shall be selected by the managers from the same division after thorough discussion and consideration of all nominated players.

Nominations: Parents wishing their child to be considered for the All-Star Team shall submit their child's name to the Divisional VP one week before the draft. This nomination deadline shall be liberally construed – the goal is to allow time for everyone to prepare for the draft, but at the same time, it is the intent of the All-Star draft to produce the best team(s) to represent the League in All-Star play.

Eligibility: In order to be eligible for the All-Star Team, players must have participated in at least 75% of their team's total games and practices. It is the responsibility of each manager to confirm the eligibility of each nominated player from their team.

Player Selection Process: The League VP will list all nominated players in alphabetical order and provide a copy to each manager in that division at the beginning of the All-Star voting meeting. The managers will then discuss each player, providing player background, batting averages, pitching statistics, team impact, effort level, and any other relevant factor(s). After discussing all the players, the coaches will select the top ten players by ranking players on a secret ballot, which will be tallied and reviewed for irregularities by the league VP and/or Commissioner. The same voting process will then be used to select the manager, who will be allowed to add up to two more players for the All-Star team from among the next six eligible players not already selected. If a second team is being selected, it will be formed from ballots in the same manner - no additional voting is required.

Transparency Provision: In order to promote fairness and transparency, the ranked ballots of the players (but with the name of the manager redacted) shall be allowed to be viewed by the VP and Commissioner after the 10 players are added to the team, but before the manager or extra players or selected. If a manager would like to argue that a ballot is improper, the issue shall be resolved by the League Commissioner. If the Commissioner determines that a ballot or ballot(s) are improper, the Commissioner shall have the authority to discard the offending ballot(s) and order the rankings to be redone, and the draft then continues. The offending manager(s) in this situation shall be ineligible to coach or manage any Redondo Sunset All-Star team that season, and shall also be ineligible to coach or manage at Redondo Sunset in any form the following Fall or Spring.

8.3 Additional All-Star Teams: All additional teams shall be selected in the same manner, if approved by the managers and Division Vice President. Additional teams shall be selected in the same manner as outlined above. Any teams NOT approved by the League, will not be sanctioned by the League, will not be insured by the League, and the manager will face disciplinary action.

8.4 Minimum Play Rules: Redondo Sunset encourages Managers to try and play all players. However, Managers are not required to adhere to any Minimum Play Rules described above during All-Star Season, beyond the minimum play rules that are posted for each individual tournament in which they are playing.

8.5 Financial Responsibility: The League assumes NO financial responsibility for any team. All costs must be divided equally amongst the players.

8.6 Announcement of Players: The names of all players chosen for the All-Star teams shall remain confidential until after the official announcement.

9.0 SOFTBALL SELECT PROGRAM

9.1 Select is a program that provides the option for more advanced players to play Softball at a more challenging level during the recreational season. Each year, USA SOFTBALL recreational leagues lose players and volunteers (coaches, board members, etc.) to travel ball due to a desire to play Softball at a more competitive level. USA SOFTBALL Select is intended to allow advanced players to play against All-Star caliber teams from local leagues within the Los Angeles/South Bay District (and potentially other Western Region Districts as well) to get a higher level of competition while keeping costs low, and without compromising the integrity of the primary recreational league.

9.2 Select **IS NOT** All-Stars. It is an entirely separate program. Although players will continue to advance their level of play through the program, it is not a guarantee that those players chosen to play on a Select team will make an All-Star team.

9.3 Select Teams are based on division numbers and qualified players, managers and coaches; only one Select team per division is permitted. Exceptions to this rule may be approved by the Commissioner of Softball and the Division VPs.

9.4 All Select players must be registered with the Redondo Sunset recreational league for the current year.

9.5 A player who participates on a Select team **may not** also participate on the travel team from January 1 to April 31 or until the conclusion of the Select program.

9.6 Select players **MUST** play in the recreational league as well, and must play a minimum of 75% of all recreational league games to remain eligible for Select. Any player who fails to play the required amount of games, which is assessed at the conclusion of the recreational league game schedule, will be dismissed from the Select team, and may not play on any other league All-Star team. The Board may allow exceptions for injuries, illness, or other justifiable circumstances. A player who fails to meet at least half of her weekly recreational team obligations, including all games and Practices, may be prohibited from participating in that week's Select Team event.

9.7 Select does not replace All-Star teams.

9.8 Select teams may play only one day a week (i.e., either a Practice or game(s)). District Commissioners will set a game schedule once all Select participants for the District have been confirmed. The schedule is expected to run from the beginning of March until the end of April (so about 8 weeks total). Select Teams may begin practicing (one day a week) any time after the recreational league's player draft has taken place (but see rule 12.10, et. seq. for player Selection procedure). USA SOFTBALL may schedule one or two single-day Select tournaments during the Select season. The Select Team(s) may be dispersed prior to the March 31st Select deadline at the discretion of REDONDO SUNSET or the Manager(s). If the March 31st deadline for team dissolve is selected, the All-Star team Selection will be resumed on May 1st per USA SOFTBALL schedule.

