



General Rulebook

Effective January 1, 2026

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Section 1 - Code of Conduct Violations

All players, parents, members, managers, coaches, and volunteers are required to abide by the Roseville PONY Baseball Code of Conduct (see Addendum I) hereinafter referred to as "The Code".

Violations During League Events

A board member or umpire who deems a person to be in active violation of the terms of The Code at any League-sponsored event (game, practice, special tournament, or other event) may use the following remedies at their discretion based on the level of severity of the violation:

1. The offender(s) must move to a location at least 300 feet away from the field for the duration of the activity.
2. The offender(s) must leave the premises for the duration of the activity.

In either event, the offending person(s) may not interrupt the activity any further, nor may they engage any board member or umpire for any matter related to the violation. The event may not proceed until the offender(s) has been removed from the situation. If the offending person(s) does not comply, the Manager of the team represented by the offender(s) will be ejected immediately. If the offender(s) remains non-compliant, the game will be forfeited by the team represented by the offender(s), and local authorities may be called if necessary.

Incident Reporting and Further Discipline

Violations of The Code by any person, at any League event, shall be reported immediately to the Division Player Agent or League Player Agent. If necessary, persons found in violation of The Code will be addressed by the League Player Agent (or his/her delegate) as to what further actions may be taken, if any. Depending on the nature of the violation, some disciplinary actions are mandatory and predefined in these General Rules, and can be implemented by the League Player Agent, or delegate, alone. Other undefined disciplinary actions, can include, but are not limited to: suspension from upcoming game(s), practices, or League events; spectator distance requirements to game(s); or any other action deemed appropriate by a Disciplinary Committee convened for that purpose (as described in the League Bylaws, Articles 7 and 10).

Disciplinary Appeals

Persons notified of further disciplinary actions due to violating The Code may request one appeal meeting to discuss the incident and potential disciplinary actions with a Disciplinary Committee. The request for this appeal must be received in writing (email) by the League President, or another Executive board member, within 24 hours after the offender was initially notified concerning the violation. Upon receipt of an appeal request, the League President (or delegate) shall convene the Disciplinary Committee (as described in the League Bylaws, Articles 7 and 10) and must attempt to schedule the appeal meeting to occur prior to the offender's team's next scheduled event (game or practice). The Committee will hear the appeal and ideally respond prior to the offender's team's next scheduled event. All Disciplinary Committee decisions are final and are not subject to further appeal. See the Sections 4 and 5 for additional discipline process clarifications for certain Coach and Player incidents, respectively.

At the discretion of the Board, offender(s) can be barred from future RPB activities if it is deemed to be in the best interest of the League. Further, the Board can expel the player and family from the League if necessary. A consideration by the full Board is required for these situations. No refunds will be given for players or their family members who are expelled.

Grievance Policy for Potential Conduct Violations

Potential Code of Conduct violations of any person (player, coach, parent, umpire, volunteer, etc.) at a League event might not be observed, or acted on, by an umpire or board member at the time of the incident. Any witnessing person who is concerned about potential Code violations of another individual may file a formal grievance with the board. A grievance must be filed in writing (email) to the Executive Board, excluding any Executive Board member who may be the subject of the grievance. The person filing the grievance will only be made known to the Executive Board, and may otherwise remain anonymous.

A written grievance must include the following information:

1. Name, team affiliation, phone number, and email of the person filing the grievance;
2. Name, position, and team affiliation against whom the grievance is filed (to the extent known);
3. The nature of the complaint, including dates, times, event description, and locations;
4. Names of other witnessing parties (if known);
5. The filer's desired resolution.

The Executive Board will review the grievance for merit and determine if the complaint warrants further evaluation by a Grievance Committee (similar to that as described for a Disciplinary Committee in the League Bylaws, Articles 7 and 10).

If a grievance will not be heard, an Executive Board member will notify the complainant in writing why the grievance was not acted upon. The grievance dismissal is considered final, unless appealed to the full Board by the person who filed the grievance. The appeal for this scenario must be a written (email) appeal to the President within 24 hours of the dismissal notice. If the majority of a Board quorum elects to uphold the dismissal, the decision is final and not subject to additional appeals. If the Board elects to overturn the dismissal, the complaint will require evaluation by a Grievance Committee, as described below.

If a grievance is determined to have merit by the Board and requires further evaluation, a Grievance Committee, plus the Board Secretary, will be convened to conduct a hearing. The Committee will notify the person(s) named in the grievance and schedule a review hearing to occur within 48 hours of said notice. The person filing the complaint must be invited to participate in the hearing, although is not required to attend and may remain anonymous. Both parties may produce witnesses (Maximum of 3) to speak on their behalf at the hearing. However, in order to attend, witnesses must provide written statements to the Committee at least 4 hours prior to the hearing. A witness is not required to attend the meeting, but may still submit a written statement.

The hearing will be conducted in an organized, formal, and moderated process to be established by the Committee. Discussions in the hearing shall only address the grievance in question. Only

the Committee will be allowed to ask questions of the parties speaking in the hearing. After the hearing, the Committee will consider the original grievance, witness statements, and the hearing to determine if disciplinary action is warranted. The Committee will provide a written decision, ideally within two (2) days of the hearing.

If disciplinary action is issued by the Committee, the decision may be appealed to the full Board. An appeal for this scenario must be a written (email) appeal to the President, or delegate, within 24 hours of the Committee decision notice. No additional appeal meeting will be held. A quorum of the Board will review the Committee's grievance notes and the written appeal, and a final decision will be made by majority vote. The decision is final and not subject to additional appeals.

Retaliation Policy

Retaliation of any sort following disciplinary decisions or the filing of a grievance will not be tolerated. The purpose of this Policy is to foster open communication between the volunteers on the Board, coaches, and league members to ensure accountability regarding Code of Conduct violations. Issuance of disciplinary actions and grievance reporting must be allowed to occur without fear of retaliation. All incidents of retaliation will be investigated by the Board. Any confirmed acts of retaliation will result in a minimum one-year suspension from all league activities, beginning on the date of the retaliation.

Section 2 - Air Quality and Heat Safety Policy

Air Quality Safety Policy

One of the ongoing issues of living in the Sacramento Valley is the potential for air pollutant levels that may impact the safety of our players. These pollutant levels are measured by the AirNOW department of the EPA (Environmental Protection Agency) using a tool known as the AQI (Air Quality Index). If the AQI reaches a level of 150 as measured at the Roseville monitoring station, games and practices must be canceled for the health and safety of our players.

Heat Safety Policy

At temperatures between 100F and 104.9F coaches should use caution with all practices and games with frequent water breaks, substitutions, and reduced exertion. Players with heat sensitivity should sit out. **At temperatures at and above 105F, practice and games must be canceled.**

Managers are responsible to monitor the air quality and weather forecast for the location & time of practice & games, and to notify their team accordingly. There is no requirement for advance notice as real time decisions at the field may be required in some cases, but managers are encouraged to provide advance notice to teams when possible on hot days.

Section 3 - Protest Committee

1. The Protest Committee for on-field game play incidents shall be appointed by the League President, with the approval of the Board, and consist of a Chairperson, the Director of Umpires, the League Player Agent, and at least two (2) other Board members.
2. The legality of protests shall be studied and acted upon by the Protest Committee.
3. All protests must be in writing, dated and signed. Otherwise, they shall be given no recognition.
4. Unless otherwise stated in these rules, protests shall be in accordance with the most current PONY Blue Book with the exception of any Board Approved Umpire / Interlock League Contract / agreement protest procedures shall take precedence.
5. Protests based upon play, which involves the umpire's judgment call, shall not be permitted. This shall be determined by the Divisional Player Agent, the League Player Agent, the Director of Umpires, or the President.
 - a. Examples of this include, but are not limited, to the following examples:
 - i. Balls and Strikes
 - ii. Catches or Non-Catches
 - iii. Interference
 - iv. Safe or Out Calls
 - v. Balks
6. When protests are based upon interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire (or contact the DPA/LPA if the umpire is a minor), the opposing manager and the official scorer that the game is being played under

protest and submit the protest, citing the specific rule in question, to the league president or league player agent within 24 hours of the completion of the game.

- a. Rules eligible for protests typically include, but are not limited to the following examples:
 - i. Pitch count violations
 - ii. Playing time minimums
 - iii. Mound visits by a coach
 - iv. Guest players
 - v. Non-registered players.
- b. Protests shall be acted on in the presence of the managers concerned, within five (5) days of the receipt of the protest by the Protest Committee.
- c. There will be a \$25.00 filing fee for each protest. If the protest is rejected by the Protest Committee and the Board, (if appealed), those monies will be sent to the League Treasurer for deposit in the League general fund. If the protest is found to be valid and in favor of the team (manager) protesting, those monies will be returned to that team (manager).

Section 4 - Managers and Coaches

1. Anyone interested in becoming a manager or coach in the League shall apply by completing an application form furnished by the League. All applicants must be a minimum of eighteen (18) years of age. Applications for all managers and coaches shall be returned to the League Player Agent for each respective season (Spring, All Star, Fall, Railcats).
2. All applications for manager or coach shall be reviewed by a Selection Committee. The Selection Committee shall employ a "selection process" for determining each new season's managers and coaches.
3. The "selection process" may be reviewed and changed at Board discretion; and, the Board reserves the right to make the final selection of all managers and coaches in the league.
 - a. The managers' selection committee shall consist of the League Player Agent and at least two (2) Board Members. All DPAs are encouraged to participate.
 - b. A majority vote of the Board shall be required to approve a Manager.
 - c. A majority vote of the Selection Committee shall be required to approve an Assistant Coach. A majority vote of the full Board is required to DENY an Assistant Coach.
 - d. Managers and Coaches are subject to League-assigned safety training, a "Megan's Law" check, Livescan, and a PONY approved background check. The pass/fail criteria for League approval as a manager or coach are outlined in the attached AB506 Policy
4. A Board Member shall have the authority to remove any person from an RPB event if the League's Code of Conduct is violated. The Board shall have the authority to suspend, discharge, or otherwise may discipline any player, manager, coach, umpire, or other person whose conduct is in violation of these rules, the Rules and Regulations of PONY Baseball and/or is considered detrimental to the best interests of the league.

- a. Any manager or coach who, while engaged in performing his managerial or coaching duties, is determined to be inflicting abusive actions (either physical and or verbal) on Board members, League players, parents of players, umpires, junior umpires or other interested persons connected directly or indirectly with the League, shall be suspended pending action recommended by the Board which may include removal from the League upon adjudication of the allegation. The Board shall be the sole determinant in defining abusive actions.
 - b. Any manager or coach who, while engaged in performing his managerial or coaching duties, is found using alcoholic beverages or illegal drugs shall be suspended pending action recommended by the Board which may include removal from the League upon adjudication of the allegation.
 - c. In the event of instances, as discussed in (a) and (b) above, the League President or in his/her absence, another Executive Board member shall call an Emergency Board meeting at which time the allegations and all relevant or extenuating circumstances surrounding the allegations shall be discussed. The individual(s) involved in the allegation shall be required to attend. Failure to appear before the Board at that time may result in removal from the League.
 - d. Any manager or coach who relinquishes his/her position during a League season, without good cause and approval of the Board, shall not be considered for re-entering the League at that position within that same baseball season.
5. Any member of the Board who elects to manage or coach a team, or is related to a manager or coach, must abstain from voting on any game issue brought before the Board, which involves his/her team (child) or a game involving his/her team (child).
6. Each manager shall appoint his/her own Assistant Coach(es) and Team Parent(s) with the approval of the League Player Agent, or a delegated Selection Committee, and shall have the option to dismiss such persons.
 - a. If no assistant coaches will be at a game, Managers may ask a Team Parent to assist as a helper at an official game, so long as they have filled out an application and are registered with the league as an "Team Parent".
 - b. Foal, Shetland, Pinto, Mustang, and Bronco divisions are allowed a total of 1 manager and 3 coaches. Pony division is allowed a total of 1 manager and 2 coaches. The league will supply a team hat and jersey for each manager and coach up to the limits set forth above.
 - i.
 - c. Coaches and players shall be under the direct supervision of the manager.
 - d. All coaches and team parents are required to submit to the same trainings and background check listed in item 3(d) above.
7. Managers shall sign for and assume full responsibility for all equipment and the equipment shall only be used for League practices and League games approved by the Board. The equipment shall be returned at the end of the manager's season (postseason managers can keep their equipment longer).
8. Managers shall be responsible for returning all equipment to the Director of Equipment upon completion of the team's last scheduled League game. Failure to comply shall result in a review of the manager by the Board and an invoice for the cost of the equipment.

