



# Anaheim Pony Baseball 2011 Standing Rules

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## Article I: Applicability of Rules

- A. Standing rules are applicable to all divisions for league play, unless otherwise noted (i.e. inter-league play, etc.).
- B. In application, APB rules shall be considered first, Pony Baseball Rules and Regulations for the current year shall be considered second, and rules as published by the *Sporting News* shall be considered third.

## Article II: Registration

### **A. Candidacy**

It is the obligation of APB to give each person who indicates a desire to become a candidate for the league a chance to play, provided the league's eligibility requirements are met, however, APB reserves the right to refuse registration.

1. The Board of Directors shall determine registration ceilings.
2. No person shall register without the consent of a parent or legal guardian, unless the person is at least eighteen (18) years of age.
3. A player registered with APB selected for All Stars will not be allowed to be rostered or an active participant on any tournament team after the individual teams first All Star Tournament date. Pony Inc. sets this date.
4. A limit of two (2) players may register as riders so they may share transportation, however, this does not guarantee placement on the same team.

### **B. Registration Fees**

1. The Board of Directors prior to registration will determine APB registration fees each year.
2. All registration fees must be paid in full two weeks prior to Opening Day.
3. Any exception to the above registration policy must be submitted in writing to the Executive Board for approval.

### **C. Registration Assistance/Scholarships**

1. It is the policy of APB that no youth within its boundaries, who is able and wants to play baseball, be prohibited due to financial inability.

### **D. Refunds**

Players that drop from the league shall receive refunds as follows:

1. If a player drops prior to the ordering of uniforms, the refund shall be in full.
2. **No refunds will be given after the first league-scheduled game.**
3. No refunds will be issued until all APB matters have been resolved.
4. A parent must request any refund in writing to the Player Agent Coordinator and/or the Treasurer and must be approved by the President or Vice President. Forms are found on league website.

### **E. Late Registration**

1. Each player registering after the draft will be placed on a waiting list, secondary to players who have signed up prior to draft day, for assignment to a team in their playing division if and when an opening exists.
2. The waiting list shall be maintained the entire season. Late applicants may sign up at any time, and registration fees (less the deposit-see E.3) will be paid upon the applicant being assigned to a team.
3. The only information necessary for purposes of the waiting list shall be name, age and telephone number of the applicant. A deposit of 50% of the Divisional fee shall be paid to APB in order to secure the applicants position on the waiting list. If the applicant is not placed on a team for the entire season, a refund in the amount deposited will be paid in full. At the request of the applicant, the deposit can and will be returned before being placed on a team, however, the applicant will forfeit his/her spot on the waiting list.
4. Players on the waiting list shall be assigned by a blind draft to teams according to the lowest number of rostered players. Two or more teams having openings on their rosters will participate in a blind draft and one team will be selected at a time.
5. The blind draft will be conducted by the Player Agent Coordinator and/or the Divisional Player Agent and must be attended by at least one other member of the Board of Directors.

6. The Board of Directors, based on the remaining number of games scheduled, shall determine the registration fee for a player assigned to a team from the waiting list.
7. There will be no riders allowed on the waiting list.

#### **F. Legal Players**

1. The playing age of a player shall be his/her actual age as of May 1st of the calendar year in which the regular season begins.

Foal	3 and 4 years old
Shetland	5 and 6 years old
Pinto	7 and 8 years old
Mustang	9 and 10 years old
Bronco	11 and 12 years old
Pony	13 and 14 years old
Colt	15 and 16 years old
Palomino	17 and 18 years old
2. Only players of proper age shall be considered legal players for the league play.
3. A player will be considered illegal if he/she is playing for or registered for another pony baseball organization or is not listed on an active APB regular season roster.
4. All registrants shall present proof of age prior to the tryouts. Proof of age shall consist of birth certificates, passport, baptismal certificate, Pony Baseball player identification card or such other proof of age acceptable to APB Board of Directors.
5. Players living outside APB boundaries may play for APB; however, the player will not be eligible for All-Star play.
6. Players living outside APB boundaries are not eligible for scholarships.

#### **G. Team Roster Limitations**

1. Each team shall be limited to not more than the number of registered players within the respective divisions as follows:

Foal	10
Shetland	14
Pinto	13
Mustang	13
Bronco	12
Pony	12
Colt	15
2. At no time shall the team roster include more than eight players of the following ages:

Shetland	6 years old
Pinto	8 years old
Mustang	10 years old
Bronco	12 years old
Pony	14 years old
Colt	16 years old
3. No more than twelve players eighteen years of age may be used on a Palomino team.

#### **H. Team Vacancies**

1. All teams may continue to fill their maximum roster throughout the season if possible. Colt division and above are exempted from this rule.
2. Vacancies may occur in the following ways:
  - a. A complete team roster was not obtained during the draft.
  - b. A player has dropped from the team.
  - c. A player is granted a transfer.
3. Once a player assignment has been made, the Player Agent Coordinator and/or the Divisional Player Agent will contact the team manager and provide the player's name, telephone number and other pertinent information. The manager is then responsible for contacting the player and making team arrangements within 48 hours.

## **I. Player Transfers**

1. A player may request permission through the Divisional Player Agent to transfer from the team he/she was originally placed on or drafted onto, with the exception of frozen players.
2. A written request must be submitted to the Divisional Player Agent and signed by the player and parent or legal guardian. The Board of Directors, at the next scheduled meeting, will vote on whether or not to approve the transfer request. The current manager may appeal the transfer to the Board of Directors prior to their decision, if he/she so desires.
3. A player may request only one transfer. No transfers will be permitted after the first game of the regular season.
4. A player may not request to transfer to a specific team. If the request is approved, the player will be placed on the secondary waiting list. If there is no waiting list, this player will be placed by the Board of Directors by a blind draft.
5. If a player drops during the regular season, he/she will not be permitted to re-enter the league for the remainder of that season.

## **J. Medical Problems**

1. The Board of Directors may request a physician's letter concerning a player's ability to play the game of baseball.
2. The Board of Directors may request a medical release concerning a player's ability to return to league play following an injury or extended illness.
3. In the event a physical or mental handicap is determined, an agreement between the player's parent or guardian, manager and the Board of Directors shall be reached concerning the league's level of competition and the child's ability to play safely within that level.

## **Article III: Tryouts**

### **A. Divisions**

1. Separate tryouts will be conducted for the Pinto, Mustang, Bronco and Pony divisions only. The Player Agent Coordinator will organize, plan and conduct the tryouts in a fair and equal manner.
2. There will be no tryouts in the Foal, Shetland, Colt or Palomino divisions.

### **B. Participants**

1. Tryouts are mandatory for all players not frozen on a particular team.
2. A player who is registered prior to tryouts and does not participate in the scheduled tryout session, other than those frozen to a particular team, must be placed in a blind draft and if not selected, placed on the primary waiting list.
3. Both riders, if not previously frozen, need to try out.