9.9 Following the conclusion of the Select season, players will continue to play on the spring recreation team or they will not be considered for All-Stars.

9.10 Player Selection Procedure

9.10.1 To be eligible for Select, a player must be registered with the league and on the active roster of one of the recreational league teams for the relevant division.

9.10.2 There will be at least one open tryout date with a possibility of a second or third “call back” date for any eligible player who wants to be considered for the Select program. There will not be more than two call back dates. Players will be evaluated by qualified evaluators designated by the Softball commissioner. Playing on a select team is a privilege. Final Selection of players will be made based on evaluations, previous coach’s input (such as coachability), player attitude and commitment level. [The open tryout and evaluation may be held concurrently with Rec evaluations.]

9.10.3 Players will be notified if they have made the Select team by a designated date.

9.10.4 The list of Select team candidates will be narrowed down to 14 players by the Softball Commissioner. The Manager can choose to carry 11-14 players on the roster.

9.11 Select Manager Selection Process

9.11.1 To be eligible to manage a Select team, the volunteer must have managed or coached at Redondo Sunset the prior year, and must have at least one year of experience managing or coaching (i.e., a dugout coach) at the All-Star level in any division.

9.11.2 Applicants who meet that criteria and are interested in a Select Manager position must fill out the Select Manager Application (located in the “Documents” selection on the website) and submit it to the Softball Commissioner no later than their first day of Select player tryouts. Assuming the existence of qualified candidates, the Executive Board will choose Managers for each team, excluding Executive Board Members that are candidates. Executive Board Members that submit applications to be Select managers will not be included in the voting process. The Manager may choose his/her coaching staff as long as the coach has not been denied a team for disciplinary reasons.

9.11.3 The Manager/Head Coach must be ACE Certified.

9.12 Select Program Fees

9.12.1 A registration fee is required. Cost will include umpire fees, 1 tournament fee, and uniform. Additional tournaments may be at an additional cost. USA/ASA championship events will be paid for by Redondo Sunset.

10.0 BASEBALL SELECT PROGRAM

10.1 Select is a program that provides the option for more advanced players to play baseball at a more challenging level during the recreational season. Select is intended to allow advanced players to experience a higher level of competition without compromising the integrity of the primary recreational league.

10.2 Select **IS NOT** All-Stars. It is an entirely separate program. Although players will continue to advance their level of play through the program, it is not a guarantee that those players chosen to play on a Select team will make an All-Star team.

10.3 Select Teams are based on division numbers and qualified players, managers and coaches.

10.4 All Select players must be registered with the Redondo Sunset recreational league for the current year.

10.5 Select players **MUST** play in the recreational league as well, and must play a minimum of 75% of all recreational league games to remain eligible for Select. Any player who fails to play the required amount of games, which is assessed at the conclusion of the recreational league game schedule, will be dismissed from the Select team, and may not play on any other league All-Star team. The Board may allow exceptions for injuries, illness, or other justifiable circumstances. A player who fails to meet at least half of their weekly recreational team obligations, including all games and practices, may be prohibited from participating in that week's Select Team event.

10.7 Select does not replace All-Star teams.

10.8 Select teams may play only one day a week (i.e., either a Practice or game(s))

10.9 Following the conclusion of the Select season, players will continue to play on the spring recreation team or they will not be considered for All-Stars.

10.10 Player Selection Procedure

10.10.1 To be eligible for Select, a player must be registered with the league and on the active roster of one of the recreational league teams for the relevant division.

10.10.2 Playing on a select team is a privilege. Final selection of players will be made based on evaluations, previous coach's input (such as coachability), player attitude and commitment level. Select evaluations may be held concurrently with Rec evaluations.

10.11 Select Manager Selection Process

10.11.1 To be eligible to manage a Select team, the volunteer must have managed or coached at Redondo Sunset the prior year, and must have at least one year of experience managing or coaching (i.e., a dugout coach) at the All-Star level in any division.

10.11.2 Applicants who meet that criteria and are interested in a Select Manager position must notify the Baseball Commissioner. The Executive Board will approve Managers for each team. The Manager may choose his/her coaching staff as long as the coach has not been denied a team for disciplinary reasons.

10.12 Select Program Fees

10.12.1 A registration fee is required. Cost will include umpire fees, tournament fees (if applicable), practice facility fees (if applicable), and uniform. Additional tournaments may be at an additional cost.

