

Wm. S. Hart Baseball & Softball

GENERAL LEAGUE RULES

2006 Spring & Fall Season

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Wm. S. Hart web site:*<http://www.hartbaseball.org>*

NOTICE NOTICE NOTICE NOTICE NOTICE

The Wm. S. Hart Baseball/Softball Board of Directors has developed this "GENERAL RULE BOOK" to provide its membership, league officials, umpires, managers, coaches, parents, and players with a reference to our league rules and corporate by-laws. These rules can also be accessed via Wm. S. Hart web site at <http://www.hartbaseball.org>

The rules and policies in this book shall supersede any other rule books used to govern league play, including the Major League Baseball Rules, Pony Baseball Rules, and the American Softball Association Rules.

We strongly urge you to read and understand the 2006 Hart Rule Book completely and keep it available throughout the season for your reference. This book is intended to serve as a guidance manual for all Wm. S. Hart Baseball/Softball members, and we hope it will serve to make all those involved with our program equally familiar with our league and the Wm. S. Hart Baseball/Softball Organization.

Please be aware that, effective for 2006 season, Pony Baseball has changed the player birth date for league determination. It has been changed from July 31 to April 30. Wm. S. Hart realizes that for some players this entailed up a league during the fall 2005 season and then reverting back to a lower league for the Spring 2006 season. We thank you for your cooperation and understanding during this transition time while the national Pony organization was making their decision.

We welcome your comments and suggestions. Please forward any correspondence to the league office.

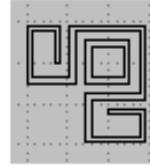
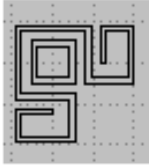
We look forward to another safe, successful, positive, rewarding, and enjoyable season for all participants in the 2006 Wm. S. Hart Baseball & Softball Season.

Sincerely,

Wm. S. Hart Baseball/Softball
Board of Directors

Patty Brown

Patty Brown
President



ATTITUDE

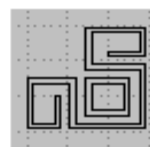
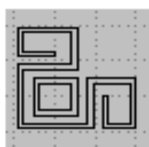
" The longer I live, the more I realize the impact of attitude on life. Attitude, to me, is more important than facts.

It is more important than the past, than education, than money, than circumstances, than failures, than successes, than what other people think or say or do. It is more important than appearance, giftedness, or skill. It will make or break a company ... a church ... a home.

The remarkable thing is we have a choice every day regarding the attitude we will embrace for that day. We cannot change our past ... we cannot change the fact that people will act in a certain way. We cannot change the inevitable. The only thing that we can do is play on the one string we have, and that is our attitude ...

I am convince that life is 10% what happens to me and 90% how I react to it. And so it is with you ... we are in charge of our Attitudes."

- Charles Swindoll -



SIGNIFICANT RULES CHANGES FOR 2006

Please note that the following are only the significant rule changes - NOT ALL of the changes. Changes made for 2006 have the actual changed text *underlined and in italics*. Please scan through the entire rule book for the actual changes. Also, in the event that the quick synopsis of the rule change found in this section is different than the text found in the specific section of the rule book, the latter takes precedence over the former.

1. Pony changed the age cut-off date for league determination from 7/31 to 4/30.
2. Fall Club Baseball League has been added.
3. Players using foul language shall be ejected and serve a 1 game suspension.
4. Last minute shortages for farm players has changed.
5. Shetland League has added 1st and second half rules to accomodate tournament team play.
6. Pinto American & National League rules have changed.
7. No 10-run mercy rule in Colt League.
8. Added new process for Softball tournament team selections.
9. Changed number of defensive players in softball during fall season.
10. Spring season softball playoff format has been changed.
11. Miscellaneous Filly League rules have been changed.
12. In Minor League, changes have been made for official game definitions, pitching and baserunning.
13. In Junior League, changes have been made to the official game definitions, innings and pitching rules.
14. In Senior League, changes have been made to the innings rules..

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GENERAL LEAGUE RULES

2006 SPRING and FALL SEASON

SECTION I - GENERAL LEAGUE RULES

General League Information

- A. **Charter** - Wm. S. Hart Baseball and Softball is a nonprofit corporation dedicated to providing the highest quality youth sports program possible to the boys and girls of the Santa Clarita Valley.
- B. **Volunteer Profit** - No member of the Board of Directors or the Auxiliary Board which govern, control, and maintain the operations of the corporation shall be paid for their services, and are strictly volunteers. Further, no member shall profit in any way from product or services sold to the league or through business conducted with the league.
- C. **Field Complex** - The Wm. S. Hart Baseball and Softball complex is located on land leased to the corporation by the Newhall Land and Farm Corporation. It is to be used only for league functions and is not open to the public. As private property, we reserve the right to refuse entry to any person or to revoke permission for entry at any time. There is no trespassing, and violators will be subject to arrest. Persons granted permission to be on the complex must follow all league rules, regulations, and policies or they will be asked to vacate immediately and at such time will be considered trespassing.
- D. **Facility Usage** - All activities conducted at Wm. S. Hart must have permission from the appropriate authority of Wm. S. Hart Baseball and Softball in accordance with Wm. S. Hart Policy and Procedure No. PPN-600, "Facilities Request".
- E. **Volunteer Disclosures** - All league volunteers for Wm. S. Hart must complete a Volunteer Disclosure form. League volunteers include the Board of Directors, the Auxiliary Board, all managers, coaches, and team moms. Each volunteer may have a background check as deemed appropriate by the Wm. S. Hart Board of Directors
- F. **Complex Supervision** - **A member of the Board of Directors, serving as a league duty official, shall be present and supervise all activities on the complex.**
- G. **Cooperation** - All persons, players, parents, fans, and spectators are required to follow league rules, regulations, and policies, and to cooperate with the league and the directions of the League Duty Officials at all times.

- H. **Prohibited Substances** - There are no alcoholic beverages allowed on the complex, including parking areas. Use of or being under the influence of alcohol, drugs, or other similar substances is strictly forbidden on the complex, during games or practices, or at any time when children are present during league activities.
- I. **Tobacco Products** - Smoking or use of any tobacco product on the playing field or when in direct supervision of children is strictly forbidden. On the Wm. S. Hart complex, smoking will only be permitted in the parking areas, and is prohibited anywhere within the fenced common areas or fields.
- J. **Code of Conduct** - The William S. Hart Baseball/Softball program is designed to provide an experience for the boys and girls of the Santa Clarita Valley that is positive, safe, developmental and fun. The Board of Directors will take the stance of zero tolerance in the event of a violation of the Parent's Code of Conduct or the Coach's Code of Ethics (See Appendix C).

All parents, managers, coaches, players, spectators, league officials, and umpires will conduct themselves in a sportsmanlike manner while participating in any league activity, on or off the William S. Hart Baseball/Softball complex. This includes but is not limited to practices at the batting cages or practice games as part of a team function. Unacceptable activity will not be tolerated

11. **Ejections** - Persons ejected from the Wm. S. Hart complex must leave immediately without further incident. Persons not doing so will be subject to additional penalty and disciplinary action by the Board of Directors, and will be considered as trespassing and subject to removal and possible arrest by the Santa Clarita Valley Sheriff's Department. All persons on the Wm. S. Hart complex are required to keep the complex clean and free of litter and to assist in any way possible to keep the complex looking good.
12. **Litter** - All persons on the Wm. S. Hart complex are required to keep the complex clean and free of litter and to assist in any way possible to keep the complex looking good.
13. **Cheering** - All persons, players, parents, fans, and spectators are asked to support their team and are welcome to cheer. Jeering, chanting, or noise-making in an effort to distract the pitcher, batter, or other players from the other team which is deemed excessive by the umpire shall not be permitted. Violators will be warned and then subject to ejection from the complex. We would like to keep our program a positive experience for all players.
14. **Canteen Support** - All persons, players, parents, fans, and spectators are asked to support the league by patronizing our canteen (snack bar) and barbecue while on the complex, as this is a major source of income for the league. You are asked to refrain from bringing on the Wm. S. Hart complex food or drink from outside the complex. Ice chests, bottles, or cans are forbidden on the Wm. S. Hart complex.
15. **Disciplinary Hearing**
- a. Any person ejected from a game or from the complex for the first time in any season will automatically be suspended from participating in their team's next scheduled game and appear before the League Rules Committee to determine if any further disciplinary action should be taken.
 - b. Any Person ejected from a game or from the complex for a second time within a season shall be required to appear before the Rules Committee for a hearing to determine if any further disciplinary action should be taken. Players under the age of 18 will be required to have a parent or legal guardian attend the hearing with them. If the offending person fails to appear at the Rules Committee

meeting at the scheduled date and time, that person shall be suspended from any further game participation until they appear before the Rules Committee meeting. (See also Specific General Rule 10.)

- c. Anyone requested to appear at the Rules Committee meetings shall be notified by the Executive Vice-President, the Commissioners or the League Director.
- d. Any person ejected may appeal the automatic suspension to the League Rules Committee. The appeal must be filed with the appropriate League Director or Commissioner within 24 hours of the ejection. The appeal shall be in writing and accompanied by a check for \$50.00. The automatic suspension will be stayed until the matter is heard by the League Rules Committee. If the suspension is overturned, the \$50.00 shall be returned.
- e. The League Rules Committee will meet to consider each ejection of a coach, manager, player, or spectator within 14 days of the ejection.

16. **Disciplinary Penalties** - Rules Committee may impose one of the following penalties, depending on the severity of the offenses: **PROBATION, SUSPENSION, DISMISSAL, or EXPULSION**. See rule 10c - Specific General Rules below for definitions.

17. **Code of Conduct Form** - A copy of the Code of Conduct will be provided to each parent and it is written in the Appendix of this book as well as being on the Hart Baseball website.

18. **Registration** - Registration of players shall be held at least 30 days prior to tryouts and drafts. There may be a special "un-advertised" pre-registration held for returning players and their siblings only. New players will not be eligible to sign up at pre-registration. Only spring or regular season players are considered returning players for each spring season. Fall ball registration will be open to all players regardless if they have played at Hart or not. New players must present proof of age by means of a birth certificate, certified baptismal or other acceptable proof of age document.

19. **Parental Responsibilities Handout** - Parents of players must read and be acquainted with the "Parental Responsibilities" handout (Reference Section II), prior to registering a child to play in the Wm. S Hart Baseball and Softball League. Registering the player constitutes agreement with all the terms of "Parental Responsibilities".

20. **Parental Consent** - Parents registering players in the Wm. S. Hart Baseball and Softball League also must sign the "Parental consent for emergency medical treatment" which authorizes any adult (Manager, Coach, Team Mom, or League Official) to seek medical treatment in the event of an injury or illness when a parent or legal guardian is unavailable. Additionally, parent or legal guardian must sign a waiver or release, absolving, holding harmless, and free from liability, Wm. S. Hart Baseball and Softball, its officers, sponsors, organizers, managers, coaches, team moms, umpires, or any other adult providing volunteer activity, including transportation.

21. **Insurance**

- a. Wm. S. Hart Baseball and Softball does carry supplemental medical insurance to cover players injured while participating in sanctioned, authorized, and organized games and practices. However,

this insurance is secondary insurance only, and only covers what your personal medical insurance does not cover. Insurance claim forms are available at the league office or canteen. These claim forms must be filled out completely and mailed along with all supporting documents to the insurance carrier as soon as possible. Allow 8-12 weeks for processing of your claim. Wm. S. Hart can not accelerate this processing time.

- b. All umpires officiating baseball and/or softball games at Wm. S. Hart must provide proof of personal injury insurance before they will be rostered for game assignments. A photocopy of the Proof of Insurance will be given to the Chief Umpire for the divisions that the official will work.

22. **Photography** - No photographers of any kind will be allowed on the playing field, in the dugouts, or the scorebooth, while a game is in progress unless approved by the league.

Specific General Rules

Note: In the event of a conflict between these specific general rules and any baseball/softball league rules, the individual league rules will take precedence.

- A. **Game Supervision** - Three adults will be allowed with each team while participating in the regularly scheduled games. Two adults at a time will be allowed on the field of play (as base coaches) during the course of a game, except during pre-game warm-up and between innings when three may be present on the field of play.
- B. **Managers/Coaches Attire** - All managers and coaches should be attired in clothing appropriate to baseball. Team color coordination is preferred. (Tournament teams excepted)
- C. **Lineup Sheet** - All rostered players who will not appear in a game must appear on the game lineup sheet and must be reported by his manager to the official scorekeeper and the opposing manager prior to the start of the game the player will miss. A manager who fails to report this condition will be subject to a suspension of one game. (See Section IX - "Batting Order & Substitutions" - Rule 1.)
- D. **Registration Waiting Lists** - A waiting list will be established in each league. Players will be placed on this list in the order in which they completed registration with the league. Earliest date will be first, with the exception of a player whose parent is willing to manage a team in that league (when a shortage of managers exists), in which case he would be moved to the top of the list. The waiting list will be maintained and kept up to date by the Registration Chairman. Players entering the league during the first half of the season will pay the full registration fee. Players entering anytime during the second half will pay half the registration fee.
- E. **Batting Helmets** - Every player who comes to bat will be required to wear a league-approved batting helmet. Any minor, other than the players, who enters the field must wear a league-approved batting helmet.
- F. **Unsportsmanlike Ejection Penalty** - Any player who, in the umpire's judgment, intentionally tries to injure another player while in the course of running the bases, and is subsequently ejected from the game for unsportsmanlike conduct, shall also be recorded as an "out" on the play. Any player using foul language during a game or who throws his/her helmet or bat will be ejected from the game without warning. That player will also serve a one game suspension, which he/she will have to attend and sit on

the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he/she fails to do so, he/she will have to sit out the next game.

G. Catcher’s Safety Equipment - Every player, while playing the position of catcher (during games, practices, or warm-ups) must wear the catcher's protective gear provided by the league at all times. As appropriate, they must wear a protective cup during play and at practices. Two-piece (skullcap and mask) are permitted in Bronco League and above. Mustang and below and all softball leagues must wear the one piece combined catcher's mask.

H. Equipment Throwing Penalty - Every player who MALICIOUSLY throws or abuses the batting helmets, or other equipment (whether league issue or not) will be ejected from the game by the umpire without prior warning.

I. Suspended or Incomplete Games:

a. Complete Game Definition - The number of innings required for a complete game shall be:

League	Complete Game	Regulation Game
Shetland	0	0
Pinto Instructional	0	0
Pinto	4	6
Mustang	4	6
Bronco	5	7
Pony	5	7
Colt/Palomino	5	7

League	Complete Game	Regulation Game
Filly	0	0
Mini-Minor	2	5
Minor	4	6
Junior	5	7
Senior	5	7
Major	5	7

b. Incomplete Game Definition - Any game not reaching complete game status as described in 9a above shall be considered an incomplete game.

c. Suspended Game Definition - If a game is called for any reason in an uncompleted inning, after having reached complete game lengths as described below, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and is to be continued from the point of curtailment at the time scheduled by league officials. If the action described in the previous inning did not occur then the team that was leading in the previous inning shall be declared the winner. There are no tie games in any league and scores do not automatically revert back to the previous inning. Any game not reaching complete game status as described in 9a above shall be considered an incomplete game.

d. Disposition of Incomplete Games - Games not played to complete game status will be completed the next time the teams play. The incomplete game will be played only to complete game status (See 9a above) before the regularly scheduled game is played. If the teams involved are not scheduled to play again during the season, the games may be scheduled for completion at the discretion of the commissioner.

e. **Incomplete Games for Playoffs** - Baseball: Suspended baseball games which have a bearing on league playoff qualifications will be scheduled by the Baseball Commissioner. These games will be played the regulation number of innings per Rule 9a above.

f. **Rainout Games** - Rainout games which are re-scheduled to the time of the next meeting between the teams involved will play only the number of innings for a complete game per Rule 9a above. Rainout games which are rescheduled to an available rainout slot will play the regulation number of innings per 9a above. For the purposes of league/division standings, rainout games which are rescheduled after the next regularly scheduled meeting between the teams involved will alter the round assignment of these games. (For example, If a rained out 1st round game is rescheduled after the regularly scheduled 3rd round game, then the originally Round 2 game is reclassified as the round 1 Game, the original round 3 game becomes round 2 and the original round 1 game become round 3. In other words, the actual order of games played determines the round assignment ... 1st actual game played becomes round 1, 2nd actual game played becomes round 2, etc.)

g. **Resuming Suspended/Incomplete Games** - Suspended games resume from the point of suspension, as if the suspension never occurred.

1. Baseball: Pitchers removed from the mound may not return to mound in the same game. Pitch count on current pitchers of record resumes from the total at the time of suspension. Number of innings pitch also resumes.
2. Example: Bronco game between Teams A & B suspended in 3rd inning. Pitcher A1 pitched 2 innings and was relieved by pitcher A2 at the start of the 3rd inning who has thrown 30 pitches. Pitcher B1, the starting pitcher, is still pitching (with 55 pitches) when the game is suspended. If the game is rescheduled to a rainout slot then the game will be played a regulation 7 innings. If re-scheduled to the next time they meet then the suspended game will be played first, but only to complete game status (5 innings). In either case, pitcher A1 may not return to the mound for the remainder of the suspended game since he was removed from the mound. Pitcher A2 resumes innings pitch and pitch count (i.e. he has pitched 1 inning and thrown 30 pitches). Pitcher A2 may pitch additional innings, up to the maximum inning per game (4) or maximum pitches per game (80), whichever comes first. Pitcher B1 starts with 3 innings pitched and a pitch count of 55. Pitcher A1 may complete the 3rd inning and be entitled to 1 more innings (total of 4) or 25 more pitches (pitch count of 80).