### **C. Procedure**

1. Each manager will be supplied a list of applicants, indicating the players in alphabetical order and their respective playing ages. The form provided will allow for rating each applicant's hitting, fielding, throwing and running abilities.
2. Tryouts should consist of the following recommended procedures:
  - a. Field five (5) balls in the outfield and throw to the infield.
  - b. Field five (5) balls at shortstop and throw to first base.
  - c. Swing a bat at five (5) pitches and run to first base after the last swing.
  - d. Pitch five (5) pitches, for those interested in pitching.
3. The Player Agent Coordinator may change or limit any part of this procedure.
4. Each Divisional Player Agent shall attend and rate for their respective divisions.

## Article IV: Player Selection/Draft

The player selection/draft will be organized by the Player Agent Coordinator and conducted by the Divisional Player Agents and an additional Board Member.

### A. Frozen Players

1. At the time of the draft, the Player Agent Coordinator will announce the number of players frozen by each manager.
  - a. The maximum number of frozen positions for a manager/coach of record will be as follows:

Foal	6 Freezes
Shetland	6 Freezes
Pinto	7 Freezes
Mustang	8 Freezes
Bronco	10 Freezes
Pony	10 Freezes
  - b. Colt and Palomino divisions have an unlimited number of freezes, as there is no player draft.
2. Managers must submit the names of their frozen players to the Player Agent Coordinator in writing no later than 7 calendar days prior to the try-out date. A player must be registered within one hour of their divisional tryouts starting time in order to appear on a manager's freeze list.
3. A manager with a frozen player who is designated as a rider, must also freeze the second rider and both would be included in the total number of freezes allowed.
4. A manager must have the consent of a player's parent or guardian in order for the player to be a freeze on his/her team. The Player Agent Coordinator will verify such consent.

### B. Draft Procedures

1. Managers will be advised of the exact time and place of the draft.
2. A limit of one (1) Manager and three (3) coaches of record may represent each team.
3. A team with no representative present will have its players selected by an impartial representative of the Board of Directors and cannot participate in any trades.
4. The draft procedure will be reviewed prior to the draft.
5. Lots will be drawn for the order of the draft.
6. The draft will start with each team having one (1) selection per round, if applicable. Announcing the player's full name will make each selection. The Player Agent coordinator will record the lot number or team number on the master player list for the permanent record.
7. Managers with frozen players will not be eligible to choose until all teams have an equal number of players.
8. Each team will be limited to two (2) minutes maximum to select a player during each round. If a violation occurs, the Player Agent will assign a player to that team.
9. The eligible manager having the lowest lot number will select first in the first (1st) round. The selection will continue in reverse order in each even round.
10. Managers selecting riders will be ineligible to select in the next round.
11. Any player who is registered prior to tryouts and does not participate in their divisional tryouts shall be drafted after all other players have been selected and only if openings still exist. This will be accomplished through a blind draft. Any of these players not selected shall be placed on the primary waiting list. Any player registered after their divisional tryouts shall be placed on a secondary waiting list.
12. The draft shall continue until the rosters of all teams have been filled or until all available players have been placed on a team.
13. In the last round of the draft, riders can and will be separated for the purpose of filling a team's roster.
14. Refer to Article II G. 1.
15. At the close of the draft, there will be a period of time (determined by the Player Agent Coordinator) to allow managers to trade players. One (1) trade per team will be allowed (does not supersede Article IV B.3). All trades are final. Both managers must agree to the trade. **\*\*No three-way trades allowed\*\***
16. Shetland teams will be selected from a blind draft.

### C. Free Agency...Pony...Procedures/Rules

1. Pony Managers may submit a list of ten (10) players who have agreed to play for their team. There shall be no stipulations as to criteria for eligibility.
2. Any players brought into APB from outside the boundaries must have Board approval. The parent and/or guardian must be made aware of the possible ineligibility to participate in All-Star or Post-Season play.

## **Article V: Managers/Coaches**

Each team shall have one (1) manager and up to three (3) coaches of record. The Player Agent Coordinator shall duly record the manager and coaches. A manager may select assistant coaches if desired; however, they are not allowed on the playing field (dugout area excluded). A manager/coach shall not manage/coach more than one (1) team in the same division. With prior approval of the Board, a manager may manage one (1) additional team in another division. A manager or coach is eligible to hold any position on the Board of Directors, including that of President.

### **A. Approval**

1. The Board of Directors will approve all managers annually, prior to becoming the manager of record. A manager's application must be completed prior to the selection process.
2. The team manager will select all coaches. Coaches replaced by the manager during the season must have prior board approval.

### **B. Manager Selection Procedures**

Provided a manager has received APB Board approval the following priorities in the selection of managers may apply:

1. Former managers returning to the divisions they managed in the prior year.
2. Former coaches remaining in the division they coached in the prior year.
3. Former managers moving up from the prior year in the division.
4. Former coaches moving up from the prior year in the division.
5. New managers with prior baseball experience.
6. New managers without prior baseball experience.
7. In most cases where there are more managers than teams in a given division, the Board of Directors will approve the order of selection after the above procedures have been applied.
8. In cases where a potential manager is new to APB, but is recognized by the Board of Directors as having outstanding credentials as a manager, he/she may take priority over a former manager or coach. This priority would require the approval of the Board of Directors.
9. These priorities should apply only to managers or coaches who have an application on file no later than two (2) weeks prior to tryouts.

### **C. Managers Responsibilities and Commitments**

1. Managers shall be responsible for rating players and selecting their teams, and for the actions of their players, coaches, parents (guardians) and fans.
2. Managers will conduct all phases of training and play in accordance with APB rules and ground rules, and will commit themselves to upholding them.
3. Managers will ensure respect at all times for umpires, exercising leadership to all in promoting fairness, courtesy and good sportsmanship on the field of play, and further extend this influence to the spectators.
4. Managers must pay particular attention to safety rules, and employ methods of play designed to avoid injury to any person. It is suggested that all managers have a first aid kit at all practices and games.
5. Managers must have player Emergency Treatment Authorization/release of liability at all team activities.
6. Managers shall assist with all league activities including, but not limited to, all fundraising and carry out league assignments before, during, and after the playing season. Managers shall notify all players and parents of all league activities.
7. Managers are required to maintain accurate records concerning attendance at practices and games, reasons for absences (and whether the absence is excused or unexcused). Records will be turned into the Divisional Player Agent on a bi-weekly basis. Failure to keep accurate records will result in a manager's suspension.
8. Managers shall be responsible for maintaining, and the return of APB issued equipment. Managers may be required to leave a deposit in the sum of \$400 and sign an equipment check out agreement when equipment is issued. This deposit will be held until all of the equipment is returned to the league. If all equipment is not returned to the league, by the pre-determined equipment return date, the check will be deposited into the leagues financial account and the league reserves the right to seek additional reimbursements for any missing equipment. Managers who fail to return their equipment will not be eligible to manage/coach the following season. All-Star managers will be re-issued equipment for All-Star play.
9. Managers shall notify the Divisional Player Agent immediately, but no later than 48 hours of any change in player status, to include attendance, discipline problems, drops or injuries.
10. Managers must put a stop to any unsportsmanlike displays, such as a thrown bat, helmet, equipment and/or comments directed toward umpires, players and spectators.