- a. Unless a manager has been given permission (by both the Director of Equipment and the league president) to use his team's equipment for after season League Tournaments or for League "fall ball" play, at the end of either type of play the manager will then turn in his equipment.
9. The League strongly encourages each team Manager to take on the responsibility for making sure their team obtains a Sponsor. Sponsorship recognition levels are listed on the league website.
10. Managers shall be responsible for reporting all injuries of any personnel under his supervision as follows:
 - a. Report all injuries that require medical attention to the League President, League Vice President, and League Player Agent within 24-hours of injury.
 - b. If requested, prepare a written statement explaining the incident, nature of injury, date, time and location of the injury, to include a Doctor's report with the explanation of the severity of the injury, to assist in preparing the medical and insurance reports.
 - c. Managers will provide a League insurance report form to the player's legal guardian within 48-hours of notification of the injury, if requested.
11. In the event a manager resigns, or otherwise vacates his/her position at any time, a new manager shall be selected by the League Player Agent and approved by the Board.
12. All team managers shall be responsible for the following:
 - a. Field Preparation:
 - i. Home Team:

Before game: water field, as necessary, drag infield and rake batter's box, chalk field line layout, place bases, repair and prepare pitching mound.
 - ii. Visiting Team:

After game: pickup bases, repair and rake pitching mound, ensure cleanup of dugouts, stands, and grounds. If applicable, the last game on Saturday at each Mahan Park field is required to take down the home-run fences.
 - b. Home Team records the official score book for the game (Digital or Paper).
 - c. Home Team supplies 2 new PONY approved/league supplied "game" baseballs and 1 used "game" baseball.
 - d. Ensure all Roseville PONY Baseball Equipment is secured in locked storage or turnover of responsibility is accepted by a fellow Roseville PONY Baseball Team Manager or Board Member.
 - e. It is mandatory that both the Home and Visitor team manager complete the online game summary within 24 hours of completion of a game. The game summary shall include the final score, as well as the pitch count for ALL players who pitched during the game.
13. All managers and umpires shall agree upon field ground rules prior to the start of all League games.
14. Managers, in Pinto-Pony Divisions, shall have available all data (via scorebook or digital game records) concerning their team. For Mustang-Pony Divisions, this shall include all

data on each pitcher, including number of pitches per day, and number of days rest. Data shall also include the number of innings each player has played each week and reasons why a player did not play. For Pinto Division this shall include all of the data listed above, excepting that data which is not available due to rules specific to Pinto Division (i.e. during coach's pitch no pitching data will be required, etc.) These records shall be made available to the League President, League Vice President, League Player Agent, or the opposing team manager upon request.

15. The League and Managers are responsible for the welfare and safety of all the players. We instill upon all members of the League, including the managers and coaches, to require all spectators refrain from the use of tobacco products on the premises or within 50 feet of the field of play. This is to include the Scorekeepers area and the Snack Bar area. The use of alcohol and drugs is prohibited at all times in accordance with city ordinances.
16. Managers are required to hold a minimum of two (2) practices a week prior to the start of the spring season, provided fields are available and weather permitting. After the spring season starts, the manager must continue a minimum of one (1) practice per week and a maximum of three (3) practices per week. Foal, Shetland, Pinto and Mustang Divisions shall be limited to a maximum of two (2) hours per practice.
 - a. Managers in violation of said rule shall be issued a warning by the League Player Agent on the first offense and one-game suspension for all subsequent violations.
 - b. Teams shall be allotted additional workouts per week as approved by the League Player Agent and Director of Scheduling.
 - c. Managers or coaches can call a practice directly with the director of scheduling, as needed to comply with this section.
17. Managers and Coaches are required to attend a Manager's Meeting supervised by the League Player Agent prior to the start of practices and league games. This meeting will cover league rules, expectations, and league Code of Conduct. The Board and League Player Agent will establish the time and date of this meeting.
 - a. Failure to attend in person or to send a team representative to the meeting may result in non-issuance of team equipment and/or uniforms.
 - b. If league sponsored clinics are not attended, the League Player Agent will determine the minimum requirements to satisfy the requirement. The manager or team representative may need to find proper certification classes and payment will be the responsibility of individual volunteers.
18. Managers, Coaches, Team Parents, and anyone else providing on-field or in-dugout assistance are required to successfully complete the League-Required safety courses as communicated by the Director of Safety prior to the season. A printed certificate is available at the completion of these courses. The certificates must be printed and given to the Director of Safety.
19. After all League games and practices, it shall be the responsibility of the Manager to assure that no player is left on the premises (playing field or parking lot) without adult supervision.
20. Managers and coaches may request to the selection committee to manage or coach on more than one team. The selection committee shall be responsible for approving/declining such requests.

21. Any Manager knowingly violating a League established playing rule shall be brought before the Board to review the offense. The Board shall determine the severity and consequences of the infraction, including the potential change in the outcome of the game. The results may include forfeiture and/or suspension of the manager.
22. Any manager or coach ejected from a League game by an umpire or Board member shall be automatically suspended for his/her team's next game. Depending on the severity of the ejection, additional games may be added at the discretion of the Board. Any manager or coach ejected may appeal the suspension to the Board within 24 hours of the ejection. Such an appeal must be in writing (email) to the League President, or other Executive board member delegate. A Disciplinary Committee, established pursuant to Articles 7 and 10 of the League Bylaws, shall adjudicate the appeal as soon as possible. Multi-offenders may face expulsion from the League.
23. Managers and Coaches Evaluation: Manager and coach evaluation sheets may be handed out to all parents. This rating sheet will be approved by the Executive Board, distributed by the League Player Agent and may be used as part of the managers and coaches' selection process for the following season. These evaluations may be used to assist in selecting PONY Nationals managers and coaches. All managers may be given a forum to discuss the results of the survey.
24. At the beginning of each season all managers and coaches applying for positions are not automatically assigned back to the same team, nor guaranteed to move up a division and take a team, nor are granted a new team without being reviewed. As part of the review process, all returning managers and coaches will be subject to a review of their previous year's performance. At the discretion of the Board, a review in person may be required, to review suitability with the league. Assignment of each approved Manager and Coach to their team shall be at the sole discretion of the league, as recommended by League Player Agent and approved by Board vote.
25. Duplicate team names are not allowed in the same division. Each team in a division must be a unique MLB team (past or current) or other name format approved by the Board. Different versions of the same team will not be allowed in the same division.
26. The league registration fee covers the cost of a basic; league approved uniform shirt and hat . No alternate base uniforms will be permitted. Any specialty requests are subject to review and approval by the Board.

Section 5 - Players

1. Any candidate meeting the requirements of age and residence as set forth in the official rules and regulations for PONY Baseball, and these Rules, shall be eligible for participation in League play.
 - a. A candidate shall not be considered officially registered, nor eligible to participate in League, until the registration application, proof of age and medical release forms are filled out completely, and the registration fee is paid in full, or a financial hardship has been allowed by the Board prior to draft night (Pinto, Mustang, Bronco and Pony) or team set-up night (Foal, Shetland).
 - b. Any request for hardship assistance must accompany the player application at the time of registration and must have Board approval before the draft night. All hardship applicants must sign a work detail or payment agreement. The hardship could include the cost of registration, uniform (shirt and hat), names on the back of the jersey, year end league team awards (trophies), PONY Nationals and Academic All-American awards, if applicable, on a % basis from 0 to 100 for fees requested.
 - c. Late registration: players who are registered after the official close of registration will be placed on the waitlist. Players will only be placed on teams subject to space available, subject to the team maximums listed in the section below.
 - d. Team size maximums by division (at the discretion of the LPA/DPA):
 - a. Foal Division: eight (8) players
 - b. Shetland Division: ten (10) players
 - c. Pinto Division: twelve (12) players
 - d. Mustang Division: twelve (12) players
 - e. Bronco Division: twelve (12) players
 - f. Pony Division: thirteen (13) players
 - g. Colt Division: thirteen (13) players
2. Foal, Shetland (and Pony if enrollment does not allow for multiple teams) division players shall be placed on a team by RPB. Returning Players may remain on the same team if that team remains active. RPB reserves the right to dissolve, combine and/or create teams and reassign returning players to one of those teams as determined necessary by League Player Agent with approval by Board to accommodate the actual number of players registered and results of manager/coach selection process.
 - a. Foal, Shetland (and Pony if enrollment does not allow for multiple teams) Players may request to play on a specific team by requesting the team/managers/players on their child's application.
 - b. If a returning player registers after the teams have been chosen, he/she will be placed into the waiting list until an opening occurs.
 - c. Returning players may request in writing to the League Player Agent to not be returned to the previous year's team. His/her name will be placed on another team by the League Player Agent.
3. Pinto, Mustang, Bronco, Pony, and Colt divisions shall participate in a player skills evaluation and be drafted to a team or be placed on a team as a "protected" player as further defined in Section 6 – Selection of Players – The Draft System. RPB reserves the right to dissolve, combine and/or create teams as determined necessary by League Player Agent with approval by Board to accommodate the actual number of players registered and results of manager/coach selection process. In the event that a protected player's team is dissolved, the protected player will be drafted in accordance with the RPB draft process.
 - a. Unprotected players may not request to play on a specific team by requesting the

- team/managers/players on their child's application.
- b. Similarly, players may not request team/manager/coach/player exclusions. Exceptions for child safety may be considered by the Board on a case-by-case basis.
4. All registered Pinto, Mustang, Bronco, Pony, and Colt players shall participate in skills evaluation under the guidance of the League Player Agent and the board, assisted by the managers and coaches. There shall be at least two (2) skills evaluations scheduled in each division. Pinto, Mustang, Bronco, and Pony players shall participate in at least 1 of the skills evaluations in their respective division in order to be eligible for the draft. Protected players who are not new to the league are not required to attend evaluations (see Section 6-9)
 - a. Managers in the Pinto, Mustang, Bronco, Pony, and Colt divisions shall submit a list of protected players to the League Player Agent at least three 3 days (72-hours) prior to the first day of skills evaluations. Managers must also submit a copy of written or email correspondence from each protected player's parent / guardian acknowledging and agreeing to the protection. Exceptions to this rule are for coaching changes made due to an expansion team entering the draft and other circumstances as determined by the Board. Potential expansion team managers should present their list of protected players 3 days before the 1st day of skills evaluations, or 24 hours after being notified of receiving a team.
 - b. Players signing up after the last registration date, will not be eligible for protection status (Expansion team exceptions approved by the board), this includes recruits.
 - c. Any player required to attend one of the two skills evaluations and does not attend either, may forfeit their position in the league and could be placed onto a waiting list. Waiting list players, who attended at least one skills evaluation, may move up on the waiting list ahead of players who may have signed up earlier chronologically but did not attend one skills evaluation.
 5. Players in the Foal and Shetland divisions shall play with the team assigned them by the League.
 - a. Players in the Foal and Shetland divisions may be exchanged only upon approval of the registrar and divisional player agent. Such an exchange shall only be considered if the player(s) being exchanged have not been previously notified.
 6. If a player receives a serious injury, such as a concussion, during any league sponsored event, which requires medical attention rendered by a physician, the parent or guardian must present a doctor's release to the team manager and a copy to the League Player Agent before the player will be allowed to continue playing baseball.
 7. A player may be removed from any League event by his/her team manager, or any witnessing board member, for the following reasons. Additionally, a manager has the authority to further suspend the offending player, limited to the team's next game and/or practice following an incident. (Extended removal from a team or the league requires board approval).
 - a. Using foul, racial, or abusive language, gestures or behavior unbecoming of ladies and gentlemen.
 - b. Disciplinary problems.
 - c. Intentional throwing of bats or equipment.
 - d. The possession of a weapon (of any type), or the use of, or being under the

- influence of alcohol, or illegal drugs.
- e. Other actions deemed to be in violation of the Code of Conduct.
8. Managers shall notify the League Player Agent of all player ejections or disciplinary removals from any League game, practice, or league sponsored event within 24 hours of the incident.
- a. Upon receiving the notification of a player ejection or removal, the League Player Agent shall notify the Board that a player has been removed from a game, practice or league sponsored event by a manager, Board member, or umpire, and summarize the reason.
 - i. Incidents involving a manager's ruling to suspend or remove a player may be appealed to the Board by the player's parents. Such an appeal must be in writing to the League President, or another Executive Board member, within 24 hours of the suspension or removal. Within the written appeal, the parents may request one appeal meeting with the Disciplinary Committee. The manager must be invited to attend such an appeal meeting.
 - ii. Incidents involving a player(s) ejection from a game by an umpire, or any event removal by a Board member, shall be reviewed by the League Player Agent, or delegate. He/she shall recommend the appropriate further disciplinary action, if any, to the manager and parents of the player. After the proposed disciplinary action is communicated, either the manager or parent of the player shall have the right to appeal in writing and may attend one appeal meeting before the Disciplinary Committee.
 - b. Upon receiving an appeal for a player ejection or removal, The League Player Agent will convene a Disciplinary Committee to participate in an appeal meeting and consider the incident. The Committee may elect to uphold, reject, or amend discipline proposed by a manager, Board member, or umpire.
 - c. No player shall be removed by a manager or Disciplinary Committee for more than two total games in a season without majority approval of the Board of Directors. Removal of a player from the League is a last resort.
 - d. In cases where a player appears before the Board, they must be accompanied by a parent or guardian. The player's team manager may also attend, unless the Board deems their attendance would result in a conflict.
 - e. Managers and/or coaches found to have knowingly withheld notification of player ejections or disciplinary removals from any League event, may be subject to disciplinary actions, up to possible removal from the league.
9. For Code of Conduct violations by a player occurring at any League event that is not directly witnessed by a manager, coach, team parent, or Board member, but is instead reported as a grievance to the Board by any adult, juvenile, and/or parents of said juvenile, the Grievance Policy of Section 1 shall apply.
10. Female players participating in League activities (practices, games and meetings) shall be accompanied by an adult female, or by a parent or legal guardian, unless the player's parents have provided written acceptance for a specific coach or alternate adult to accompany the player. At no time may ANY player be alone at League facilities with a coach, or other adult that is not their parent or legal guardian.
11. Play down requests are not permitted.