10. **Serious Offenses and Penalties** - While on the Wm. S. Hart Baseball and Softball complex (including adjoining parking areas) any player, manager, coach, umpire, league official, spectator, or other person who engages in unsportsmanlike conduct such as fighting, publicly audible foul or abusive language, violent display of temper or other derogatory action, or whose conduct otherwise is considered detrimental to the best interest of the organization shall be ejected from the complex, suspended from participation in their team's next scheduled game and shall be subjected to additional disciplinary action by the League Rules Committee.

- a. Persons subject to such disciplinary action shall be required to appear before the League Rules Committee before additional disciplinary action is imposed. See also Rule 13 - General League Information.
- b. In the event of incidents involving a player or other person under the age of 18, that person's parent must attend the hearing with the person involved.

c. The League Rules Committee may impose one of the following penalties, in writing, which in their opinion appears to match the severity of the offense:

1. **Probation.** The offending person having been ejected and suspended for one game will be notified in writing that they have been placed on probation for the remainder of the season or a specific time period.
2. **Suspension.** The offending person is to be advised in writing that they have been suspended from all league activity for an additional number of games or days.
3. **Dismissal.** The offending person is to be advised in writing that they have been dismissed from the league for remainder of the year.
4. **Expulsion.** The offending person is to be advised in writing that they have been expelled from present and future participation in the league permanently, or for a specific number of years.

All decisions made by the Rules Committee are final.

d. Any manager, coach, or player ejected from a game shall be suspended from participating in their next scheduled game and will be subject to further disciplinary action by the League Rules Committee, following an ejection a second time within the season. Any manager, coach, or player ejected from a game must immediately leave the field and dugout area and have no other involvement in the game. The individual ejected may be required to leave the complex by the Director on Duty at the request of the umpire.

1. See Baseball Rule 4.07 "Official Baseball Rules".
2. All ejections must be recorded in the official score book, reported to the League Office in writing and forwarded to the Executive Vice-President.

11. **Rules Precedence** - If a problem arises in the baseball leagues which is not covered by these rules, the OFFICIAL PONY BASEBALL RULE BOOK for the current year, or the OFFICIAL BASEBALL RULE BOOK for the current year, or, in softball, by these rules or the rules of the AMATEUR SOFTBALL ASSOCIATION OF AMERICA, it will be handled by the League Rules Committee and/or Board of Directors.

12. **Split Divisions** - Spring seasons only - In the event ASA either does not allow split divisions, or imposes rules and/or regulations that will prohibit Hart from split divisions, softball leagues shall be reorganized as follows:

- a. In any league in which there is sufficient enrollment, as determined by the Softball Commissioner, there shall be two (2) leagues. One will be any ASA league (to be called the Hart division) which will utilize the rules for the National League and the other shall be a non-ASA league (to be called the Santa Clarita division) which will utilize the rules for the American League.
- b. Only players from the ASA league will be eligible to compete on the Hart Rec B Tournament team.
- c. No player in either the ASA or the Non-ASA league shall be allowed under any circumstances to farm up.

- d. No team in the ASA league or the Non-ASA league shall be allowed under any circumstances to utilize a farm player.
- e. In the event of a player shortage, a team each inning may borrow the last out from the opposing team to play the outfield.
- f. Any player who would like to compete in the ASA League will be allowed to do so. All parents will be required to make an election, in writing, as to which league they would like their player to play in. It will be up to the League Directors to adequately explain to the parents the differences in the two leagues. It is envisioned that the ASA League will be highly competitive and the Non-ASA league will be instructional.
- g. Any player who signs up after tryouts and would like to play in the ASA League will be allowed to do so as long as there are openings and the parent has signed the written election.

13. **Identification Badges/Background Investigation** - Any adult who is to participate on the field or during practices will be subject to a background investigation and will be issued a league identification badge. Only adults with a valid badge in their possession will be allowed on the field or in the dugout area. Umpires and directors will enforce this policy. Any adult on the field who is not in possession of a badge will be required to leave the field/dugout area immediately. It is the responsibility of the manager to insure that all adult volunteers on the field have valid badges and cooperate fully with this policy. If an unbadged individual refuses to leave the field/dugout immediately when requested and the manager fails to enforce this policy and control the situation, both the manager and the offending individual in question will be ejected.

SECTION II -PARENTAL RESPONSIBILITIES

Wm. S. Hart Baseball & Softball is a nonprofit organization dedicated to providing the highest quality youth sports program possible to the boys and girls of the Santa Clarita Valley. This organization relies entirely on volunteers to manage, supervise, organize, and maintain the business affairs of the corporation, its facilities, and the every day operation of the league. As such, parental participation is essential to the success of our league and organization.

We ask that every parent get involved in the league in some capacity, as a full time member of the Board of Directors or Auxiliary Board, as a canteen or barbecue volunteer, as a manager, coach, team mom, scorekeeper, or team or event sponsor. Skills of construction workers, welders, painters, plumbers, mechanics, gardeners, and others are especially needed and donation of your time will ensure a continuing success for the league. If you are unable to commit the time required on a full-time basis but can help out on a weekend, your assistance will be appreciated. Remember IT IS YOUR LEAGUE and YOUR CHILDREN! GET INVOLVED! VOLUNTEER! MAKE A DIFFERENCE!

In addition to the volunteer participation, there are some specific parental responsibilities we all need to follow in order to insure a fair, positive, and enjoyable experience for all of our children in the league. These responsibilities are noted below:

- A. **Attendance** - To see that your son or daughter arrives at games and practices, properly dressed and equipped, ready to play, at the time and place specified by the team manager. To ensure that your son or

daughter is picked up promptly at the time specified by the manager. To call the manager or coach as soon as possible if your son or daughter will be unable to attend a game or practice or other team function due to an illness or other reason.

- B. **Team Cooperation** - To cooperate with team manager and coaches, and be supportive of their decisions. Follow team rules as set by the manager. Parents should request the manager's team rules, in writing, at the beginning of the season.
- C. **Encouragement** - To encourage your child to do his/her very best at all times, and to promote positive encouragement and good sportsmanship.
- D. **Fan Demeanor** - To attend and participate in your son's or daughter's games and to be supportive of your team. To "CHEER", not "JEER" , or be negative towards your son or daughter, your team, the umpires, or the opposing team.
- E. **Conduct** - To conduct yourself in a responsible and sportsmanlike manner while on the Wm. S. Hart complex or during any league activity.
- F. **Litter** - To pick up and dispose of all litter around your team's dugout and stands after each game. Help keep the complex looking good.
- G. **Team Field Duty** - To participate in the Sunday team field duty for your player's team as scheduled per Wm. S. Hart Baseball and Softball League.
- H. **Child Supervision** - To supervise, and be responsible for, the activities and conduct of your children (players and non-players) while they are on the Wm. S. Hart complex.
- I. **League Cooperation** - To cooperate with league officials, and follow all league rules, regulations and policies while on the Wm. S. Hart Complex or when participating in league functions.
- J. **League Support** - To be supportive of, and participate in, all league activities, games, tournaments, and fund-raising events. This includes patronizing our canteen (snack bar) and barbecue.
- K. **Rules Familiarization** - To read, understand and become familiar with the Wm. S. Hart Baseball & Softball rules, regulations, and policies for the current season. Wm. S. Hart Rule books are available at the league office or canteen.
- L. **Assistance** - To assist our league in making the baseball/softball season a rewarding, positive, and enjoyable experience for your son or daughter, and all the boys and girls in the Wm. S. Hart League. Remember, we are all here for our children, and its only a game, after all.
- M. **Volunteer Fee Refund** - Parents are responsible to volunteer for at least one 4-hour duty shift in the canteen or on the fields in order to receive their volunteer fee refund. Parents must schedule themselves by signing up at the league canteen for a shift that is convenient for themselves.

SECTION III - LEAGUE DUTY OFFICIAL

- A. **Schedule** - At least one member of the Wm. S. Hart Board of Directors will be assigned as the LEAGUE DUTY OFFICIAL at all times that play is scheduled on the Baseball and Softball complex.

The schedule of duty officials will be published and distributed at least monthly during the regular season.

B. Responsibilities - The League Duty Official's responsibilities are as follows:

- a. Shall be the responsible official on the baseball and softball complex for the day or part thereof for which he/she is scheduled.
- b. Check in with the Canteen, and wear the walkie-talkie radios provided by the league so that they may be contacted at any time during their time of duty for that day.
- c. Directly handle all disputes, except protests, arising on the field of play, for the entire complex. For protests, see Section XI of these rules.
- d. Will remain at the complex until all scheduled games are completed for that day, or during his/her time of scheduled duty. Evening officials will escort canteen staff to their automobiles.
- e. Will be responsible for securing all doors, gates, and flags at the complex if they are the last scheduled official for that day.
- f. Secure all official scorebooks in their proper place.
- g. Shall have the authority to end any game if they feel that conditions may be hazardous to a player's safety.
- h. Assure that all restrooms are clean and ready for use the following day.
- i. It is the responsibility of the assigned duty official to obtain a replacement should he/she not be able to cover the assigned shift.
- j. Record in the logbook provided in the Canteen, and notify the Executive Vice President of, any unusual incidents occurring during their shift. This should include, but not be limited to, ejections of managers or players, problems with spectators, violations of Section II, player disciplinary suspensions, etc.
- k. Shall see that no game shall continue after 10:15 PM on Sundays through Thursdays, and after 10:30 PM on Fridays and Saturdays.
- l. Shall see that all games are called 15 minutes prior to the scheduled start of the next game. The batter currently at bat shall complete their turn.
- m. Should wear official shirt, hat, and name badge, and be easily identified as a director.
- n. Shall shut off field lights within 15 minutes after completion of the last game.

C. Game Cancellations - Upon cancellation of any game(s) the On-Duty Director shall immediately notify the respective commissioner(s) for rescheduling.

- D. **Conflicts** - The League Duty Official shall have no other league duties, team responsibilities, or other conflicts during their assigned shift. *The scheduled League Duty Official shall not involve themselves in team practices or games during their official duty shift. It is mandatory that all League Duty Officials schedule themselves during a time when their child is not playing or practicing.*

SECTION IV - RESPONSIBILITIES OF TEAMS

- A. **Home Team Responsibilities** - Responsibilities of the HOME TEAM as designated by the playing schedule:
- a. Prior to the game, prepare the field as outlined in Section XV and see that their side of the field, including dugout and bleachers, is cleaned up.
 - b. See that the official scorekeeper is present in the scorekeeper's booth and that the official scorebook and scoreboard controller is present. Prepare a lineup card and furnish one copy to the official scorekeeper and one copy to the opposing manager. Provide a scoreboard operator.
 - c. After the game, ensure the return of the official scorebook to its proper place. See Section III.
 - d. After the game, clean up the assigned area as outlined in Section XV, .
 - e. After the last game of the day, ensure that the score box is returned to the canteen.
- B. **Visiting Team Responsibilities** - Responsibilities of the VISITING TEAM as designated by the playing schedule:
- a. Prior to the game, see that their side of the field, including dugout and bleachers, is cleaned up. Assist in any way to get the game started on schedule.
 - b. Prepare a lineup card and furnish one copy to the official scorekeeper and one copy to the opposing manager.
 - c. On fields that have electronic scoreboards, the visiting team will provide a scoreboard operator. The scoreboard operator will return the scorebox to the canteen after the last game of the day on that particular field.
 - d. After the game, drag, rake, and water field as outlined in Section XV, .
 - e. All pitching plates and bases, which have been moved/removed at the start of the game, must be returned to their normal position at the end of the game.
 - f. After the game, cleanup the assigned area as outlined in Section XV, .
 - g. The after game responsibilities must be completed within 15 minutes of game completion.
- C. **Joint Team Responsibilities** - The managers of BOTH TEAMS will be responsible for:
- a. The conduct of all players on their team, the parents of the players, and the spectators on their side of the field.

- b. Familiarizing themselves with the field rules in Section XV, of these rules for the current year.
- D. **Penalties** - Failure to comply with the responsibilities as outlined herein shall result in the suspension of the manager for a minimum of one (1) game.

SECTION V - MANAGERS AND COACHES

- A. **Application** - All persons desiring to manage a team must submit a manager's application and a volunteer disclosure form and be subject to an interview and background investigation. The League director must submit all names to the League Rules Committee.
- B. **Approval Criteria** - All managers and coaches must be approved by the League Rules Committee using the following criteria:
- a. Ability to relate and work with children.
 - b. Baseball or softball knowledge and teaching ability.
 - c. Past experience with potential manager or coach, including past success, problems, parental complaints, following rules, etc.
 - d. The potential manager's past support of the league (sponsors, fund-raisers, etc.)
 - e. The potential manager's display of sportsmanship and competitiveness.
 - f. The potential manager's past sponsorship participation.
 - g. If the League Rules Committee determines that more than one candidate is equally qualified to manage under the above criteria, the following order will be used as a "tie-breaker":
 - 1. Returning listed manager.
 - 2. Returning first listed coach.
 - 3. Previous or present American League managers in the same league.
 - 4. Recommendation of the respective League Director.
 - h. **Commitment** - *All league and tournament managers and tournament coaches are required to fulfill and complete their league duties for the entire season. Any manager or coach that abandons their duties/commitments to their team or the league during the regular or post season shall not be eligible to manage or coach at Wm. S. Hart for a period of one (1) year.*
- C. **Manager Status** - A manager or coach will not be considered permanent or "listed" if he/she has taken over a team during the season. No manager changes will be made official until approval of the League Rules Committee.

D. Coach Selection/Approval - Each manager may select his/her own coaches, but final approval of listed coaches must be made by the League Rules Committee.

E. General Information and Responsibilities

- a. **Manager Selection** - Managers shall be selected by the rules committee upon completion of a Manager Application. Managers shall be selected by the criteria set forth above, including coaching experience, knowledge of the game and rules, ability to teach baseball/softball skills, ability to work with both players and parents, sportsmanship, and cooperation with and support of the Wm. S. Hart League.
- b. **Coach Selection** - Coaches will be selected by each team manager, subject to league approval. It is recommended that each team have at least two assigned coaches in addition to the manager. The manager shall provide to the league director the names of all coaches and any coaching changes that occur throughout the season. *All coaches must be 18 years of age or older.*
- c. **Tryout Attendance and Draft Confidentiality** - Managers will attend player tryouts and will grade all players based on ability, hustle, fielding, arm range and accuracy, batting, and speed. Managers will then participate in a draft to select their team. This information is to remain confidential and the draft order is not to be disclosed to players and/or parents.
- d. **Initial Team Meeting** - Upon selecting their team, managers must contact their players within 48 hours of the draft and setup the first practice and a parent's meeting.
- e. **Practice Fields** - Managers are responsible for reserving practice fields at local schools or parks. There will be NO practices at the Wm. S. Hart Complex due to scheduling conflicts.
- f. **Parent's Meeting** - At the parent's meeting, it is recommended that you get all your parents involved with your team. You will need at least two coaches, possibly two or three assistants to help at practices, a team mom, and at least two scorekeepers. You are required to keep the league official scorebook and scoreboard when you are the "HOME" team. You are encouraged to obtain a team sponsor for your team. The parent's meeting provides an excellent opportunity to inquire if anyone would like to sponsor your team or knows someone who would. The parent's meeting is the time for you to handout your written team rules and goals for the season. It provides an excellent opportunity for you to get acquainted with your players' parents and for them to get to know you.
- g. **Team Roster** - After the parent's meeting, the manager must prepare a team roster listing coaches, team mom, scorekeepers, and players. This roster should include address and phone number and copies distributed to each player and the league director.
- h. **Team Calendar** - A calendar schedule should be given to all players listing both game and practice times, dates, and locations.
- i. **Practices** - At practices, it is important that managers remember that they are responsible for all players and league rules require that a manager or coach remain at the practice field until all players have been picked up by their parents, unless prior arrangements have been made (such as taking the player to your home if parent is late). In addition, managers should keep with them at all times, the signed registration form which provides a medical waiver for you to request medical treatment on behalf of the parent in case of an injury.

