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I. CONCEPT

A. Organization

Garden Grove Pony Baseball Inc. (GGPB) is a volunteer organization designed to provide a program for youth interested in learning the game of baseball. The continued success of this organization in fulfilling its purpose and objectives depends on the cooperation and active participation of all parents whose children participate in the program. All rules not expressly detailed in this book are covered by Pony Inc. 2010 rules.

B. Purpose

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

C. Objectives

The Objectives we hope to achieve, with the active participation of parent volunteers, are:

1. Teach all interested youngsters the basic fundamentals of the game of baseball.
2. Teach the importance of good sportsmanship, teamwork and self-discipline both by instruction and example.
3. Teach the concept that winning isn't everything but doing your best at all times is.

II. CODE OF ETHICS

A. Managers, Coaches, and Team Assistants

Team officials shall always keep in mind that they may be dealing with youngsters of limited or no baseball experience and that they must be carefully instructed in order to increase their baseball knowledge and abilities. Public embarrassment or excessive criticism of a player by a team official will not be tolerated. The GGPB organization is intended to increase a youngster's love and desire to play the game of baseball and is not intended to undermine his or her confidence. **Managers are responsible to have a representative at league work parties, failure to do so could result in loss of field use for practice.**

B. Players

All players are required to follow the instructions and directions of their team officials. GGPB is not a program designed for a few highly skilled athletes. It is designed for the participation of as many youngsters as possible who are sincerely interested in learning and playing the game of baseball. All players will give team officials, League officials, and Umpires their respect and cooperation at all times.

C. Parents

Parents, who heckle, ridicule or attempt to embarrass the players, Managers, Coaches, or Umpires will not be permitted to attend games. The Umpire in charge has full League authorization to first warn the offensive individual and then have them removed from the grandstands or ball field. Parents are required up to fill 4 shifts at the snack bar failure to do so will result in your child be suspended from the next game.

D. Umpires

An Umpire may, in some cases, be a volunteer. They are in charge of running the game and shall be given the cooperation of all team officials, players and parents. They will not attempt to influence the outcome of the game by unjust decisions. In no instance will the volunteer have a player in that division.

E. Conduct

1. The use of alcoholic beverages of any kind is not permitted at any time in connection with games or practices.
2. The use of tobacco, in any form, by Umpire, Manager, Coaches or Players is not permitted at any time in connection with games or practices.
3. The use or consumption of chewing gum, sunflower seeds, snacks or candies is not permitted in the dugout or on the playing field. Team water coolers in the dugouts will be permitted.
4. Good sportsmanship is required at all times before, during, and after games and practices by all Managers, Coaches, Players, and Parents. Displays or acts of unsportsmanlike conduct will not be tolerated and will be subject to disciplinary action.
5. PONY Baseball, Inc., through its headquarters staff and its designated Field Directors, shall reserve the right to withdraw membership from any League, team, player or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of PONY Baseball, Inc.

III. DISCIPLINARY ACTION

A. Game Suspensions

1. Players will serve game suspensions in uniform on the team's bench during their next scheduled game.
2. Managers and Coaches shall serve suspensions working in the League Snack Bar during their next scheduled game.
3. Absenteeism will not count as serving a suspension.
4. Suspensions must be served before the player, Manager, or Coach can participate in a game.

B. Rule Violations and Penalties

1. All rules have been designed with good intention and in good faith, with fair play and equality as a foundation. It may be necessary to invoke penalties in order for some to follow and act within these guidelines.
2. The executive board will monitor rules.
3. Violations will be reported to the Executive Board for action.
4. Violations will be handled in a consistent manner regardless of "individuals" involved.
5. The Executive Board will review each act of unsportsmanlike conduct. Player infractions must be reported in writing to the Player Agent. Manager, Coach, or Parent infractions must be reported in writing to the Executive Board.

Disciplinary actions may include, but are not limited to:

- a) First offense: Written warning. When a player is involved, the parent(s) will be notified.
- b) Second offense: Individual will receive a one game suspension.
- c) Third offense: Individual will be suspended for the remainder of the season.
- d) All ejections from a game will result in a 1 game suspension pending review of executive board within seven (7) calendar days' from ejection.

C. Must Play Rule Penalties

1. The Official Scorebook for each Division will be reviewed on a weekly basis. Any "Must Play Rule" violations will be reported to the Executive Board and acted upon without delay. Penalties for violations will be:

- a) First offense: Manager receives a warning. Player in violation must play the next three (3) complete games.
- b) Second offense: Manager suspended for the next scheduled game. Player in violation must play the next three (3) complete games.
- c) Future offenses: Manager suspended for the next two (2) scheduled games. Player in violation must play the next three (3) complete games.
- d) In all competitive Divisions: Any "Must Play" violation, during the entire season including League tournament games or play-offs, will result in game forfeiture and (a), (b), or (c) above.

D. Pitching Rule Penalties

1. The Official Scorebook for each Division will be reviewed on a weekly basis. Any "Pitching Rule" violations will be reported to the Executive Board and acted upon without delay. Penalties for violations will be:

- a) First offense: Manager suspended the next scheduled game. Parent(s) of player notified.
- b) Second offense: Manager suspended for the next scheduled game. Player in violation suspended from pitching for the next three (3) games.
- c) In all competitive Divisions: Any violation, during the entire season including League tournament or play-off games will result in game forfeiture and (a) or (b) above.

E. Discipline

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

3. Players who intentionally, in the judgment of the Umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners as required.
4. Unexcused absences or poor conduct at games or practices by a player may result in disciplinary action. The Manager shall submit written notice of infractions to the Player Agent. The Executive Board may discover infractions through' other means and have authority for action. The Executive Board will decide the appropriate disciplinary action. Managers must notify a board member after the second consecutive absence so the board can make a phone call, if the player fails to attend the next practice they will be suspended from the next game.
5. A player may be released from a team for disciplinary reasons with the approval of the Executive Board. Re entry into the League will be at the discretion of the Executive Board.

F. Illegal or Ineligible Players

1. Illegal players are those individuals who have not or do not meet the requirements to be a legal member of this League by virtue of these Rules and Regulations. This may include but is not limited to Age; Legal Residence; Improper or non-existent Player Application.
2. Ineligible players are players who meet the legal requirements to be a member of this League, but are restricted from participating in a particular fashion due to previous violations or conditions. This may include but is not limited to: Illness; Injury; Disciplinary action; Rule, playing or pitching violations; or Non-payment of required registration fees.
3. Penalty for use of illegal players shall be forfeiture of game(s) in which illegal players participated.
4. Penalty for use of an ineligible player shall be forfeiture of game(s) in which the ineligible players participated.
5. If the use of an illegal or an ineligible player is discovered during a game, and can be proven without any doubt on the spot, the player in question will be removed from the game, the Manager will be ejected from the game, and a forfeiture declared at that point All Managers are encouraged to use discretion during such actions so as to not belittle or embarrass any players, regardless of their playing status.
6. If a Manager suspects an illegal or ineligible player is being used but cannot prove it on the spot, he or she must file protest at that point and the game will continue until complete. All Managers are encouraged to use discretion during such actions so as to not belittle or embarrass any players, regardless of their playing status.
7. If the player is then proven to be illegal or ineligible after the game, the game will be recorded as a "forfeiture" and the Manager may be subject to disciplinary action.
8. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
9. If the Manager of an illegal or ineligible player refuses to remove the player from the game or refuses to leave the field of play themselves, the Umpire may call the game complete at that point awarding a forfeit to the opposing team. '
10. Illegal players will not be allowed to participate in any other games in that season but may re-apply to the League in future seasons. .
11. Ineligible players will not be allowed to play in any games until their status is made eligible through these Rules and Regulations.