12. Parents who request their player to play-up must notify the League Player Agent (LPA) prior to the evaluations. The player must attend both evaluation sessions for the respective age division and the upper division. Play-up requests may be granted by the LPA, the respective Divisional Player Agents, and/or the Board, as deemed necessary. All-Star eligibility for the player playing up may be impacted, pursuant to PONY National rules.
13. Players registered in multiple sports should make Roseville PONY Baseball functions a priority when a conflict occurs. Persons aggrieved by a player's poor attendance may appeal to the league's disciplinary committee by contacting the respective division player agent.
14. Managers and Coaches who are parents must protect their own children in a particular division according to the maximum number of protections that are allowed. They will not leave any of their own children to be in the draft.

Section 6 - Selection of Players – The Draft System

Roseville PONY Baseball shall use the rules as set forth in these articles to place players on teams for each baseball season. This Section shall not apply to the Foal or Shetland Division.

1. DEFINITIONS:

- a. **Eligible Player...** By definition an “eligible player” is a registered and paid-in full RPB applicant who is not a protected player. This player must participate in skill evaluation and then be drafted through the draft system. Any RPB registered player who is not protected and does not participate in skill evaluation will be considered a “Hat Pick” player (See Section 6-8).
- b. **Ineligible Player...** is any player who has not fully completed all forms in the registration package, including any required documentation and payment of league fees or payment arrangement or has not been approved for hardship assistance. Ineligible applicants cannot be drafted or participate in any activity with the league.
- c. **Protected Player...** By definition a protected player is a fully registered and paid-in-full RPB applicant who is on a current season Manager’s protected list, a recruit, or a sibling. The Manager’s protected player list must be submitted at least seventy-two (72) hours prior to the player evaluation date and approved by LPA (limited to 4 players). A newly recruited player(s), or a sibling, may also be protected (not to exceed 1 additional protected player). Under no condition shall the total number of protected players (Manager’s list + Recruits + Siblings) be more than 5 players.
- d. **Recruited Player...** is any player who is brought into our League as a result of positive influence by an existing League member (e.g. parent, player, or coach). The player has the option of entering the draft or being protected by a team’s manager. There are no requirements to entering the draft other than meeting the eligible player definition. To be protected, the player must either have never played in RPB or has not played in RPB during the previous two spring seasons, and the player’s parents/guardians and manager must agree upon protection status. Players who played on a RPB “Select” team the previous spring are NOT considered Recruited Players.

Recruited players are required to participate in at least one of two skills evaluations such that managers have the opportunity to assess the player for the purpose of assigning him/her a player draft value regardless of whether the player enters the draft or is protected. A recruited player who does not attend a player evaluation will be assigned a point value of 5. The draft value will be determined by a simple majority of the division managers. If the managers are split, then the player’s draft value will be determined by a deciding vote from the division DPA or League LPA.

- e. **New Player...** is any player who has never played in RPB or who has not played in RPB during the previous two seasons, who is not being considered as a recruited player, and who is applying for one of our draft divisions. New players are required to participate in at least one of two skills evaluations such that managers have the opportunity to assess the player for the purpose of assigning him/her a player draft value. The draft value will be determined by a simple majority of the division managers. If the managers are split, then the player's draft value will be determined by a deciding vote from the division DPA or League LPA.
 - f. **Sibling Option Rule...** By definition the sibling option rule establishes the guidelines for determining a sibling's eligibility as a draft-able or protected player status. All siblings are eligible for the draft and must participate in skill evaluation. Managers are required to automatically take the other sibling, unless his or her parent requests in writing (or noted in the registration) prior to the skills evaluation that they not play on the same team. In that instance, the siblings shall become automatic next draft choice. If a parent requests a sibling to play on a protected player sibling's team, the other sibling shall also be considered a protected player (subject to total protected player per team limits).
 - g. **Waiting List Player...** is a fully registered and paid-in-full player whose completed application was received after the last registration prior to skills evaluation for his/her division, or if available teams are filled. The registrar will create a divisional priority waiting list in the order for which it was received, including receipt of payment. The list will be made available to the League Player Agent for placement of players as space on a team becomes available. If space is not available and the League is unable to place the Waitlist Player on a team, the applicant shall receive a full refund of all registration fees.
2. The managers and coaches under the guidance of the League Player Agent and with assistance from any other Board member shall select eligible players.
 - a. Protected players shall be placed on a team as the team's first, second, third and etc., round draft choices before additional players can be selected from the eligible draft pool.
 3. The selection order by which a team enters the draft is determined by a point system and the number of protected players assigned to that team's roster before the draft.
 - a. The team with the fewest number of protected players will draft first until that team has an equal number of players to the other teams.
 - b. In the event an equal number of players (protected and drafted) are assigned to a team, then a point system shall be used to determine draft order. The team with the lowest total points drafts first that round; second lowest total team points drafts second, etc.
 - i. **5 points** = Returning player that was ranked 1-10 in the current division during the previous season and Recruited player who does not participate in a player evaluation.
 - ii. **4 points** = Returning player that was ranked 11-20 during the previous season in the current division.
 - iii. **3 points** = Returning player that was ranked 1-10 in the lower division during the previous season.
 - iv. **2 points** = Returning player that was ranked 11-20 in the lower division

during the previous season, or is a second or third year player in the Division.

- v. **1 point** = Returning player that played in the lower division during the previous season or is a first year (by age) player in the Division.
 - vi. **Recruited and New Players** = Draft values for recruited and new players to the league will be determined by a simple majority of the division managers. If the managers are split, then the player's draft value will be determined by a deciding vote from the DPA or LPA. (see definitions for recruited and new players above)
 - vii. Final assignment of point value for each player shall be determined by the LPA and/or DPA.
 - 1. In the event that the LPA has a player in the Division, final assignment shall be made by the DPA and any active Board Member that does not have a player in the Division.
 - c. If two or more teams have an equal number of players (protected and drafted) assigned to their team (prior to the round that the draft order is "set") and the teams have an equal number of points, then a coin flip (2 teams) or hat draw (>2 teams) will determine the draft order for that round.
 - d. The draft order, as determined in the first round when all teams have an equal number of players and point values are set, shall be the draft order for the remainder of the draft.
 - e. Once the draft order is set, teams will begin to fill their rosters in a "non-snake" order.
 - f. During the draft, teams with more assigned players than other teams will not select another player in the draft until there are no teams with fewer players than them. (This primarily occurs when siblings are drafted as subsequent picks).
 - g. FINAL ROUND RULES:
 - i. If there are exactly the same number of players remaining as there are teams, the last round will be completed in the same "Non-Snake" Fashion.
 - ii. If there are not enough remaining players to completely finish the last round, the last round of the draft will continue in a random, "double blind" fashion. First, a team will be picked at random, then a player will be picked at random. Additionally, Eligible Players will be fully assigned first, and then "Hat Picks" will be pulled last.
 - h. "Hat Pick" players are the last players assigned in the draft. They are assigned to teams by continuing the draft order as they are pulled from the hat.
4. If, after drafting all eligible players, teams are still not filled, (per Section 5-1.d) vacancies shall be filled by either 1) continuing the original "non-snake" draft order with the next team in line if all teams currently have the same number of players, or 2) continuing the "double blind" selection method if teams currently have different number of players.
5. If teams are fully filled after the draft, additional players registering after the draft will be added to the waiting list.
6. As openings occur, players will be placed on teams in the order in which they were placed on the waiting list. This procedure shall be followed with all vacancies. If a player leaves the League (team) mid-season and then wants to return to the League (in the same season), that player shall return to his/her previous team, only if an opening exists. Should an opening not exist, that player shall be placed on the waiting list.

7. Each player drafted shall remain a member of that team for the current season unless traded or released (Board approval required).
 - a. Trading of drafted players shall be allowed for a forty-eight (48) hour period only, from the completion of the draft. All trades must be approved through the League Player Agent and may take time for proper review. **IMPORTANT: No player in any division can be contacted until the date designated by the League Player Agent. The actual notification date will be stated on draft night.**
 - b. Special Circumstances, Trades and Releases: Releases and trades after the 48 hours have passed may only be obtained through the consent of the League Player Agent, with Board approval, and only after sufficient cause is shown. A player once released from a team may not return to that team.
 - c. If a Special Circumstance trade (as stated in 7b paragraph) is permitted by both team managers, the League Player Agent and the Board, the final approval for the trade must come from his/her parents or legal guardian(s). If the parent or legal guardian of either player disapproves of the trade, the trade is canceled and players remain on their previous teams.
8. Draft eligible players not participating in the skills evaluation process shall be called a “hat pick” or moved to the waiting list if projected roster sizes dictate.
9. Protected players are not required to attend skills evaluations with the exception of recruits and new players – recruits and new players must attend skills evaluations even if they are protected by a team.
10. At the Board’s discretion, a player who was previously rostered in the “Champions Division” at any time, and has transitioned to the traditional recreation league through the positive impact of a specific coach, will be placed on that coach’s team as their final-round draft pick. This will not impact the team’s draft position, “draft points”, or ability to have a “recruited player” at the beginning of the draft. This is subject to board review and approval annually for qualifying players.
11. All managers (or a designated representative of the manager) must attend skills evaluation for the division in which they intend to manage.
12. Managers shall evaluate all players that participate in skills evaluation for their division.
13. All managers (or a designated representative of the manager) must attend the draft (or team development meeting) for the division in which they intend to manage. For Foal, Shetland Division (Pony, if sufficient enrollment allows for multiple teams), team development meetings shall take place in lieu of the draft. At the team development meeting, the managers shall be presented the list of players assigned to their team.
14. To accommodate “play-up” selection process, drafts (or team development meetings) shall occur in reverse order of age by Division, with the intention of completing one or two division(s) per night Monday through Thursday night the 1st or 2nd week after the final skills evaluation. This order need only be followed in years where “play-up” selection process is required due to player requests.
 - a. Pony (if sufficient enrollment for multiple teams)
 - b. Bronco (draft)
 - c. Mustang (draft)
 - d. Pinto (draft)

- e. Shetland/Foal (not a draft - team development meeting)
15. "Play-up" players shall be placed into the draft of the Division to which they are petitioning for "play-up" status as follows:
- a. Immediately following skills evaluation, all managers will review the ability of "play-up" players with the LPA and verify talent level is adequate for safe participation in the upper division.
 - b. LPA and Registrar will review current registration numbers for the entire division, including eligible "play-up" players, and determine the number of roster spots available for each team, including total "play-up" spots.
 - c. Those "play-up" players shall be placed in the draft pool and drafted similar to any other "eligible player" in the draft.

Section 7 - General Rules for League Play

Unless otherwise noted in the RPB Rules or in the current PONY Baseball Rules and Regulations, Major League Baseball rules shall apply.