- j. **Team Equipment** - Managers will be issued team equipment for which they will sign for and be held financially responsible for. Care should be taken to ensure that the equipment is not lost, stolen, misplaced, abused, or damaged. Equipment must be returned to the league following the last game of the regular season. NO EXCEPTIONS! Managers who do not turn in their equipment in good condition shall be charged the value of the issued equipment. In addition to being financially liable for the equipment, managers who fail to return league equipment will be ineligible to manage in the following season and their child will not be allowed to register at Wm. S. Hart until the equipment is returned or payment for missing equipment is received.
- k. **Team Sponsor** - Managers are required to obtain at least one team sponsor in all leagues. Manager's that fail to obtain a sponsor might not be considered as Managers/Coaches the following season. Sponsors are encouraged during the fall season but are not required. Sponsorship fee is payable to Wm. S. Hart Baseball. Your sponsor will receive a plaque with your team picture mounted, and listing in our yearbook. In addition, space is made available on our outfield fences for sponsors to have an advertising sign made and displayed. It is possible someone on your team owns a business and would like to sponsor your team, or knows someone who would. Restaurants and retail stores are good places to seek a sponsor. Sponsorship forms are available from the league office. After you obtain a sponsor it is always a good idea to patronize your sponsor as much as possible, thank them in person, and provide them with a game schedule and invite them to attend your games. We ask that all teams patronize and support all of our sponsors.
- l. **Roster Changes** - Managers are obligated to immediately report to the league director any roster changes including player league withdrawals or players suspected of withdrawing from the league (ie has not been heard from for a week). Failure to do so will be considered an act of unsportsmanlike conduct and may result in the suspension or other disciplinary action of the manager. League directors will query each manager every week for 3 weeks following the draft.

SECTION VI - OFFICIAL SCOREKEEPER

- A. **Home Team Responsibilities** - The team designated as 'HOME TEAM' must provide the official scorekeeper and will have the following duties:
 - a. Keep the official score (in accordance with the Rules of Baseball, Section 13.00 or Rules of ASA Softball, Rule 11) in the scorebook designated as the Wm. S. Hart Baseball and Softball official scorebook.
 - b. The official scorekeeper MUST sit in the scorekeeper's booth provided by the league so that each of the opposing managers will have equal ease of access for submitting lineups and confirming changes in same; checking the score as the game progresses; to be able to easily confer with the umpires, as to runs scored, count on the batter, etc.
 - c. Complete the scoring of each game by filling out the totals, i.e., runs, hits, errors, pitchers and innings pitched for each of the teams in the game. Write final score in red and circle at the top of the home team's page.
 - d. Replace the official scorebook in the place designated by the league following each game, and record the results of the game in the Master Scorebook provided, and provide a news release in the format designated by the league.

- B. **Visiting Team Responsibilities** - On fields that have electronic scoreboards, the visiting team will provide a scoreboard operator. The scoreboard operator will return the scorebox to the canteen after the last game of the day on that particular field.
- C. **Additional Scorekeepers** - Each of the teams playing in the game may have their own scorekeeper who may sit in the scorekeeper's booth if they desire.
- D. **Official League Scorekeeper** - All official scorekeepers are under the jurisdiction of the Official League Scorekeeper. Questions and scorekeeping procedures will emanate from and through the Official League Scorekeeper.
- E. **Scorekeeper Responsibilities** - All scorekeepers in the scorebooth will not influence the game by pointing out infractions, with the exceptions noted in 4a below, unless asked by umpires or managers. Managers are responsible to bring any infractions to the umpire's attention, at which time, the scorekeeper may be asked by the umpire(s) to verify that the infraction did indeed occur. PENALTY: Game may be protested by the manager of the team that committed the infraction.
- a. Scorekeepers will point out the following infractions, to the umpires and managers, without the game being subject to protest.
1. Pitch count when it is reached as defined for each league.
 2. Last batter in leagues where applicable.
 3. Any illegal substitution. (Except for improper batting order)
 4. Third out of the inning.

SECTION VII - THE PLAYERS

- A. **Disciplinary Actions** - Benching of a player for disciplinary action shall be permitted before or during a game. The umpire, opposing team manager, and the official scorekeeper must be notified immediately of any disciplinary actions resulting in a player being benched. The plate umpire shall notify, as soon as practical, the League Director on Duty so that the incident may be properly annotated in the League Incident Logbook located in the canteen.
- B. **Late Arrival** - Players missing at the start of the game may immediately be put into the game upon their arrival and their batting position shall be at the end of the original lineup. (Except when in conflict with Section X, Rule 1.b.)
- C. **Defensive Play** - Every player must play at least every other inning defensively. Exception: For Softball Minor Leagues and above, a player must play defensively a majority of innings per game in the field and may not sit out consecutive innings. In Minors, a player must play in 4 of the 6 innings and in Juniors and above, a player must play in 5 of the 7 innings. For games that play extra innings, the every other inning minimum rule is applicable. A violation of this rule may result in the suspension of the manager for one game as deemed by the Rules Committee.
- D. **Uniform** - In baseball during the spring season, all players must be in complete uniform (i.e.. solid white, gray, navy, or black pants only, matching belts and socks, and league issued jerseys and hats.).

All players on the team must wear the same colored pants with the single exception that farm players may wear the pants for their own team. For all leagues, jerseys will be completely and tightly tucked in so that the belt or waistband is visible.

SECTION VIII - TRYOUTS AND DRAFT

A. TRYOUTS

- a. **League Director Responsibilities** - Tryouts will be held prior to the drafting of players. Each League Director will be responsible for conducting the tryouts for his/her league, and notifying the managers of the tryout schedule.
- b. **Tryout Schedule** - Tryouts must be on days and at times designated by the Board of Directors.
- c. **Tryout Participation** - ALL prospective players (including manager's sons and daughters) who registered in their league age brackets should participate in the tryout except Shetland, Pinto Instructional, and Filly.
- d. **Tryout Roster** - Each manager must receive a complete roster of the players who will tryout in their league.
- e. **Draft Eligibility** - Only those players who tryout will be eligible for drafting to a team. See Rule 21, below.
- f. **Concurrent League Play** - All players playing in other leagues concurrently with the Hart's season must announce this fact prior to try-outs. Failure to do so may result in disqualification from the league.
- g. **Tournament Team Eligibility** - Any player playing for other leagues concurrently with the Hart season will not be eligible for consideration to be placed on a Hart tournament team.

B. DRAFTING

- a. **Draft Schedule** - A player draft will be conducted by each league director at a time and place designated by the league director and the Baseball and/or the Softball Commissioner. Draft order and player draft selection is CONFIDENTIAL and must not be discussed with anyone outside of the draft, or at any time after the draft.
- b. **Annual Draft** - Each team will draft a new roster of players every season, and the only retained player will be the manager's child (if the manager is taking the team again). Shetland, Pinto Instructional, and Filly teams will not be drafted. The league director will assign players in these leagues to teams geographically whenever possible.
- c. **Draft Participation** - All designated managers must be notified of their player draft and be in attendance. In his or her absence, they may have a representative attend, and this person will have the authority to speak for the manager. Only listed manager or representative (approved by the rules committee) for each team may attend the draft. A minimum of five (5) Rules Committee members must be available at the draft location.

- d. **Draft Attendance Exclusion** - Other than the listed manager or designated representative, no person may attend a draft in which his/her child is being considered.
- e. **Draft Absences** - Should there not be enough managers in attendance at the draft (one for each team to be drafted) the league director will designate someone to draft each of the teams not represented.
- f. **Players per Team** - The number of players that constitute a full roster will be determined and set prior to the draft by the appropriate commissioner with approval by the board, and may vary from league to league. In baseball, there shall be no more than 12 players per team.
- g. **Pre-Draft Issues** - All special situations regarding the league must be addressed prior to the draft. These situations include, but are not limited to, players that have not tried out, brothers/sisters separate team availability, league structure, and playoff formats.
- h. **Draft Order** - The order of draft will be decided by random drawing, following the completion of tryouts. In baseball and softball, National League teams will draft first followed by the American League.
- i. **Serpentine Process** - Teams will draft in serpentine order. Example: Following is an example of the serpentine method using a six team league.

	1	2	3	4	5	6
Round 1:	A	B	C	D	E	F
Round 2:	F	E	D	C	B	A
Round 3:	A	B	C	D	E	F

Continue until Rosters full

Team A drafts first, then drafts 12th, 13th, 24th, etc. Team B drafts second, then 11th, 14th, 23rd, etc., and so forth until all rosters are full.

- j. **Manager's Sons and Daughters** - MANAGER'S SONS AND DAUGHTERS: Prior to the draft, and before the draft order is selected, each manager will indicate to the other managers in the league the round in which he/she wishes to draft his/her son or daughter. This is to place the son or daughter in the draft in the same manner as other players - based on his or her ability. If the other managers agree, the son or daughter will be drafted on the designated round. If unanimous agreement cannot be reached by the managers, the Rules Committee will designate in which round the manager's child shall be placed.
- k. **Siblings** - Brothers or sisters registered in the same league will be drafted on the same team roster unless the parents request, in writing, to the league director that they may be drafted on different teams. Prior to the draft, the sibling with the lesser ability will be placed (by manager majority) to a specific round. If the sibling with the greater ability is drafted prior to this round the sibling will then be assigned to the team roster at the round specified by the manager majority, unless this interferes with the draft of a manager's child (See "i" above); then the sibling will be drafted on the next open round. If the sibling with the greater ability is at the weaker sibling's designated round or after, then the weaker sibling will be assigned to the next open round on that team. If their are no available

rounds available, then the manager may not draft the stronger sibling unless the parents have authorized in writing that they may be drafted to different teams.

- l. **Non-Tryout Players** - Players who did not tryout cannot be drafted, and will be assigned to teams by random drawing after all other players have been drafted. An exception to this rule may be made if a player's abilities are well known to a two-thirds majority of the drafting managers and if the player being assigned by drawing may adversely affect the competitive balance of the league. Any exceptions must be approved by the rules committee.
- m. **Hat-Picks** - All random drawings shall contain a sufficient number of players such that there is a complete round of hat picks. For example, if there are 24 teams in the draft and only 10 players did not tryout, then the last 14 players eligible for drafting will also become hat picks.
- n. **Trades** - Trades will only be allowed for a one-half (1/2) hour period immediately following the draft. A rules committee member must approve all trades. Only players who tried out may be traded (exception Section VIII - Rule 2l players above). Players being traded may be separated in the draft by a maximum of one round.
- o. **Manager Exclusion** - A parent may request that their player not be drafted by a certain coach, only if that player has played at least one full season, either spring or fall, with that manager or coach. This rule does not apply to the selection of the tournament team.

SECTION IX - BATTING ORDER AND SUBSTITUTION

- A. **Batting Order** - It is mandatory, in all leagues, that all players are in the batting lineup and that free substitution is utilized in the field. Rostered players who are absent at the start of the game, or for the entire game, must be placed at the end of the lineup card and designated as absent. If an absent player arrives after the start of the game, the player's name is placed after the last active batter in the lineup. (See Section I, Specific General Rule 3). In the case where an offensive player bats and the player is not listed on the lineup, the MLB batting out of order rule shall apply.
- B. **Substitutions and Injuries** - Substitutions are to be made at the start of the 1/2 inning except in the case of an injured player, in which instance the substitution can be made immediately for the injured player. In the case of an injured offensive player, the substitute player shall be the player who made the last out either in the inning of play or the previous inning if no outs have been recorded. The injured player must sit out at least one inning (The remainder of the 1/2 inning which the player is injured, plus the next 1/2 inning). If the player returns to the game, he/she must return to his/her original position in the batting order. If a player is removed from the game for disciplinary action *or must leave early*, the player's batting lineup position is skipped (no out recorded) and the player must remain out for the remainder of the game.
- C. **Pitching Changes** - A manager may change pitchers at any point in the game that he/she wishes, but if it is during an inning the manager MAY bring a player off the bench to pitch. The player being substituted for (not necessarily the pitcher being replaced) may not have been on the bench the previous inning.

SECTION X - PLAYER SHORTAGE

A. **Player Shortages** - In the event that a team has nine (9) or less players available for a game:

- a. **Player Farm Usage** - A manager may fill his/her roster up to ten (10) players if he/she has nine (9) or less players. If the farm team player is the tenth (10th) player, he/she must play every other inning on defense beginning in the second (2nd) inning - no more and no less. If multiple farm players are being used (for example, as the 9th and 10th players) none of the team's regular players may sit out. Substitute farm player(s) cannot pitch. Absent players and farm team players must be reported to the opposing manager and official scorekeeper prior to the start of the game with the exception of 2e below.
- b. **Late Arrivals** - When a farm team player is called up he/she must play the minimum number of innings even if the player he/she is substituting for arrives.
- c. **Minimum Players** - A team may play with eight (8) players, but not less.
- d. **Postponement** - No manager or coach may postpone a game without prior approval of the commissioner. Farm team substitute players are available and should be acquired and utilized in the manner described in two (2) below.

B. **Farm Team Substitute Player Selection** - Farm team substitute player selection:

- a. **Farm Club Assignments** - Each team (except in Shetland, Pinto Instructional, and Filly Leagues) shall be assigned one or more farm teams. Mustang, Bronco, Pony, Minor, Junior, and Senior National League teams shall have their farm clubs assigned from their respective American League teams. Pinto, Mustang American, Bronco American, and Pony American Leagues shall have their farm clubs assigned from the opposite division. Palomino shall have their farm clubs assigned from the Colt National Division. Colt National farm clubs shall be assigned from the Colt American Division. Colt American farm clubs shall be assigned from within the Colt American Division. The Mini-Minor League shall have their farm clubs assigned from the Filly League and eligible farm players shall be limited to league age 6-year olds only. Minor American will have their farm team assigned from the Mini-Minor League. Junior American will have their farm team assigned from the Minor National League. Senior American will have their farm team assigned from Junior National League. The Major League will have their farm team assigned from the Senior National League.
- b. **Substitute Player Requests** - A manager who needs a player from his/her farm team will request a list of three players' names from the farm club manager that are available for loan if the manager needs one player, and a list of four names if the manager needs two players. The manager will then advise the farm team manager which player or players he/she wishes to borrow. If a team has more than one farm team club, the manager must alternate between the farm team clubs when requesting substitute players. League directors must be notified of all farm team players utilized. Farm team players must wear the uniform of the team by which he/she was drafted. *The league director must be notified of the farm assignment prior to their participation in a game. This procedure will be strictly enforced. Failure to properly follow this procedure will result in a forfeit of the game.*
- c. **Players Lost for the Season** - If a player is lost for the entire season on any team, the manager must notify the league director within 24 hours and a player will be placed on the team from the waiting

list. Players lost on national league teams are not replaced with players from the waiting list unless approved by the rules committee.

- d. **Maximum Games** - A farm team player may not be utilized for more than two games during the season.
- e. **Last Minute Shortages** - *(1st 2 sentences deleted)* When a team is unable to find last minute players and the opposing team offers their team players to avoid a forfeit and allow the game to play, upon approval of both managers in the presence of the umpire, the game shall be considered a legal game.
- f. **Farm Player Usage** - Farm players must bat at the end of the batting order and may only play the outfield positions. Rostered players arriving after the start of the game are inserted in the batting order following the farm players.
- g. **Penalties** - Failure to follow these farm team substitution rules will result in a one game suspension of the manager and/or forfeit of the game.
- h. **Playoff Usage** - The above rules apply for playoffs except in the event that the farm club is also in the league playoffs. In this case the next alphabetical team not in the playoffs shall be the designated farm club. This shall be in effect for the entire playoff even should the original farm club be eliminated from playoffs.

SECTION XI - PROTESTS AND DISPUTES

- A. **Filing** - Protests must be filed at the time of the incident prior to the next pitch, with the umpire, official scorekeeper, and the opposing manager in accordance with official baseball/softball rules. The only exception is if the protest is lodged on the final play of the game which allows the protesting manager 24 hours to lodge the protest. All protests arising on the field of play must be submitted, IN WRITING, on the protest form available in the back of league scorebooks, to the chairman of the Rules Committee (Executive Vice-President), League Director, or to the Baseball or Softball Commissioner, along with a \$100.00 fee, within 48 hours from the time of the protest. The sections on protests in the rule books should be read before submitting protests. The \$100.00 fee will not be returned if the protest is not upheld. Any protest form not fully completed shall be deemed invalid.
- B. **Rules Committee Time-Frame** - The Rules Committee will meet to consider each protest, when possible, within 14 days after each is received in the prescribed manner. The League Rules Committee will meet to consider each ejection of a coach, manager, player, or spectator, when possible, within 14 days of the ejection.
- C. **Attendees** - The managers involved in the protest will be notified, by the Executive Vice-President or appropriate league director, and may attend the meeting considering their protest, as well as any other person(s) who the committee deems may be involved and could help the committee reach a fair decision.
- D. **Rules Committee Composition** - The RULES COMMITTEE will consist of the following league officials: Executive Vice-President, Baseball Commissioners, Softball Commissioner, all league directors (excluding the Official Scorekeepers) and chief umpires. If the protest involves one of these

officials or involves a league in which he/she is coaching, that official shall not participate as a member of the rules committee.

- E. **Playoff Rules Committee** - Three (3) rules committee members shall be present for all playoff games. *In the absence of 3 rules committee members*, any three league officials (directors or *adult* umpires) that have no children in that division shall rule on the protest. Protests shall be decided by them. *Protests during the playoffs will be decided immediately and cannot be appealed.*
- F. **Protest Records** - All protest records shall be maintained by the Executive Vice-President and submitted to the League Secretary for incorporation into the league records.