IV. MANAGER AND COACH RESPONSIBILITIES

A. Manager and Coach Responsibilities

1. Each team shall have one Manager and a minimum of one Coach. All individuals (new and returning) seeking to be Managers or Coaches must have an application on file, approved by the Executive Board.
2. Approved Managers shall be assigned a team prior to player try-outs as often as possible. Teams are assigned to Managers at the discretion of the Executive Board.
3. All Managers and Coaches are required to attend any League scheduled Field Maintenance Classes and or Manager Clinics prior to the beginning of the season. Team Coaches are also encouraged to attend.
4. Team representation is mandatory at all General Board Meetings. Each team must have a Manager, Coach or parent representative present at each General Board Meeting. Penalties for non participation may be enforced as outlined under the Disciplinary Action section of this manual.
5. Each Manager will be responsible for attending the League Pancake Breakfast and arranging a team meeting to take place there. All members of the team will be telephoned by the Manager prior to the breakfast and notified of the meeting time at the breakfast.

6. Each Manager will be responsible for creating a practice schedule for their team. This schedule should cover as much of the season as possible and will be distributed at the Pancake Breakfast team meeting or the first practice session for the team.
7. Each Manager will be responsible for securing one or more approved Coaches for the team, a team mom, a field representative, a 'team scorekeeper or grid monitor, and as many team helpers as is necessary.
8. Each Manager will create a team roster with Manager, Coaches, team mom, and all players listed with their telephone numbers. This roster will be prepared prior to and distributed at the Pancake Breakfast team meeting then updated and distributed as is necessary throughout the season.
9. Each Manager should attend all team practices, games and team functions as is possible. You are the responsible link between the League and your team. **The Manager, Coach, or Team Mom must remain with all players at the completion of team practices, games or functions, until parents have picked up every player.**
10. Each Manager is responsible to make sure that the League-required Medical Release Forms for every player on their team are at every team practice, game or function even if the Manager is not in attendance.
11. Each Manager will be responsible for the conduct of their team's Coaches, players, parents and other team officials.
12. Each Manager will be responsible for fulfilling their "Team Responsibility" to the League Snack Bar, ensuring his or her parents are reminded of their responsibility in a timely fashion. **Team Mom or Manager will, be telephoned from the Snack Bar when parents do not show up for their work shift and will be expected to fill vacant positions.**
13. Managers and Coaches are urged to encourage hustle from their players at all times.
14. Managers and Coaches must be in matching "collared" team shirts or jerseys and League-issued team caps, at all games. Balance of attire including shoes to be appropriate at all times.
15. Each Manager will exchange the League-supplied Lineup Cards or equivalent at least five (5) minutes before game time. Lineup Cards will list all starting players, substitute players, any players not in attendance and any players who are late.
16. Each Manager in Mustang through Pony will use the League-supplied Substitution Cards in each game as is necessary. Each card must be filled out as completely as possible, including team name, game date, Manager's name and top or bottom of a specific inning. This information can be filled out before the actual game if desired. Jersey number and name will identify players being substituted in regular rotation. The jersey number and name of the player being replaced must follow.
17. All pitching changes must be reflected on a Substitution Card as well, even if players are only changing defensive positions. The player moving into the pitching position must be listed by jersey number, name, and top or bottom of the inning in which the change is being made.
18. All "injury" and "discipline" substitutions must be documented on a Substitution Card. The word "Injury" or "Discipline" must appear on the substitution card. Manager must sign to validate.
19. Copies of Substitution Cards will be given to each scorekeeper and the opposing team Manager at the time they are executed. Substitution cards are to be collected and turned in with the game log by the Umpire.
20. Managers are required to support and attend all League work parties or have team representation present.
21. Managers and team officials are encouraged to support all League functions

V. TEAM RESPONSIBILITIES

A. Team Responsibilities

1. Field preparation and tear down are to be performed for each game by the two teams to play that game.
 - a) Visiting Team: Field preparation. To be completed at least thirty (30) minutes before scheduled game start time. Drag and/or rake all dirt surfaces, water all dirt surfaces if required. Chalk lines and boxes as required by Division. Set bases. Entire field of play should be "walked" to search out debris for removal, ground hazards, as well as to check fence and field conditions.
 - b) Home Team: Field tear down. To be performed directly following completion of game. Remove bases. Drag and/or rake all dirt surfaces filling in holes as required. Water all dirt surfaces as required.
 - c) Both teams are **REQUIRED** to clean dugouts and empty trash cans on the field at the end of each game and at the end of the day.
 - d) **Both teams are required to pick up trash on the field, along the fences, in each dugout, and under the bleachers. Failure to follow this will result in a 1 game suspension by the manager.**

2. All teams shall maintain League field equipment to the best of their ability. Care of League field equipment should be taken in removal of and returning to our storage facilities. Storage facilities should be maintained in a neat and orderly fashion by all that use them. Storage facilities should not be left unsecured or unattended.
3. Each team will be responsible for supply of volunteers for field maintenance on a rotating basis as directed by their Division Commissioner.
4. Each team will be responsible for providing support for the Snack Bar and restroom maintenance. Teams will be required to supply parents to support three to four shifts throughout the season. Failure of a committed parent to show up for Snack Bar duty will result in their child receiving a one game suspension at the next scheduled game.

B. Scorekeepers

1. The home team shall provide the official scorekeeper for each game.
2. The official scorekeeper shall record at-bats, runs, errors, strikeouts, bases on balls, innings pitched by each pitcher and actual starting time of games in accordance with generally accepted baseball practices in the League-supplied Official Scorebook for each Division.
3. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.
4. The scorekeeper will advise the Umpire when the game approaches the playing time limit.
5. **Shetland:** No scorekeepers are required. Each team will provide a "grid monitor" to monitor the player's positions by inning.

VI. PLAYER RESPONSIBILITIES

A. Player Responsibilities

1. All players must be dressed in the uniform issued by the League in order to participate in any League games.
2. Players who do not arrive to a game at least five minutes before the scheduled game time will not be allowed to start that game.
3. Players who arrive to a game before the third inning may be substituted in under normal substitution rules.
4. Players who arrive to a game after the completion of the third inning of play, will not be allowed to enter the game for any reason, whether or not it is an excused absence.
5. Tardiness may impact the players' must-play eligibility.