1. In the event of an injury or illness that occurred during a game, the player will not be considered an "Out" when their respective spot in the line-up occurs.
2. In the event of an ejection, the "Out" will be observed when that player's respective spot in the line-up occurs.
3. Every player available for play in the Foal, Shetland, Pinto, Mustang, Bronco, Pony, and Colt divisions must be placed in the official batting order. If a player arrives late for a game, after the official batting order has been turned into the official scorekeeper, the player shall be placed at the end of the batting order. If a player bats out of order, the player is out.
4. Any player leaving a game for an official Academic or Religious function will not be considered as an "Out" when their respective spot in the line-up occurs.
5. Games must be played with at least 7 players on each team. The opposing team may loan substitute defensive players at their discretion.
6. It is mandatory that all players use a protective cup and support in all League practices and games. All players warming up a pitcher must wear a protective cup and support, chest protector, and a catcher's mask with a throat protector, in all divisions. Females are required to wear appropriate protection.
7. Batting Helmets are required for all players on offense on the playing field. Batting Helmets will be provided by the league and are required to be worn.
8. Each team is allowed one (1) manager and three (3) coaches (2 in Pony). Only authorized managers, game coaches, and players are permitted on the playing field in all divisions. Furthermore, a Team Parent is permitted to help in the dugout for Foal, Shetland, and Pinto Divisions ONLY (Exception - Team Parents can help in the dugout for Mustang, Bronco, or Pony if the team will only have one coach for a specific game).
9. Once removed from the mound, no pitcher, starting or otherwise, may return to the mound in the same game. (All Divisions)
10. In all divisions, opposing team members (during the game) shall not make references to each other. This includes opposing team managers, coaches, and spectators. Teach the ball players to chatter to each other (for their own team) but not to the opposing team members. Negative chatter, indiscriminate yelling, and chatter specifically to distract, shame, taunt, or will not be tolerated, and is deemed a sportsmanship violation of the Code of Conduct. The manager will be responsible for the actions of their players.
11. Managers and coaches are required to wear their team's appropriate attire. Appropriate attire is a team jersey and team hat. No tank tops or sandals are permitted at any time. Shorts are permitted, but the pant leg must be hemmed.

12. All players available for League play must be dressed in an official team uniform, as provided by RPB. All team uniforms shall be numbered and such numbers shall be recorded and maintained on file.
13. Any rules adopted for Interleague play shall take precedence, but in no case will any rule give minimum playing time for players to be less than outlined in these rules.
14. In as much as RPB places the safety and welfare of its players above all else, in case of debilitating injury to a player during play, a manager or coach shall have the ability to call "time" immediately, independent of play on the field. The umpire shall have the discretion to advance the runner(s) to the correct base(s) on umpire judgment. It is important that managers and coaches do not interfere with play if the nature of a minor injury allows for "time" to be called in the normal course of the game.
15. Unintentional throwing the bat is extremely dangerous and prohibited after the swing. On the first occurrence, the player may be warned or called out, at the umpires discretion. The player shall be called out on the second occurrence. On the third occurrence of throwing the bat, the player shall be barred from batting for the remainder of the game, causing his rotation at bat to be an out. Players barred shall be allowed to take their regular turn on defense. The umpire shall notify both scorekeepers and managers when players are warned for throwing the bat so the proper penalties shall be levied.
16. To prevent injuries to players, base runners may be called out when they do not attempt to avoid a fielder who is making a play on the ball, or has the ball and is waiting to make the tag, or who maliciously runs into the fielder. This is subject to the umpire's judgement. Base runners are to be instructed to slide for all bases except for first base and avoid making intentional contact with the defensive player.
17. No League trophies shall be given out for placement of teams in the Foal, Shetland, or Pinto 7 divisions, as there are no win-loss records. The objective is to teach the fundamentals of baseball, good sportsmanship, working together as a team, and enjoyment of the game.
18. Metal Cleats are not allowed in Foal, Shetland, Pinto or Mustang. Metal cleats are not allowed on portable mounds.
19. There shall be no purposeful distractions not normally occurring during the course of a baseball game and meant solely to distract the opposing team. I.e. base coaches slapping their legs to distract the pitcher, yelling or shouting as the pitcher delivers the ball, intentionally shouting from dugout opposing player names, etc.
20. Dugouts are restricted to Manager, Coaches, Team Parent, Players and designated individuals tending to an injured player.
21. The home team will always occupy the 3rd base dugout.
22. At the discretion of the Umpire, games may be paused for safety concerns until the safety concern has passed. Examples of conditions that could cause a delay are: rain, wind, or sun glare.

23. "SUN DELAY" RULES (TYPICALLY FOR MAHAN FIELD #1)
- a. The umpire may call a safety "sun delay" on any field as the sun is setting directly behind centerfield and pitcher's mound.
 - b. Team managers may call for a delay, but if both managers don't agree, the umpire will decide, erring on the side of safety. (For a Jr Umpire, their parent, or board member should be consulted before the delay is called).
 - c. The delay MUST be called between innings (NOT the middle of an inning) and the official game time paused.
 - d. Before restarting the game, both managers must meet and agree on the remaining game time and clock restart with the umpire.
24. A game shall begin at the scheduled time whether the Umpire (if applicable) is present or not. A manager or coach from the offensive team shall call balls and strikes from behind the mound. If the Umpire arrives during the game, managers from both teams shall determine if the current inning should be completed before the Umpire takes over or if the Umpire should take over immediately.
25. The 6" mound (large mound) is to be utilized on Field 2 only at Mahan Park. The 4" mound (small mound) can be utilized on either Field 1 or Field 2 at Mahan Park depending on the division playing.
26. Should a player use an illegal bat in any division, the bat shall be removed and the manager will be ejected. Additionally, the manager will be suspended for the following game. If after a bat is removed, and the player uses the bat again, the player will be ejected and subject to additional suspension, to be determined by the Board.
- a. Legal bats included "USA Baseball", "BBCOR -3", or "Wood".
 - b. TeeBall Bats can not be used above the Shetland Division
 - c. USSSA Bats are illegal at all times, no exceptions.

Section 8 - Pitching Rules

1. FOAL 4U™, SHETLAND 6U™: Players are not permitted to pitch.
2. PINTO 7U & 8U™, MUSTANG 10U™, BRONCO 12U™, PONY 14U™, COLT 16U™, PALOMINO 18U™ and THOROBRED 23U™ must use the Pitch Smart chart printed below.

Pitch Count and Required Rest Chart							
Age Range	Daily Max Pitches	Required Rest (Pitches)					
		0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

3. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
4. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.
5. If a pitcher reaches their daily max number of pitches, they cannot then play the catcher position in the same game.
6. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
7. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, external "Travel Ball" games/scrimmages, the playoff of postponed games or suspended games, tie games, or exhibition games.
8. Rest is calculated as per calendar day. The first (1st) calendar day of rest is defined as the day following a game in which the player pitched, no matter how many pitches were thrown.

9. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
10. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with up to ten warm up pitches.
11. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in PONY Rulebook - Rule 18- Penalties.
12. The manager shall be ejected from the current game, and suspended the following game, should a player start a new batter after they reach the player's age daily maximum pitch count.
13. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
14. The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.
15. The official scorekeeper for each game shall track pitch counts. In the absence of an official scorekeeper, the home team book shall be the official record of games statistics including pitch count.

Section 9 - Schedules

1. The Director of Scheduling shall set games, rescheduled games, places, and dates to play.
2. Games will not be scheduled to start after 7:30 pm except for Friday and Saturday Nights.
3. The Director of Fields shall notify the Director of Scheduling, Team Managers, and the Director of Umpires regarding game cancellations left to the judgment of RPB.
4. The league will make every effort to reschedule all postponed or canceled games. The Director of Scheduling will maintain a proper balance of practice time and rescheduled games.
5. Make-up games are to be played with the rules of the division at the time the game is made up. If the rules have changed then the game shall be played with the rules at that point in the season.
6. Make-up games shall take priority over practice to attempt to have all teams within a division play the same amount of games.
7. Regular season games may end in a tie.
8. Weekday games will have a drop-dead time limit of 9pm, unless otherwise scheduled by the League Scheduler for various purposes (Heat Delays, Sun Delays, etc.)
9. For all games, the drop-dead time limit for each age division is as follows:

Age Division	No New Inning After	Drop Dead Time Limit
Foal and Shetland	1 hour	1 hour 15 minutes
Pinto 7	1 hour 15 minutes	1 hour 45 minutes
Pinto 8	1 hour 15 minutes	1 hour 45 minutes
Mustang	2 hours	2 hours 15 minutes
Bronco	2 hours 15 minutes	2 hours 30 minutes
Pony	2 hours 15 minutes	2 hours 30 minutes
Colt	2 hours 15 minutes	2 hours 30 minutes

In the event that this drop-dead time falls within an uncompleted inning (including if this occurs during the bottom of the last inning with a tie score), score of record will be the score at the end of the last full inning played. Pitch counts continue until the end of play.

ADDENDUM A: FOAL DIVISION LOCAL RULES

Foal Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Coaching:		Foal coaches may be allowed on the field with their players while on defense and may provide verbal instructions during play. Managers and coaches may call time-out in order to provide additional instructions to their players at bat or in the field.
Dugouts:		Home team will occupy the 3rd base dugout. All offensive players (with the exception of the batter, on-deck batter and any base runners) must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields with the exception of medical I.D. bracelets.
Play Requirements:		All players present and on the lineup shall bat in order and play in the field every inning. Players must be rotated from the infield to the outfield each inning. Coaches should rotate the positions so the most experienced players are not always in the most active batting or fielding positions.
Basepaths:		Bases will be set at fifty (50) feet.
Scorebook / Umpires:	1)	Score is not kept in the Foal Division. Outs are not recorded.
	2)	Umpires are not used in the Foal Division. When necessary, coaches should act as umpires in an unbiased manner.
Innings / Time Limit:		No new inning shall start after one (1) hour, drop dead time 1 hour 15 minutes.
DEFENSE		
Pitching:	1)	The ball shall be hit off a batting tee; or,
	2)	Players may attempt to hit a pitched ball anytime during the season based upon ability as determined by the Team Manager. Coach pitching must be at least 25' from the batter. It is highly recommended that the coach pitches from a knee. If the ball is not hit after 3-pitches, the batter will then hit from the batting tee. Balls thrown that are clearly unable to be hit, require another pitch.

OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
	2)	The batting tee shall be placed directly on home plate. A batter shall swing the bat until the ball is hit into play.
	3)	Beginning in the second half of the season, batters hitting the ball beyond the infield may advance additional bases. Runners may not advance on an overthrow.
	4)	Starting at the second half of the season, offensive players will be ruled out and the player that is ruled out will be removed from the base path / base. Each inning, there is no limit in the number of outs that may be recorded.
	5)	If the ball and hose (from the batting tee) are hit at the same time, the ball shall be considered fair if it has traveled at least ten (10) feet.
	6)	Bunting is not permitted.
Base Running:		There is no sliding at 1st base. Sliding will only be permitted at 2nd, 3rd and home plate. Headfirst sliding should be strongly discouraged by coaching staff.

ADDENDUM B: SHETLAND DIVISION LOCAL RULES

Shetland Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Coaching:		Shetland coaches may be allowed on the field with their players while on defense and may provide verbal instructions during play. Managers and coaches may call time-out in order to provide additional instructions to their players at bat or in the field.
Dugouts:		Home team will occupy the 3rd base dugout. All offensive players (with the exception of the batter, on-deck batter and any base runners) must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup.
Play Requirements:	1)	All players present and on the lineup shall bat during the game, and must play in the field every inning.
	2)	DEFENSE <ul style="list-style-type: none"> A. Players should be rotated from the infield to the outfield each new inning. B. No player may play an outfield position two innings in a row. C. Coaches must rotate the positions so the most experienced players are not always in the most active batting or fielding positions.
	3)	BATTING ORDER <ul style="list-style-type: none"> A. Inning 1 - Teams will bat HALF of their lineup (HALF+1 if there are an odd number of players). B. Inning 2 - The remaining HALF of players will bat. C. Inning 3 (and additional ODD innings) - Must be the same batters as Inning 1. D. Inning 4 (and additional EVEN innings) - Must be the same batters as Inning 2. E. The last batter of each inning is designated the "Home Run Hitter" and is encouraged to run around all of the bases after they hit. F. During the game, teams must have a different "Home Run Hitter" each inning by adjusting the order within the "Odd" or "Even" Inning groups. G. NOTE: It is possible that half of the team may get one additional at-bat in a game if time limits result in an odd number of innings played. As such, each game, teams MUST switch the Inning 1 and 2 batting groups from the previous game to promote equal batting time throughout the season.
Basepaths:		Bases will be set at fifty (50) feet.
Scorebook / Umpires:	1)	Score is not kept in the Shetland Division. Outs are not recorded.
	2)	Umpires are not used in the Shetland Division. When necessary, coaches should act as umpires in an unbiased manner.