SECTION XII - UMPIRES

- A. **Umpires per Game** - There will be at least one (1) league certified umpire on the field of play for every regularly scheduled game, and any playoff games which may be necessary.
- B. **Training and Certification** - Umpires are paid by the league. They must be trained and certified under the direction of the Chief Umpires of this league. Softball umpires must attend an approved ASA class. Assignment of the umpires to a certain league will be made after careful consideration by the Chief Umpires, according to ability and knowledge of the game.
- C. **Umpire Protest Involvement** - Any protest involving an umpire will be considered by the League Rules Committee.
- D. **Umpire Attire** - Umpires must be properly attired and may wear gray, navy blue, or black slacks/shorts and a light blue or navy shirt. Umpires may not wear any type of earrings.
- E. **Division Exclusion** - No one may umpire a game in a division in which they are affiliated.
- F. **Insurance and Liability** - Umpires require insurance and liability per Section I - General League Rule 19b.
- G. **Calling Games** - Umpires shall call games per the time limits and rules for each respective league. When a game is called due to time limits, no last batter shall be declared and the game will be called promptly at the completion of the current at bat.
- H. **Identification Badges** - Any adult who is to participate on the field or during practices will be issued a league identification badge. Only adults with a valid badge in their possession will be allowed on the field or in the dugout area. Umpires and directors will enforce this policy. Any adult on the field who is not in possession of a badge will be required to leave the field/dugout area immediately. It is the responsibility of the manager to insure that all adult volunteers on the field have valid badges and cooperate fully with this policy. If an unbadged individual refuses to leave the field/dugout area immediately when requested and the manager fails to enforce this policy and control the situation, both the manager and the offending individual in question will be ejected.

SECTION XIII - TOURNAMENT & ALL-STAR TEAMS SPORTSMAN AWARD

- A. **Tournament Authority** - All Wm. S. Hart tournaments will be conducted in accordance with Baseball/Softball Rules and Regulations for with PONY/ASA Tournament Play with as appropriate.
- a. To be eligible for Post-Season play every player must sign a letter of intent (or eligibility statement) declaring their availability for post season play. This letter of intent must be submitted to the Rules Committee no later than one (1) month prior to the end of league play. Each league director is responsible to distribute, collect and determine the eligibility for each league player.
- B. **Tournament Team Managers** - A three (3) person panel will select the baseball tournament team managers. This panel will consist of the baseball commissioners and the league director. If one of the panel members is coaching or managing in the division in question, the Executive Vice-President will stand in their place. Softball managers will be selected by the league director and softball commissioner. This panel/committee will select each tournament team manager taking into consideration the recommendations of the respective Commissioner, League Director, League Managers and the placement of the League teams at the end of league play. In all cases the tournament manager will be selected to serve the best interest of the Hart program, the respective League and the League Tournament team. All tournament team managers will then be approved by the Rules Committee.
- C. **Player Intent** - Tournament players must have submitted the signed eligibility statement to be available for post season play. All managers in consultation with the League Director and the Baseball Commissioner select tournament players. Managers shall nominate players from their team whom they feel are among the top players in the division. Player selection (maximum of fifteen (15) per team, minimum of twelve (12) per team) with the number of players to be determined by the Tournament manager. No alternates will be chosen at the time of the original selection. The league director and at least four (4) Rules Committee members will be present at the tournament team selection and all managers will be advised of this scheduled meeting.
- a. In all National divisions, the division managers will pick the first nine (9) players by unanimous vote. The tournament team manager will select the balance of the players with a majority of the division manager's approval.
 - b. *In all Softball divisions - Each year the intent in Mini-Minor, Minor, Junior and Senior Divisions will be to field tournament teams. The decision to field both Gold and Silver teams will be decided by the commissioner and league director. Only players from the National league, if league has more than one division, will be eligible for tournament selection.*
 - c. *Softball Tournament Team Selection*
 - 1) *At the half-way point of the season (or thereabouts), each manager selects 5-7 girls from their team as Tournament nominees. This list is presented to the Commissioner in the order of girl's abilities as seen by her manager. All lists must remain confidential.*
 - 2) *The Commissioner provides a combined list of all nominees and presents it to the managers at the nominee meeting. At this meeting, each manager is given the opportunity to speak about the nominees. They will list the reasons they believe each player is worthy of tournament competition. Lists are to remain confidential and nominees are not to be discussed with any one other than the managers from the same division.*

- 3) Managers are then instructed to take the combined lists and observe as many games as possible to best judge the talent of the other players in their division.
- 4) The Commissioner will then ask for the vote from the managers for Tournament Selection. Each manager lists the girls they believe are the top tournament nominees in order of 1-25.
- 5) Managers cannot vote for girls on their own team.
- 6) Selections are then compiled by the Commissioner, league director and one additional softball league director. Rankings are obtained for each nominee.
- 7) The "Gold" team is made up of the 9 players receiving the most votes. The tournament manager will then select from the remaining nominees to complete the roster of no less than 12 but no more than 15 players.
- 8) If there is a "Silver" team, that manager must take the next 7 remaining players on the list who received the most votes. The Silver team manager can then select from the remaining nominees to fill out the roster of no less than 12 but no more than 15 players.
- 9) On both teams, the additional "manager selected" girls must be approved by the majority of the managers in each division.
- 10) "Gold" team choices are selected first and the "Gold" team must be established before the "Silver" manager is given the list to contact prospective "Silver" team players. Silver team notification can not occur until all Gold players have been contacted and have agreed to play. If one of the first 9 players cannot play, the "Gold" tournament manager must pick the 10th highest ranked player.. If the 10th highest ranked player is on the silver team they are now on the gold team. If the 10th ranked player is the manager's selection on the gold team, the next highest ranked player is now on the team. This process will continue until the gold team is chosen and all the players agree to play.
- 11) A player chosen on a Gold or Silver team must play for that team. If they choose not to play for the team selected to, they forfeit their opportunity to play on either team. A player will not be allowed to switch tournament teams. Exception: A player may be added to one team from the other (e.g. silver to gold) as a pickup player for sanctioned ASA play only, and only if the other team has been eliminated from sanctioned play.

D. Number of Tournament Teams - The number of tournament teams for each league will be determined by the respective Commissioner with the approval of the Board of Directors.

E. American League Tournament Teams - At the discretion of the Commissioners, the league may agree to have tournament teams selected from the American League. Players for the American League tournament team will be selected after the National League tournament teams have been selected. The selection of players will be in accordance with the rules set forth for the selection of tournament teams with the exception that the first nine (9) players will be selected from the American League. These selections will be by a majority vote of the Managers present at the tournament selection meeting. The remaining players may be added by the manager from either the American or National League with a majority of the attending division manager's approval.

- F. Tournament Select Teams** - At the discretion of the Commissioners, and with approval of the Rules Committee, the league may agree to have club team(s) participate in Tournament Play. This arrangement shall be made prior to the first scheduled regular season game and shall be signed by the Commissioner, and the Manager of the club team. Letters of intent for all eligible players will be required to be attached to this agreement prior to the first regular season game. Players cannot be added to the roster after the regular season starts. To be eligible for play all players must register and participate in regular season play and live within league boundaries as well as satisfy all other PONY requirements. In cases where a team needs to add players, the club team (who shall play as a "Hart Tournament Team") shall not select players until the regular league tournament team players have been selected and approved per the tournament selection process. Players selected for the league tournament teams shall not be eligible to play on the select team(s) whether or not they have agreed to participate in tournament play. All costs associated with tournament play (including registration fees, uniforms, etc) shall be the responsibility of the club team.
- G. Special Arrangements** - All special arrangements for tournament play will be made by the tournament/rules committee, with approval of the Board of Directors.
- H. Player Team Eligibility** - League players shall play on only one tournament team in each respective league. (Sanctioned teams selected first.) A player may not play on both a tournament and an All-Star team.
- I. Tournament Entry Fees** - The league will pay for a maximum of 2 non-sanctioned tournaments unless the tournament is a progressive type tournament. All tournament payments must be approved by the baseball or softball commissioner.
- a. For Baseball, Wm. S. Hart Baseball and Softball will pay for the Pony sanctioned tournament entry fees plus two non-sanctioned tournaments up to the amount of \$400.00 (four hundred dollars). All tournament payments must be approved by the baseball commissioner.
- J. Tournament Finances** - Generally, tournament teams will be financially responsible for all expenses including uniforms, travel, lodging, meals, and entertainment while participating in tournaments. These expenses are generally paid by parents, tournament team sponsors, and tournament team fund-raisers. The league may grant tournament teams traveling to a sanctioned tournament which is in excess of 100 miles, a one time grant of \$1000.00 to be used for player's and coaching staff's expenses only. Receipts documenting valid expenses will be required.
- K. Tournament Team Notebook** - Tournament teams must immediately prepare a notebook, maintained by the business manager, which will include the following:
- a. A team roster including team manager, one coach and a business manager (who may also serve as a second coach).
- b. Photostat copies of certified birth certificates for all players.
- c. Individual player pictures (preferably the league's picture).
- d. A current major utility bill (e.g., gas, water, electric) showing the player's last name and address on it. If player's last name is different than that on the utility bill, then additional documentation must be provided.

- e. Typed and signed affidavit and registration form.
- f. A team picture (5 x 7).
- g. Proof of league insurance and claim forms. Forms are available from the League Director(s).
- h. Signed medical release forms for each player. Forms are available from the League Director(s).
- i. School Report Cards.

L. All-Star Teams

- a. **All-Star Team Determinations** - The leagues fielding All-Star teams for intra-league play, and the number of games played will be determined each year by the Baseball and Softball Commissioners. The number of players per team and the method of selection will be determined by the league director with the approval of the Board of Directors. Only American League players are permitted on the All-Star Teams. National league players are not permitted on any All-Star team.
- b. **All-Star Selections** - All Stars will be selected by the team manager to represent his/her team. The number of All Stars (total & per team) will be determined per the table below. All Star players should be the best ball players from each team. No player shall be on both tournament and All Star teams.

All-Star Players per Team					
No. Divisions	Teams / Division	No. All-Star Teams	Teams No. Assigned (Note 1)	No. Players per each Team	Total No. All-Stars
1	4	2	T1: 1,4 T2: 2,3	6	24
2	4	4	T1: 1,4 T2: 2,3	6	48
1	5	2	T1: 1,3,4 (12 players) T2: 2,3,5 (13 players)	5	25
2	5	4	T1: 1,3,4 (12) T2: 2,3,5 (13)	5	50
1	6	2	T1: 1,4,5 T2: 2,3,6	4	24
2	6	4	T1: 1,4,5 T2: 2,3,6	4	48
3	6	6	T1: 1,4,5 T2: 2,3,6	4	72
1	7	2	T1: 1,4,5,6 T2: 2,3,4,7	4	28
4	7	8	T1: 1,4,5,6 T2: 2,3,4,7	4	112
1	8	2	T1: 1,4,5,8 T2: 2,3,6,7	4	32
2	8	4	T1: 1,4,5,8 T2: 2,3,6,7	4	64
3	8	6	T1: 1,4,5,8 T2: 2,3,6,7	4	96
1	9	2	T1: 1,4,5,8,9 (13 players) T2: 2,3,6,7,9 (14 players)	3	27
2	9	4	T1: 1,4,5,8,9 (13 players) T2: 2,3,6,7,9 (14 players)	3	54
1	10	2	T1: 1,4,5,8,9 T2: 2,3,6,7,10	3	30
2	10	4	T1: 1,4,5,8,9 T2: 2,3,6,7,10	3	60
3	10	6	T1: 1,4,5,8,9 T2: 2,3,6,7,10	3	90
1	12	2	T1: 1,4,5,8,9,12 T2: 2,3,6,7,10,11	2	24
2	12	4	T1: 1,4,5,8,9,12 T2: 2,3,6,7,10,11	2	48

Team assignments to each All-Star team are based on overall season records for each team within their respective league.

c. **All-Star Managers** - All Star teams will be managed by managers from within the league or division, selected by the League Director(s) and the Commissioner. Usually, the first place manager

will be selected. All players on the All Star team will play, utilizing free substitution and rotation in the lineup. No player shall play more than 2 innings in any one position. All Star games are for exhibition only.

d. **Leagues with No All-Star Teams** - There will be no All-Stars in Shetland and Filly Leagues.

13. Sportsmanship Awards

The sportsmanship award is one of the most important awards the league provides. It is awarded to the one player from each team who demonstrates good sportsmanship throughout the season. This is the player who always smiles, always hustles, does whatever he/she is asked to do, the player who never complains, the player who cheers on their fellow teammates, never argues a play, and never criticizes other players on their own or opposing team. This award has nothing to do with a players ability only their attitude toward the game and their fellow players.

a. Sportsmanship awards are to be presented at award ceremonies.

SECTION XIV - FALL LEAGUES

The fall program will be instructional with the purpose of improving player's skills during the off season. League standings will not be maintained, and no trophies will be awarded.

The league will provide uniform shirts, catcher's gear, and batting helmets. Players will provide their own hats, pants, bats, or any other equipment required. Teams will perform Sunday Field Duty on a scheduled basis as during the regular season.

In softball, there will be no Major League and the Senior League ages will be ages 13 through 17. In the event of no Mini-Minor League in the fall program, then league age 8 year olds will be allowed to play in the Minor League. *There will be no Filly League.*

Generally, the current league rules will be followed. However, to insure the instructional purpose of the fall program, the following exceptions and changes will be in effect:

- A. **Drafting** - Coaches' Sons and Daughters - Fall season only: In each league, if a majority of the managers agree, each team can select one coach per team and will place their child using the criteria in the Drafting Section VIII rule j.
- B. **Hat Picks** - Hat picks that have scheduling conflicts with a team's designated practice time (fall league only) will be put back in the hat and another player will be drawn.
- C. **Pitchers** - Pitchers: To encourage development of pitchers, players will be allowed to pitch a maximum of two innings in Pinto and Mustang League, a maximum of three innings in Bronco and Pony, and a maximum of four innings in Colt. In baseball only, a pitcher may not return to the mound once removed, but a player may be brought off the bench to pitch. The player being removed for the pitcher coming off the bench may not have been on the bench the previous inning. In softball, the pitchers may pitch a maximum of two innings in the Mini-Minor, three innings in the Minor League, and four innings in the Junior, and Senior Leagues. In the event that league scheduling for baseball is such that a team must play a double header, the pitching rules for spring season shall apply for the team playing in both games of the double header., only.

D. **Minimum Play** - Minimum Play: No player may sit out consecutive innings, and no player may sit out more than 2 innings per game. Each player must play a minimum of two innings at any infield position. Exceptions to this rule may be made by parental request only. At least one of these innings must be completed prior to the fourth inning.

E. **Length of Games**

a. Pinto and Mustang will play six innings. Bronco, Pony, and Colt will play seven innings. Early games will be called 15 minutes prior to the next game. For the last game of *week day games Monday through Friday*), no new inning will start after 2 hours and 15 minutes, and all games will be called after 2 hours and 30 minutes. For the last game of weekend games (Saturday and Sunday), the drop dead time will be 2 hours and 45 minutes, unless in conflict with late game drop dead requirements (i.e. Pinto - 9:30PM).

b. In softball, all games will be considered complete at 1 hour - 45 minutes from the scheduled start time in the Minor, Junior, Senior, and Major leagues. No new inning may be started after 1 hour - 30 minutes. The Mini-Minor league will be 1 hour and 30 minutes after the scheduled start time.

F. **Scorebooks** - There will be no "official" scorebooks. Team books may be kept at each team's option.

G. **Protests** - There will be no protests.

H. **Player Shortage** - There will be no "farm teams". Teams with less than nine players will borrow a player (or players) from the opposing team (if available) for the game. The last batter due up will play defense for the opposing team in the forthcoming inning and must play an outfield position.

I. **Incomplete Games** - Incomplete games will not be made up at a later date. Games canceled due to rain or other reasons will be rescheduled if possible.

J. **Returning Players and Managers** - Players who play fall league, but did not play during the regular season for that year are not considered returning players for the next season's priority registration purposes. In determining managers for the next regular season, "returning managers" shall be from the previous regular season, not from the fall program.

K. **Umpires** - The league will arrange for the home-plate umpire, who will be paid by the league. Each team may furnish one base umpire who will not be paid by the league.

L. **Practices** - Where possible, and at the discretion of the Field Manager, practices may be scheduled on the league playing fields. Gates to the complex will be opened at 4:00 PM. No practices should begin prior to this time. No charge will be made for lights for scheduled night practices. Practices shall conclude no later than 9:15 PM. All field lights will be shut off promptly at 9:30 PM and the complex will be locked up. The team manager is responsible to see that the field is left in proper condition after practices (including dragging and raking of field, cleaning up trash, etc.), in accordance with the League Rules. A minimum of one team practice per week, held by the manager, is mandatory. This does not include practice games.

M. **Innings** - An inning will be completed when: Three outs have been recorded; OR , after the offensive team has batted completely through their lineup. The last batter may not be walked and must remain at bat until a strikeout occurs, the ball is hit, or the batter is hit by a pitch. If the batter is hit by a pitch, all

runners and the batter are awarded 2 bases whether forced or not. When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.