VII. PARENT RESPONSIBILITIES

A. Parent Responsibilities

1. **Parents will be responsible for providing support for the Snack Bar and restroom maintenance. Failure of a parent to show up for Snack Bar duty will result in their child receiving a one game suspension at their next scheduled game in uniform on the bench.**
2. Parents are responsible for participation in any League-sponsored **fundraisers**. All pre-season fundraiser money is to be turned in at or before the third game of the season or said player will be considered an "ineligible player" until all funds are collected.
3. Parents of an All-Star player will be responsible for providing support for any pre-All-Star and/or any All-Star tournaments held at GGPB fields. Duties may include: scorekeeping, field maintenance, game announcing, working in the Snack Bar, and providing support for the fireworks stand.
4. Parents of All-Star players who fail to support the League by fulfilling their work requirements may cause their player to miss games up to and including dismissal from the team or eligibility on future GGPB All-Star teams.

VIII. DIVISION COMMISSIONER RESPONSIBILITIES

A. Division Commissioners

1. Each Division will have a Division Commissioner.
2. Division Commissioners should be well versed in Pony Baseball, Inc. Rules, GGPB Rules and Regulations, proper scorekeeping practices, and appropriate field maintenance for their Division's field.
3. The Division Commissioner will be the liaison between the teams in their Division and the Executive Board. The Executive Board will assign a contact person from the Board to each Division Commissioner who will act as their main contact.
4. The Division Commissioner will be in charge of the maintenance for their field.
 - a) Field work parties will be scheduled and monitored. The League may schedule work parties for all fields during the season for which the Division Commissioner will be responsible for their own field.
 - b) General maintenance of the field will be assigned and/or performed by the Division Commissioner, including removal of trash, dugout maintenance, etc.
5. Other responsibilities will include but are not limited to:
 - a) Most Manager question's should be directed to their Division Commissioner.
 - b) Division Commissioners will provide information to Team Managers, upon request, from General Board Meetings in the rare event a team is not represented.
 - c) Important issues that arise at General Board Meetings should be followed through and monitored by each Division Commissioner.
 - d) Create and distribute a practice schedule wherein that Division's teams can use their field for practices.

IX. PLAYER SELECTION PLAN

A. Player Selection Plan

1. The Player Agent shall oversee the registration of players, tryout sessions, and player drafts.
2. The Player Agent will maintain all player applications.
3. **Any player wishing to move up into the next higher Division before turning "League age eligible" (i.e. Shetland to Pinto, Pinto to Mustang, Mustang to Bronco, Bronco to Pony), must meet the following requirements:**
 - a) **Player must be a 2nd year player of GGPB or Competing League in a Spring Season in the lower division.**
 - b) **Any player requesting to move up in the desired division must attend a try-out to evaluate skills.**
4. Applicants seeking to be players after the sign-up deadline shall be placed on a Player Waiting List.
5. The Executive Board will determine the team roster sizes in accordance with the number of registered players, the number of teams in a Division, and facility capacity.
6. Each team shall be required to maintain a full roster as long as players are available from the Player Waiting List. Injured players who are expected to resume playing prior to the end of the season, or who have another year of eligibility, may be retained on the team roster.
7. Once a team has drafted a player, that player becomes property of that team for the duration of their division eligibility. The player will not play for another team in the League unless a trade has been approved and executed by the Executive Board.
8. Players returning for their second year in the same Division will automatically return to the same team if the team Manager returns. These players do not have to attend tryout sessions or be selected through the draft process. If the team Manager does not return in the same Division these players will have to attend try-outs session and are eligible freezes for other Managers in their Division.
9. Any team losing their team Manager in their Division, a coach from the same team may inherit the team with approval from the Executive Board. The coach inheriting that team, his son/daughter will not be considered a freeze and is entitled to another freeze if team has not reached its maximum freezes.
10. Any player that does not wish to return to the same team for their second year of eligibility may enter the Draft Selection process only after written notification has been received and approved by the Executive Board. Another team may not freeze any player re-entering the Draft.
11. If a previously "frozen" player elects to re-enter the player draft in the second year of their Division, the team they are leaving will be entitled to another freeze.
12. Returning players in their second year of eligibility in a Division are not guaranteed a place on that team roster if they fail to submit their Player Application prior to the sign-up deadline. If a player signs up after the sign_up deadline, they may or may not be placed back on the same team, or may be placed on the Player Waiting List, all at the discretion of the Executive Board.

13. The Executive Board will determine the maximum number of players on a team roster and in each Division. No Team may consist of more than 8 players of the same League age, unless there is not enough of the same league age in the draft.

14. Teams may trade draft players only! Teams may only trade after drafting on the night of the player draft, with approval of both team Managers and the Executive Board.

15. Until the half way point of the season, the Executive Board may add players to team rosters from the Player Waiting List.

B. Player Tryouts

1. Every eligible player/applicant shall be notified of the tryout times, location, and format. **Players not in attendance at tryout sessions will enter the "hat" for draft purposes and be placed on team rosters last as space permits.**

2. Every tryout candidate will be given the opportunity to run, throw, field, and bat in a fair and equal setting.

3. Tryout sessions will be conducted for each Division separately with all Division Managers in attendance.

4. The Player Agent shall have a confidential rating worksheet prepared for each Manager listing all candidates, their League age, and assigned tryout number. This worksheet will be made available to each Division Manager prior to the commencement of tryouts.

5. In the event a team Manager is not in attendance, he or she may elect to be represented by a Coach of their choice with the approval of the Executive Board.

6. Each Manager will surrender his rating sheet to the Player Agent immediately after tryouts.

C. Player Draft

1. Following the completion of player tryout sessions, at an announced time and location, the Player Agent shall Preside over a meeting of each Division's team Managers and their Coach if desired (or Executive Board approved representative), for the purpose of conducting a player draft.

2. Each Manager will have their own child placed on their team with the loss of a "freeze". (siblings will count as a draft pick)

3. Each Manager will be allowed four (4) player freezes. The Executive Board must approve all player freezes prior to the day of the Player Tryouts. The frozen player may not be a player that is already on another team in the same Division. Each frozen player shall remain on that team's "freeze" for the duration of his or her Division eligibility.

4. New managers moving into manage a team for the first year in the next division will be entitled to 4 freezes. A coach taking over a team they were with the previous year does not count as a new manager moving into the next division. All freezes are to be approved by the executive board.

5. Any brother or sister of a player who is already a member of a team prior to the draft shall be automatically placed onto that team with no loss of draft pick. A brother or sister may elect to be on another team if the parent(s) of that player desire.

6. When the first of two in a brother/sister option is drafted, that team's next round draft pick will be the Remaining brother/sister.

7. To establish the draft order in each Division, the Executive Board will look at the numbers of players returning to each returning Manager in their Division and number of players to each new Manager coming up to the Division.

8. When it is necessary to form additional teams in a Division prior to the player draft, the Executive Board will build said team(s) from all available players in that Division. The goal is to balance all teams as much as possible.

9. The Team with the least amount of players on their roster will pick 1st, if more than 1 team has the same amount of players the managers will flip a coin or draw numbers from a hat to determine the draft order.

10. Each manager will draft in their order given. The team will draft until the same number of players are reached of the next team in the draft order. At that time, that team reached will draft and the draft order will be reversed. The draft order shall reverse every time a team catches up to the team with the same amount of players.