11.0 SPORTSMANSHIP - Managers, Coaches, Players, and other League members:

11.1 Sportsmanship Director: All Board members and managers shall monitor League activities with respect to Code of Conduct, good sportsmanship, and background check compliance, and enforce all regulations governing the same.

11.1.1 Discipline Panel: The Discipline Panel shall consist of the President, Executive Vice-President, Baseball Commissioner and Softball Commissioner, or their designees, and the Player Agent. A member of the Discipline Panel shall recuse themselves if a conflict of interest exists.

11.2 Incident Reporting: Any violation of the Code of Conduct or poor sportsmanship shall be reported in writing to any of the following: Discipline Panel; Team Manager; Division VP; any Board member. Complaints cannot be about playing time, strategy or positions, unless it appears that these decisions are being made in an arbitrary or retaliatory manner, or in a manner that violates the Minimum Play Rule or pitching rules.

11.2.1 Process: Complaint shall be forwarded to the Discipline Panel within 24 hours. Absent extenuating circumstances, the Discipline Panel shall investigate Complaint within 72 hours of the initial filing, and render a written finding within 96 hours of the initial filing. The person filing Complaint and the alleged violator MUST be interviewed during the investigation process. Disciplinary Panel shall render a written decision as to the appropriate disciplinary action.

11.2.2 Disciplinary action: Violations may result in disciplinary action including any of the following:

1. Informal verbal warning or counseling.
2. Formal written warning.
3. Probation – Violator shall be advised in writing of the offense and the probationary period.
4. Suspension – Violator shall be advised in writing of the offense and suspension period. During the suspension period, Violator shall be barred from all games, practices, and team activities.
5. Permanent expulsion as defined in the By-Laws.

11.2.3 Appeal: Violator may appeal Discipline Panel's decision to the executive Board. A 2/3 vote of the full Executive Board is required to overturn the Discipline Panel's decision.

11.3 Game Ejections: Managers shall notify the Discipline Panel in writing within 24 hours of any person(s) being ejected from a game by the umpire. **Anyone ejected by an umpire must leave the park IMMEDIATELY.** The Discipline Panel shall follow the above Process for any ejection.

11.4 Fan Hindrance: Undue harassment of players by fans for any reason is strictly prohibited. If in the discretion of the umpire this rule is being violated, the umpire is to caution the violator(s) to cease the misconduct immediately. If the unsportsmanlike conduct continues, the umpire is to order the violator(s) to physically remove themselves from the park immediately. Noncompliance with the umpire's ruling will result in forfeiture of the game for the violating team.

12.0 PROTESTS AND PENALTIES:

Reference Selections 17, 18 and 19 of Rules and Regulations for Pony, Bronco, Mustang, Pinto and Shetland leagues. All protests for Softball and Baseball follow this protest rule.

12.1 Playing Under Protest: A manager who decides to play under protest must notify the plate umpire, official scorekeeper and opposing manager at the time that the disputed play occurs and submit the protest in writing to the league President or Executive Vice-President, within 48 hours of completion of the game. The protesting manager will deposit \$25.00 with the protest before the protest will be considered and within 48 hours of the disputed play or it will not be considered. The sum will be returned to the protesting manager only if his/ her protest is upheld.

13.0 BATTING CAGE RULES AND OPERATIONAL DOCUMENTATION

13.1 Batting Cage - Safety Rules

13.1.1 The batting cages can only be used by **players** registered to play in this league.

13.1.2 A minimum of two (2) adults (1 coach and 1 other adult) must be present at every session and remain there during the entire scheduled time. One (1) coach must be present inside the cage and one (1) adult must supervise the remaining players outside the cage waiting their turn.

13.1.3 Only an adult coach who has been successfully trained and approved by the league is allowed to feed the pitching machine. No player is to operate the machine.

13.1.4 Only one player is allowed inside the batting cage at a time when the machine is being operated or the coach is live pitching. No player is to live-pitch to a batter in the batting cage.

13.1.5 At no time is a player to be positioned behind the screen and/or anywhere in front of another player that is batting a ball from a live-pitch, machine pitch, soft toss, or any other form of pitch, while hitting is in the direction of that player or screen.

13.1.6 **Every player** must wear a protective batting helmet and *closed-toe rubber-soled shoes or cleats (no metal cleats)* while inside the cage.

13.1.7 All players and coaches are expected to follow all posted safety signs and *documented* procedures at all times.

13.1.8 Only specified baseballs and Softballs are to be used in the respective machine. i.e. Jugs, Iron Mike, etc.

13.1.9 The coach is responsible for securing the cage against entry after completion of assigned Practice Time.

13.1.10 The coach is responsible for ensuring that the pitching machine safety procedures are followed during his/her assigned time.