Innings / Time Limit:		No new inning shall start after one (1) hour, drop dead time 1 hour 15 minutes.
DEFENSE		
Pitching:	1)	Pitching will be by machine ONLY. Managers must load the ball as quickly as possible and not coach every pitch.
	2)	Players will be given 3 pitches from the machine. If a player fouls the final pitch, they shall get another pitch (similar to 2-strike count). If they fail to hit a pitch, they will be given the opportunity to hit from the tee.
	3)	Machine settings will be Power Level 2, Micro Adjust 3, Release Block 4.
	4)	Pitching machine will be set at thirty eight (38) feet for the entire season. This is measured from the back corner of home plate to the front "nails" on the pitching machine.
	5)	If a batted ball strikes the coach pitcher, the ball is dead. The pitch counts and no runners shall advance. If the batted ball is also the third (3rd) pitch, the batting tee shall be used for the next swing.
	6)	If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead. The batter is awarded first base and all runners advance one base.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
	2)	If the batter is unsuccessful hitting a pitched ball, the ball shall be hit off a batting tee. The batting tee shall be placed directly on home plate. A batter shall swing the bat until the ball is hit into play.
	3)	Beginning in the second half of the season, batters hitting the ball beyond the infield dirt cleanly (ie - no error) may advance up to one additional base.
	4)	Players shall not advance on an overthrow.
	5)	Starting at the second half of the season, offensive players will be ruled out and the player that is ruled out will be removed from the base path / base. Each inning, there is no limit in the number of outs that may be recorded.
	6)	If the ball and hose (from the batting tee) are hit at the same time, the ball shall be considered fair if it has traveled at least ten (10) feet.
	7)	Bunting is not permitted.
Base Running:		There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Headfirst sliding should be strongly discouraged by coaching staff.

ADDENDUM C: PINTO LOCAL RULES

Pinto 7U Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Coaching:	1)	During the 1st half of the season (set by DPA/LPA) up to 2 coaches may be allowed in the outfield with their defensive players to give instructions. Managers and coaches may call a timeout in order to provide additional instructions to their players on defense. Interference with a ball in play by either manager or coach shall allow an additional base to each base runner and the ball shall be declared dead. A coach may be near the backstop to speed play up, but must not interfere or provide instruction.
	2)	During the 2nd half of the season (set by DPA/LPA) coaches are not allowed to be in the field with their defensive players.
Dugouts:		Home team will occupy the 3rd base dugout. All offensive players – with the exception of the batter, on-deck batter and any base runners – must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup.
Play Requirements:	1)	A defensive inning is defined as three (3) outs in one half inning.
	2)	All players must play one (1) defensive inning in the infield by the end of the third (3rd) inning. Pitcher and catcher positions are considered infield positions.
	3)	No player may sit out two (2) innings before all other players have sat out one (1) inning.
	4)	No player shall play the same position more than three (3) innings within the same game.
	5)	1st half of season (set by DPA/LPA): maximum ten (10) player defense may be used.
	6)	2nd half of season (set by DPA/LPA): maximum nine (9) player defense only.
Basepaths:		Bases will be set at sixty (60) feet.
Scorebook / Lineups:	1)	Score is not kept in the Pinto 7 Division for the purpose of standings and win/losses/ties. Tallying runs are only for the purposes of per inning run limits and the ten (10) run mercy rule.
	2)	Managers shall provide the umpire, and the opposing team manager with their lineup, first and last names, numbers and position for the first full five (5) innings of play in writing before all games.
	3)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup. Throughout the season,

		managers are encouraged to rotate players to all positions in the batting order.
Innings / Time Limit / Mercy:		Games are scheduled for 6 innings. Each of the first five (5) innings will last three (3) outs or five (5) runs, whichever comes first. The 6th inning will last three (3) outs or ten (10) runs, whichever comes first. No new inning may begin after one (1) hour fifteen (15) minutes, drop dead time 1 hour 45 minutes. The ten-run "mercy" rule is implemented after the 4th inning. Regular season games may end in a tie.
DEFENSE		
Pitching:	1)	Pitching distance is forty (40) feet.
	2)	Pitching Breakdown (subject to change per the DPA/LPA): A. Weeks 1-2: Coach-pitch only (see #3 below). B. Weeks 3-5: The first two innings are coach-pitch only (see #3 below). Player-pitch begins at the start of the 3rd inning (see #5 below). C. Weeks 6+: Player-pitch only (see #5 below).
	3)	Coach-pitch (only): A. Must be from a standing position or on a knee. B. Must be in contact with the mound while pitching. C. 5 pitches maximum unless the final pitch is fouled off. If the final pitch is fouled off, the at bat will continue and will only end in a ball in play, foul out, or a strikeout. D. No coaching while pitching. E. No walks will be issued. F. The player fielding the pitcher position shall take a position to the rear and 3 (three) feet to the left or right of the coach. A 2 (two) foot line may be drawn at this position.
	4)	Player/Coach-pitch: A. No walks will be issued by either players or coaches. B. If a batter reaches a 4 ball count during player-pitch, a coach will then pitch the remainder of the strikes. Each pitch thrown by a coach is considered a strike. A foul ball shall not be counted as strike 3. The at-bat can only end in a ball in play, foul out, or a strikeout. C. Other Coach-Pitch rules still apply
	5)	Player-pitch (only): A. If the batter is "Hit by Pitch", the batter may take first base or hit off of a coach who will then throw up to 3 pitches (unless the third pitch is fouled off). The at-bat can only end in a ball in play, foul out, or a strikeout. B. After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper. C. Once removed from the mound, a player may not pitch again in that game.
	6)	Pitchers who pitch the daily maximum number of pitches for their age will not be eligible to catch.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.

	2)	If a batted ball strikes the coach-pitcher, the ball is dead. The pitch counts as a strike and no runners shall advance.
	3)	Bunting is not permitted during coach-pitch. Bunting is permitted during player-pitch.
Base Running:	1)	Runners are not allowed to lead off.
	2)	Definition of "overthrow": On a batted ball in play, a defensive player makes an errant throw which goes past a base and/or fielder in an attempt to make a defensive play.
	3)	Players shall not advance on an overthrow.
	4)	Players are allowed to steal 2nd or 3rd base once the pitch has crossed home plate. Stealing home is not permitted. One stolen base per pitch only, the player(s) stealing may not advance to additional bases on an overthrown ball.
	5)	On a batted ball in play, the batter and runners are limited to one base unless the batted ball reaches the outfield grass cleanly (ie - no error). As the ball is returned to the infield, a runner may only progress to the next base if they are already more than half way to that base when the ball reaches the infield.
	6)	There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Headfirst sliding should be strongly discouraged by coaching staff.
	7)	Baserunners cannot steal while the coach is pitching.

Pinto 8U Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:		Home team will occupy the 3rd base dugout. All offensive players – with the exception of the batter, on-deck batter and any base runners – must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup.
Play Requirements:	1)	All players must play one (1) defensive inning in the infield by the end of the third (3rd) inning. Pitcher and catcher positions are considered infield positions.
	2)	No player may sit out two (2) innings before all other players have sat out one (1) inning.
	3)	A player may only play the pitcher or catcher position for a maximum combined total of three (3) innings.
Basepaths:		Bases will be set at sixty (60) feet.
Scorebook / Game Changer:	1)	Home team shall keep the official scorebook and pitch counts. Both managers must agree on the final score and pitch counts after each game.
	2)	Managers shall provide the umpire, scorekeeper, and the opposing team manager with their lineup, first and last names, numbers and position for the first full five (5) innings of play in writing before all games.
	3)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup. Throughout the season, managers are encouraged to rotate players to all positions in the batting order.
Innings / Time Limit / Mercy:		Games are scheduled for 6 innings. Each of the first five (5) innings will last three (3) outs or five (5) runs, whichever comes first. The 6th inning will last three (3) outs or ten (10) runs, whichever comes first. No new inning may begin after one (1) hour fifteen (15) minutes, drop dead 1 hour 45 minutes. The ten-run “mercy” rule is implemented after the 4th inning. Regular season games may end in a tie.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule during an uncompleted inning, the last completed inning shall be the final score.
DEFENSE		
Pitching:	1)	Pitching distance is forty (40) feet.
	2)	After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper.
	3)	Once removed from the mound, a player may not pitch again in that game. Pitchers

		who pitch the daily maximum number of pitches for their age will not be eligible to catch.
	4)	<p>Player-Pitch will be throughout the seasons.</p> <p>A. Weeks 1-5: If a batter reaches a 4 ball count during player-pitch, a coach will then pitch the remainder of the strikes. Each pitch thrown by a coach is considered a strike. A foul ball shall not be counted as strike 3. The at-bat can only end in a ball in play, foul out, or a strikeout.</p> <p>B. Weeks 6+: If a batter reaches a 4 ball count, they shall be awarded 1st base.</p>
	5)	If a pitcher hits three (3) batters in one inning, they must be removed from the mound.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
	2)	Bunting is not permitted.
Base Running:	1)	Runners are not allowed to lead off.
	2)	Players are allowed to steal 2nd or 3rd base once the pitch has crossed home plate. Stealing is permitted during player pitch only. Stealing home is not permitted. One stolen base per pitch only. The player stealing may not advance to additional bases on an overthrown ball.
	3)	Definition of “overthrow”: On a batted ball in play, a defensive player makes an errant throw which goes past a base and/or fielder in an attempt to make a defensive play. An overthrow when simply returning the ball to the pitcher from a catcher or an infielder is NOT considered an overthrow and runners may not advance.
	4)	Players may advance one base on an overthrow, limited to one overthrow per play.
	5)	On a batted ball in play, the batter and runners are limited to one base unless the ball cleanly reaches the outfield grass (ie - no error). As the ball is returned to the infield, a runner may only progress to the next base if they are already more than half way to that base when the ball is controlled in a player’s hands/glove in the infield.
	6)	There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Players sliding at 1st base shall be called out. Headfirst sliding should be strongly discouraged by coaching staff.

ADDENDUM D: MUSTANG LOCAL RULES

Mustang Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:	1)	Home team will occupy the 3rd base dugout.
	2)	All offensive players – with the exception of the batter, on-deck batter and any base runners – must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup.
Play Minimums:	1)	A defensive inning is defined as three (3) outs in one half inning.
	2)	All players must play one (1) defensive inning in the infield by the end of the third (3rd) inning. Pitcher and catcher positions are considered infield positions.
	3)	No player may sit out two (2) innings before all other players have sat out one (1) inning.
	4)	No player shall play the same position more than four (4) innings within the same game except for the pitcher and catcher positions.
	5)	A player may only play the pitcher or catcher position for a combined total of five (5) innings.
	6)	If necessary to field a full team, Guest Players are permitted and must be enrolled RPB players from the Pinto division. Guest players must bat last and are ineligible to pitch or catch.
Basepaths:		Bases will be set at sixty (60) feet.
Scorebook/Game Changer:		Home team shall keep the official scorebook and pitch counts. Both managers must agree on the final score and pitch counts after each game.
Innings / Time Limit:	1)	All Mustang games will be scheduled for six (6) innings. No new inning may begin after 2 hours, drop dead 2 hours 15 minutes.
	2)	The ten-run “mercy” rule will be enforced in the middle of the 4th inning. The fifteen-run “mercy” rule will be enforced in the middle of the 3rd inning.
	3)	Innings 1-4: will last three (3) outs or five (5) runs, whichever comes first.
	4)	5th inning: will last three (3) outs or ten (10) runs, whichever comes first.
	5)	6th inning (or last inning as declared by the umpire before the top of the inning): will last three (3) outs with no limit on runs.
	6)	Regular season games may end in a tie.

Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule during an uncompleted inning, the last completed inning shall be the final score.
DEFENSE		
Pitching:	1)	Pitching distance is forty-six (46) feet.
	2)	After each half-inning, managers should agree on the pitch count(s) and score and confirm with the official scorekeeper.
	3)	Balks (subject to change per the DPA/LPA): <u>Weeks 1 - 8:</u> If an umpire calls a balk on the pitcher, the umpire shall stop play and issue a warning. The ball is dead and players may not advance. <u>Weeks 8+:</u> If an umpire calls a balk on the first occurrence by a pitcher, the umpire shall stop play and issue a warning. Subsequent balks from the same pitcher shall advance the base runner(s) one base.
	4)	Pitchers who pitch the daily maximum number of pitches for their age will not be eligible to catch.
	5)	Once a player is removed from the pitcher position, they may not return to the pitcher position.
	6)	Mound visits are limited to 2 coaches visits per inning, with the second coaches visit to the same pitcher in the same inning resulting in a pitching change. The umpire-in-chief shall determine when a mound visit occurs.
	7)	3 "Hit by Pitch" batters within a single inning by a single pitcher shall result in the pitcher being removed from the pitcher position.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat.
	2)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup.
Base Running:	1)	There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Should a player slide into 1st base, the player will be called out.
	2)	The dropped 3rd Strike Rule is in effect all season.
	3)	The infield fly rule shall not be enforced.
	4)	Runners shall not advance home on a delayed or straight steal. Home can only be taken on a batted, passed, or overthrown ball; or if the defense initiates an attempt to pick off a runner at any base.

ADDENDUM E: BRONCO/PONY/COLT LOCAL RULES

Bronco/Pony/Colt Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:	1)	Home team will occupy the 3rd base dugout.
	2)	All offensive players – with the exception of the batter, on--deck batter and any base runners – must remain fully inside the dugout, and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed on portable mounds. We recommend that all male players wear a cup.
Play Minimums:	1)	A defensive inning is defined as three (3) outs in one half inning.
	2)	No player shall sit two (2) innings until every player sits one (1).
	3)	BRONCO ONLY - A player may only play the pitcher or catcher position for a combined total of six (6) innings.
	4)	All players present shall bat in order.
	5)	There are free defensive substitutions.
	6)	<p>If necessary to field a full team, Guest Players are permitted and must be enrolled RPB players from the division age below the team needing the guest players.</p> <ul style="list-style-type: none"> • Bronco team guest player must be an enrolled Mustang player. • Pony team guest player must be an enrolled Bronco player. • Colt team guest player must be an enrolled Pony player. <p>Guest players must bat last and are ineligible to pitch or catch.</p>
Basepaths:	1)	BRONCO: Bases will be set at seventy (70) feet.
	2)	PONY: Bases will be set at eighty (80) feet.
	3)	COLT: Bases will be set at 90 (90) feet.
Scorebook/GameChanger:		Home team shall keep the official scorebook and pitch counts. Both managers must agree to the score and pitch counts after each game.
Inning / Time Limit:	1)	Games are scheduled for seven (7) innings. No new inning may begin after two (2) hours and fifteen (15) minutes, drop dead time 2 hours 30 minutes.
	2)	The ten-run “mercy” rule will be enforced in the middle of the 5th inning. The fifteen-run “mercy” rule will be enforced in the middle of the 4th inning
	3)	<p>PONY/COLT - No run limits for any inning.</p> <p>BRONCO Innings 1-4: will last three (3) outs or five (5) runs, whichever comes first.</p>
		Innings 5 and 6: will last three (3) outs or ten (10) runs, whichever comes first.

		7th inning, (or last inning as declared by the umpire before the top of the inning): will last three (3) outs with no limit on runs.
	4)	Regular season games may end in a tie.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule during an uncompleted inning, the last completed inning shall be the final score.
DEFENSE		
Pitching:	1)	BRONCO: Pitching distance is fifty (50') feet.
	2)	PONY: Pitching distance is fifty-four (54') feet.
	3)	COLT: Pitching distance is sixty feet six inches (60'6").
	4)	Once a player is removed from the pitcher position they may not return to the pitcher position. Pitchers who pitch the daily maximum number of pitches for their age will not be eligible to catch.
	5)	After each half-inning, managers should agree on the pitch count(s) and score and confirm with the official scorekeeper.
	6)	Mound visits are limited to 2 coaches visits per inning, with the second coaches visit to the same pitcher in the same inning resulting in a pitching change. The umpire-in-chief shall determine when a mound visit occurs.
	7)	3 "Hit by Pitch" batters within a single inning by a single pitcher shall result in said pitcher being removed from the mound. Once removed, said pitcher shall not be able to pitch again in the same game.
	8)	Balks BRONCO: If a pitcher commits a balk, the umpire shall issue a warning. Subsequent balks from the same pitcher shall be enforced with runners being advanced one base. PONY/COLT: No warnings for balks.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat.
	2)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup.
	3)	Infield fly rule is in full effect throughout the season.
	4)	There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Should a player slide into 1st base, the player will be called out.

ADDENDUM F: Tournament of Champions RULES

Non-Division Specific Rules:

- *Managers of record for each team should be the only person addressing umpires during games in regards to rules interpretations.*
- *This also applies to questions, issues, concerns addressed to Tournament officials/Board Members (manager of record needs to address)*
 - ◆ *Hierarchy = Manager, player and then a coach.*
- *See the PONY BLUEBOOK for rules on scoring forfeited games.*
- *Games cannot end in a tie.*
- *RPB will determine the format of each respective Division's post season tournament.*
- *Guest-Player rules still apply throughout the tournament.*

PINTO 8:

All SECOND half RPB rules apply with the following additions/amendments:

1. Home team is the better seeded team in the game
2. Home team shall keep official scorebook
3. Home team is responsible for preparing the field; visiting team is responsible to clean-up after the game. Both teams should do their best to assist each other with this work to ensure the best possible playing conditions for your and subsequent games
4. The game will consist of 6 innings, unless time limits defined below are reached.
5. There will be NO coach pitching allowed
6. Balls and strikes will be called and applied to the batter's at bat status
7. A batter/runner can advance bases due to a "walk" by "balls" pitched
8. A chalk line will be placed halfway between all bases (except home and first). At the umpire's discretion, the runner will be awarded the base that he/she is closest to at the end of the play.

**** Pitch count and required rest includes any pitches made in any tournament games/scrimmages (e.g. Memorial Day tournaments) – week starts on Monday and ends on Sunday – each manager shall report to their division DPA player pitch counts for games outside of the TOC for all players on their roster no later than noon Tuesday following Memorial Day (last Monday of May).**

1. No NEW inning will start after 1 hour and 15 minutes from the official game start time.
 - a. Once the new inning begins, the inning will be played out, without a time limit
 - b. If a tie occurs at the end of the last inning, additional inning(s) (up to 3) will be played out until a winner is determined. If still tied after these 3 innings, the game will be paused in a

TIE and be resumed as quickly as possible as per RPB Director of scheduling (which may include continuation that day)

c. Time limit shall not apply to the Championship game and the game will be played through 6 innings, required extra innings, or until the mercy rule applies.

2. If a game is called early due to darkness, then the current game statistics, score, lineup, etc. will carry over to the next available day that allows the game to continue (to be determined by the Director of Scheduling)
3. Scoring:
 - a. A maximum limit of 5 runs will be allowed in innings 1-4, if inning commences **prior** to 1 hr. 5 min point
 - b. A maximum limit of 10 runs will be allowed in the 5th inning, if inning commences **prior** to 1 hr. 5 min point
 - c. There is NO limit of runs allowed in the 6th inning, or ANY inning that commences **after** the 1 hr. 5 min point
 - d. The 10 run mercy rule will be in effect after the completion of 4 ½ innings (so long as mercy ruled team has had at least equal number of innings at bat as team winning by mercy amount)
4. All players will bat in the lineup and all regular season minimum playing requirements are in full effect.
5. No inning limits for the pitcher/catcher position. EXCEPT - if a pitcher reaches their daily max number of pitches, they cannot then play the catcher position in the same game.
6. Managers are required to submit a batting order with 1st inning positions to Umpire and opposing manager at the start of the game
7. After every game, both managers are required to submit an online game summary form via the RPB website within 4 hours of game completion. This will be the official process for confirming game winners and player pitch counts.

Unless otherwise stated, the General Rulebook applies.

MUSTANG:

1. Home team is the better seeded team in the game
2. Home team shall keep official scorebook
3. Home team is responsible for preparing the field; visiting team is responsible to clean-up after the game. Both teams should do their best to assist each other with this work to ensure the best possible playing conditions for your and subsequent games
4. The game will consist of 6 innings, unless time limits defined below are reached.
5. All players will bat in the lineup and play as per regular season rules

**** Pitch count and required rest includes any pitches made in any tournament games/scrimmages (e.g. Memorial Day tournaments) – week starts on Monday and ends on Sunday – each manager shall report to their division DPA player pitch counts for games outside of the TOC for all players on their roster no later than noon Tuesday following Memorial Day (last Monday of May).**

1. No NEW inning will start after 2 hours from the official game start time
 - a. Once the new inning begins, the inning will be played out, without a time limit
 - b. If a tie occurs at the end of the last inning, additional inning(s) (up to 3) will be played out until a winner is determined. If still tied after these 3 innings, the game will be paused in a TIE and be resumed as quickly as possible as per RPB Director of scheduling (which may include continuation that day)
 - c. **Time limit shall not apply to the Championship game and the game will be played through 6 innings, required extra innings, or until the mercy rule applies.**
2. If a game is called early due to darkness, then the current game statistics, score, lineup, etc. will carry over to the next available day that allows the game to continue (to be determined by the Director of Scheduling)
3. All regular season minimum playing requirements are in full effect.
4. No inning limits for any position. EXCEPT - if a pitcher reaches their daily max number of pitches, they cannot then play the catcher position in the same game.
5. Managers are required to submit a batting order with 1st inning positions to Umpire and opposing manager at the start of the game
6. After every game, both managers are required to submit an online game summary form via the RPB website within 4 hours of game completion. This will be the official process for confirming game winners and player pitch counts.

Unless otherwise stated, the General Rulebook applies.

BRONCO (PONY SIMILAR - Interleague Dependent):

1. Home team is the better seeded team in the game
2. Home team shall keep official scorebook
3. Home team is responsible for preparing the field; visiting team is responsible to clean-up after the game. Both teams should do their best to assist each other with this work to ensure the best possible playing conditions for your and subsequent games
4. The game will consist of 7 innings, unless time limits defined below are reached
5. All players will bat in the lineup and play as per regular season rules

**** Pitch count and required rest includes any pitches made in any tournament games/scrimmages (e.g. Memorial Day tournaments) – week starts on Monday and ends on Sunday – each manager shall report to their division DPA player pitch counts for games outside of the TOC for all players on their roster no later than noon Tuesday following Memorial Day (last Monday of May).**

1. No NEW inning will start after 2 hours and 15 minutes from the official game start time
 - a. Once the new inning begins, the inning will be played out, without a time limit
 - b. If a tie occurs at the end of the last inning, additional inning(s) (up to 3) will be played out until a winner is determined. If still tied after these 3 innings, the game will be paused in a TIE and be resumed as quickly as possible as per RPB Director of scheduling (which may include continuation that day)
 - c. **Time limit shall not apply to the Championship game and the game will be played through 7 innings, required extra innings, or until the mercy rule applies.**
2. If a game is called early due to darkness, then the current game statistics, score, lineup, etc. will carry over to the next available day that allows the game to continue (to be determined by the Director of Scheduling)
3. 10 run mercy rules still apply as per regular season rules.
4. All players will bat in the lineup and all regular season minimum playing requirements are in full effect.
5. Managers are required to submit a batting order with 1st inning positions to Umpire and opposing manager at the start of the game
6. After every game, both managers are required to submit an online game summary form via the RPB website within 4 hours of game completion. This will be the official process for confirming game winners and player pitch counts.

ADDENDUM G: PONY Nationals & Post Season Teams

PONY Nationals & Post Season Teams

1. To be considered to Manage, Coach, or perform as the Business Manager for any RPB Nationals team, one must meet the following prerequisite criteria, unless otherwise waived by the Board:
 - a. Manage/coach a current year's regular season RPB team or have previously managed/coached a RPB team from the same division as applying for at least one season.
 - b. Manager candidates - ZERO suspensions during the regular season.
 - c. Coaches or Business manager candidates - No more than one suspension during the regular season.
 - d. Submit their request to manage a Pony Nationals team prior to the second league sponsored All Star workout to the League Player Agent (referred to as "LPA").
 - e. Applicants may submit their request for accompanying Coach and Business Manager, however, their requests must meet the following criteria:
 - i. Only one of those two positions may be filled by a regular season manager/coach from the same team as the manager (you will need to pick at least one person from another team).
 - ii. Confirmation of the positions must come from a Board of Directors majority vote.
 - iii. Confirmation of the positions does NOT guarantee whether their respective child will or will not make the team.
2. At the request of the LPA, all regular season managers may be required to anonymously vote for who they would like to be the manager of their division's PONY Nationals team. Regular season managers may not vote for themselves.
3. Once candidates have submitted their request to the LPA, the Board of Directors will vote to decide the RPB PONY Nationals Manager, Coach, and Business Manager using the following criteria:
 - a. Candidates meet the necessary prerequisites outlined in section 1 above.
 - b. Rec team season records will not be the sole criteria for Team Manager selection, however the League may consider regular season success when comparing candidates.
 - c. Candidates have interviewed with the LPA and are in good standing.
 - i. Considerations to define Good Standing include, but are not limited to: registration history, adherence to coaching duties defined in the rules, responsible care of fields and equipment, ejections, suspensions,

reputation, character, conduct violations at any League event, and other disciplinary history.