11. The draft will resume until all team rosters have been filled or the player list has been exhausted.
12. If a player was unable to attend try outs, they will be placed into a "hat" and selected in the same order where it was left off.
13. At the completion of the Player Draft, the Player Agent will continue to accept player applications, maintain a waiting list of players and work to place players on teams in each Division as is necessary by the League's projected team size goal.
14. If there are not enough players to fill-out all rosters evenly, the Player Agent will use the waiting list to complete even rosters. Waiting List players will go into a "hat" for positions to be filled and end with even rosters.
15. The Executive Board reserves the right to form additional teams from additional player signups that occur after the Player Draft, up until the Pancake Breakfast in all Divisions. These teams will be formed without the normal Player Draft process. Teams will be formed if adequate players and Managers exist in the opinion of the Executive Board. The Player Agent and the executive Board will assign players to the team(s), as they deem necessary.

D. Legal Players

1. Age, for League purposes, means "League age", which is that age attained by a player prior to May 1st of the season in which a player is making an application.
2. Only players of proper age whose residence, as determined by the residence of their parents or legal guardians, is within the approved League boundaries shall be considered "legal" players for League and tournament play.
3. Players may not participate with more than one Pony Baseball League at the same time. Players are permitted to participate in "travel ball" baseball programs with the strong recommendation that it not interfere with league practices or games.
4. The birth date of applicants will be verified by presenting a birth certificate or copy of same at registration.

E. Shetland Division

1. The Shetland Division uses no tryouts or player draft in building teams. Player applicants are assigned to teams in a random order. Regard is taken to geographic location of players, Manager and parent requests. Requests by parents for their child to be placed on a certain team are taken into consideration with no guarantees.
2. The Shetland Division will have two Levels. A National League (beginning 4 and 5 year olds) and an American League (advanced 5 and 6 year olds).
3. Players may go through an evaluation to determine which Division they should be placed in. The National League will consist of the younger and less experienced players and the American League will typically consist of the older, more advanced players. Five-year-olds must play at least one year in the National League in order to be considered for placement on an American League team unless evaluated and deemed appropriate to be placed on an American League team.

X. GAME REQUIREMENTS

A. Game Requirements

1. All substitutions for any reason must be reported to both scorekeepers at the time the substitution(s) are made and before the next pitch is thrown on the League-supplied Substitution Cards.
2. Decisions involving interpretation or understanding of a certain written rule may be discussed if the discussion can be carried out in a calm, dignified manner. On the field of play, the Umpire's decision is final. Managers or acting Managers are the only team officials allowed to dispute an Umpire's decision or lodge a protest at the time of the infraction.
3. In the event a team has a ten (10) run lead, the game may be called a "Runaway Game" and the leading team shall be expected to pull back a bit on offense. Stealing home should be eliminated. Stealing bases should be held to a minimum. On defense, players should be given the opportunity to play other positions they would normally not get the chance to play.

4. A team failing to field, at least eight (8) uniformed players within 5 minutes prior to the scheduled starting time of a game, or at any time during the game, shall forfeit the game.
5. If a team has only eight (8) players when the game officially starts and other players arrive prior to the third inning, they may enter the game at that point until the required number of players is reached. Players may not be substituted" as they arrive but must wait for the appropriate inning to make any player substitutions. Teams adding a ninth or tenth player to a batting lineup in this fashion shall do so after the original starters. Failure of a team to have a ninth or tenth player will not result in an automatic out for that position in the batting lineup from the beginning of the game.
6. If a player was to leave a game for any reason and no substitute player was to take their place, that would constitute as an out the next time that vacant position came around in the batting order.
7. Adult Coaches, if properly dressed in a uniform specified by the League, may be used in either or both the first and third base Coaching boxes. In the Mustang, Bronco, and Pony Divisions, players in baseball uniform with protective headgear may be used as base coaches when adult Coaches are not used.
8. Only Managers, Coaches, players, and team moms are allowed in the dugout.
9. All games must be played using League-supplied equipment. Equipment not provided for use by the League shall be subject to approval by the Executive Board. In the event any equipment is determined not to be acceptable for use, such equipment shall be removed from use.
10. Players may be added to a team as needed by the League Player Agent even after the season has begun. New player(s) must attend and participate in two 2-hour team practices within a two-week period of joining the team in order to be eligible to participate in any League games. A one-hour session of one-on-one between a Coach and the new players shall be the equivalent of a team practice. Practice games will not count as practices. It is important for a Manager and Coaching staff to "know" a player before subjecting them to actual game action.
11. Courtesy runner for catcher is allowed at manager discretion. **(Pinto Only)**

B. League Scheduling

1. Scheduling and rescheduling of League games shall be the responsibility of the Executive Board.
2. Season schedules are prepared and distributed at the earliest possibility following the final formation of all teams.
3. The scheduling of postponed and/or tied games will be at the discretion of the Executive Board. These games will be scheduled to resume or commence play at the next available date for the field in question. This may be the very next day or a few to several days later. Weekdays will be used as a first option, weekends including Sundays will be used as a last resort.
4. Rain Delays/Rescheduling, On game days when it has rained or there is a threat of rain, each team is to have a representative at the field two (2) hours prior to the scheduled game time to meet with the Field Director to ascertain the playing condition of the field. If in the opinion of the Field Director the field can be played on, each team representative will be responsible for making sure the team is notified. It is also the responsibility of both teams to get the field ready if additional work is required to make the field safe for the players. If it is the opinion of the Field Director that the field is not safe for play, or inclement weather persists, the game will be re-scheduled to a later date. If the decision has been made to re-schedule the game, it is the responsibility of the team representatives to make sure their team is notified. If a team fails to send a team representative and the Field Director decides that the game will be played without delay, and the players of the team not sending a representative do not show up for the game, that team will forfeit the game.
5. Under no condition can League officers set up a schedule of games which would require a team to play more than two games in a day.

C. Length of Games

1. Foal:

Games are to be 45 minutes in length all players bat and play the field parents allowed on the field.

2. Shetland:

- a) **National League:** Each game shall be three (3) innings in length or one hour fifteen minutes long. The game will immediately halt if it hasn't reached the conclusion of the third inning by one hour thirty minutes. Managers are encouraged to hustle their players and keep the games moving!

b) **American League:** Each game shall be three (3) innings in length or one hour forty minutes long. The game will immediately halt if it hasn't reached the conclusion of the third inning by one hour forty minutes. Managers are encouraged to hustle their players and keep the games moving!

3. Pinto, Mustang, Bronco, Pony

- a) Any game that has not completed the regulation amount of innings within regulation time and that is not tied at the completion of the inning in progress at the time that regulation time expires shall be considered a complete game.
- b) Any game that is tied at the completion of an inning following the expiration of regulation time shall be considered a tie game.
- c) If a game is called for any reason in an incomplete inning, after having reached complete-game length, and the visiting team ties the score or takes the lead in the incomplete inning, and the home team does not tie the score or retake the lead in its portion of the incomplete inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time as scheduled by the Executive Board.
- d) In the event a game is stalled due to weather, field conditions, or injury, the Umpire may extend the length of the game if in his or her opinion it is justified. The "actual playing time" should never exceed the regulation time for any game.
- e) The Regulation Time and Complete Game Length for:

Pinto:

Each game shall be a maximum of six (6) innings or no new inning after 1 hour 50 minutes, whichever comes first. If a game is called for any reason, it is deemed a "complete game" if four (4) innings have been completed or if the home team has scored more runs in three (3) and a fraction innings, than the visiting team has scored in four (4) complete innings. If the score is tied after 6 innings or your no new inning time the game remains a tie, **no extra innings permitted.**

Mustang:

Each game shall be a maximum of six (6) innings or no new inning after 1 hour 50 minutes, whichever comes first. If a game is called for any reason, it is deemed a "complete game" if four (4) innings have been completed or if the home team has scored more runs in three (3) and a fraction innings, than the visiting team has scored in four (4) complete innings. If the score is tied after 6 innings or your no new inning time the game remains a tie, **no extra innings permitted.** If one team is ahead by 10 or more runs after the 4th complete inning the game will be called.