- N. **Batting** - Minor League: There will be no walks in this league. After four (4) balls have been called by the umpire, rather than taking first base, the offensive team will provide a coach or parent to pitch to the batter. If the batter does not hit the ball fair or strike out after the sixth pitch, the batter shall be declared out. Batter will resume the strike count when the coach/parent comes on the field. The coach-pitcher must be in contact with the pitching plate. The pitcher for the defensive team must position herself within the eight (8) foot circle. There will be no bunting allowed off a coach-pitch. When the ball is put into play, the coach must make a reasonable attempt to get out of the way. It will be the umpires judgment whether interference occurs.
- O. **Baserunning** - In Minor league, if, in the opinion of the umpire, the forward base runner's advancement has been stopped, and all following runners have advanced as far as they are allowed, and a play is not in progress on her or any other base runner, the umpire will call time if requested by the defensive team.
- P. **Split Season Rules** - In baseball leagues only where there are 1st half and 2nd half rules during the regular season, then the 1st half regular season rules shall apply during the 1st half of the fall season and the 2nd half regular season rules shall apply to the 2nd half of the fall season.
- Q. **Defensive Players** - In softball, *Mini-Minor and Minor* teams may play up to 10 defensive players (6 infielders and 4 outfielders). *The Junior and Senior Leagues will play only 9 defensive players*
- R. **Rules Precedence** - Unless otherwise specified in other fall league rules, American League rules shall apply to all baseball leagues.

SECTION XV - FIELD CARE AND CLEAN-UP

- A. **Game Duties - Pre-Game** - Prior to commencement of each game, it is the responsibility of both team managers to ensure that the field of play and the stands be put in playable condition. The following rules are set forth and must be adhered to.
- a. Responsibilities of the Home Team:
1. Rake home plate and pitcher's mound as necessary.
 2. Rake and fill all holes in base path.
 3. Chalk base lines, batter's boxes, coaches box, and, in softball, the 8 ft pitching circle.
 4. Put away, in its proper place, all equipment used for pre-game duties.
 5. Pick up all litter in and around home stands and dugouts.
 6. Ensure that the pitching plate is located at the proper distance.

b. Responsibilities of Visiting Team:

1. Pick up all litter in and around the visitor stands.
2. Pick up all litter in visitor dugout and put in trash barrels.
3. Put away, in its proper place, all equipment used for pre-game duties.
4. Pick up litter and clean out the score booth.

B. Game Duties - Post Game - Upon completion of each game, the field of play and stands must be left in a presentable condition. The following rules are set forth and must be adhered to.

a. Responsibilities of the Home Team:

1. Pick up all litter in the areas around stands and dugouts and put it in trash barrels.
2. Put away, in its proper place, all equipment used for post-game duties.
3. Pick up litter and clean out the score booth.

b. Responsibilities of Visiting Team:

1. Drag infield, home plate area, and base paths.
2. Rake pitcher's mound and batter's box and repack as necessary.
3. Put away, in its proper place, all equipment used for post-game duties.
4. Pick up all litter in and around visitor stands and dugouts.
5. Water pitcher's mound and infield dirt area.

C. Responsible Enforcement Authority - In keeping with their responsibilities, any of the following persons have the authority to enforce all of the aforementioned rules: League Duty Official, League umpires, or any member of the Board of Directors.

They will notify the Rules Committee which team(s) failed to comply with the pre-game or post-game duties. The Rules Committee will make the final decision as to what team penalties will be assessed due to an infraction of the rules governing pre-game and post-game duties (See Section IV, Rule 4).

SECTION XVI - TEAM FIELD DUTIES

Periodically, each team from each league shall be responsible for holding a "Field Day" on an assigned field. The Baseball/Softball Commissioners shall be responsible for assigning each team to their field duty assignment. Each team shall be responsible to execute all duties listed below on its assigned day. It is the Manager's responsibility to see that they are done and done properly, but nothing in these rules is to be construed such that these duties are left up to the Manager. **IT MUST BE UNDERSTOOD THAT ANY**

TEAM THAT FAILS TO COMPLETE THE DUTIES LISTED BELOW ON ITS DESIGNATED DATE, WILL BE PENALIZED BY FORFEITURE OF ITS NEXT SCHEDULED GAME.

THESE DUTIES SHALL INCLUDE, BUT NOT BE LIMITED TO THE FOLLOWING:

- A. Cut or edge grass only when supervised by a Field Manager.
 - a. DO NOT cut infield with tractor at any time. Cut infield grass 2" high.
- B. Sweep dirt back into the playing field from the grass edge, so there will be no mound buildup.
 - a. Rake all loose dirt into and around infield sliding areas, home plate, 1st base, 2nd base, 3rd base and fill in with soil where needed.
- C. DO NOT use drag in base line from first to home or third to home. ONLY RAKE THESE AREAS.
 - a. The mound is to be packed and top of mound soil is to be level with top of pitching rubber. Fill in with soil where needed.
- D. Pick up gopher mounds in wheelbarrow and spread evenly in depression areas.
- E. Sweep and clean dugouts (including sumps in dugouts) and score booths.
- F. Empty all trash barrels (including those around canteen).
- G. Help clean around canteen.
- H. Each team shall be responsible for the entire area around its assigned field (including parking area and roadway). It is to police the entire area for all litter (papers, bottles, cans, etc.) and put it in trash barrels. Empty all trash barrels around the field into large trash bins.

SECTION XVII - RULES APPENDIX

APPENDIX A - BASEBALL - GENERAL

The following shall apply to all baseball leagues:

A. The Equipment

- a. Steel cleats shall NOT be permitted in Shetland, Pinto, Mustang, and all softball leagues.
- b. League issued uniforms, including hats, must be worn on the playing field.

2. **Number of Games** - The spring seasons will consist of at least 18 games in Pinto American and National, Mustang American and National, Bronco American and National, and Pony American and National.

3. Determination of League Champion

- a. **Playoff Format** - In all leagues except Shetland, Pinto Instructional, Pinto Gold, Colt, and Palomino, there will be a playoff at the end of the season. Unless modified by the *Commissioner and League Director*, the format will be double-elimination, *using the criteria listed below. When the league format and qualification criteria are modified the modified format and qualification criteria will be submitted to the managers prior to the first game and supersede the published rules.* Shetland has no playoffs. Colt and Palomino will have a one-game playoff, if necessary, due to scheduling constraints. Qualification for the playoffs are as follows:

1. Divisions Playing 2 Rounds

- a. The team(s) with the best record in each round in each division will qualify.
- b. Wildcard teams are eligible for playoffs.

2. Divisions Playing 3 Rounds

- a. The team(s) with the best record in each round in each division will qualify.
- b. Wildcard teams are eligible for playoffs

3. Divisions Playing 4 Rounds

- a. The team(s) with the best record in every 2 rounds in each division will qualify.
- b. Wildcard teams are eligible for playoffs

4. Colt and Palomino Leagues

- a. If two or more teams have identical won-loss records (or identical loss records in the event scheduling does not permit an equal number of games), there will be a one-game playoff.

5. Pinto Gold

- a. The first round is noncompetitive. The second round will have a playoff only if 2 or more teams have identical records at the end of the second round.

6. Wildcard Qualification

- a. Wildcard teams are those team with the best overall record within a division that did not qualify.
- b. **Seeding** - Seeding for the playoffs will be as follows in order of precedence
 1. Best season record
 2. In the event of tie for season record among teams, then head-to-head games will be used for seeding.
 3. If a tie still exists after application of Rule b1 & b2 above, then a coin flip will determine seeding
- c. **Tie/Suspended Games** - Tie/Suspended games will be considered incomplete and will be rescheduled if the game has a bearing on determination of playoff qualification. Games played under this rule will play the regulation number of innings (6 or 7 innings or 10-run rule) as appropriate for each league.
- d. **Pitching Rules** - Regular season pitching rules shall apply with the exception of the max innings per week rule will be waived. All other regular season pitching rules shall remain in effect (i.e. pitching rules per day shall apply and the 40 hour rest rule is in effect).
- e. **Farm Clubs** - *Farming of players will not be allowed during playoffs..*
- f. **Home Team** - Home or visitor determination will be the choice of the highest ranked seed for the first playoff game. The second and subsequent games will be determined by a coin toss, in the presence of a Hart League Official, before each game. The home team shall occupy the third-base dugout.
- g. **No Co-Champions** - There shall be no co-champions of any league.
- h. **Time Limits** - There shall be no time-limits for playoff games. Games suspended due to weather, curfew, or any other reason will be re-scheduled for completion at the earliest possible time by the Baseball Commissioner.
- i. *10 Run Mercy Rule - The 10 run mercy rule applies to all playoff games.*

4. Last Batter Rule

- a. When an Umpire/Director on Duty calls a game for time limit, there shall be no warning. The Umpire/Director will wait until the current batter is finished and promptly call the game.

APPENDIX A-1 - SHETLAND LEAGUE

A. **Team Constitution** - A team shall consist of a maximum of fourteen (14) players.

B. The Season

- a. Shetland will play a limited season of eight (8) to (12) games, depending on the number of teams in the league *and be divided into 2 halves.*

- b. Shetland games will be limited to one game per week, usually on the weekends.
- c. There shall be no scorekeeping or standings kept for the Shetland League. Batting lineups will be used.
- d. The Shetland League shall be an instructional league.

C. The Game

- a. A game may consist of five (5) innings.
- b. There will be a time limit of ninety (90) minutes.
- c. ***1st Half of Season*** - An inning will be completed when the offensive team has batted completely through its lineup or batted an equal number of batters as the opposing team (whichever is higher). When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.

Example: If team "A" has twelve (12) players in their lineup, and team "B" has ten (10) players in their lineup, then team "B" will bat their ten (10) players plus the first two (2) batters to equal twelve (12). The next inning team "B" would begin with their third batter and bat through to their fourth batter (if necessary), and so on ...

- d. ***2nd Half of Season - The defense becomes the offense after three outs have occurred.***
 - i. ***No bunting or soft swings (penalty: The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead and no runners may advance)***
 - ii. ***A ten-foot arc will be inscribed in front of home plate. Any batted ball which does not travel beyond the line will be considered a foul-strike.***
 - iii. ***The batter is out if there are three strikes before the sixth swing or pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth swing.***
 - iv. ***When the batter fails to swing at three successive pitches by the coach, the coach shall begin calling strikes and the batter shall be out after a third strike whether it be by swing, on called strikes or any combination thereof.***
- e. There will be no "Ten (10) Run Rule" in the Shetland League, since no official score is kept.
- f. There will be no umpires in the Shetland League.
- g. The home team shall be responsible for obtaining the game ball, pitching machine and batting tee to be used for the game. These items may be obtained at the canteen no earlier than 30 minutes prior to the game.

4. The Batter

- a. Rules for hitting off the tee (during the first half of the season):

1. No bunting, batter must take a full swing.
 2. Ball must go beyond a ten (10) foot arc between first and third bases, from home plate, or it will be called a foul ball.
 3. Batter must hit the ball and not the tee - if the batter hits the tee and not the ball, it will be called a foul ball. If the bat hits the both the ball and the tee, it is a legal hit.
 4. Any hit ball, whether intentional or not, is in play.
 5. Up to two (2) practice swings will be permitted, after which it will be considered a swing and a miss, and called a strike.
- b. Rules for hitting a pitched ball (during second half of season):
1. There will be no bunting in the Shetland League, batters must take full swings.
 2. There will be no walks.
 3. The pitching machine may be used during the second half of the season or before if both managers agree.
- c. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.

5. Base Runners

- a. Baserunners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit. PENALTY: Runner is called out
- 1) *On a batted ball runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up. Once the play becomes dead if the runner has not traveled beyond the halfway point the runner must return to the base they are coming from.*
 - 2) *A runner can score from third on a batted ball or continuation of a play of a batted ball.*
- Exception: If there is a direct play on runners on base, runners may advance toward home. Runners may not advance on a passed ball or an overthrow from the catcher to the pitcher.
- b. There will be no "Infield Fly" rule.
- c. The only offensive coaches allowed on the field shall be the base coaches in the designated coaching boxes on the first and third base lines, and the coach pitching to their respective team (when initiated).
- d. Protective helmets, with chin straps, must be worn at all times by offensive players when on the field and shall not be intentionally removed by the base runners while advancing between bases. Penalty: Runner is out.

6. In the Field

- a. All players on the team will play in the field every inning.
- b. There shall be no more than seven (7) players played on the infield (within the baselines) and no more than seven (7) players shall play in the outfield. Outfielders must play at least three (3) feet beyond the baselines. No player shall play closer to the batter than the pitcher.
- c. The team manager and/or the team coach may be in the field. One (1) to direct the players in the infield, and one (1) to direct players in the outfield.
- d. All players must play an infield position for at least one (1) complete inning by the end of the second inning of the game.

7. The Pitcher

- a. No player may pitch.
- b. The player assigned at the position of "pitcher" shall be at least to the thirty-five (35) foot pitching plate while a batter is hitting from the tee.
- c. When a batter is being pitched to by their manager/coach or pitching machine, the player assigned to the position of "pitcher" shall be at least to the thirty-five (35) foot pitching plate and just to either side of the person pitching.

APPENDIX A-2 - PINTO LEAGUE

A. Rules

- a. Play is governed by Official Baseball Rules , "RULES AND REGULATIONS OF PONY BASEBALL" for PINTO LEAGUE. *(sentence deleted)*

B. League Composition

1. The league will consist of three divisions and be named the National, American, and Instructional. The National Division will consist of ten (10) teams, the Instructional Division, *if applicable*, will consist of eight (8) teams, and the American Division will consist of approximately eighteen (18) teams depending on league registration numbers.
2. The Pinto Instructional Division shall be an instructional league (no standings will be kept).

3. The Game

- a. A game shall consist of six innings.
- b. If a team is leading its opponent by at least ten (10) runs after four (4) or more complete innings have been played, or after 3-1/2 innings if the home team has a ten run lead at the end of its third inning, or before the completion of its fourth (4th) inning, the game shall be terminated and the team in front declared the winner.

- c. In the American or Instructional Leagues only, an inning will be completed when: Three outs have been recorded; or after the offensive team has batted completely through their lineup or an equal number of batters as the opposing team, whichever is greater. If the batter is hit by a pitch or walked, all runners and the batter are awarded two (2) bases whether forced or not. When the last batter rule is in effect, there will be two (2) outs assumed; once the ball is put into play and the ball is in control of any defensive player while touching home plate, it will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.

Pinto American Only: In the 6th inning, there is no limit to the number of batters

- d. Pinto American or Instructional League only: The last batter cannot walk. If the batter is hit by the pitch, all runners and the batter are awarded two bases, whether forced or not. When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.
- e. All players must play a minimum of 1 inning in the infield during each game prior to the end of the 4th inning.
- f. No game should begin after 7:30 PM local time. No inning should begin after 9 PM local time. Pinto games will end at 9:30 PM.
- g. Games played on fields with no lights will end 10 minutes after the official sunset time (as stated per the local newspaper).
- h. The last Pinto game scheduled on any day on any field will end 3 hours from the scheduled start time.

4. The Pitcher

1. Pinto Instructional

There shall be no pitchers in Pinto Instructional. An offensive manager/coach shall pitch to each batter. The batter has 6 pitches in order to hit the ball or the batter shall be declared out. Foul balls on the sixth pitch shall not be counted as a pitch. Interference called on Coach pitchers shall constitute a dead ball play with the batter being declared out and no advancement by any runner allowed.

b. Pinto National & American

1. Any player may pitch, but not to exceed two (2) innings per game (including a continuation game) or 55 pitches per day. One pitch shall constitute one inning pitched. After a pitcher reaches the limit of 55 pitches, he will continue until the current batter is disposed.
2. A pitcher may pitch only four (4) innings per week. A week starts on Monday, 12:01 A.M. and ends on Sunday 11:59 P.M. (as described in the Pinto Rule Book).

3. While PONY Baseball does not recommend pitching by players, the following may be used for player pitching at the league's discretion:
 - a. Pitchers shall not pitch in more than two innings or 55 pitches per calendar day.
 - b. Pitchers shall not pitch in more than four innings per calendar week.
 - c. Pitchers shall have 40 hours rest after pitching in two innings on the same calendar day.
 - d. When pitchers are used, a third strike is an out even if the catcher drops the ball.
 - e. Once a pitcher is removed from the mound they may not return to pitch for the duration of the game.
4. No BALKS shall be called.
5. The pitching distance shall be forty (40) feet.
6. If a defensive manager or coach goes on to the playing field to talk to any player or players, twice in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury.

5. Batter

- a. Pinto Instructional - (If applicable) The batter has 6 pitches in order to hit the ball or the batter shall be declared out. Foul balls on the sixth pitch shall not be counted as a pitch.
- b. Pinto American - No walks permitted. After ball four, batter assumes strike count and the offensive manager or coach will pitch to the batter.
- c. Dropped third strike rule will not apply.
- d. Bunting is allowed off a pitched ball when not delivered by a coach pitcher.
- e. Batting helmets equipped with protective facemasks are required.

6. Baserunners

- a. In the **American and Instructional Leagues**, if applicable, base stealing shall not be permitted.
 1. A base runner may leave the base once the ball leaves the pitcher's hand. If the base runner leaves before that point, he shall be declared out by the umpire.
 2. The ball is dead until it is hit by the batter, and the base runner may not advance until that point. Therefore, no play from a catcher to an infielder, or any other combination of players will result in a put out. Ball will be declared dead and all base runners will be required to return to the base that they occupied at the time of the pitch.