- d. The Board will weigh the voting results from the Managers of each division (if completed) as well the above criteria to determine the final selections for positions of Manager, Coach, and Business Manager.
- e. All managers and coaches must disclose any conflicts that would interfere with their ability to attend practices or games during the duration of the PONY Nationals season (i.e. coaches must commit to the team for the duration of the tournament with the assumption that their team will advance to the World Series and have alternative plan in place in case of vacations, etc.)

PONY Nationals Player Selection

- 1. Recreational players are eligible to make the Recreational “All Star” team for the division they participated in during the Spring season, regardless of playing age. Players must meet the following criteria to be included on any RPB PONY Nationals final roster, unless otherwise waived by the Board:
 - a. Receive a nomination from their regular season manager or receive a nomination from the associated RPB PONY Nationals team manager.
 - b. Attend workouts held by the LPA and DPA.
 - i. Workouts typically begin in April. Up to three workouts will be held by the LPA and DPA before the final roster is determined.
 - ii. Players who are not available to attend any workout may still be considered for the team. They must notify the team manager and/or LPA. They must complete the “Commitment Registration” but are only eligible to be selected as a “Coach’s Pick”.
 - iii. The workouts are to be observed by all coaches in the division, and each player “ranked” for consideration. Coaches are instructed to consider the player’s season performance while ranking, in addition to the tryout performance.
 - c. “COMMITMENT REGISTRATION” - Players MUST complete the online “PONY Nationals” (aka “All Stars”) Commitment registration by the due date established by the League. Failure to complete this registration will render the player ineligible for invitation/selection to the team. NO EXCEPTIONS.
 - d. Teams must have 12-15 players, subject to the Manager’s discretion.

- e. Players who attend evaluations and are ranked in the “Top 10” are automatically invited to join the team, provided they have completed the Commitment Registration. Additional players who will complete the roster are deemed “Coach’s Picks” and can be ANY active player in the division who has completed the Commitment Registration.
 - f. Players must have no more than one ejection from a regular season game to be considered eligible.
2. Current Select Teams can participate in PONY Nationals without a tryout and with their existing roster. Select Team players must have participated in at least half of their Pony-eligible contests during the spring season to be eligible for PONY Nationals. Recreational players are NOT eligible to join the Select team roster, even if a spot is available.

ADDENDUM H: RPB Select Team Program

RPB Select Team Program

Roseville PONY Baseball (“RPB”) Select Team Program offers youth baseball players an opportunity to advance their baseball skills through additional training and competitive play. The Select Team Program is designed for those players who are willing to commit to a team, intent on playing at a higher level of competition. Teams will be comprised of players within our League boundaries, but will play against teams within and outside our League boundaries. Teams will be covered under RPB League insurance and registration. These teams will be allowed to request the use of League resources (e.g. equipment, uniform ordering, umpire scheduling, etc.). We maintain two separate types of Select Team Formats: Railcats Select (aka “Travel Ball”) and Railcats “Sunday” Select, which is outlined below. Finally, all web content, social media, and other online content is the property of RPB, and is used with the permission of RPB and said permission can be revoked at any time by the Board of Directors.

Questions regarding the RPB Select Team Program should be directed to the LPA and DPA. For both Railcats Select and Railcats “Sunday” Select Programs, Managers must make a written offer for each player being added to the roster. The written offer must include the team’s business plan and be submitted to the player’s parents or guardians, and the manager must receive written approval from the player’s parents or guardians. A player may not participate in both Select Programs simultaneously.

Railcats Select Program (“Travel Ball”):

Railcats Select (“Travel Ball”) Eligible Players and Managers/Coaches:

1. Players must reside within our League boundaries as determined by PONY.
2. Travel Ball Teams will be formed under an age-pure matrix (e.g. 9U, 10U, 11U, 12U, 13U, 14U, etc.).
3. One team is eligible for participation in each Division, unless league census warrants additional teams in a respective division. The RPB Board will have authority to grant formation of additional teams within a given age division on a case-by-case basis.
4. Coaches and managers must have a minimum of one year managing or coaching experience, preferably with RPB.
5. Coaches and managers must be in good standing and registered with the League.
 - a. Considerations to define Good Standing include, but are not limited to: registration history, adherence to coaching Code of Conduct and duties defined in the rules, responsible care of fields and equipment, ejections, suspensions, behavior at any League event, and other disciplinary history.
6. The Manager must prepare a thorough Business Plan for review by the RPB Board prior to the team being approved by the League. The coaches and manager must be approved by the RPB Board of Directors prior to holding initial tryouts.
 - a. Managers should be elected to their positions in July/August of each year.
Coaches should be elected to their positions as soon as possible after manager election.
7. Minimum roster size is 9 players, maximum roster size is 15 players per team. 11 or 12 is recommended.

Railcats Select Team and Manager Requirements:

1. A Select "Travel Ball" Team must consist solely of registered RPB players. This means that players allowed to participate are registered with RPB.
 - a. Guest Players may be permitted to play upon approval of the LPA and completion of Guest Player registration including paid guest player fees. An RPB recreational league player may not guest play while their recreational team, or All Star Team, is still playing during the Spring season.
 - b. Coaches must submit game rosters to the League for games when a Guest Player is on the roster.
2. Railcats Select players may play both recreation fall ball and Railcats baseball during the fall season, only if they do not conflict. If games fall on the same day and time and the recreational league team has 10 or more players then the Railcats Select player can miss their recreational league game and join their Railcats Select team. If the recreational team has 9 or less players then the recreational league will take priority over Railcats Baseball.
 - a. Railcats Select baseball team may not join recreation fall season as a team.
3. Registration fees for Railcats Select players will be consistent with the fees paid by recreational league players (Pinto to Pony Divisions). This includes any predetermined fundraising as part of registration.
4. Unless approved by the LPA, or Board assigned designee, all Travel Ball Teams must participate in league related activities, including opening and closing ceremonies and are not permitted to play games that interfere with those events on those weekends.
5. All Travel Ball Teams (players, family members, spectators, and coaches) must abide by our League's Code of Conduct policy.
6. Travel Ball Teams may not charge an initiation fee as a requirement to be a member of the team. Teams are not allowed to collect monthly dues, but may divide costs equally among team members and their families. Those costs to be determined by the team may include: additional uniform costs (see 8., below), game balls (see 13., below), tournament entry costs, evaluation costs, umpire costs and field rental costs.
7. Each team must have a team business manager and shall produce financial information at the request of the Roseville PONY Board of Directors.
8. The team has two options for the primary uniform: 1) The League will procure the primary uniforms (same type and quality as the recreation division for that season) with costs included in the registration; or 2) The Team will self-procure the primary uniforms, and uniform costs will be subtracted from League registration.
 - a. Note, if Option 2 is selected the Director of Uniforms shall approve the design, method, and vendor for ordering the team's for primary uniform as copyright rules on RPB and PONY Logos must be considered.
9. Teams will receive practice jerseys, same as recreational spring season.
10. All travel ball teams will have the name "Roseville PONY Railcats". Travel ball teams in all divisions will use uniforms with Railcats logos, RPB Logo on the Left Sleeve, etc. The primary uniform may be designed by the team, or designed by the league through the Director of Uniforms, with input from respective travel ball team managers. Final uniforms of any design require approval by the Director of Uniforms.
11. Travel Ball teams will be responsible for costs of uniforms over and above the allocation allotted to Recreational Teams for the given year (see 6., above).

12. RPB will not supply team gear or equipment.
13. RPB will provide each team with twelve (12) game balls for each of the Spring and Fall Seasons.
14. RPB will provide all field equipment for any hosted games to include: chalk, lights (Mon-Sat), drags, etc.
15. All teams will pay for the tournaments they elect to play in.
16. All travel ball teams will be under the RPB insurance.
17. All travel ball teams will NOT play within the recreation league.
 - a. Recreation league players are not eligible to play with Select teams simultaneously during the Spring season, and
 - b. Recreational players shall not be recruited until the Spring and All-Star seasons are complete.
 - c. There is no limitation on fall players during the fall season, so long as players make Recreation league play their priority during that time.
18. A Team will practice and play Monday through Sunday. There is no restriction on practice time other than field allocation. It is recommended not to exceed a total of 4 workouts / games per week.
19. RPB will allocate fields in a similar manner to the rec teams. Rec teams receive priority for practice times and fields. If additional field time is requested, it must be written and submitted to the Director of Scheduling and will only be granted if the field is open.
20. RPB standard field permits typically DO NOT cover Sunday field use. A Select team will be required to reimburse the league for any Sunday field practice or game costs at the same rate the league pays for the City permit. Teams must also reimburse the league for any light usage costs on Sunday evenings.
21. Railcats Select Teams may elect whether or not to participate in PONY Nationals, aka "All Stars". This team will be subject to the same PONY Nationals costs as other RPB PONY Nationals teams. The Select Team may use the league charter to participate, however they shall ensure that they play the minimum number of regular season games (typically 10 games) against PONY-affiliated teams to be eligible and pay the applicable registration fees. All teams will abide by PONY All Star Rules to ensure they will be eligible for PONY All Star Tournaments.

In the event a Travel Ball Team does not have the minimum roster size for entry into PONY Nationals, recruiting of players from a Sunday Select team, or from the top-ranked All Stars for their prospective division will not be permitted. Players may not opt out of their PONY Nationals team and play for another RPB team.

Managers/Coaches and Team Formation

1. Managers must maintain and provide a business plan that includes financial and operational detail to the RPB Board for consideration and approval.
2. A team should include a formal "Business Manager" who will serve as the primary contact between the League and the Board, and will act as the team "Treasurer".
 - a. A Team bank account will be established by the League, and the Team's business Manager is to coordinate directly with the RPB Treasurer for account setup, modifications, and auditing.
 - b. All costs associated with the team must be managed within the team account. External team accounts are not permitted.

- c. Management of team funds is solely the responsibility of the team staff. The League will not facilitate or execute fund usage.
 - d. All team financial data must be made readily available for review at any time by the League, or any guardian of a player on the team.
- 3. RPB and the Select coaching staff must hold an annual public tryout for all age eligible players who wish to participate and be evaluated. Annual tryouts are typically held following the completion of PONY Nationals (Around August).
 - a. Annual tryouts must be completed, and teams established with a roster and all players registered at least one week prior to the recreational Spring league evaluations.
 - b. The annual tryouts must be announced on the RPB website and an email blast must be sent out.
 - c. If at any time there are less than 12 players on a team following the annual tryout, the team may hold tryouts, or directly invite a new player, until a roster of 12 is achieved. A current player in the RPB Recreation division cannot be recruited for this purpose.
- 4. The cost for tryouts will be at the expense of the travel ball teams.
- 5. Managers are responsible for selecting their own players and coaches. All players and coaches must be in good standing and registered with the league.
 - a. The team may determine how many coaches they will use. NOTE - PONY National Tournaments limit the total number of coaches to three (3), and should be considered if a Railcats team enters the tournament.
- 6. Managers must ensure their team abides by the RPB player safety and pitching requirements.
- 7. Managers must confirm that teams from outside our League on their playing schedule have proof of insurance.