Bronco & Pony:

Each game shall be seven (7) innings or 2 hours with no new innings for Bronco and 2 hours, 10 minutes with no new innings for Pony, whichever comes first. If a game is called for any reason, it is deemed a "complete game" if (5) innings have been played or if the home team has scored more runs in four (4) and a fraction innings, than the visiting team has scored in five (5) complete innings. If the score is tied after 7 innings or your no new inning time the game remains a tie, **no extra innings permitted.** If one team is ahead by 10 or more runs after the 5th complete inning, the game will be called.

D. Player Injury and Substitution

1. If at any time during a practice, game, or team function, a player or team representative receives an injury, the Manager MUST fill out Injury Report Form. The Injury Report Form must be filled out and submitted to the Player Agent within 48 hours of the injury.
2. When an injury occurs during a game, prior to the Umpire calling "time out" the player, either team Manager or Coach, may call "time out" with no effect on other time out rules.
3. When an injured player is removed from play, the team Manager will notify both scorekeepers before the next pitch is thrown. Eligible injury substitute player will enter the batting lineup at same location as injured player. Injury substitute may enter defensive lineup at any position.
4. Other defensive players eligible for re-entry may do so to the position of pitcher.
5. Injury substitutions are to be made in the following order:
 - a) Any bench player who has not yet entered the game. This player will then complete the entire game regardless of when the player entered the game.
 - b) Any player removed from the game in regular substitution practices. Last player removed must be the first player placed back into the game and order continues in this fashion for other injury substitutions.
 - c) No player who has been removed from the game for injury or disciplinary reasons may re-enter the game.
6. All players' status with regards to injury must be reported to both scorekeepers before play can resume. Failure to do so by team Manager or acting Manager could result in disciplinary actions.
7. When a player misses any League games due to their injury whether it is League related or caused elsewhere, that player must attend and participate in two (2) team practices to be eligible to return to play in any League games. The Manager and Coaching staff are responsible for knowing that a player can safely participate in League games.
8. Any injured players requiring medical attention must present a doctor's release to resume playing in League games.

E. Protests

1. The Executive Board will review and decide all protests. Protests will be reviewed based on the following requirements:
 - a) The protest must be about a rule interpretation. Umpire's judgment is not grounds for a protest. GGPB follows American League Rules and Rules and Regulations for Pony Baseball, Inc., unless otherwise stated in the GGPB Rules.
 - b) The Umpire and official scorekeeper must be notified of any protest being made before the next pitch, and will be noted in the Official Scorebook at that moment of the game.
 - c) Protests must be submitted in writing within 24 hours of the ending of the game under protest.
 - d) The Executive Board will review protests and will convey decisions to the team Managers involved within 48 hours.
 - e) A \$25 dollar fee is due with the filing of a protest. If the protest is upheld it will be returned to the manager.

F. Equipment

1. **Baseballs:** Shetland Division shall use a "safety" or "reduced injury" type of ball designed for use by beginning players. Pinto, Mustang, Bronco, and Pony Divisions shall use a standard baseball weighing not less than five nor more than five and one-quarter ounces, and measuring not less than nine nor more than nine and one-quarter inches in circumference.
2. **Bats:** Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and three-fourths inches (2-3/4") in diameter at the thickest part, nor more than forty two inches (42") in length, are acceptable.
3. **Helmets:** The batter, players in the on-deck batting area, base-runners and Mustang, Bronco, and Pony players coaching in the base line Coaching boxes are required to wear helmets which give protection to the top of the head, temples, both ears and base of the skull. Any player's batting helmet with "painted scenes" on it must be appropriate to the game and our family environment. Objectionable gear will be removed from the game.

4. **Catcher's Gear:** Any player in the catcher's position is required to wear a mask with throat guard; headgear which gives protection to the top of the head and both ears; chest protector; shin guards; athletic supporter and protective cup. Any player serving as a catcher to warm up a pitcher shall wear a mask, headgear, and a protective cup, whether the pitcher is warming up from the mound, in the bullpen or elsewhere on the field or at a practice.
5. **Protective Cups:** Any player in the position of pitcher or catcher must wear an athletic supporter and protective cup. It is recommended that Managers make every effort to encourage all players to wear an athletic supporter and protective cup regardless of the defensive position they may play.
6. **Player's Uniforms:** All players are to wear the League-supplied uniform of pants, socks, jersey, belts, and cap. Players may wear "sleeves" of the same color as the entire team under their jerseys if desired. Appropriate athletic shoes must be worn as well.
7. **Manager's/Coach's Uniforms:** Managers and Coaches are to wear matching collared team shirts or jerseys and either League-supplied team caps or other matching team caps. Balance of attire and shoes must be appropriate for the team and League.
8. **Shoes:** Shetland and Pinto Division players may only wear "rubber" cleat baseball shoes or other non cleated athletic shoes. Mustang, Bronco and Pony Division players may wear "rubber" or "metal" cleat baseball shoes or other non-cleated athletic shoes. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the player(s) from the lineup. Substitute players may be inserted into the lineup per injury substitution rules.
9. Illegal equipment shall be removed from the game. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the Executive Board.
10. Players who do not wear complete League-supplied uniforms or appropriate catching equipment as required by these rules, shall be removed from the lineup. Subject to Board Approval.
11. All games must be played using League equipment. Equipment not provided for use by the League shall be subject to approval by the Executive Board. In the event any equipment is determined to not be acceptable for use shall be removed from use.

XI. PLAYING RULES

A. Must Play Rules

1. All players will play in every game they attend, will both start and finish games regularly, and play complete games as is mandated by these Must Play Rules. Player absenteeism may forfeit the player's right to "start" or play their full game at the discretion of the Manager. The Player Agent will investigate repetitive absences. **The Must Play requirements by Division are:**

Foal:

Shetland: All players will play in every game they attend

Pinto: UPDATED 3/1/10 Due to the number of players on each Pinto Team, the rules are amended as follows...Players shall not sit on the bench for two consecutive innings in any game. They must be rotated onto the field at least every other inning. Every player will play at least one full game every third game. In those full games, the player must play at least two (2) innings of infield while playing all innings defensively during the game.

Mustang: Every Player will start at least every other game and will play a full game every third game. In those full games, the player will play all innings at both offense and defense. Defensively: 3 innings (i.e.: start 1-3, sit 4-6 finish sit 1-3 play 4-6). Offensively: Must bat entire line-up. An absence counts as a full game. Late finish counts as a full game.