11. Managers and/or coaches of record are required to attend all managers meetings and clinics. This shall be **mandatory**, and failure to attend may subject managers to disciplinary actions up to and including dismissal.
12. Managers are responsible for ensuring the dugouts and spectator areas are clean after the completion of their games. Failure to do so may result in the manager being suspended from his/her next game. When inter-leaguering, the APB team is responsible for clean up of the entire game area.
13. Managers shall ensure that the Snack Bar is properly staffed during his/her team's appointed time.
14. If the manager has a parent that is refusing to satisfy their commitment in the Snack Bar (i.e. working, buyout, etc.), that parent will be brought before DAC.
15. If a manager and/or a coach quits a team during the season (regular or post) for other than an emergency situation (to be reviewed prior and approved by DAC) they shall forfeit their right to manage or coach a team for the remainder of the current/following regular season in all divisions. Also, that manager/coach shall forfeit all rights and privileges to manage or coach any tournament of All-Star play in that current season with any team in any division.
16. Managers are required to submit all changes to both team scorekeepers.

#### **D. Dismissal/Disciplinary Action**

The Disciplinary Action Committee (DAC) may suspend, dismiss or otherwise discipline any manager and/or coaches whenever his/her actions or conduct are detrimental to the interests of APB, or for not discharging his/her responsibilities or meeting his/her commitment to APB. This action requires a 2/3 vote of the DAC at any duly constituted meeting wherein a quorum exists.

### **Article VI: Team Name Selection**

#### **A. Controlling Factors**

1. Team names must be chosen from major, minor, collegiate or affiliated team names only.
2. No two (2) teams in the same division may have the same name.
3. No team name shall be derogatory or discriminatory.
4. All team names shall be selected prior to the draft.
5. All team names are subject to approval by the Board of Directors.

#### **B. Selection Priority**

The Player Agent Coordinator shall be responsible for coordinating team name selection.

1. All returning managers in their division shall have first choice of their previous season's name.
2. Former coaches remaining in the division they coached in the prior year, if a manager vacancy occurs on the team they coached, shall have next priority for the same team name.
3. Former managers or coaches moving up or down to a new division shall have next priority of team name selection.
4. Sponsored teams (in the order they turn in sponsor money) shall have next priority for team name selection.
5. Teams not selecting names by the day of the draft shall be assigned a team name by the Player Agent Coordinator.

### **Article VII: Training and Practice**

#### **A. Training**

1. Sessions will be conducted by APB for the managers, coaches, volunteer umpires and scorekeepers. Those members so appointed shall attend all designated sessions.

#### **B. Team Practice**

1. Managers shall hold practice at his/her discretion within APB boundaries. Each team will be assigned a practice field. Managers shall notify the Vice-President if he/she is not going to use assigned practice fields. If an APB manager chooses to use a field that is not permitted to APB, he/she **must vacate the field immediately** upon presentation of a valid permit by any manager or any city or school official; however, any manager or coach holding practice at a field not assigned by APB shall be responsible for any property and or field damage.
2. Managers are required to keep attendance records of all team practice sessions. Any player who has not attended 75% of all scheduled practices, or has missed two consecutive scheduled practices without prior notification or an acceptable excuse may be subject to disciplinary action. No disciplinary action may/will be taken until the player, parent and/or guardian has been notified by the Player Agent Coordinator or the Divisional Player Agent no less than 72 hours before the players next scheduled game time.

## **Article VIII: Game Requirements**

### **A. Field Preparation**

1. Both teams participating in each game shall be responsible for preparing the playing field before the scheduled starting time. The home team shall be responsible for chalking, watering, dragging the field and putting out the bases. The visiting team shall be responsible for putting up the fences. Both home and visiting team shall be responsible for putting out the pitching mound.
2. Each game's home and visiting teams shall be designated on the most current schedule.
3. Both teams of the last scheduled game of the day on any field shall be responsible for securing all APB equipment. Home team is responsible for the bases, visiting team is responsible for fences and both teams are responsible for securing the mound.
4. In all inter-leaguage games, it is the APB teams' responsibility to do ALL field preparations and clean up, including, but not limited to, watering, dragging, putting up fences, chalking, setting up the mound, and ensuring that all dugouts and surrounding areas are clean and swept. It is also the APB teams' responsibility to ensure that all equipment is stored and secured after each inter-leaguage game if that game is the last game of the day.

### **B. Pre-game Drills (Time Permitting)**

1. Twenty-five minutes before game time, the visiting team will take the field for a ten-minute pre-game drill.
2. Fifteen minutes before game time, the home team will take the field for a ten-minute pre-game drill.
3. If time does not permit complete pre-game drills, they will have to be shortened so subsequent games during the remainder of the day may start on time.
4. If there is less than five minutes prior to game time, or if it is already past game time, the Field Commissioner is responsible to waive pre-game drills and start games without further delay.

### **C. Line-Up Cards**

1. Line-up cards shall be presented to the opposing manager and official scorekeeper ten (10) minutes prior to game time, must account for all roster players with last names and numbers (first names optional).
2. A manager may keep a player out of a game for disciplinary reasons, provided the Divisional Player Agent, Player Agent Coordinator or Board of Directors has given approval. Notification of such action must be given to the official scorekeeper and noted in the scorebook.
3. Players not listed as absent or disciplined must play as specified in APB rules.
4. Players listed as absent, but arriving late (prior to the top of the third inning) must meet all of the playing eligibility rules or will be considered as absent, and the official scorekeeper must be notified of the change in the players' status.
5. The Field Commissioner, upon request of a manager, can take immediate disciplinary action. However, the Field Commissioner may not suspend a player for any attendance reasons, unless notified by the Player Agent. A report must be given at the next Board meeting.

### **D. Games**

1. All games must adhere to a strict time schedule, so games will start and end on time.
2. All games shall be played as scheduled by the Vice-President.
  - a. A game may be rescheduled for religious or school functions that would force a forfeit if requested 14 days prior to the scheduled game.
  - b. The Board must approve any rescheduling of the subject game.
3. A team not taking the field within ten (10) minutes of the game's starting time shall forfeit the game.
4. The Vice-President, if needed, shall reschedule rainouts or suspended games.
5. In case of inclement weather, both managers and the Field Commissioner must meet with the umpire prior to the game to determine if the game is to be played as scheduled. Once the game starts, the Home Plate Umpire will decide whether a game is then to be suspended or called.
6. When resuming a suspended game, players originally listed in the official scorebook are eligible to play. A player originally listed as excused or absent is ineligible to play.
7. The pre-season and regular season games schedule will be developed by the Vice-President and issued to the Divisional Player Agents.