3. If, in the umpire's opinion, the forward base runner's advancement has been stopped, and all following runners have advanced as far as they are allowed, and a play is not in progress on him or another base runner, the umpire will call time if requested by the defensive team. EXAMPLE: The runner at third stopped by the pitcher and another runner has past second base attempting to draw a throw the umpire shall call time if requested.
- b. Protective helmets shall not be intentionally removed by base runners while advancing between bases. Penalty: runner is out.
 - c. The only offensive coaches allowed on the field shall be the base runner's coaches in the designated coaching boxes on the first and third base lines. Exception is Rule 5 above.
 - d. The Infield Fly Rule shall not apply.
 - e. In the **National League**, stealing will be governed by the latest version of Pony's Pinto Tournament Rules. The only exceptions are:
 - 1) On instance of a walk, the ball becomes dead.
 - 2) No leading off, the runner must remain in contact with the base until the ball crosses home plate. Penalty: Runner is out and the ball is a delayed dead ball. If the batter hits the pitch and/or an out is made on the batter, including a strikeout, that out will stand in addition to the violation by the runner.
 - 3) Runner at third may not steal home. If a runner at third draws a throw, it will be ruled as an attempt to steal and he will be sent back to third. If the runner is called out while off the bag, the out will stand.
 - f. Scoring from third base
 - 1) On a batted ball.
 - 2) Bases loaded walk or hit batter
 - 3) Continuation of a play of a batted ball.
 - g. Exceptions
 - 1) No bunting
 - 2) No infield fly rule.
 - 3) No balks but pitcher will be informed, by the umpire, if the delivery is deceptive.
 - 4) No dropped third strike
 - 5) 10-run Mercy rule applies

APPENDIX A-3 - MUSTANG LEAGUE

A. Rules

- a. Play is governed by Official Baseball Rules and "RULES AND REGULATIONS OF PONY BASEBALL" for MUSTANG LEAGUE.

B. League Composition

- a. The league will consist of two divisions and be named the National and the American. The National Division will consist of six (6), eight (8), or ten (10) teams. The American Division will consist of the remaining players.

C. Innings

- a. In the American League only, an inning will be completed when: Three outs have been recorded; or after the offensive team has batted completely through their lineup or an equal number of batters as the opposing team, whichever is greater. If the batter is hit by a pitch or walked, all runners and the batter are awarded two (2) bases whether forced or not. When the last batter rule is in effect, there will be two (2) outs assumed; once the ball is put into play and the ball is in control of any defensive player while touching home plate, it will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.
- b. Mustang American Only: In the 6th inning, there is no limit to the number of batters..
- c. For Mustang American League, if the last batter is hit by the pitch or is walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not.

4. Batting

- a. Batters are required to keep at least one foot in the batter's box between pitches, unless time is out.
- b. The batter may step out of the box in the following instances:
 1. Time is out for any reason.
 2. The batter swings at a pitch
 3. Injury to batter
 4. Avoid being called for interference
 5. The batter is forced out of the box by a pitch
 6. The batter attempts a "drag bunt".
 7. The defensive team feints or attempts a play at any base (including home).

8. The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball.

9. A wild pitch or passed ball occurs.

c. Penalty: A strike may be called by the umpire.

5. Leadoffs

a. 1st half of the season:

1. In Mustang American League only, "Pony Baseball Rule for Mustang League" Rule N2 regarding the runner at third base will apply. " Runners at first and second base may lead off and steal bases, as in official baseball. But runners at third base must remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the catcher." Runners who originate at third base can only score by way of a batted ball or forced in by a walk or a hit batter. Penalty: Runner at third who leaves the base early shall be called out and the pitch shall be considered a dead ball.

b. 2nd half of the season:

1. The American League will play National league rules which allow leading off of third base and stealing of home.

6. Pitchers

a. Pitchers may pitch a maximum of 70 pitches per day. After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.

b. Pitchers may not exceed 3 innings per game (including a continuation of a suspended game).

c. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exceptions to this rule are in case of injury, or if time is called by the opposing team or by an umpire.

7. Balks

1. 1st half of the season:

i. In American League only, balks shall not be called but the umpires will inform the pitcher and manager of such infraction. Outs made during a balk will not be allowed .

2. 2nd half of the season:

i. Balks shall be called in both American and National Leagues.

8. Time Limits

- a. Mustang games will end at 9:30 PM on nights followed by a school day. Games played on the weekends or holidays when there is no school the next day shall end at 10:00 PM.
- b. No new inning will start after 9:00 PM, regardless of the day of the week.
- c. Games played on fields with no lights will end 10 minutes after the official sunset time (as stated per the local newspaper).

APPENDIX A-4 - BRONCO LEAGUE

A. Rules

- a. Play is governed by Official Baseball Rules and "RULES AND REGULATIONS OF PONY BASEBALL" for BRONCO LEAGUE.

B. League Composition

- a. The league will consist of two divisions and be named the National and the American. The National Division will consist of six (6), eight (8), or ten (10) teams. The American Division will consist of the remaining players.

C. Scheduling

- a. Bronco early weekday games will begin at 4:30 P.M. and end no later than 7:15 P.M. (Exception: If no 7:30 game is scheduled, the early game may be played to completion.) Second games will begin at 7:30 P.M. and no new inning shall start after 10:00 P.M. All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.

D. The Game

- a. For Bronco American League, an inning will be completed when, a) three outs have been made, or b) In innings 1 through 6 , after the offensive team has batted completely through their lineup or batted an equal number of batters as the opposing team (whichever is higher). When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.

In the 7th inning, there is no limit to the number of batters.

EXAMPLE: If team (A) has 12 players in their lineup and team (B) has 10 players in their lineup, then team (B) will bat their 10 players plus the first two batters to equal twelve. The next inning team (B) would begin with their third batter and bat through their fourth batter (if necessary), and so on...

- b For Bronco American League, if the last batter is hit by the pitch or is walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not.

5. Pitching

- a. Pitchers may pitch a maximum of 80 pitches per day or 4 innings per game (including a continuation of a suspended game). After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exceptions to this rule are in case of injury, or if time is called by the opposing team or by an umpire.

6. Batter

- a. Batters are required to keep at least one foot in the batter's box between pitches, unless time is out.
- b. The batter may step out of the box in the following instances:
 1. Time is out for any reason.
 2. The batter swings at a pitch
 3. Injury to batter
 4. Avoid being called for interference
 5. The batter is forced out of the box by a pitch
 6. The batter attempts a "drag bunt".
 7. The defensive team feints or attempts a play at any base (including home).
 8. The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball.
 9. A wild pitch or passed ball occurs.
- c. Penalty: If the batter leaves the batter box and none of the above exceptions apply, the plate umpire shall call a strike on the batter. The pitcher does not have to pitch the ball. The ball remains alive and in play. This rule applies to Bronco, Pony, Colt, and Palomino.

APPENDIX A-5 - PONY LEAGUE

A. Rules

- a. Play is governed by Official Baseball Rules and "RULES AND REGULATIONS OF PONY BASEBALL" for PONY LEAGUE.

B. League Composition

- a. The league will consist of two divisions and be named the National and the American. The National Division will consist of six (6), eight (8), or ten (10) teams. The American Division will consist of the remaining players.

C. Scheduling

- a. Pony early weekday games will begin at 4:30 P.M. and end no later than 7:15 P.M. (Exception: If no 7:30 game is scheduled, the early game may be played to completion.) Second games will be begin at 7:30 P.M. and no new inning shall start after 10:00 P.M. All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.

D. Pitching

- a. Pitchers may pitch a maximum of 100 pitches per day or 5 innings per game (including a continuation of a suspended game). After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exceptions to this rule are in case of injury, or if time is called by the opposing team or by an umpire.

E. Batter

- a. Batters are required to keep at least one foot in the batter's box between pitches, unless time is out.
- b. The batter may step out of the box in the following instances:
 1. Time is out for any reason.
 2. The batter swings at a pitch
 3. Injury to batter
 4. Avoid being called for interference
 5. The batter is forced out of the box by a pitch
 6. The batter attempts a "drag bunt".
 7. The defensive team feints or attempts a play at any base (including home).
 8. The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball.
 9. A wild pitch or passed ball occurs.

- c. Penalty: If the batter leaves the batter box and none of the above exceptions apply, the plate umpire shall call a strike on the batter. The pitcher does not have to pitch the ball. The ball remains alive and in play. This rule applies to Bronco, Pony, Colt, and Palomino.

APPENDIX A-6 - COLT LEAGUE

A. Rules

- a. Play is governed by Official Baseball Rules and "RULES AND REGULATIONS OF PONY BASEBALL" for COLT LEAGUE.
- b. Colt League consists of players whose league ages are 15 through 18.
- c. *There will be no 10-run mercy rule in the Colt League.*

B. League Composition

- a. First-half Season - The Colt League will consist of a single division.
- b. Second-half Season - The Colt league will consist of two (2) divisions and will be named the National and American Divisions. The National Division will consist of at least four (4) teams. The American Division will consist of the remaining players.

C. Scheduling

- a. Colt early weekday games will begin at 4:30 P.M. and end no later than 7:15 P.M. (Exception: If no 7:30 game is scheduled, the early game may be played to completion.) Second games will be begin at 7:30 P.M. and no new inning shall start after 10:00 P.M. All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.

D. Pitching

- a. Pitchers may pitch a maximum of 100 pitches per day. After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exceptions to this rule are in case of injury, or if time is called by the opposing team or by an umpire.
- c. Each out constitutes 1/3 of an inning for pitching purposes (just like Major league baseball) and this criteria shall be used to determine the number of innings pitched for each pitcher. Any pitcher who pitches in 4 or more innings (12 outs or more) shall required 40 hours of rest prior to his/her next pitching assignment.
- d. A pitcher may pitch in a maximum of 10 innings per week.

E. Batter

- a. Batters are required to keep at least one foot in the batter's box between pitches, unless time is out.
- b. The batter may step out of the box in the following instances:
 1. Time is out for any reason.
 2. The batter swings at a pitch
 3. Injury to batter
 4. Avoid being called for interference
 5. The batter is forced out of the box by a pitch
 6. The batter attempts a “drag bunt”.
 7. The defensive team feints or attempts a play at any base (including home).
 8. The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball.
 9. A wild pitch or passed ball occurs.
- c. Penalty: If the batter leaves the batter box and none of the above exceptions apply, the plate umpire shall call a strike on the batter. The pitcher does not have to pitch the ball. The ball remains alive and in play. This rule applies to Bronco, Pony, Colt, and Palomino.

F. **Unsportsmanlike Behavior** - Any player using foul language during a game or who throws his helmet or bat will be ejected from the game with no warning. That player will also serve a one game suspension which he will have to attend and sit on the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he fails to do so, he will have to sit out the next game.

APPENDIX A-7 - PALOMINO LEAGUE

- A. **League Composition** - The Palomino team rosters will be supplied to the Palomino League Director on or before the scheduled 2nd half Colt tryouts by the Palomino League Team Managers.
- a. There will be one drafted Palomino team consisting of league-age 17 & 18 year old players, so that they will be eligible for Pony Tournament play and this team will be designated the Wm. S. Hart “Senior” team.

B. Batting

- a. Prior to each game, the team manager will submit his lineup for the game. All players must be identified in the lineup. If a player is absent, it must be noted on the lineup. At this time, the manager

may elect to either (1) bat only nine players or (2) bat the entire team. This decision may not be changed after the first pitch of the game.

b. If the manager elects to bat only nine (9) players, then player substitutions are made according to the rules of Major League Baseball (American League) with the exception that any starter (except the pitcher) may reenter the game one time in their original position in the batting order (PONY baseball reentry rule). The starting pitcher may reenter at any defensive position other than pitcher. If the entire team (that is all the players present for the game) bats then the manager may freely substitute position players.

c. Batters are required to keep at least one foot in the batter's box between pitches, unless time is out. .

d. The batter may step out of the box in the following instances:

1. Time is out for any reason.

2. The batter swings at a pitch

3. Injury to batter

4. Avoid being called for interference

5. The batter is forced out of the box by a pitch

6. The batter attempts a "drag bunt".

7. The defensive team feints or attempts a play at any base (including home).

8. The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball.

9. A wild pitch or passed ball occurs.

e. Penalty: If the batter leaves the batter box and none of the above exceptions apply, the plate umpire shall call a strike on the batter. The pitcher does not have to pitch the ball. The ball remains alive and in play. This rule applies to Bronco, Pony, Colt, and Palomino.

C. **Pitching** - Pitchers may be brought into a game from the bench to relieve another pitcher. All pitching records will be the same as those adopted by regular baseball rules. Example - one out = 1/3 inning. All pitchers who pitch in more than five (5) innings in a game must have a forty (40) hour rest. Pitchers will be limited to nine (9) innings per day and sixteen (16) innings per week.

D. **Farm Club Players** - There will be no farm club players. Each team may have up to 18 players maximum on their rosters and there must be a minimum of 8 players available in order to start any game.

E. **Courtesy Runner** - A courtesy runner (player making the last out) for the catcher, if on base with two outs, may be used to help speed up the game without a substitution being recorded.

- F. **Unsportsmanlike Behavior** - Any player using foul language during a game or who throws any equipment will be ejected from the game with no warning. That player will also serve a one game suspension which he will have to attend and sit on the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he fails to do so, he will have to sit out the next game.
- G. **Unsportsmanlike Dismissal** - Any player who shows a lack of sportsmanship or is disruptive to his team can be released by the head coach with the approval of the Palomino League Director. Players may appeal the release to the Rules Committee. If the manager fails to act and the league director is aware of the situation, he may release the player without the manager's permission.
- H. **Other Sanctioned Leagues** - Palomino teams are permitted to play other sanctioned league teams (e.g., Pony, Babe Ruth, Mickey Mantle, American Legion, etc.). When a non-Hart team is scheduled, they will play a Hart Palomino team.
- I. **Game Locations** - Games will be scheduled at the Wm. S. Hart complex as much as possible, but may be scheduled at other fields as well.
- J. **Senior Palomino Team**
- a. This team is assembled primarily from High School Seniors. Any eligible player (i. e. league age 17 or 18) may register with Wm. S. Hart Baseball for this team. Players for this team may be selected using a special draft. If a draft is used, it will be conducted in compliance with the rules of Wm. S. Hart Baseball and Softball.
 - b. Will play in the Palomino League and/or other sanctioned leagues (such as Mickey Mantle, American Legion, etc.). Fees required by these additional sanctioned leagues will be paid by the individual team players to Wm. S. Hart who will then pay the registration fees to these other leagues. Team insurance will be provided by Wm. S. Hart as part of our normal policy.
 - c. Will consist of at most 18 players.
 - d. Will be the only Palomino Tournament team representing Wm. S. Hart Pony Baseball.
- K. **Non-Hart Palomino Teams** - All non-Hart Palomino teams shall be approved by the Rules prior to the release of the Palomino game schedule.
- L. **Fees** - All Palomino teams (except for the Senior team) will pay an entrance fee that will be determined prior to the date for registration. These fees (which must be paid prior to the first game) will include the cost for franchising the team with PONY Baseball, insurance, umpires, lights, field costs, etc. Team rosters must be submitted at the time of registration. All registered Palomino teams are eligible for PONY sanctioned tournament play.

APPENDIX A-8 - FALL BASEBALL CLUB

1. **Schedule** - The regular fall program will play on Friday, Saturday, and Sunday. The Fall Baseball Club will play only on Sundays.

2. Governing Rules

- a. Rules shall be governed by the Wm. S. Hart League Rules and the Rules of Pony Baseball.
- b. The Fall Baseball League is open to club teams on a first-come first-served basis. The divisions shall be classified as 8 and under (8u), 10 and under (10u), 12 and under (12u), 14 and under (14u), and 18 and under (18u). The number of teams and/or divisions is subject to interest and field availability as determined by the respective commissioner.
- c. Standings will not be maintained by the league.
- d. Age determination shall be per Pony baseball, however players will also be eligible to play using USA's baseball cutoff date of April 30th of the following calendar year.
- e. Insurance will be required by all teams participating and Wm. S. Hart shall be listed as an additional insured on the insurance form.
- f. Games will be played on Sundays only concurrent with the fall program and run for eight weeks. Rainouts may or may not be rescheduled at the discretion of the commissioner.
- g. Practices will not be allowed at the Wm. S. Hart complex.
- h. Rosters will be submitted at the time of registration. Substitute players must meet the age requirements of the league.
- i. One umpire per game will be provided by the league.
- j. Field care and maintenance is the responsibility of the respective teams per Section XV of the Wm. S. Hart League rules.
- k. All teams will be required to supply their own uniforms and baseballs.

APPENDIX B - SOFTBALL - GENERAL

The following shall apply to all softball leagues:

1. **Softball Leagues** - Girl's softball shall be organized into six (6) leagues or divisions as follows:

Major Division	(League Ages 15 through 18)
Senior Division	(League Ages 13 through 14) (13 thru <u>17</u> if no Major League)
Junior Division	(League Ages 11 through 12)
Minor Division	(League Ages 9 through 10)
Mini-Minor Division	(League Ages 7 through 8)
Filly Division	(League Ages 5 through 6)

There will be no players assigned to a higher or lower league.

a. Ages will be determined by the players age prior to January 1 of the current playing year.