Bronco: Every player will play at least three (3) innings in each game. Every player will start at least every other game. Every player will play at least one full game every fourth game. Substitutions must be made from the top of the 4th inning to the top of the 5th inning. Offense: bat nine.

Pony: Every player must play 6 defensive outs and 1 at bat. There is no full game requirements. Offense: bat nine.

B. Playing Rules (Both Shetland Divisions Age 4, 5, & 6)

Shetland Division is instructional baseball, to teach how to swing a bat, catch a ball, throw a ball, and how to run bases. The focus of the program is on teaching the very fundamentals of baseball.

1. All players available must bat in the regular lineup each inning. Managers are required to establish a set offensive batting order for the entire season. Each player will always know whom he or she follows. The batting order will remain the same with a different lead off batter each game rotating in a set order so that all players will bat first for approximately two games.
2. Base runners are not permitted to steal or lead off base and shall remain in contact with the base until the ball is hit into play. .
3. All players shall be used defensively. Extra fielders are equally spaced in the outfield.
4. There will only be 6 infielders allowed in the infield at one time (i.e. pitcher, catcher, first base, second base, third base, and short stop).
5. Managers are required to rotate players throughout the defensive positions each new inning. Each player will rotate every inning between the infield and outfield positions and should move around the infield and outfield as well from game to game.
6. Shetland National: first half of season will use a batting tee second half will use coach pitch.
7. A maximum of four (4) Coaches from the defensive team may be on the field to give their players instruction. Coaches should explain mistakes and give encouragement to the players. Coaches shall not interfere with a ball in play, any such interference will be considered an act of unsportsmanlike conduct and the Coach may be subject to disciplinary action.
8. Players are not allowed to Coach from the baseline Coaching boxes.
9. Players, Managers and Coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
10. Score is not kept in the Shetland Division. Each Manager will prepare an official Shetland lineup sheet before each game and give to the opposing grid monitor. This is to ensure that all players play and are rotated throughout the positions. The opposing grid monitor shall sign and return the lineup sheet to the snack bar at the end of the game. Grid Monitors are encouraged to make written comments with regards to defensive positioning on the lineup sheet.
11. If sufficient players from one team are not available, players from the opposing team may be assigned to that team for that game to bring the roster of each team up to the minimum of nine (9) players.
12. There will be a one hundred ten-foot (110') outfielder restraining line burned into the outfield grass. No outfielder shall be allowed in front of the restraining line before the ball is put into play.
13. There will be a restraining arch marked on the infield between home plate and the pitcher's mound that a batted ball must pass to consider the ball "in play".
14. Players are to keep their batting helmets on at all times on offense when outside the dugout. If a player purposely removes his or her helmet while on base, on the base paths, or while batting, he or she will be called out and returned to the dugout.
15. After the ball has been fielded, play stops:

National League: Shetland National: *first half of season will use a batting tee second half will use Coach pitch.*

- a) When the ball has reached the infield dirt from the outfield. Base runners will not advance to the next base. If they didn't reach the next base prior to the ball reaching the infield dirt, the runner will return to the previous base.
- b) A base runner shall be permitted to only advance one base on a ground ball fielded by the infield and resulting in either the batter or a base runner being forced out. The base Coaches shall not allow extra unwarranted base running.
- c) No extra bases are taken on overthrows from balls fielded in the infield.
- d) Rules a, b and c apply to everyone in the lineup, including the last batter.

American League: Shetland American:

- a) When the ball has reached the infield from the outfield and is "controlled by an infielder." Base runners will not advance to the next base. If they did not reach the next base prior to the ball being "controlled by an infielder," the runner will return to the previous base.
- b) A base runner shall be permitted to only advance one base on a ground ball fielded by the infield and resulting in either the batter or a base runner being forced out. The base Coaches shall not allow extra unwarranted base running.
- c) On a hit ball put into play in the infield and an overthrow occurs. The batter or base runner, can only advance one base and do so at their own risk.
- d) Rules a, b and c apply to everyone in the lineup, including the last batter.

C. Playing Rules: Shetland Division/National League

1. In the first half of the season a batting tee will be used at home plate and no player shall strike out. A batter shall get four (4) swings. If no contact is made, the Coach will physically help the batter make contact.
2. A Manager or Coach shall stay behind home plate to assist and instruct the batter in hitting the ball. The Manager or Coach shall be responsible for removing the batting tee and bat after the ball has been put into play.
3. In the first half of the season, the pitcher shall remain in contact with the pitcher's plate until the batter hits the ball.
4. The second half of the season will be "Coach Pitch." Each player will receive a maximum of four (4) pitches. If a player fails to hit the ball in fair territory in four (4) pitches, they shall be allowed to hit off the tee.
A maximum of two (2) swings can be taken when hitting off of the tee. If the ball is not hit into fair territory, the batter will be called out. A second Coach will remain in the batting area to assist their players.
5. In the second half of the season, the player at the "pitcher" position will stand to the side of the pitching mound with one foot on the dirt and one foot on the grass until the ball is put into play.

D. Playing Rules: Shetland Division/American League

1. Coach Pitch from the front of the mound, a batter shall get a maximum of five (5) pitches from the Coach. If the batter does not hit the ball in fair territory, one swing from a batting tee shall occur. If no contact is made with the ball on the batting tee, the batter will be called out.
2. A Coach from the team up to bat will be at home plate assisting the catcher with the balls being pitched by his other coach.
3. The player at the "pitcher" position will stand to the side of the pitching mound with one foot on the dirt and one foot on the grass until the ball is put into play.

E. Playing Rules: Pinto Division

The official playing rules, with the exceptions and variations contained in this manual, shall be "Official Baseball Rules," completely revised, as released through the office of the Commissioner of Baseball.

1. The designated hitter (DH) will not be allowed.
2. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the Umpire. The Umpire will award two (2) bases to batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the Umpire.
3. Players cannot change defensive positions in the middle of an inning unless there is a pitching change. **Exception to this rule: Disciplinary action, injury or "potty run" must be reported to umpire and scorekeeper and a report filed with the board. Not necessary for "potty run"**.
4. Each team shall have a maximum of ten (10) players on the field in defensive positions. The tenth player is to be utilized as an outfielder only (i.e.: LF, LC, RC, RF).
5. If a Manager or Coach goes onto the playing field to talk to any player or players more than twice in a half inning, while the same player is pitching, a pitching change must be made. The only exception to this rule is in the case of injury.
6. Umpires shall not permit more than one offensive time out in each half inning to allow a Manager or Coach to talk with a player.
7. Throwing the bat while batting is not allowed. Players will receive one warning from the Umpire and then be ejected from the game.
8. **MUST SLIDE RULE:** Base runners must slide or avoid contact with defensive players when a play is being made at second, third, or home plate. If this rule is violated in the judgment of the Umpire, the base runner will be called out.
9. If a player commits malicious contact anywhere on the base paths, that player will be called out and ejected from the game.
10. Base runners are not permitted to lead off base and shall remain in contact with the base until the ball is hit or crosses home plate after each pitch. Runners leaving bases early shall be called out.
11. Base runners can steal only one base at a time, even if a play is made and the ball is overthrown. No further advance may occur until the next pitch.