Railcats “Sunday” Select Program (“Sunday Select”):

1. Players must meet the following criteria to be included on any Sunday Select team.
 - a. Reside within our League boundaries as determined by PONY.
 - b. Registered and actively playing on one of RPB’s recreation baseball teams during the corresponding spring baseball season.
2. To be considered to Manage, Coach, or perform as the Business Manager for any Sunday Select team, one must meet the following prerequisite criteria:
 - a. Prospective Managers must submit a business plan to the RPB Board which includes both operational and financial details for consideration prior to being named the Team Manager.
 - b. Minimum of one year managing or coaching experience and be in good standing within the RPB League.
 - i. Considerations to define Good Standing include, but are not limited to: registration history, adherence to the Code of Conduct and coaching duties defined in the rules, responsible care of fields and equipment, ejections, suspensions, behavior at any League event, and other disciplinary history.
 - c. Interview with Executive Board and are in good standing.
 - d. Coaches and managers must be approved by the RPB Board of Directors.
 - i. Only one of those two positions may be filled by a regular season manager/coach from the same team as the manager (you will need to pick at least one person from another team).
3. **Other guidelines and information for Sunday Select players, manager, and RPB:**
 - a. Teams must consist solely of RPB Recreational League players as documented in the above section.
 - b. Teams will be formed under a division matrix (e.g. 8U, 10U, 12U, 14U, etc.), and more than one team is eligible for participation in each Select Division.
 - c. Managers in each Select Division are responsible for coordinating, conducting and attending a player workout prior to the team’s formation. All recreation players in the proposed division must be given the opportunity to try out for the team.
 - d. The workout dates, times and location shall be posted on the league website and communicated via League-wide email.
 - e. All current recreation coaches in the proposed division must be given the opportunity to voice interest in being part of the coaching staff.
 - f. Managers are responsible for selecting their own players and coaches.
 - g. Teams (players, family members, and coaches) must abide by our League’s Code of Conduct policy. Violations of the Code during Sunday Select activities will impact recreation coaching privileges, and vice versa.
 - h. Teams may not charge initiation or membership fees as a requirement to be a member of the team. Acceptable costs may be divided equally among team members. Those costs will be determined by the team and may include, but are not limited to: uniforms, umpire fees, game balls, tournament fees, and field rental.
 - i. Teams will practice and play on Sundays (Feb.-May) and during Memorial Day Weekend unless otherwise explicitly approved by the RPB Executive Board. Practices and/or games may also be approved on weekends/days when there are no league games/practices scheduled. By committing to a Sunday Select team,

the player and their family acknowledge that you are exceeding the practice time limits for a team.

- j. RPB standard field permits DO NOT cover Sunday field use. A Sunday Select team will be required to reimburse the league for any Sunday field practice or game costs at the same rate the league pays to the City. Teams must also reimburse the league for any light usage costs on Sunday evenings.
- k. All Sunday Select teams must disband during PONY Nationals. Teams may resume practice and play once the PONY National Tournament has been completed for the specific Select Division (Aug. – Dec.).
- l. Managers must submit a complete roster of coach and player names along with contact information to the RPB Executive Board.
- m. Managers are responsible for coordinating all team-related financial and operational obligations.
- n. The League does not provide funds for Sunday Select Uniforms, and any desired uniforms are to be paid by the individual team members.
- o. If the team proposes to obtain uniforms and play formal games, Managers must work with the Director of Uniforms to receive all Railcats Artwork to create their team uniforms. There is no restriction as to your color scheme, however the jersey must have the main Railcats Logo across the chest, and the Roseville PONY Baseball Logo on their left shoulder.
- p. The Director of Uniforms shall approve the method and vendor for ordering the team's primary uniform as copyright rules on RPB and Pony Logos must be considered.
- q. Managers must confirm that teams from outside our League on their playing schedule have proof of insurance if using RPB facilities.
- r. Managers must ensure their team abides by the RPB player safety and pitching requirements, including pitch-count reporting to LPA and DPA
- s. Pitch counts in any scrimmages or games are subject to the same rest days as if they were playing a regular season Rec game. This must be very closely monitored and tracked, and reported weekly to the Select DPA and LPA.
- t. ****A Rec manager will have the right to restrict their player from pitching in a scrimmage/game/tournament for the Sunday Select team.**
 - i. The manager must consider the Rec Division schedule when assessing pitchers availability.
 - ii. The Sunday Select Manager **MUST** notify a player's Rec Division Manager if the Sunday Select Manager intends to have that player pitch. **NO EXCEPTIONS**
 - iii. Disregard for these strict rules will be grounds for immediate removal of a coach from Sunday Select participation, and minimum 1-game recreational team suspension.

ADDENDUM I: Player, Parent, and Volunteer Code of Conduct

ROSEVILLE PONY BASEBALL CODES OF CONDUCT

Parents, players, and coaches are required to follow the League's Code of Conduct. Persons who violate these rules may be disciplined at the game, or event, in question and/or required to appear before the Board of Directors and/or Disciplinary Committee. The Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, violations may result in a variety of consequences, including coach/player suspension and parental bans, or any action up to and including expulsion from the league.

Code of Conduct for Players

Rules: I understand that I need to learn and abide by the League rules, which includes this Code of Conduct and any other rules my coach imposes on the team, and especially bat use and other safety rules.

Sportsmanship: I will show good sportsmanship in my practices and games, and will encourage my teammates, coaches, and parents to do the same.

Respect: I will show respect for all coaches, players, umpires, league officials and fans. This means that I will not argue with the umpires or taunt or try to humiliate any other players. It also means that I will do my best to listen and learn from my coaches and accept their advice with respect.

Commitment: I understand that it is important for me to show my commitment to my teammates and my coaches. I will do my best to be on time and attend all practices and games, and if I am not able to attend or if I am going to be late, I will let my coaches know as soon as possible so that they can properly plan for my absence.

Behavior: I will not use profanity, racially insensitive, or other offensive language. I will not hit, push, shove or otherwise try to physically harm any of my teammates, my opponents, or any other people involved in or watching my practices or games. I will not mistreat or mishandle any equipment (e.g. no throwing bats, gloves or helmets).

Responsibility: I understand that I am responsible for what I say and what I do on and off the field.

Code of Conduct for Parents

Participation: I will not force my child to participate in the League. I will remember that the reason for participating is to have fun and the game is for the kids, NOT the adults.

Rules: I will learn the rules of the game and the League policies. I will ensure that my child also understands these rules, especially all bat use and other safety rules, and we all abide by them.

Commitment: I understand that my child's coaches are volunteers who spend significant time and energy in planning practices and games. I also understand that baseball is a team sport and that my child owes his/her teammates the courtesy of consistent attendance and effort at practices and games. I will communicate with the coaches as soon as practicable any time my child will be unable to participate in, or will be late to, a practice or game. In addition, I understand that if my

child is frequently absent from, or tardy to games and/or practices, the coaches have the discretion to take action in support of the team ethic, such as by reducing my child's playing time in games or not rewarding such behavior with assignments to highly sought-after field positions.

Medical and Emotional Well Being: I will inform the coach and/or the league of any disability or ailment that may affect the safety of my child or the safety of others. Support: I will always be supportive of my child, his/her teammates, and coaches.

Conduct: I will respect the umpires and their authority during games and not engage, approach, or confront the umpires over calls on the field. I will never question, discuss or confront coaches at the game, and will take time to speak with coaches later at an agreed upon time and place. I will never ridicule or yell at my child, another player or other participant for making a mistake. I will never enter the field-of-play to engage, approach, or confront any coach, umpire, or player.

Sportsmanship/Respect: I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and umpires at every game and practice. I will not use any profanity, racially insensitive, or other offensive language. I will require that my child treat other players, coaches, umpires, league officials and fans with respect.

Environment: I will demand a sports environment for my child that is free from harassment, violence, drugs, tobacco, and alcohol and will refrain from their use at all sports events.

No Coaching: I will refrain from coaching my child or other players during games and practices unless I am one of the team coaches or asked to assist by the team coaches.

Learning: I will encourage the learning and development of the kids as athletes and members of our community. To that end, I will emphasize commitment, effort, development, sportsmanship, and respect.

Please support your child's team and the League by volunteering your services when needed.

Code of Conduct for Coaches and Volunteers

Rules: I will learn the rules of the game and the League policies. I will abide by written playing rules at all times and not attempt to manipulate them. I will ensure that my players and parents understand these rules, especially all bat use and other safety rules, and will abide by them.

Commitment: I understand that I owe my players and families the courtesy of consistent attendance, organization, and effort at practices and games. I will communicate with the families as soon as practicable any time I will be unable to participate in, or will be late to, a practice or game. In addition, I understand that if I am frequently absent from, or tardy to games and/or practices, assistant coaches have the discretion to take action in support of the team, such as leading team practices and games.

Medical and Emotional Well Being: I will adhere to the recommendations of medical professionals and parents regarding any physical or mental health concerns of my players.

Conduct: I will respect the umpires and their authority during games. I will respect opposing coaching staffs and differing coaching styles. I will never ridicule, shame, or yell at any player or other participant for making a mistake.

Sportsmanship/Respect: I will communicate and treat League officials with respect. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and umpires at every game and practice. I will not use any profanity, racially insensitive, or other offensive language. I will require that my team treat other players, coaches, umpires, league officials and fans with respect. I will not discuss the abilities, performance, or character of any player with any minor, parent, or non-coach.

Environment: I will demand a sports environment for my team that is free from harassment, violence, drugs, tobacco, and alcohol and will refrain from their use at all sports events.

Learning: I will encourage the learning and development of the kids as athletes and members of our community. I will emphasize commitment, effort, development, sportsmanship, and respect.

Code of Conduct - Game Actions

Furthermore, managers, coaches, players, parents, and team volunteers shall not:

- a. Tamper or manipulate any league rosters, draft positions or selections, official score books, pitch counts, rankings, financial records or procedures.
- b. Speak or communicate disrespectfully to any manager, coach, official or board member.
- c. Physically lay a hand upon, push, shove, strike, or threaten to strike an official, coach, board member, player or spectator.
- d. Make egregious attempts to manipulate playing rules with an umpire.
- e. Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.
- f. Critique, complain to, or confront a Junior Umpire in any capacity.
- g. Exert verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- h. Show an objectionable demonstration of dissent at an official's decision by throwing gloves, helmets, hats, bats, balls, or any other forceful un-sportsman-like action.
- i. Use unnecessarily rough tactics in the play of a game against the body of an opposing player.
- j. Use profane, racist, obscene or vulgar language in any manner at any time.
- k. Appear on the field of play, stands, or anywhere on the Roseville Pony baseball complex while in an intoxicated state.
- l. Gamble upon any play or outcome of any game with anyone at any time.
- m. Smoke, vape, or use chewing tobacco/"dip" while in the stands, on the playing field, or in any dugout. These actions will only be permitted in designated areas which will be 60 feet from any spectator stands or dugouts.
- n. Publicly discuss with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
- o. As a manager or coach, excessively mingle with or fraternize with spectators during the course of the game.

ADDENDUM J: AB 506 POLICY

Roseville PONY Baseball (RPB) is responsible for protecting its players from abuse, abduction, discrimination, and harassment. With the implementation AB506, RPB's Board approved this policy. Consistent with PONY requirements, RPB will continue to conduct background checks of our volunteers (board members, coaches, managers, and team parents) that have direct contact with our players. Consistent with AB506, RPB protects children from historical violators by adding livescan fingerprinting as well as ensuring our identified volunteers be trained as mandated reporters for the purpose of being able to identify and properly report suspected child abuse. Also, RPB requires, to the greatest extent possible, two mandated reporters to attend each practice, game, league run event, or tournament.

Each manager, coach, assistant coach, and team parent shall be live scanned prior to their first practice. The applicant cannot be placed in charge of a team until the application has been approved. Each board member shall be live scanned by August 1 of their first year. Any other volunteer positions will be evaluated on a case-by-case basis to determine if live scanning is necessary. This will be determined if the volunteer is in a position to be alone with players for extended periods of time. Junior Umpires are not required to be live scanned. Only nonplayers over 18 years of age are required to be live scanned. Returning volunteers are not required to be rescanned unless there has been a break in service of more than 18 months.

Information obtained from either live scan or background checks are confidential and only the Custodian of Records may obtain the actual report. However, administrative decisions based on the information from the live scan can be shared. If the report received from a live scan indicates a felony other than child molestation, then the Custodian of Records for the league notifies the registrar.

If the report received from a live scan indicates child molestation, then the Custodian of Records shall notify the President. The President will contact the person in question to verify the crime in question. If validated, the person in question will not be allowed to volunteer, coach or serve on RPB's Board.

The pass/fail criteria shall be:

1. A PASS shall be non-detrimental information received from the DOJ report.
2. A REVIEW shall be when the arrest record reported by DOJ was several years ago and was not for any of the criteria listed in lines 3.
3. A FAIL shall be a conviction reported by the DOJ for crimes of violence, crimes against children, sex crimes, or possession of an illegal substance for the intent to sell.
4. An arrest reported by the DOJ for crimes of violence, crimes against children, sex crimes, or possession of an illegal substance for intent to sell, shall be a suspension until the case is resolved and reported. At that time a pass or fail will be determined.

Rights of the Felon:

The person, whether on parole or released from parole, may attend games and be on the sidelines.