2. **Rules Precedence** - Play is governed by official softball rules as adopted by the Amateur Softball Association of America (ASA) and the General League Rules of Wm. S. Hart Base-Softball and as modified herein.

3. **Recruitment** - There shall be no recruiting for individual teams.

a. Once draft has been completed, any new player added to the league will be put into a hat and drawn at random between all teams short of players, regardless of which team is next in the serpentine order established for the draft.

Exception: A designated pitcher or traveling team player may be assigned to a team by the League Rules Committee in order to keep all teams competitive.

b. Pitchers or those wishing to pitch, or those players taking pitching lessons must identify themselves as a potential pitcher prior to the draft, or they may be ineligible to pitch during the season. Final decisions will be made by the League Rules Committee.

c. Traveling team and eligible high school players must identify themselves prior to draft. This is an effort to keep all teams in the league competitive.

4. **Equipment**

a. League assigned uniforms must be worn on the playing field. White baseball pants or color-coordinated shorts with mandatory sliding pants are required on a per team basis. Shorts, if worn, also require sliding pants. For all leagues, jerseys will be completely and tightly tucked in so that the belt or waistband is visible.

b. Sports type jackets and sweatshirts will be permitted on the field or while on base during cold weather upon approval of the umpire. Players may not wear anything covering their uniform number while at bat. Team color coordination is recommended.

- c. No jewelry is permitted on the playing field. Penalty for failure to comply is player is ejected from the game
- d. No steal cleats are permitted. Rubber cleats are required in all leagues
- e. Bats used in games must be official bats or conform to ASA rules governing bat size. Maximum size allowed is 2-9/32" in diameter and 34" x 39 oz.
- f. Throwing of equipment cannot be tolerated for safety reasons. If intentional, a player will be ejected from the game immediately. If unintentional, player will be warned by the umpire and official scorekeeper will note such warning in the score book. Upon throwing equipment a second time, player may be called out and ball declared dead.
- g. Socks must be worn properly by all players; shirts must be tucked into pants or shorts.
- h. Batting helmets and face mask, with the NOCSAE seal for tournament play are mandatory and must be worn by any offensive player while in the field of play, including during practice or tournament play. This rule does not supersede ASA rules regarding helmets but is in addition to it.
- i. Protective catching gear must be worn at all times when catching, during both games and practices, including when warming up pitcher.
- j. Senior and Junior Leagues will use 12" softballs. Filly and Mini-Minor Leagues will use 10" RIF softballs. Minor League will use 11" safety softballs.

5. DETERMINATION OF LEAGUE CHAMPIONS

- a. There shall be no co-champions of the league.
- b. All teams will complete in a Double Elimination Tournament and be eligible to become League Champion or Runner-Up, regardless of their record in the regular season.
- c. Mini-Minor teams will also participate in playoffs, however, the format will be determined by the softball commissioner and the league director. Format will be decided based on time availability and number of teams.
- d. There will be only one season for the Mini-Minor, Minor, Junior and Senior Leagues – no halves or thirds, except for pitching rules. Seeding for the Tournament will be based on overall regular season record. Ties in the standing will be broken on the basis of head-to-head record and then, if necessary, by coin flip.
- e. If there are any regular season tie games which have a bearing on the playoff seeding and there are no more meetings between the two teams giving them the opportunity to determine a winner, a tie will be recorded and seeding will be determined by head to head record (vs each other in other games played) and then by a coin toss.
- f. Home team for each Tournament game will be determined by a coin flip at the pre-game conference with the umpire. The team listed on the top of the bracket will occupy the third base dugout and assume the regular season duties of the home team (lining the field, official scorekeeper, etc). The team on the bottom of the bracket will occupy the first base dugout and assume the duties of the visitor team (dragging the infield, etc.).

g. There shall be no time limit for the Tournament games. The Softball Commissioner will reschedule games suspended due to weather, curfew, or any other reason for completion at the earliest possible time.

h. *(deleted)*.

6. Decisions Committee

a. *Three (3) rules committee members shall be present for all playoff games. In the absence of 3 rules committee members, any three league officials (directors or adult umpires) that have no children in that division shall rule on the protest. Protests shall be decided by them. Protests during the playoffs will be decided immediately and cannot be appealed.*

7. Tournaments - *(deleted)*.

8. **Tournament Player Eligibility** - To be eligible to play on a tournament team, a player must play at least 50% of the regular season games. Tournament player eligibility shall be determined per ASA or PONY rules, as appropriate, for all sanctioned tournaments.. (Reference ASA and PONY Softball rule books for eligibility requirements.)

9. **Pitchers** - In all leagues except Mini-Minor, the pitcher's foot may drag from the rubber during her delivery, but must not be lifted from the ground. Penalty: Illegal pitch (pitch will be called a ball and all baserunners will advance one base). Exception: Mini-Minor has no penalty for an illegal pitch.

10. **Defensive Players** - *American Leagues only* - 10 defensive players are allowed, 4 of which must be in the outfield. Each player must play a minimum of two innings at any infield position. Exceptions to this rule may be made by parental request only. At least one of the innings must be completed prior to the fourth inning.

11. **Intra-League Play** - The softball commissioner can schedule home and away series for teams in any league consisting of less than six teams (other than Filly), against teams from any other league in the ASA Western District. Teams will not be allowed to use farm players or borrow players from any other team.

12. **Last Batter** - *The last batter in an inning in NOT the same as the last batter of the game which is usually determined by the game reaching the time limit.*

APPENDIX B-1 - FILLY DIVISION

A. The Season

a. Fillies shall play a limited season of eight (8) to twelve (12) games, depending on the number of teams in the league.

b. Filly games shall *normally* be limited to one (1) per week, usually on weekends. *However, the softball commissioner may schedule additional games if necessary.*

c. 1st-half - The Filly Division shall be an instructional league, which will be limited to a batting tee (no live pitching) as an introduction to girls' softball. 2nd-half - Coach pitch shall be used.

- d. Filly Division will serve as farm teams for the Mini-Minor Division. Only league age 6 year olds may be used as farm players. The concurrence of both the Filly and Mini-Minor League Directors is required.
- e. There shall be no league standings maintained for the Filly. Scorebooks will not be kept. Batting lineups will be used.

B. The Game

- a. A game shall consist of 4 innings.
- b. There will be a time limit of sixty (60) minutes; after which no new inning will start. An inning in progress after the one hour time limit may continue one-half (1/2) hour longer to ninety (90) minutes.
- c. An inning will be completed after the offensive team has batted completely through their lineup. With the last batter up, the inning will end when the ball reaches any defensive player while touching home plate or an out is obtained in any normal manner.
- d. There will not be any umpires in this league
- e. Coaches are allowed on the field of play for instructional purposes
- f. The home team is responsible for obtaining the ball and batting tee, from the canteen, no earlier than 30 minutes before the scheduled game time.

C. Batter

- a. Rules for hitting off the tee:
 - 1. NO BUNTING - Batter must take a full swing.
 - 2. The ball must go beyond a 10' arc between the first and third baselines, from home plate, or it will be considered a foul ball.
 - 3. The batter must hit the ball and not the tee. If the batter hits the tee and not the ball, it will be considered a foul ball. If the bat hits both the tee and the ball, it is a legal hit.
 - 4. Any hit ball, whether intentional or not, is in play.
 - 5. Up to two (2) practice swings will be permitted, after which it will be considered a swing and a miss, and called a strike.
 - 6. A second foul ball off the tee with two (2) strikes shall be strike three (3) and the batter will be out.
- b. Rules for coach pitching:
 - 1. There will be no bunting in the Filly League, batters must take full swings.

2. If the batter has not put the ball in play after three pitches, the batting tee will be brought out. The batter will resume the strike count when the tee is brought out.
3. Rules for hitting off the tee per 3a above will be in effect.

D. Baserunning

- a. Leading off is NOT permitted in this league.
- b. Stealing is NOT permitted in this league.
- c. There will be NO "infield fly" rule in this league.

E. In the Field

- a. All players on the team will play in the field every inning.
- b. There shall be seven (7) players positioned on the infield (within the baselines) and the remaining players shall play the outfield. Outfielders must play at least three (3) feet beyond the baseline.
- c. All players must play an infield position at least one complete inning by the end of the second inning.

F. The Pitcher

- a. No player may pitch in the Filly League.
- b. The player assigned to the position of 'pitcher' shall be at least five feet behind the thirty foot pitching plate while a batter is batting from the tee.

G. The Catcher

- a. Catcher's equipment must be worn whenever a batter is up to bat.

H. Batting Helmets

- a. Batting helmets, with *face masks*, must be worn at all times *by offensive players* when on the field of play. (i.e., on deck, at bat, or running bases).

- I. **Game Pace** - It is expected that the managers should move the game along at a pace to complete at least two (2) innings per game.

APPENDIX B-2 - MINI-MINOR DIVISION

A. The Season

- a. Mini-Minors shall play a limited season of no less than 12 games and no more than 20 games, exclusive of any play-off games.
- b. Mini-Minor games shall be limited to no more than two per week, except for play-offs.
- c. The Mini-Minor division shall be an instructional league, which will include live pitching.
- d. Mini-Minor Division will serve as farm teams for the Minor American Division.

B. The Game

- a. A game shall consist of five (5) innings.
- b. A complete or "official game shall be at least two (2) innings or 1-1/2 innings if the home team is ahead after the visiting team has had their full two innings at bat.
- c. There will be a time limit of ninety (90) minutes, after which no new inning shall start. An inning in progress will be completed unless it is an "official" game and the home team is at bat, and ahead in the score, or if they are ahead when they would have come to bat.
- d. An inning will be completed when, a) three outs have been made, or b) After offensive team has batted completely through their lineup or batted an equal number of batters as the opposing team (whichever is higher). When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.

EXAMPLE: If team (A) has 12 players in their lineup and team (B) has 10 players in their lineup, then team (B) will bat their 10 players plus the first two batters to equal twelve. The next inning team (B) would begin with their third batter and bat through to their fourth batter (if necessary), and so on ...

- e. There will be NO "10 run rule" in this league.
- f. The ASA circle rule is in effect for the Mini-Minor league.

3. Batter

- a. *For the 1st half or 1st 2/3rd of a season*, there will be no walks in this league. After four (4) balls have been called by the umpire, rather than taking first base, the offensive team will provide a coach or parent to pitch to the batter. If the batter does not hit the ball fair or strike out after the sixth pitch, the batter shall be declared out. Batter will resume the strike count when the coach/parent comes on the field. *For the 2nd half or last 1/3rd of the season, walks are permitted. Only 1 run may score, per inning, by virtue of a bases-loaded walk. All succeeding walks will be permitted only if a run is not scored. In this event, the batter will not walk, but instead, the offensive manager or coach will pitch to the batter who assumes the strike count. (i.e., Two runners cannot be scored via walks during the same inning.)* The coach-pitcher must be in contact with the pitching plate. The pitcher for the defensive team must position herself within the eight (8) foot circle. There will be no bunting

allowed off a coach-pitch. When the ball is put into play, the coach must make a reasonable attempt to get out of the way. It will be the umpires judgment whether interference occurs.

- b. There shall be NO "Dropped third strike" rule in this league.
- c. The ASA rule requiring batters to keep one foot in the batter's box between pitches is waived for this league.
- d. A player hit by a pitch by a player pitcher shall be awarded first base.

4. Baserunning

- a. Leading off is permitted only after the ball leaves the pitcher's hand. (See ASA rule 8 Sec 4A) - Penalty for leaving the base while the pitcher has control of the ball within the pitching circle, Ball is dead, runner is OUT.
- b. The ball is dead until it is hit by the batter, and the base runner may not advance until that point. Therefore, no play from a catcher to an infielder, or any other combination of players will result in a put out. Ball will be declared dead and all base runners will be required to return to the base that they occupied at the time of the pitch.
- c. Stealing is NOT permitted in this league during the first half of the season. Stealing will be permitted during the second half of the season. Home plate will be considered "cold" and no stealing of home will be permitted. Stealing during coach pitch is NOT permitted in any half.
- d. There will be NO "infield fly rule" in this division.
- e. (deleted)

5. In the Field

- 1. All players on the team will play in the field every inning.
- 2. There shall be no more than seven (7) players played on the infield (within the baselines) and the remaining players shall play in the outfield. Outfielders must play at least three (3) feet beyond the baseline. NO player shall play closer to the batter than the pitcher.
- 3. All players must play in the infield at least one inning by the end of the third inning.

6. The Pitcher

- a. Pitching distance shall be thirty (30) feet.
- b. No pitcher shall pitch more than two (2) innings per game. Exception: If a game goes beyond 4 innings then the manager has the option of using any player as pitcher regardless of the innings pitched in the game.
- c. One ball pitched in an inning is considered an inning pitched.

d. An illegal pitch shall be called a no-pitch.

APPENDIX B-3 - MINOR DIVISION

A. The Game

- a. A game shall consist of six (6) innings.
- b. A complete or "official" game may consist of four (4) innings, or 3-1/2 innings if the home team is ahead after the visiting team has had their full four (4) innings at bat, if a 6 inning game is not completed for whatever reason.
- c. No new inning shall be started after a time limit of one hour and forty-five minutes. Drop dead time shall be two hours. If the game has not reached complete or "official" status, it shall be played to complete or "official" game status the next time the two teams meet. EXCEPTION: if the game is the last scheduled game of the day *or if a game does not immediately follow*, it may be completed to an "official" game status (as detailed above) beyond the time limit. NO NEW INNING SHALL BEGIN AFTER 9:00 PM IN THIS LEAGUE.
- d. If a team is ahead by ten (10) runs or more after the complete or "official" game status, game will be stopped and the leading team will be declared the winner.
- e. Innings: American Only or National League during 1st third or 1st half: An inning will be completed when: Three outs have been recorded; OR , after the offensive team has batted completely through their lineup or batted an equal number of batters as the opposing team (whichever is higher). When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well. *Only in the 6th inning. teams may bat around as many players as possible before 3 outs are recorded*

B. The Pitcher

- a. Pitching distance shall be thirty-five (35) feet.
- b. No pitcher shall pitch more than 3 innings per game for games scheduled for the first half (or first third if 3 rounds are scheduled). In the American League, this rule shall apply for the entire season. *If games go into extra innings, pitchers in American League and in National league during the first half, will be allowed to return to the game and pitch beyond the 3 inning limit*
- c. One pitch in an inning is considered an inning pitched.

C. The Batter

- a. American League only: *For the 1st half or 1st 2/3rd of a season*, there will be no walks in this league. After four (4) balls have been called by the umpire, rather than taking first base, the offensive team will provide a coach or parent to pitch to the batter. If the batter does not hit the ball fair or strike out after the sixth pitch, the batter shall be declared out. Batter will resume the strike

count when the coach/parent comes on the field. For the 2nd half or last 1/3rd of the season, walks are permitted. Only 1 run may score, per inning, by virtue of a bases-loaded walk. All succeeding walks will be permitted only if a run is not scored. In this event, the batter will not walk, but instead, the offensive manager or coach will pitch to the batter who assumes the strike count. (i.e., Two runners cannot be scored via walks during the same inning.) The coach-pitcher must be in contact with the pitching plate. The pitcher for the defensive team must position herself within the eight (8) foot circle. There will be no bunting allowed off a coach-pitch. When the ball is put into play, the coach must make a reasonable attempt to get out of the way. It will be the umpires judgment whether interference occurs

- b. There will be NO "Dropped third strike" rule in this division.
- c. The ASA rule requiring batters to keep one foot in the batter's box between pitches applies for Minor American Division for the entire season. Penalty: A strike may be called by the umpire.

D. Baserunning

- a. Leading off is permitted only after the ball leaves the pitcher's hand. (See ASA rule 8 Sec. 4A) - Penalty for leaving the base while the pitcher has control of the ball within the pitching circle, Ball is dead, runner is OUT.
- b. Stealing of home plate is NOT permitted in this league.
- c. There will be NO "infield fly rule" in this division.
- d. *(deleted)*
- e. (Spring only) In the second half or last third (whichever is applicable) walks will be allowed. This does not apply if the bases are loaded. If the bases are loaded the coach pitch rule takes affect.

APPENDIX B-4 - JUNIOR DIVISION

A. The Game

- a. A game may consist of seven (7) innings.
- b. National League: A complete or "official" game may consist of five (5) innings, or 4-1/2 innings if the home team is ahead after the visiting team has had their full five (5) innings at bat. American League only: A complete or official game will consist of 4 innings or 3 ½ innings if the home team is ahead after the visiting team has had their full 4 innings at bat.
- c. No new inning shall be started after a time limit of 1 hour and 45 minutes. Drop dead time shall be 2 hours. An inning in progress will be completed unless the home team is at bat, and ahead in the score, or if they are ahead when they would have come to bat. EXCEPTION: If the game is the last scheduled game of the day, it may be completed to an "official" game status (as detailed above) beyond the time limit. NO NEW INNING SHALL BEGIN AFTER 10:00 PM IN THIS LEAGUE.