12. **There is no stealing of home plate.** Base runners can score only on a hit ball or by advancing due to a hit batter or walk with bases loaded.
13. All players must bat in the batting lineup even though they may not be in the defensive lineup in an inning they come to bat. The batting order will not change once the game has started.
14. Batters are not permitted to bunt or swing easy at the ball. Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead and no runners may advance. After three strikes the batter will be called out.
15. **NO COACH PITCH THERE WILL BE WALKS.**
16. A third strike is an out even if the catcher drops the ball.
17. No team shall score more than five (5) runs in a single inning until the sixth inning of the game when runs are unlimited. If there are less than three outs when five runs are scored in the early innings, the teams shall change sides.
18. There is no infield fly rule.
19. When in the Umpire's judgment a ball is in control by an infielder, the Umpire will call "time" and the runners will not advance.
20. A base runner shall be permitted to advance one base on a ground ball fielded by the infield and resulting in either the batter or a base runner being forced out. The base Coaches and Umpire shall not allow extra unwarranted base running.
21. On a hit ball put into play and an overthrow occurs, the batter or base runner, can advance one base and do so at their own risk.
22. There will be an outfielder restraining line at 100 feet from home plate burned into the outfield grass. No outfielder shall be allowed in front of the line before the ball is put into play.
23. If a player purposely removes his or her helmet while on base, on the base paths, or while batting, he or she will be called out and return to the dugout. Players are to keep their batting helmets on at all times on offense when outside the dugout.
24. There is free substitution between innings. When the substitution deviates from the substitution grid, the official scorekeeper must be notified.
25. **Bathroom breaks:** If a defensive player leaves the field of play to use the bathroom, that player shall be replaced until he or she returns. If any batter due up to bat is not available to bat for any reason, that batter shall be called out. Managers may NOT bat around any player who has left the field or dugout for any reason.
26. No head first sliding 1st offense warning, next offense player is called out.

F. Playing Rules: Mustang Division

The official playing rules, with the exceptions and variations contained in this manual, shall be "Official Baseball Rules," completely revised, as released through the office of the Commissioner of Baseball, "The Sporting News" edition.

1. The designated hitter (DH) will not be allowed.
2. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the Umpire. The Umpire will award two (2) bases to batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the Umpire.
3. Players cannot change defensive positions in the middle of an inning unless there is a pitching change. Exception to this rule: disciplinary action, injury or "potty run" must be reported to umpire and scorekeeper and a report filed with the board. Not necessary for "potty run".
4. Each team shall have a maximum of nine (9) players on the field in defensive positions.
5. If a Manager or Coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change must be made. The only exception to this rule is in the case of injury.
6. Umpires shall not permit more than one offensive time out in each half inning to allow a Manager or Coach to talk with a player.
7. Throwing the bat while batting is not allowed. Players will receive one warning from the Umpire and then be ejected from the game.
8. **MUST SLIDE RULE:** Base runners must slide or avoid contact with defensive players when a play is being made at second, third, or home plate. If this rule is violated in the judgment of the Umpire, the base runner will be called out.
9. If a player commits malicious contact anywhere on the base paths, that player will be called out and ejected from the game.

10. Stealing home plate will not be allowed when there are two outs and two strikes on the batter or when any batter is swinging placing the base runner in danger. Any runner attempting to steal home plate in these situations will be called out automatically and the team Manager may be subject to disciplinary action. A "restraining line" will be in place to discourage this.
11. Balks are to be called by the Umpire as in "Official Baseball Rules."
12. Base runners may lead off and steal bases, as in "Official Baseball Rules."
13. Any player in the starting lineup who has been removed for a substitute may re-enter the game only in the case of injury or discipline to another player and as the Injury Substitution Rule permits.
14. Metal Cleats are allowed
15. ALL rostered players WILL bat.

G. Playing Rules: Bronco Division

The official playing rules, with the exceptions and variations contained in this manual, shall be "Official Baseball Rules," completely revised, as released through the office of the Commissioner of Baseball, "The Sporting News" edition.

1. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the Umpire. The Umpire will award two (2) bases to batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the Umpire.
2. Players cannot change defensive positions in the middle of an inning unless there is a pitching change.
3. **Each team will have only nine (9) batters and 9 in the defensive.** If a Manager or Coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change must be made. The only exception to this rule is in the case of injury.
4. Umpires shall not permit more than one offensive time out in each half inning to allow a Manager or Coach to talk with a player.
5. Throwing the bat while batting is not allowed. Players will receive one warning from the Umpire and then be ejected from the game.
6. If a player commits malicious contact anywhere on the base paths, that player will be called out and ejected from the game.
7. Stealing home plate will not be allowed when there are two outs and two strikes on the batter or when any batter is swinging placing the base runner in danger. Any runner attempting to steal home plate in these situations will be called out automatically and the team Manager may be subject to disciplinary action.
8. Balks are to be called by the Umpire as in "Official Baseball Rules."
9. Base runners may lead off and steal bases, as in "Official Baseball Rules."
10. Any player in the starting lineup who has been removed for a substitute may re-enter the game only in the case of injury or discipline to another player and as the Injury Substitution Rule permits.
11. A courtesy runner can be used for the catcher regardless of outs. The runner must be a sub or if none available the last out will be used.

H. Rules: Pony Division

The official playing rules, with the exceptions and variations contained in this manual, shall be "Official Baseball Rules," completely revised, as released through the office of the Commissioner of Baseball, "The Sporting News" edition.

1. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the Umpire. The Umpire will award two (2) bases to batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the Umpire.
2. Players cannot change defensive positions in the middle of an inning unless there is a pitching change.

3. **Each team will have only nine (9) batters and 9 in the defensive.**
4. If a Manager or Coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change must be made. The only exception to this rule is in the case of injury. .
5. Umpires shall not permit more than one offensive time out in each half inning to allow a Manager or Coach to talk with a player.
6. Throwing the bat while batting is not allowed. Players will receive one warning from the Umpire and then be ejected from the game.
7. If a player commits malicious contact anywhere on the base paths, that player will be called out and ejected from the game.
8. Balks are to be called by the Umpire as in "Official Baseball Rules."
9. Base runners may lead off and steal bases, as in "Official Baseball Rules."
10. Any player in the starting lineup who has been removed for a substitute may re-enter the game only in the case of injury or discipline to another player and as the Injury Substitution Rule permits.
11. Unless other wise stated, Pony Inc. rules apply to the Pony Division.

G. Pitching Rules

Each Division has specific guidelines for players who pitch which will be adhered to without exception. These guidelines have been designed for the health and welfare of our youths that pitch. Failure to comply with these guidelines will result in disciplinary action.

1. On the same calendar day, players may not pitch in more than:

Pinto: two (2) innings
Mustang: three (3) innings
Bronco: seven (7) innings
Pony: seven (7) innings

2. In any calendar week, players may not pitch in more than:

Pinto: four (4) innings
Mustang: six (6) innings
Bronco: ten (10) innings
Pony: ten (10) innings

A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.