## E. Length of Game

1. Regulation games shall be five (5) innings for Shetland, six (6) innings for Pinto and Mustang and seven (7) innings for all others.
2. Complete games – Mustang, Pinto divisions:
  - a. Four (4) complete innings of play, or
  - b. The home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 innings.
3. Complete games – all other divisions:
  - a. Five (5) complete innings of play, or
  - b. The home team has scored more runs in 4 ½ innings than the visiting team has scored in 4 innings.
4. If a game is called for any reason before it is considered a complete game, or if the score is tied, it shall be a suspended game. It shall be resumed from the point of curtailment at a time scheduled by the Vice-President.
5. If a game is called for any reason in an incomplete inning after having reached complete-game length, the visiting team ties the score or takes the lead in that 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 suspended and is to be continued from the point of curtailment.
6. Time limits shall not supersede the minimum number of innings required for a complete game:

Foal	1 hour
Shetland	1 hour 30 minutes
Pinto	1 hour 50 minutes
Mustang	1 hour 50 minutes
Bronco	2 hours 10 minutes
Pony	2 hours 15 minutes
7. If a game is tied after it is considered a complete game and the time limit has expired, the game may continue with the approval of the Field Commissioner. The maximum innings allowed are as follows:

Pinto	8
Mustang	9
Bronco/Pony	Unlimited
8. A new inning is considered started when the last out is recorded in the previous inning.
9. There should be no new inning started within 10 minutes of the game time limit.
10. There is no drop-dead time limit.

## F. Mercy Rule

1. **Pinto:**

If a team is leading its opponent by at least fifteen (15) runs after five or more complete innings have been played, or after 4 ½ innings if the home team has a fifteen (15) run lead at the end of its fourth inning, or before completion of its fifth inning, the game shall be terminated.
2. **Mustang:**

If a team is leading its opponent by at least ten (10) runs after four or more complete innings have been played, or after 3 ½ innings if the home team has a ten (10) run lead at the end of its third inning, or before completion of its fourth inning, the game shall be terminated.
3. **Bronco and Pony:**

If a team is leading its opponent by at least ten (10) runs after 5 or more complete innings have been played, or after 4 ½ innings if the home team has a ten (10) run lead at the end of its fourth inning, or before the completion of the fifth inning, the game will be terminated.

## G. Safety Rules

1. Sliding Rule. A base runner must slide or avoid contact with a defensive player when the defensive player is at their position while in the process of making a play or in the possession of the ball. The base runner will be called out and may be ejected from the game, if in the opinion of the umpire, such is warranted.
2. The batter, players in the on deck area, players acting as base coaches, and base-runners are all required to wear protective headgear which protects the top of the head, temples, ears and the base of the skull until such player has returned to the dugout.
3. Catchers are required to wear a mask with a throat guard, chest protector, shin guards and protective headgear, which gives protection to the top of the head. Catchers are also required to wear a cup-type supporter and a cup.
4. Any player serving as a catcher to warm up a pitcher shall wear a mask with a throat guard, whether the pitcher is warming up from the mound, bullpen or elsewhere.
5. Metal cleats will not be permitted during games. (Bronco/Pony Division excluded)
6. All players are required to wear cup type supporters.

## **Article IX: APB Rules of Conduct**

### **A. Conduct**

1. Coaching during games must be done in a positive manner. This applies to spectators also. Encourage good sportsmanship and fair play. Let the kids play the game. Competition develops naturally, and players need no outside pressure from their coaches or parents. Each manager is responsible for the conduct of his/her coaches and players, as well as, the spectators from his/her team. No abusive or vulgar language will be permitted on the field or in the dugouts. No smoking or chewing of tobacco is allowed on the playing field or surrounding areas during the course of their games.
2. Unsportsmanlike conduct displayed by throwing a bat, protective helmet or equipment, or kicking fences, dirt etc., will not be tolerated and may, in the judgment of the umpire, warrant ejection from the game.
3. No manager, coach, player or spectator shall at any time, from any place, use signs, gestures, and degrading personal comments or perform any unsportsmanlike acts which in any manner refers to, or reflects upon, opposing players, umpires or spectators. Such will not be tolerated and could result in ejection from the game. If the offender(s) cannot be identified, the home plate umpire may suspend the game to such extent, as they deem necessary.
4. Any physical altercation, by players, managers, coaches, parents or spectators on or off the field (stands or parking lot) constitutes grounds for immediate and permanent barring from APB.
5. Managers should keep players confined to the dugout during his/her team's game, not in the stands or surrounding areas. No food will be permitted in the dugouts.
6. Players on a given team may rally or cheer their teammates on, but should not shake dugout fences, or yell unsportsmanlike or personal comments to an opposing team or individuals on that team.
7. Players will not be physically or verbally abused or embarrassed at any time (at practice or games). If a player needs to be disciplined or corrected, be tolerant and fair. If further action needs to be taken, contact the player's parents. If this action is not successful, then contact the appropriate Divisional Player Agent for league action.
8. Alcoholic beverages are not permitted at any league practices or games, home or away this will include in and around the stands and parking lots. Violation of this rule will result in immediate ejection from all league activities pending DAC.
9. Managers/coaches must remain within 5 ft away from the opening of the dug out, unless coaching a base.
10. All APB representatives shall not display anything considered detrimental to the welfare of the league, such as clothing or body art.
11. All APB members must display their badge when on the field.

### **B. Disciplinary Action**

1. The DAC has the authority to suspend, discharge, or to otherwise discipline any active member of APB whose actions or conduct is in violation of the rules, regulation, and procedures set forth and used by APB and Pony Baseball, Inc., and/or is considered detrimental to the best interests of APB.
2. Any player, manager or coach ejected from a game will not be allowed to participate in the next scheduled game. If that player, manager or coach is ejected a second time, he/she will not be allowed to participate in the next two (2) scheduled games and the matter will be brought before the Board of Directors for possible further action. A third ejection will result in immediate suspension for the remainder of the current seasons games. Penalties for ejection are not governed under Disciplinary Actions in the Pony Baseball Rules and Regulations. Note: Any player, manager or coach ejected from a game must leave the dugout area and move to the outfield. The player, manager or coach ejected may not communicate with the other managers, players or coaches during the game, after he/she has been ejected. Violation of the rule will cause the Field Commissioner to eject the manager, coach or player from the park and will lead to an appearance before DAC.
3. In the event a player is accused of misconduct, the manager shall bring the matter to the attention of the Divisional Player Agent and the Player Agent Coordinator. If the matter cannot be resolved at that level, it will be brought to DAC for resolution.
4. The Board of Directors or the DAC may invoke any one of the following disciplinary actions upon active league members, youths or adults, who refuse to comply with the rules of baseball, Pony Baseball, Inc., or APB, or whose behavior is considered detrimental to the best interests of APB. The Board of Directors or DAC may impose the particular disciplinary action, which, in the opinion of the Board or DAC, appears to match the severity of the offense.
  - a. **Warning**

Offender will be advised of the offense in writing, and will be further advised that repetition of the offense will result in a more severe penalty.

- b. Suspension**  
Offender will be advised in writing that he/she has been suspended from all league activities for a specific number of days or games.
  - c. Dismissal**  
Offender is to be advised in writing that he/she has been suspended from the league for the remainder of the current season.
  - d. Expulsion/Barred**  
Offender is to be advised in writing that he/she has been barred from any present/future participation in the league, permanently or for a specified number of years.
5. Persons subject to such discipline shall have the right to a hearing before the DAC before such discipline is imposed. See Article IX B.
  6. In the event of discipline involving a person under the age of eighteen, that person's parents or guardians must attend the hearing. The following violations will not be reviewed by the DAC but will result in immediate expulsion from Anaheim Pony Baseball with a vote from the Anaheim Pony Board of Directors. The offending person will be advised in writing that he or she has been expelled from current and future participation in the league.
    - a. Any attempt to physically harm an umpire, coach, manager or player.
    - b. Any manager, coach, parent, guardian, player or other member willfully striking or fighting with any other manager, coach, parent, guardian, player or other member at any league game or APB activities.
    - c. Causing physical harm to an opponent due to any act of violence.
    - d. Theft of league funds.