13.2 Batting Cage - Eligibility

13.2.1 Eligibility to access and use of the Batting Cages will be strictly limited to only active, non-injured Redondo Sunset Youth Baseball and Softball participants in good standing with the League. No adults are permitted to use the batting cages.

13.2.2 It is mandatory that the manager of a team complete the safety training and instruction prior to that team being scheduled for any batting cage use.

13.2.3 The cages are not intended for use by non-registered teams and players. The President, Vice President or Executive Board of Directors must approve access and use of the cages by any other individual team other than Redondo Sunset Youth Baseball or Softball.

13.2.4 Eligibility can be revoked to individuals, teams and coaches for misuse or misconduct of the cages and the equipment.

13.3 Batting Cage - Period of Access

13.3.1 Access and use of the batting cages and the equipment will only be allowed during the regular season. The regular season is defined as beginning with the day after team Selections have been made and ending at the completion of All-Star Activity. The President, Vice President or Executive Board of Directors must approve any access beyond this period.

13.4 Batting Cage - Method of Scheduling: In an effort to fairly divide up the weekly hours available for the batting cage use among all teams sanctioned to utilize the facility, scheduling will be handled by the Board's Game Scheduler, as follows:

13.4.1 Each of the sanctioned league teams will be granted ONE HOUR of cage time PER WEEK, this will be known as PRIMARY CAGE TIME. The hour is to occur Monday through Friday between 4PM and 9:30PM, Saturday between 8AM and 9PM or Sunday between 8AM and 9PM. Conflicts with games are NOT subject to rescheduling by the League Scheduler. Rainouts are NOT subject to rescheduling by the League Scheduler. Shetland, T-Ball and 6U will not be granted cage time, unless all cage time scheduling is final and times are still available. Those managers will request approval from the commissioner due to the young age and equipment present in the cages.

13.4.2 If requested, the upper divisions will have first priority to any additional cage time. The League Scheduler will schedule the WEEKDAY or Weekend "DISCRETIONARY" HOUR of cage time based on a "first come, first served" system.

13.4.3 Batting Cage Practice times will be issued in a commissioner approved seniority procedure. Being a board member is a volunteer role, requiring many hours of time dedicated to the league. Priority ranking is one of the only perks of volunteering with the league:

1) Priority will be to coaches who coach more than 1 team. The coaches with the most teams will get primary picks and any ties will be selected by seniority or a coin flip if equal in seniority. Seniority will be based on Board positions and if not on the board, then by time coaching within the league. The commissioners of Baseball and Softball will confirm the seniority ranking.

2) Second priority will be to board members. Any ties will be selected by seniority or a coin flip if equal in seniority. Seniority will be based on Board positions. The commissioners of Baseball and Softball will confirm the seniority ranking.

3) Seniority within the league. The commissioners of Baseball and Softball will confirm any seniority and/or special circumstance rankings.

4) Random draw (lottery) for all other coaches.

5) The Overarching theme to the entire cage time picking process however is to prioritize the youngest divisions for the earliest times and the oldest division for the latest time slots. 7 & 8 year-olds should never have an 8 to 9 PM cage time as an example. Parents are unhappy when this occurs and is a bad reflection on our league.

Each manager will submit to the scheduler via email, **five** (5) choices of availability in order of preference. The scheduler will then use the ranking system above, and age relevant time considerations and will start filling in the cage time matrix of days and times. If the 1st choice is not available, the scheduler will consider the 2nd, 3rd, 4th and 5th choices. This will continue until all managers have time for practice.

In the event that the cage schedule does have any hours open that match a managers priority list, the scheduler will reach out to find out what times of the week that manager is conflicted and cannot make cage practice. If that does not solve the inability to find a solution, the scheduler will reach out to other managers to see if suitable swaps or moving times around would allow the manager at issue to have a workable time, without impacting the other manager too much (for example, the manager moving slots may have their second priority pick open).

If managers are unresponsive or too late to the scheduling process as determined by the scheduler, those managers may not benefit from the seniority or lottery process and find themselves at the mercy of the remaining schedule.

A final alternative solution for any managers who cannot do weekends, and no weeknights work, if there are any open diamonds during the week that they can reserve for a second hour of practice, they can use a Jug or pitching machine during that fielding practice and substitute that second hour of fielding as cage practice.

13.4.4 All cage time must be scheduled by the League Scheduler.

13.4.5 The Board Member on Duty shall settle any disputes in regards to the day's batting cage schedule. All official Times and dates for the cage will be posted online. Only teams officially scheduled by the Game Scheduler may use the cage. In instances involving two teams vying for cage use at the same time, the Board Member on Duty will have final say in all disputes.

13.4.6 Unauthorized use of the cage may result in expulsion from the cage.

END OF DOCUMENT