All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.

- d. If a team is ahead by ten (10) runs or more after the complete or "official" game status, game will be stopped and the leading team will be declared the winner.
- e. Innings: American Only: An inning will be completed when: Three outs have been recorded; OR , after the offensive team has batted completely through their lineup or batted an equal number of batters as the opposing team (whichever is higher). The last batter may be walked or hit by a pitch however, if the last batter is hit by the pitch or is walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not. When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well. In the 7th inning, teams may bat around as many players as possible before 3 outs are recorded
- f. *(deleted)*

B. The Pitcher

- a. Pitching distance shall be forty (40) feet.
- b. No limits on innings pitched per game or week.
- c. In American League only, no pitcher shall pitch more than four (4) innings per game for games scheduled for the first half of the season (or first third if three rounds are scheduled). In American League only, no pitcher shall pitch more than 4 innings per game. If games go into extra innings, pitchers in American League will be allowed to return to the game and pitch beyond the 4 inning limit.

C. Baserunning

- a. Leading off is permitted only after the ball leaves the pitcher's hand. (See ASA rule 8 Sec. 4A) - Penalty for leaving the base while the pitcher has control of the ball within the pitching circle, Ball is dead, runner is OUT.
- b. Dropped third strike rule is in effect.
- c. Infield Fly rule is in effect.

APPENDIX B-5 - SENIOR DIVISION

A. The Game

- a. A game may consist of seven (7) innings.
- b. A complete or "official" game may consist of five (5) innings, or 4-1/2 innings if the home team is ahead after the visiting team has had their full five (5) innings at bat.

- c. No new inning shall be started after a time limit of 1 hour and 45 minutes. Drop dead time shall be 2 hours. An inning in progress will be completed unless the home team is at bat, and ahead in the score, or if they are ahead when they would have come to bat. EXCEPTION: If the game is the last scheduled game of the day, it may be completed to an "official" game status (as detailed above) beyond the time limit. NO NEW INNING SHALL BEGIN AFTER 10:00 PM IN THIS LEAGUE. All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.
- d. If a team is ahead by ten (10) runs or more after the complete or "official" game status, game will be stopped and the leading team will be declared the winner.
- e. Innings: American Only: An inning will be completed when: Three outs have been recorded; OR , after the offensive team has batted completely through their lineup or batted an equal number of batters as the opposing team (whichever is higher). *The last batter may be walked or hit by a pitch, however, if the last batter is hit by the pitch or is walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not.* When the last batter rule is in effect, there will be 2 outs assumed, once the ball is put in play, and the ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well. *In the 7th inning, teams may bat around as many players as possible before 3 outs are recorded*
- f. *If the Senior division is NOT split into American and National league, e, above or any rules pertaining to American league for this division will not apply and the division will be played as a national league.*

B. The Pitcher

- a. Pitching distance shall be forty (40) feet.
- b. No limits on innings pitched per game or week.

C. Baserunning

- a. Leading off is permitted only after the ball leaves the pitcher's hand. (See ASA rule 8 Sec. 4A) - Penalty for leaving the base while the pitcher has control of the ball within the pitching circle, Ball is dead, runner is OUT.
- b. Dropped third strike rule is in effect.
- c. Infield Fly rule is in effect.

APPENDIX B-6 - MAJOR DIVISION

A. The Game

- a. A game may consist of seven (7) innings.
- b. A complete or "official" game may consist of five (5) innings, or 4-1/2 innings if the home team is ahead after the visiting team has had their full five (5) innings at bat.

- c. No new inning shall be started after a time limit of 1 hour and 45 minutes. Drop dead time shall be 2 hours. An inning in progress will be completed unless the home team is at bat, and ahead in the score, or if they are ahead when they would have come to bat. EXCEPTION: If the game is the last scheduled game of the day, it may be completed to an "official" game status (as detailed above) beyond the time limit. NO NEW INNING SHALL BEGIN AFTER 10:00 PM IN THIS LEAGUE. All games will be terminated no later than 10:15 PM on Sunday through Thursday nights and no later than 10:30 PM on Friday and Saturday nights.
- d. If a team is ahead by ten (10) runs or more after the complete or "official" game status, game will be stopped and the leading team will be declared the winner.

B. The Pitcher

- a. Pitching distance shall be forty (40) feet.
- b. No limits on innings pitched per game or week.
- c. The starting pitcher only, can be returned to pitch one time during the game after being removed.

C. Baserunning

- a. Leading off is permitted only after the ball leaves the pitcher's hand. (See ASA rule 8 Sec. 4A) - Penalty for leaving the base while the pitcher has control of the ball within the pitching circle, Ball is dead, runner is OUT.
- b. Dropped third strike rule is in effect.
- c. Infield Fly rule is in effect.

APPENDIX B-7 - Softball Travels Teams

- A. **Effectivity** - This plan will be in affect for only the 2001-2002 season. It will be reevaluated by the Rules Committees in June 2002 to determine if it should be continued.
- B. **Rosters** - For Seniors the team roster will consist of no less than 12 players and no more than 15. At least 10 of the players must be in junior high. For Juniors the roster will consist of no less than 12 and no more than 15 players.
- C. **Senior Non-High School Eligibility** - All players on the Senior team, except those enrolled in high school, must be on a Senior team in the Spring season.
- D. **Senior High School Eligibility** - All players who are enrolled in high school must have competed at Hart at least one spring season in the Junior League.
- E. **Manager** - The manager, with the approval of the Rules Committee, will determine the roster.
- F. **Try-out Notification** - The roster, as much as possible, should be set prior to try-outs for the spring regular league season. Each player on the team shall be announced as a travel player during try-outs and the managers will be advised that Travel play will take priority over league play.

- G. **Player Shortage** - In the event of a player shortage, the travel team cannot add a player from the league without the consent of the League Director and Executive Committee, so as not to impact the availability of players for the Tournament Teams.
- H. **Exemption Approval** - A player who does not qualify pursuant to #3 and #4 above can only be added to the roster in the event of a player shortage and with the consent of the Executive Committee.
- I. **Manager/Coach Selection** - The managers for the 2001-2002 season will be determined by the Executive Committee no later than July 15. The manager with the approval of the Executive Committee will select all coaches. The manager, coaches, team parent, business manager and all other adults having contact with the players will be required to submit Disclosure Forms.
- J. **Practice Fields** - To the extent that it does not interfere with the schedule of league softball games in any division, and only with the consent of the appropriate field director, the Travel teams will be allowed to practice on Sundays from 8:00 a.m. to 11:00 a.m. The Travel teams will be responsible for making sure the field is in condition for the first league game, including dragging, watering and cleaning the field, dugouts and surrounding areas used. Practice may only take place if a member of the Board of Directors is present.
- K. **External Team Games** - To the extent that it does not interfere with any regularly scheduled league or tournament games and with the consent of the appropriate field directors, the Travel teams may host one friendly during the fall and two during the spring. The Softball Commissioner must approve the dates of the friendlies.
- L. **Monetary Proceeds** - The travel team and Executive Committee will reach an agreement regarding the distribution of all proceeds raised as the result of any friendlies or tournaments. Factors to be considered will include the participation of the travel team and the amount of involvement of board members in the sale of all food and non-food items. The Canteen Business Manager will work with the Business Manager of the Travel Team regarding items to be sold so as to maximize the profit to the League and Travel Team.
- M. **Field Maintenance** - The travel team will be responsible for the readying of each of the two softball fields used for the friendlies, including dragging, chalking, cleaning, etc. The travel team, upon completion of the last game, will be responsible for getting the fields ready for the next scheduled league game.
- N. **Travel Tournament Host Games** - In the event the travel team desires to host a qualifying tournament at a location other than the Hart Complex, Executive Committee approval must be obtained. All semi and final games will be played at the Hart Complex.
- O. **Volunteer Requirements** - The Travel team, as a separate entity, will be required to work a shift in the canteen during the spring season to the same extent that other league teams are required to do so.
- P. **Tryouts** - Try-outs for the team will take place starting in September and may take place at any scheduled practice session for the travel team.
- Q. **Roster Changes** - It is anticipated that the roster for the team in September may be different than the final roster in the spring. As such, no player may play for the team at any time unless the Executive Committee has approved the player. In the event that there isn't sufficient time to obtain approval of the Executive Committee prior to a game, approval can be obtained from the Softball Commissioner.
- R. **Equipment Purchase** - The travel team shall purchase its jerseys and to the extent possible, balls and other equipment from the Hart Equipment Store.
- S. **External Fees** - The Travel team will be responsible for paying all game and/or entry fees for any tournaments or friendlies.

T. **Positive Financial Balance** - All financial details must be worked out so that the program is revenue positive for Hart.

SECTION XVIII - HISTORY of WM. S. HART

Wm. S. Hart Baseball and Softball

Wm. S. Hart Baseball and Softball has a long history in the Santa Clarita Valley: in fact, several fathers of our present players once played baseball at Wm. S. Hart when they were youngsters. The organization was formed in 1955 as Wm. S. Hart Little League - named, of course, after the famous star of silent movies who made his home in Newhall. The original league consisted of just four teams and was located east of the railroad tracks across from the Saugus Cafe. This facility consisted of just one baseball field and the league remained until 1960.

Wm. S. Hart then moved to a new location which today would be just south of Valencia Blvd., about where the Mann 10 Theaters are located. This facility consisted of two baseball diamonds, called "Major" and "Minor", and sometime during the mid-1960's lights were installed on the Major field. The league was there until 1968 when the building of Valencia Boulevard (which cut right through the facility) caused Wm. S. Hart to move again, to our present location on land owned by Newhall Land and Farming. A great deal of volunteer work and money has been expended over the years to transform this vacant land into the beautiful baseball and softball complex that we have today.

In 1970, Wm. S. Hart changed its affiliation from Little League to Pony Baseball, Inc. At that time our organization consisted of two Bronco Leagues (American and National) with a total of fifteen (15) teams, and one four-team Pony League. It is interesting to note that among the original team names were the "Senators" and "Solons".

As the Santa Clarita Valley grew during the 1970's, so did Wm. S. Hart Baseball, reaching 48 teams by 1975. The Girl's ASA Softball program was added in 1984. In 1989, there were 129 baseball and softball teams with nearly 1500 boys and girls playing on six (6) diamonds - quite a change from our modest beginnings in 1955.

The following key additions to the complex have been accomplished:

- 1990 Addition of the Minor and Colt fields (8 fields total)
- 1992 Addition of the Barbecue patio
- 1993 Addition of the lights to the Pinto, Mustang 1 & 2, & Minor fields
Canteen Renovation
- 1994 Addition of the Shetland/Pinto and Mini-Minor fields (10 fields total)
Addition of the restroom facility near softball fields.
- 1995 Addition of new (donated) administrative trailer
- 1996 Addition of picnic tables and concrete walkways
- 1997 Addition of 1st half Colt Season for non-High School Players
Addition of the new restroom between Colt and Shetland Fields
Additional concrete poured between Pony & Bronco Fields and from the canteen to the
Administrative trailers
- 1998 Addition of the Filly Softball League for girls league ages 5 & 6

2002 Addition of the umpire trailer

2004 Hart's 50th anniversary. Addition of the American flag constructed of baseballs and softballs.

Wm. S. Hart Enrollment over the years:

Year	# Players	# teams
1990	1,650	139
1991	1,800	152
1992	2,100	176
1993	2,400	193
1994	2,600	216
1995	2,450	197
1996	2,450	197
1997	2,717	229
1998	2,500	220
1999	2,359	210

Year	# Players	# teams
2000	2,279	193
2001	2,134	181
2002	2,329	192
2003	2,608	223
2004	2,415	205
2005	2,360	226
2006		

Year	# Players	# teams

Pony Baseball

As mentioned above, in 1970 Wm. S. Hart became affiliated with Pony Baseball. Pony Baseball was formed in 1951. and today there are more than 2,000 affiliated Pony Baseball leagues.

Basically, Pony Baseball (an acronym meaning "Protect Our Nation's Youth") believes that rather than changing the rules of baseball to make it possible for young people to play the game, it is more logical to change the size of the diamonds for the physical potential of the players. By playing the same proportionate positions as their major league counterparts, the young players can make the same plays. The force play, double play, squeeze play all become probabilities instead of remote possibilities. By allowing them to lead off and steal bases, the players are playing real baseball. This brand of "real" baseball begins with the Mustang League (league ages 9 & 10)

In addition, Pony Baseball has two training leagues for players of ages 5 and 6 (Shetland League) and ages 7 and 8 (Pinto League). These two leagues permit these young players to learn the fundamentals of hitting and fielding while restricting certain aspects (like no leadoffs or base stealing). In Shetland, a tee is used throughout the season (although at Wm. S. Hart the managers do pitch to the players to begin the development of hand-eye batting coordination). In the Shetland League, players do not pitch but they do in the Pinto League. The pitching distance is forty-two (42) feet and pitchers are allowed to pitch only two innings per game (4 innings per week) with a 40 hour rest between pitching performances. The game is played on a sixty foot diamond.

In the next two years, the Mustang League, also played on a sixty foot diamond, introduces the youngsters to the complete game. The pitching distance is increased to forty-four feet, but pitching is restricted to only three innings to protect young arms. Base stealing is permitted, and the players now play the complete game.

As 11 and 12 year-olds, the players advance to the Bronco League where they play on a seventy (70) foot diamond, and for the first time they may pitch a complete seven-inning game (Although Wm. S. Hart restricts this to only five innings per game). The pitching distance increases an additional four feet over Mustang level to 48 feet.

The 13 and 14 year-olds constitute the Pony League (the first league defined by Pony Baseball). In years past, players were taken from a diamond with 60 foot base paths to the regulation 90 foot diamond. Infielders who were playing on a diamond with 3,600 square feet of playing area suddenly found themselves on a diamond with 8,100 square feet - more than double the area in one year! The Pony League diamond, with 80 foot base paths and 6,400 square feet of playing area serves as good transition from the small diamonds to the regulation diamonds. The pitching distance increases to 54 feet.

The Colt League, for 15 and 16 year-olds, and the Palomino League, for 17 and 18 year-olds use the regulation baseball diamond with ninety foot baselines and 60' 6" pitching distance.

Pony Baseball rules are flexible to allow each organization to tailor their programs to suit their own communities. For instance, the Pony baseball definition of Pinto league uses only a tee - no pitchers are used. But because of the many tee-ball programs operated by the county and city park system, we have tailored our Pinto League to act as a transition between tee-ball and Mustang.

One of the advantages to being affiliated with a national organization is the opportunity to play in national tournament elimination with the ultimate goal of reaching world series play. Pony Baseball sanctions local tournaments in Pinto and Mustang Leagues and national tournaments in Bronco and higher leagues. Wm. S. Hart has been very successful in tournament competition, winning six world series titles in the 1980's and participating in several other world series in the 1980's and 1990's.

ASA Softball

The Girl's Softball program has been in existence since 1984 as mentioned before. The girl's programs are based upon the ASA softball rules. The program has more than doubled in ten short years to where in 1994, there are fifty-two (52) teams in five different age brackets. ASA also offers national elimination tournaments and the girl's have done exceedingly well in the 1990's having won three nationally sanctioned tournaments, one national invitational tournament, and several state championships.

SECTION XIX - Parent's Code of Conduct

Parent's Code of Conduct

I hereby pledge to provide positive support, care, and encouragement for my child participating in the William S. Hart Baseball/Softball league, by following the **HART Parent's Code of Conduct**:

1. *I will encourage good sportsmanship by demonstrating positive support for all players, coaches, umpires and any league officials at every game, practice or associated event.*
2. I will place the emotional and physical well being of my child ahead of my personal desire to win.
3. I will insist that my child play in a safe and healthy environment.
4. I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
5. I will demand a sports environment for my child that is free from drugs, tobacco and alcohol and will refrain from their use at all youth sports events.
6. I will remember that the game is for youth – not adults.
7. I will do my very best to make youth sports fun for my child.
8. I will ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability.
9. I will help my child enjoy the Hart experience by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation or assisting the William S. Hart Baseball and Softball program as a volunteer.
10. I will abide by the all of the rules and regulations of William S. Hart Baseball and Softball and know that I am responsible to read and know them.

Manager's and Coach's Code of Ethics

As a condition for coaching or managing a team for the William S. Hart baseball and Softball program I will abide by the following Code of Ethics:

1. I will place the emotional and physical well being of my players ahead of my personal desire to win.
2. I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
3. I will do my best to provide a safe playing situation for my players.
4. I will do my best to organize practices that are fun and challenging for all my players.
5. I will lead by example in demonstrating fair play and sportsmanship to all my players.
6. I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
7. I will be knowledgeable in the rules of baseball or softball, and I will teach these rules to my players.
8. I will use those coaching techniques appropriate for all of the skills that I teach.
9. I will remember that I am a youth softball or baseball coach, and that the game is for the children and not adults.
10. I promise to review and practice basic first aid principles needed to treat injuries of my players.
11. I understand that in addition to my own actions, I am also responsible for the actions of the other team coaches, the team parents and other team spectators.

Date: _____ Name: (printed): _____ Signature: _____

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