#### **Article X: Playing Rules**

All league play shall be conducted in accordance with current APB rules, Pony Baseball Rules, and the rules of baseball as published by the *Sporting News*.

#### **Foal**

##### **A. Playing Rules**

1. Only one (1) practice a week is allowed during the season.
2. The manager or coach must not leave a practice or game until all players have been picked up by their parents.
3. A thrown bat is an automatic out even on a missed ball. This must be enforced or the kids will not know that it is unsafe. Make sure parents understand this as well.
4. To minimize exposure to a thrown bat, make sure that all parents, players and spectators are not sitting in close proximity to the batting area.
5. Be sure the on-deck batter is waiting in a safe place.
6. The catcher must wear a batting helmet with cage while catching. The catcher should stand on the opposite side of home plate from the batter to minimize exposure to a thrown bat.
7. Sliding is not permitted for safety reasons.
8. The ball shall be hit off of a batting tee only. "No coach pitch".
9. Each game is three (3) innings only.
10. No extra innings are allowed.
11. Be sure to stop the game in bad weather or when it starts becoming dark.
12. The maximum number of runs per inning by a team is not relevant.
13. Each child bats once per inning.
14. There are no outs.
15. Each batter advances one base at a time regardless if they are out or not.
16. The last batter of the inning runs a homerun.
17. Home team will set up on the third base side and visitors on first base side.
18. A team must have seven (7) players to start a game.
19. Conduct warm-up exercises prior to each game and practice.
20. Base coaches for the offensive team are the umpires. They must not physically assist the runner in any manner. You can have a base coach at second base also.
21. The batter and all base runners must wear batting helmets.
22. There are no strikeouts. After the batter has had five (5) swings without hitting the ball into fair territory, a coach should assist the batter in hitting the ball gently off the tee.
23. Balls knocked off the tee due to the bat hitting only the tubing are to be placed on the tee again for another try
24. If a batter takes a full normal swing and hits the ball into fair territory, the ball must travel at least ten (10) feet. A batted ball that hits the plate and rolls at least ten (10) feet into fair territory is a fair ball.
25. No bunting is allowed.

26. No stealing is allowed.
27. Base runners are not permitted to lead-off the base and shall remain in contact with the base until the ball is hit.

## Shetland

### A. Playing Field

1. A ten-foot arc shall extend from the first base line to the third base line. The area within the ten-foot arc is out of play or foul territory. The arc extends to the dugout and beyond.
2. The arc and foul lines will be out of play even when playing on fields with designated out-of-play lines. The ball will be considered a dead ball and runners will advance according to position on the base path (See rule F5).
3. A 5-foot line will be drawn 15 feet behind the baseline (between 1<sup>st</sup> and 2<sup>nd</sup>, between 2<sup>nd</sup> and 3<sup>rd</sup>, and behind 2<sup>nd</sup> base) where the outfielders must be stationed behind when the coach feeds the pitching machine.
4. A 2-foot vertical line will be drawn halfway between 1st and 2nd base and 2nd and 3rd base and 3rd base and home plate.
5. Home teams are responsible for the lining of the fields, putting out bases, setting up the pitching machine, and returning all equipment to the storage box.
6. Field Dimensions
  - a. Pitching Distance: 35 feet
  - b. Distance between bases: 50 feet
  - c. Home run fences (if used): 125' minimum to 150' maximum

### B. Game Outline

1. All players will play the entire game.
2. Teams will bat the complete line-up of players, maximum runs per inning is achieved, or 3 outs are made. Batting orders will not be changed during a game, unless a player is removed from the game or other situations.
3. Only eight players will be positioned on the infield (including the catcher). The remaining players will be positioned in the outfield. Field positions designations are:

#1 Pitcher	#6 Shortstop
#2 Catcher	#7 Alternate Second Baseman
#3 First Baseman	#8 Alternate Shortstop
#4 Second Baseman	#9-14 Outfielders
#5 Third Baseman	

Outfielders will be positioned with #9 at left field, and the remaining outfielders distributed evenly with the last player in right field.
4. All players must play a minimum of 2 innings in the infield. No player shall play in the same position more than three innings. Once the first pitch of that inning is thrown than players cannot be moved to another position unless an injury occurs or other situations.
5. All defensive players must stay behind the plane of the pitching plate.
6. If any player arrives after the game has started, he/she will enter (when the team is in the dugout) as the last batter in the line-up and play in the last position (right field).
7. Not more than two defensive coaches may be on the field to coach their team during the game. Their positioning must be beyond the furthest positioned player in the outfield, in locations to coach their players without interfering with the game.

### C. Game Preliminaries

1. Line-up sheets listing the players first and last names and uniform numbers must be submitted to both the home and visiting scorekeepers at least ten minutes prior to game time.
2. Home team shall provide the official scorekeeper.
3. All games will begin on time.
4. No new inning shall start after 1 hour and 20 minutes.
5. Teams shall not score more than five (5) runs per inning except in the sixth or extra inning, where they may score no more than (10) runs.
6. Games will be played until a winner is decided, with the length of the game not to exceed nine (9) innings.

### D. Safety Rules and Equipment

1. The "Louisville Slugger UPM 45 Pitching Machine" is the only pitching machine approved for Shetland. Pitching Machine Settings:  
**Power Lever = 2; Micro Adjust = 3; Release Block = 3**
2. The use of the APB-provided pitching machines is limited to league games and approved tournaments. No team

shall use them for any practices.

3. Batting helmets will be worn at all times by the batter and the base runner. Also, the catcher will use a helmet, chest protector, facemask, cup and shin guards.
4. The catcher is to be positioned in a safe location to one side of the batter, depending on which side the batter bats.
5. After the batter hits the ball, the catcher may assume his normal position at the plate. The catcher shall not catch the ball pitched from the pitching machine.
6. The umpire will warn any batter who throws his bat flagrantly one time. Upon the second violation, the umpire may call the batter out. Upon the third violation, the player may be removed from the game because of safety reasons. Flagrantly: will be defined as an act of throwing the bat so as to be a safety hazard to other players or persons. The direction and unreasonable distance for playing field conditions will be used to determine whether or not it is a safety hazard. It will remain an umpire's judgment decision.
7. No bat shall be longer than twenty-eight (28) inches in length.
8. No 2¾ inch "Big Barrel" bats are permitted.
9. Safety baseballs (leather and vinyl covered) are required.
10. The ball must weigh not less than 5 or more than 5 1/4 ounces and measure not less than 9 or more than 9 1/4 inches in circumference.
11. The home team shall receive the game ball after the game has ended.