3. Players shall have at least 40 hours rest after pitching on the same calendar day:

Pinto: two (2) innings
Mustang: three (3) innings
Bronco: four (4) innings
Pony: four (4) innings

The 40 hours rest rule is computed from the ACTUAL starting time of the game in which the pitching occurred.

4. After throwing one pitch to a batter, that pitcher shall be considered as having pitched in one inning.
5. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local League games, the playoff of postponed games or suspended games, tie games or exhibition games. .
6. Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
7. If a relief pitcher comes in "cold" the Umpire shall allow the pitcher to warm up properly with at least ten (10) warm-up pitches.
8. Manager and player in violation of any of the pitching rules shall be subject to the penalties outlined in the Disciplinary Action section.

XII. TEAM/LEAGUE SPONSORS

A. Team League Sponsors

1. It's mandatory for each team to bring in at least one sponsor for the League of \$150 minimum. Partial sponsorships will be accepted and applied toward a cumulative total to qualify for team benefits.
2. Each sponsorship shall be a minimum of one hundred and fifty dollars (\$150.00) with no maximum.
3. Sponsors will receive League recognition at the season's end.
4. The League will receive 100% from the team's first \$150 sponsorship. For each additional sponsor a team secures, that team will receive one-half (50%) of the funds received to be used towards team functions (e.g. pizza parties, batting cages, bowling), or a direct benefit to every team player (e.g. names on hats, Shirts, jackets, banners, etc.) After \$1000 of cumulative sponsorships, the team will receive 75% of all money sponsored going forward.
5. Any team bringing in a single sponsorship of \$1000 will be offered a team snack special for the entire season. This special will include hamburger, chips and a small drink.
6. Sponsorship funds are not to be used for team Coaches gifts. Questionable usage should be pre-approved by the Executive Board.
7. All sponsorship funds must be turned in to the League upon receipt from the sponsor. No funds from a sponsorship shall be spent by the team prior to receipt of the funds by the League.
8. Refunds due a team from sponsorships will be reimbursed after the team turns in a valid receipt for funds spent and verification that the team has sponsorship funds available at the next General Board Meeting.
9. To receive team portions of sponsorships, the receipt from the team function must be signed by the Team Manager and the Team Mom and presented to the League Treasurer at a General Board Meeting within one week of the actual expenditure. Each team will be responsible for their own record keeping.
10. All sponsorship money must be used and reimbursement requested no later than one week prior to closing day.
11. **No team shall organize a fundraiser that is designed to benefit only that team. GGPB and its Executive Board shall direct all fundraisers.**

XIII. ALL-STARS

A. All-Star Selection Plan

The Executive Board reserves the right to institute an All-Star Selection process that may vary from that listed below for any given season or Division. Ample notice will be given each Manager if the process changes and how the program will work.

1. At a mid-way point in the season, the Executive Board will start the All-Star Selection process.
2. All-Stars will be selected in the same manner in all Divisions.
3. The Manager of each team in each Division will nominate the top thirty (30) players from their Division. This list may include players from their own team. These players should only be of All-Star caliber. The honest opinion of every Manager is both warranted and expected.
4. There will be a turn-in deadline for nominations. Each Manager will be responsible for turning in their own list to the Executive Board Player Agent.
5. The Executive Board will review all lists of nominees. The Executive Board for validity, inclusion, or deletion from the list may research nominees' names that appear with less frequency.
6. The Executive Board will generate a single All-Star nomination list for each Division to be used in the selection process.
7. An All-Star Selection Meeting will be set for each Division at an arranged time and location. Only one representative will be allowed from each team. If the Manager cannot be in attendance, they must appoint an alternate and notify the Executive Board.

8. The Managers of each Division will vote for the A-Team All-Star Manager of that Division at their All-Star selection meeting.
9. To qualify for nomination, a Manager must have regular attendance at General Board Meetings and League functions; conduct him/herself in a respectable manner; have good practice and game habits; be a teacher of the game of baseball; knowledgeable in the game and rules; in the opinion of the Executive Board.
10. The A -Team will be selected first, the Division Managers will first select a Manager for that team by voting. The selected Manager will pick from the nomination list and will consist of at least twelve (12) players and no more than fifteen (15) players.
11. If the Executive Board decides a B-Team is to be selected, the Division Managers will first select a Manager for that team. The Division Managers will then select at least twelve (12) players and no more than fifteen (15) players.
12. In the event a Manager cannot be found from those who managed in that Division, the Executive Board will assume the responsibility of appointing an individual to manage any All-Star team representing that Division.
13. Each All-Star Manager will be responsible for selecting their own Coach and Business Manager to assist them in their tasks.
14. Each All-Star Manager will be responsible for contacting and notifying each of their All-Star players.
15. Each All-Star Manager with the assistance of their Coach and Business Manager will be responsible for all aspects of their All-Star team.
16. A complete roster will be assembled and distributed by the All-Star Manager to all players without delay.
17. Team practices should be scheduled immediately following the end of our regular season with a complete schedule distributed to all players.
18. Any team practices, practice games, or other functions will include all team players.
19. The Executive Board will assist each All-Star team with Tournament Rules and Regulations, Eligibility Affidavits and general tournament requirements.
20. Any changes to All-Star rosters or Manager selections must be approved by the Executive Board.

XIV. Non-League Tournament Teams

A. Non-League Tournament Teams

At prescribed times throughout our season(s), non-League tournament play is available at various venues in our local area. Teams may be assembled from our membership to compete in these non-League tournaments on a strictly voluntary basis. Teams from our League may enter these non-League tournaments providing there is no conflict with our regular, play-off, League tournament or All-Star practice or game schedules.

1. Managers are not selected but must volunteer on their own and accept full responsibility for the team they assemble.
2. All Managers seeking to assemble a tournament team must notify the Executive Board at least two weeks in advance of the tournament start.
3. All players must be from Garden Grove Pony Baseball and be the appropriate Division age for the tournament being entered.
4. Players are invited to play by the Manager of the team solely at his or her discretion with no regard to regular season team, All-Star status, or playing ability.
5. The Manager will inform all parents of the entire exposure connected with the tournament being entered in advance of their acceptance to participate. Practice schedules, possible game times, duration of tournament, and all costs associated with their participation.
6. It is recommended the Manager carry a roster of not less than twelve (12), nor more than fifteen (15) players.
7. The Manager will decide if players are able to miss games or not at his or her discretion.
8. The Manager will obtain adequate assistance to run the team appropriately with regards to coaches or other team officials.
9. Any practices held for tournament teams must not conflict with GGPB regular season team practices or games, in any way, including affecting GGPB pitching rules.
10. Tournament team participants shall be responsible for all expenses in conjunction with tournaments being played including any and all transportation, entrance fees, equipment, uniforms, awards, meals, etc.
11. Tournament teams may elect to wear any part or all of their GGPB regular season uniforms, as the tournament team Manager elects. Other uniform components up to entire tournament uniforms will be at the expense of the team participants.
12. GGPB will provide its regular season insurance coverage for teams approved to participate in tournament play on or around Easter, Memorial Day, and Thanksgiving time periods only.
13. Players who pitch in tournament play must follow GGPB Pitching Rules with regards to innings per day, per week and rest requirements between pitching assignments, including after the tournament has ended and regular season games commence.

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