#### E. Batter

1. During the first half of the season (e.g. played games 1-10 of a 20 game season (postponed games do not count)), the player will be given up to five (5) pitches from the pitching machine from a distance of 35 feet. Once the batter has a count of two strikes, the tee is optional (See rule E2 for no tee parameters). However, from the tee, the ball must be hit in fair or foul territory, or a third strike will be called and the batter will be called out. The pitching machine shall not be removed from the field while the batter is hitting from the tee (See rules E2b & E2c for circumstances).
2. Starting mid-season through the final game (e.g. played games 11-20 of a 20 game season), the ball shall be pitched to each batter from the pitching machine from a distance of 35 feet. Each batter shall receive a maximum of six pitches during which time the ball must be put into play or the batter will be called out. There are no strikeouts except for failing to put the ball in play by the sixth pitch.
  - a. If the pitched ball hits the coach feeding the pitching machine, the ball is dead, the pitch is ruled no-pitch and no runners shall advance.
  - b. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
  - c. 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.
3. The coach who is feeding the pitching machine shall not give coaching instructions to batters or runners. They may not in any way interfere with the defensive players.
4. When batting from the tee, the batter may not swing until the pitcher has made a pitching motion from the pitching plate. Penalty: A strike will be called on the batter. (In a third strike situation, this will count as a strikeout).
5. Hitting the batting tee will be considered a foul ball strike. However, on the third strike, a complete miss will constitute a strikeout. Example: A player has a two-strike count. On the third swing, he/she hits the tee. It counts as a foul ball. On a third swing, he/she misses the ball completely it is a strikeout. There are no base-on-balls or hit-batter rules in the Shetland divisions.
6. Batters are not permitted to bunt or swing easy at the ball. (**Penalty:** The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead and no runners may advance).
7. Batting out of turn: The proper batter may take his/her place at bat (and assumes the count) any time before the improper batter becomes a base runner. The improper batter will be called out, and all scores resulting will not be allowed, if either team appeals to the umpire prior to the first pitch to the next batter.

#### F. The Base Runner

1. Runners advance one base if the ball is thrown out of play. Any ball thrown from the outfield to the infield area before it is controlled in the circle will remain a live ball. If the ball is intentionally thrown out of play, the umpire will use his judgment and award extra bases if necessary.
2. A batted ball becomes dead when an infielder within the baselines of the infield or at a base and has possession of the ball holds the ball over their head.
3. A runner must be halfway (on or over the halfway line) to the next base by the time the ball is controlled in the infield (Rule F2), or he/she must return to the base he/she was running from.

4. Once a runner is at the halfway line between 3<sup>rd</sup> base and home plate while the ball is in play, he/she is awarded home plate. There shall be no plays from the halfway line to home plate or at home plate. However, if the third out of the inning is made prior to the runner touching home plate, no run is awarded.
5. Any ball thrown out of play or within the arc will stop all action. A ball is considered to be a "dead ball" when it hits the barrier fence, the out of play lines, or the 10-foot arc. The base runner shall be awarded the next base that he/she has not yet reached on a "dead ball". The "halfway lines" do not determine the runner's position on "dead ball" plays, rather it is the last base that he/she was on (Example #1: a runner past the halfway line between 1<sup>st</sup> base and 2<sup>nd</sup> base but who has not yet reached 2<sup>nd</sup> base when the play is ruled a "dead ball" would be awarded 2<sup>nd</sup> base; Example #2: a runner past 3<sup>rd</sup> base but who has not yet reached the halfway line between 3<sup>rd</sup> base and home plate when the play is ruled a "dead ball" would be awarded home).
6. No player may steal or lead off any base until the batter has hit the ball.
7. There shall be no play within the 10-foot arc.

#### G. Umpires

1. One (1) umpire will be assigned to umpire the game. The umpire will be scheduled by the Umpire-in-Chief.
2. The umpire will take a position that allows him to make the best call without interfering with the play.
3. The umpire will make all game calls, not coaches or spectators.
4. The umpire's judgment cannot be protested.
5. Any protest on rule interpretations will be made by rule numbers only to the umpire before the next play.

#### H. Discipline

1. Players will not be physically disciplined or embarrassed at any time (at practice or in games). If a player needs to be disciplined or corrected, be tolerant and fair. If further action needs to be taken, contact the player's parents or league officials for assistance.
2. If a manager has a discipline problem with any player during a game, the manager will use his/her discretion concerning the proper action. First -a warning and then removal from the game with the consent of the Field Commissioner. Be fair. The problem must be serious before resorting to removal of the player from the game.

### Pinto, Mustang, Bronco and Pony

#### A. Minimum innings for eligible players:

All league play, including winter ball, shall be governed by these minimum inning rules:

##### 1. Pinto, Mustang

- a. All eligible players as listed on the line-up card must bat the entire game and play three innings defensively (or half of the total innings comprising the games).
- b. There may be an unlimited substitution of defensive players between each half inning.
- c. In a shortened game any player who does not play the required number of innings must start the next game and play at least the minimum required innings.
- d. Any Manager who fails to play an eligible player in the required number of innings will be suspended for the next game. A second similar violation could result in dismissal or other disciplinary action as prescribed by the DAC. Such is not governed under Disciplinary Actions in the Pony Baseball Rules and Regulations. Note: An eligible player must play a defensive position (Designated Hitter excluded) no later than the fifth inning of a regulation six-inning game, as per the Standing Rules, Article X, Playing Rules; Pinto, Mustang, Bronco and Pony: A. Minimum Innings for Eligible Players; Rule 1.a.

##### 2. Bronco, Pony

- a. All eligible players as listed on the line-up card shall play a minimum of three innings per game. Three innings consist of nine defensive outs, and one at bat (excluding the designated).
- b. Substitutes must play 9 consecutive outs.
- c. In a shortened game any player not playing the required number of innings must start the next game and play at least the required innings.
- d. Any Manager who fails to play an eligible player in the required number of innings will be suspended for the next game. A second similar violation could result in dismissal or other disciplinary action as prescribed by the DAC. Such is not governed under Disciplinary Actions in the Pony Baseball Rules and Regulations. Note: An eligible player must play a defensive position (Designated Hitter excluded) no later than the fifth inning of a regulation seven-inning game, as per the Standing Rules; Article X, Playing Rules; A. Minimum Innings for Eligible Players; Rule 2a.
- e. A Designated hitter rule may be instituted as specified in the following:
  - i. The D.H. rule is not mandatory.

- ii. The D.H. is the tenth batter and may bat anywhere in the batting order.
- iii. It is not mandatory that teams designate a tenth batter, but failure to do so prior to the game excludes the use of a D.H. for that game.
- iv. If a player is used as a D.H., he/she must start his/her next game at any other position other than the D.H. and play the entire game.
- v. The D.H. is locked into the batting order. No multiple substitutions may be made that will alter the batting rotation of the D.H.
- vi. The D.H. who is removed due to illness or injury cannot be replaced and will be automatically out at his/her next scheduled at bat.
- vii. If the number of eligible players drops to nine, the D.H. will assume a defensive position.

## **B. Pitching Rules**

All APB play shall be governed by these pitching rules:

### **1. Pinto**

- a. Pitchers are not allowed to pitch in more than three (3) innings on any calendar day.
- b. Pitchers will not be permitted to pitch in more than four (4) innings in a calendar weekend (Fri/Sat/Sun).
- c. Pitchers, after pitching in four (4) innings on the same calendar weekend, must have forty hours rest before pitching again.
- d. No re-entry as a pitcher.

### **2. Mustang**

- a. Pitchers shall not be allowed to pitch in more than four (4) innings in one calendar day. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination totaling four (4) innings in those games.
- b. Mustang pitchers will not be allowed to pitch in more than seven (7) innings per calendar week.
- c. Mustang pitchers, after pitching in four innings on the same calendar day must have forty hours rest before pitching again.

### **3. Bronco and Pony**

- a. Bronco and Pony pitchers shall not be allowed to pitch in more than seven (7) innings per calendar day. Pitchers when pitching in more than one game on the same calendar day may pitch any combination totaling seven (7) innings in those games.
- b. Bronco and Pony pitchers will not be allowed to pitch in more than ten (10) innings per calendar week.
- c. Bronco and Pony pitchers will not be allowed to pitch unless the pitcher has forty hours rest after pitching in four (4) or more innings on the same calendar day.

- 4. A calendar week extends from 12:00AM Monday to 11:59PM the following Sunday for all divisions.
- 5. The forty-hour rest rule is computed from the scheduled starting time of the game for all divisions. The forty-hour rest rule will not be waived for suspended or make up games.
- 6. Pitchers in violation of any of the pitching rules shall be considered ineligible pitchers.
- 7. The use of an ineligible pitcher will result in the forfeiture of the game, if a proper protest is lodged. Any manager failing to comply with the pitching rules will be suspended for one game. A second violation could result in possible dismissal or other DAC action.
- 8. For purposes of interpreting rule 6 & 7, an ineligible pitcher is considered in violation of these rules when he takes the mound.
- 9. If a manager or coach in the Bronco, Pony, Colt or Palomino divisions goes on the playing field to talk to any player more than once in the half inning, the same player is pitching, a pitching change must be made. In the Mustang and Pinto divisions, the manager or coach may go on the playing field two times before a pitching change is required. The only exception to this rule is in the case of injury to a player, or if time is called by the opposing team or by an umpire.

## **C. General Rules**

The following are general rules for all divisions except Shetland, unless otherwise noted. Rules for winter and travel leagues may differ.

### **1. Pinto**

- a. The strike zone is the back edge of the plate, from the top of the shoulders to the bottom of the knees. Any fraction of the ball touching these imaginary lines is a strike.
- b. A maximum of four runs per inning will be permitted in the first through fifth innings, even if the time limit is reached. In the sixth inning (or any extra innings), there will be no limit to the number of runs scored.
- c. The batter may not run on a dropped third strike by the catcher.

- d. No leading off. Runner must remain on contact with the base until the ball crosses home plate. PENALTY: Runner is called out. The batter and/or runner is automatically out if he/she tries to run over a defensive player.
- e. Bunting is allowed.
- f. Runner at third may not steal home. If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if he is successful. However, if called out, the call will stand. No runners may advance and are in jeopardy of being put out.
- g. On instance of a walk, the ball becomes dead until put back into play by the umpire.

## 2. All Divisions

- a. Umpires will not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.
- b. Players, managers, and coaches must remain in the dugouts, or in prescribed areas throughout the game. Only legal players and a maximum of four adults will be permitted in the dugouts during each game.
- c. Only the manager and Coaches of Record may be used in either or both, the first base and third base coaching boxes. In the Bronco and Pony Divisions, eligible players in baseball uniform and wearing head protection, may be used as coaches when Managers and/or Coaches are not used.
- d. In any instance in which a team does not have an eligible substitute for a player who becomes ill, injured or is ejected from the line-up by the umpire, the player who was last removed from the line-up by a manager or coach who is otherwise eligible to play shall be used as a substitute. Managers should always advise the umpire and official scorekeeper which player is to be considered the last one removed. In the Mustang and Pinto division, an automatic out will be recorded the first time the player who left the game is scheduled to bat.
- e. If a player leaves the game for personal reasons, a substitute player (as outlined in General Rules paragraph 4) may be used.
- f. No more than three persons shall huddle on the playing field at any one time.
- g. Any team failing to field at least eight uniformed players within ten minutes after the starting time of the game shall forfeit the game. After the start of the game, a team may continue to play the game with no less than eight uniformed players.
- h. The penalty for using illegal players shall be forfeiture of games in which illegal players participated. An illegal player is one who is not legally a member of the team.
- i. The penalty for using an ineligible player shall be the immediate removal of the player from the game upon appeal by the opposing manager, notification by the official scorekeeper or league officers, provided the official scorebook or other league records verify the ineligibility of the player in question. The manager becomes ineligible to manage in the team's next scheduled game. If the manager refuses to remove the player from the game, the game is subject to forfeiture. The ineligible player will not be penalized further.
- j. An ineligible player is one who is legally a member of the team, but who is ineligible to play or pitch in a particular game or games because of limitations set forth in the APB rules, or because of disciplinary actions.
- k. A team is not considered in violation until at least one pitch has been thrown after the point of violation.
- l. Players who, in the judgment of the umpire, intentionally discard their protective headgear while running the bases shall be removed from the line-up after completion of the play in progress. Such action does not constitute an out, and such players are to be replaced as a batter or base runner as appropriate.
- m. Illegal equipment shall be removed from the game.

## D. Protests

1. The decisions committee will consist of one representative from the Shetland, Pinto, Mustang, Bronco and Pony divisions with Umpire-in-Chief as the chairman. The chairman has a vote only as a tiebreaker.
2. All submitted protest must be reviewed by the decisions committee for a final ruling.
3. When protests are based on an interpretation of rule, the objecting manager must, at the time the play occurs, notify the plate umpire, the opposing manager, and the official scorekeeper that the game is being played under protest. The protest must be submitted in writing to the League President or Secretary, or the Decisions Committee, within forty-eight hours after completion of the game.
4. When the Decisions Committee upholds the protest the game in question shall be replayed from the point of protest.
5. Any manager who withdraws a team from the field shall forfeit the game and lose all rights to the protest.
6. A twenty-five dollar cash deposit must accompany all protests submitted. The protest will not be considered without the deposit. If the protest is won, the money will be returned. If the protest is lost, the money goes into the league treasury.

7. After the scheduled decisions committee meeting, a decision will be rendered in writing to both managers within 48 hours.

#### **E. Scorekeepers**

The home team will be responsible for supplying the official scorekeeper. The official scorekeeper shall be instructed to record:

1. The starting time/ending time as designated by the head umpire.
2. All at-bats, hits, runs, errors, stolen bases, strikeouts and base-on-balls (Shetland division only needs to record runs, hits and strikeouts).
3. All pitching changes and the number of innings pitched by each pitcher.
4. Number of innings played by each player.
5. Designated hitters.
6. Accounts for all rostered players.
7. All rostered players must be listed last name first (first name optional) and include uniform numbers.
8. Trips to the pitching mound and time outs called by the manager.
9. Ensures that the umpire signs the official scorebook.
10. Signs their name in the official book.

#### **F. Sponsors**

1. Teams will only be sponsored by organizations whose activities are not detrimental to the welfare of the youth of APB.
2. No company whose advertising reflects the sale of alcoholic beverages, tobacco products or other insensitive material will be permitted to sponsor a team.

#### **G. Ground Rules**

Fences will be set up for all games.

#### **H. Umpires**

1. An umpire shall be appointed to officiate in each game by the Umpire-in-Chief, and the umpire shall enforce the rules of APB, Pony Baseball, Inc., and the rules of baseball as published by the *Sporting News*. His decisions on points of fact shall be final, so far as the result of the game is concerned.
2. One or more umpires may be assigned to a game at the discretion of the Umpire-in-Chief. Both managers and the Field Commissioner on duty must approve any volunteer umpire who has not been pre-assigned.
3. Umpires shall verify that all players have the required equipment and wear no items, which could injure him/her or another player.
4. Umpire must sign the official scorebook at the end of the game.

#### **I. Injuries/Damages**

Any injury or damage shall be reported to the Field Commissioner on Duty or another Board member immediately.

### **Article XI: Field Decorum**

- A. The actions and conduct of all APB active members must be above reproach. Degrading personal comments will not be tolerated.
- B. No manager, coach or player is permitted to stand behind the backstop during the game.
- C. Uniforms will consist of shirt, pant, belt, and cap. All players must wear socks. Shirttails will be inside the pants at all times.
- D. After each game, the teams and spectators will pick up all paper and trash around the playing area, dugouts, bleachers and snack stand. Continued permission to use the parks and school facilities makes this a vital part of APB, so let's keep our parks and school grounds clean.

## Article XII: League Champions

If there is a tie in the final divisional standings where a trophy is at stake, a single elimination playoff game will be held to determine the winner of the particular trophy. The number of places qualifying for trophies may change depending upon annual registrations.

## Article XIII: All-Star Selections

### **A. Basis**

APB shall follow the rules and regulations for tournament play as established by Pony Baseball, Inc., and detailed annually in the Pony Baseball Rules and Regulations handbook.

### **B. Administration**

The Player Agent Coordinator and/or the Divisional Player Agent shall administer the All-Star selection system.

### **C. Qualifications**

Every player who plays in at least half of his/her team's regular season games and who satisfies the requirements of tournament rules and regulations shall be eligible for All-Star selection with the approval of his/her parents or legal guardian. This applies to all levels unless a player is excused because of scholastic competition. Upon written request from the league, Region directors may lower this requirement to participation in one-third of team's games for a player(s) who are engaged in High School tournament and are prohibited from Pony Baseball until scholastic competition is completed.

### **D. Selection**

1. Prior to the end of the regular season, managers from each team in each division will submit to the Player Agent Coordinator their choices for All-Star selection from their respective teams. It is the manager's responsibility, prior to nominations, to verify eligibility of each player, including, but not limited to boundaries, commitment to participate in **all** aspects of All-Stars, (including signed waiver), number of regularly scheduled practices and number of regular season games played. These choices shall include three names selected by the team members, and these names shall be so marked.
2. The Player Agent Coordinator will prepare ballots containing all players from each team.
3. A ballot will be presented to each manager by the Player Agent Coordinator at the time of selection and each manager shall vote for twelve players who he/she feels should represent the league on his/her division's All-Star team.
4. A player will have to receive a majority vote from the managers present to be picked for the All-Star team on the first round of voting. If twelve players are not selected, then another round of voting shall be conducted to pick the number of players needed to reach twelve. This voting procedure will continue until twelve players have been selected.
5. The "A" Team manager of the All-Star team may select up to three additional players. The A Team manager shall have up to 24 hours after the All-Star draft to do so. The additional All-Star manager shall have 72 hours to select their additional picks. The additional players can be chosen from any eligible player in the league.
6. In the event that two (2) teams are selected from on division, three (3) alternates will be assigned by voting managers. The manager of the second team must choose the remaining players on the roster and the alternate list before selecting the three (3) additional players of his/her choice.
7. An All-Star waiver shall be signed and hand-written by the parent or legal guardian that states, "I have read and understand this waiver".
8. A total of **TWO** representatives from each team will be allowed at the All-Star draft. Team representative must be either a manager or coach of record.
9. Any player who quits an All-Star team is subject to disciplinary action by the Board of Directors.

### **E. All-Star Teams**

1. The Board of Directors will, at a duly constituted meeting wherein a quorum exists, decide how many All-Star teams each division will field.
2. If there is more than one All-Star team within a given division the first place manager in that division has his or her choice to take either the first or second All-Star team. If he/she declines to accept either the first or the second team then the next manager in line will have his/her choice. The All-Star manager must select All-Star coaches within the division and coaches must be official coaches of record, per the official team roster. If during the regular

season a manager has had disciplinary actions against him/her they will not eligible to manager the All-Star team, per DAC, then the next manager in line will have his/her choice of the first or second team.

#### **Article XIV: Miscellaneous Rules**

##### **A. Bases/Pitching Distances**

###### **1. Bases/Pitching**

Shetland	50 Feet/38 Feet
Pinto	60 Feet/38 Feet
Mustang	60 Feet/44 Feet
Bronco	70 Feet/48 Feet
Pony	80 Feet/54 Feet
Colt	90 Feet/60 Feet 6 inches
Palomino	90 Feet/60 Feet 6 inches

##### **B. Home Run Fences**

###### **1. Minimum-maximum distances**

Pinto	150 to 200 Feet
Mustang	175 to 225 Feet
Bronco	200 to 250 Feet
Pony	250 to 300 Feet
Colt	250 to 350 Feet

###### **2. Recommended distances**

Foul Line	Center Field
Pinto	150 Feet 200 Feet
Mustang	200 Feet 225 Feet
Bronco	200 Feet 250 Feet
Pony	250 Feet 300 Feet
Colt	300 Feet 350 Feet

##### **C. Bats**

Wooden or metal bats which are round and not more than 2 ¾ inches in diameter at the thickest part, not more than 42 inches in length, are acceptable.

##### **D. Baseballs**

The ball must weigh not less than 5 nor more than 5 ¼ ounces, and measure not less than 9", nor more than 9 ¼ inches in circumference.

##### **E. Base Plates**

Home plate, the pitcher's plate and bases shall be of official size as used in regulation baseball.

##### **F. Pitching Mounds**

Portable pitching mounds have been approved for use in all league games.

##### **G. Illegal Equipment**

Illegal equipment shall be removed from the game immediately.

#### **Article XV: Changes**

- A.** Any changes to standing rules can only be made by a ¾ majority vote of the Board of Directors present at a duly constituted meeting wherein a quorum exists.

**ANAHEIM PONY BASEBALL**  
**2010-2011 BOARD OF DIRECTORS**

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Safety Coordinator	Vacant
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League Auditor	Vacant
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Mustang Player Agent	Vacant
Bronco Player Agent	SHAWN ALBAYATI
Pony Player agent	MARK SPATHES
Assistant Director	NANCY RAMOS
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