



**PACIFIC GROVE PONY  
BASEBALL AND SOFTBALL, INC.  
RULES AND REGULATIONS**

THIS DOCUMENT WAS APPROVED  
BY THE PACIFIC GROVE PONY BOARD  
ON JANUARY 19, 2012

1. **BASEBALL** – Baseball play is governed by the following sets of rules, in decreasing order of precedence:
  - a. Local Rules. Local rules are used in all games when two Pacific Grove teams are playing. **Exception:** Pony League games shall be governed by the Inter-City Rules even when two Pacific Grove teams are playing. Equipment use, breaking ball use, and participation rules still apply as per Sections 3.0-6.0 below.
  - b. Inter-City Rules, available via the PG PONY website (<http://www.pgpony.org>). Bronco and Mustang Inter-City games are governed by Inter-City Rules.
  - c. PONY Rules, are available at the <http://www.pony.org> web site (2011 rules link: [http://www.pony.org/home/default.asp?menu\\_category=Home&menuid=1008&parid=1008](http://www.pony.org/home/default.asp?menu_category=Home&menuid=1008&parid=1008)).
  - d. Official Major League Baseball Rules, available at the MLB Rules section of their Web Site located at [http://www.mlb.com/mlb/official\\_info/official\\_rules/foreword.jsp](http://www.mlb.com/mlb/official_info/official_rules/foreword.jsp).
2. **SOFTBALL** –
  - a. Local Rules apply when Pacific Grove teams are playing each other.
  - b. Central Coast Girls' Softball Leagues.
  - c. Official ASA Rules and Regulations (not available on line).
3. **No other rules or regulations shall be enforced without the action of the Board of Directors**, whereupon an amendment to this document shall be distributed via hard or soft copy.

## 1.0 SHETLAND LEAGUE

### 1. GAME RULES

- a. Games shall be one hour or three full innings, whichever comes first. Games greater than three innings in length are authorized if both Managers agree and the game is completed in less than one hour.
- b. No score or standings shall be kept.
- c. SCHEDULING
  - i. The league shall not have any divisions.
  - ii. No team shall trade game dates or times with any other team without first having a written agreement with all teams involved and the approval of the League Representative.
- d. Home team shall occupy the third base dugout, visitors the first base dugout.
- e. No tobacco or alcohol is permitted on the playing field or in the dugouts before, during or after the game. Alcohol is not permitted anywhere in the park before, during, or after games.
- f. Managers shall ensure any gate nearest to his/her dugout is closed and remains so during the game.
- g. The game may begin with any number of players present. Coaches are free to supplement the opposing team with their own players as needed.
- h. Any postponed game (e.g., weather, field availability, etc.) will be rescheduled by the League Representative with the concurrence of both managers.

### 2. BATTING

- a. All members of a team shall bat in an assigned batting order once each inning.
- b. No bunting.
- c. Pitching machine or coach pitch may be used during the second half of the season. Each player will get four pitches. If he/she is unable to hit a fair ball by the fourth pitch, the ball will be placed on the tee.
- d. The home team shall supply the batting tee and the visiting team shall supply the game ball.
- e. The batter shall continue to swing until the ball is put into play.
- f. The batter must hit the ball beyond a 10' arc chalked in front of the plate, and measured from the apex of home plate, to be considered a hit. If the ball lands inside the arc it will be considered a foul ball.
- g. Accidentally Throwing Bat. Any bat that strikes or comes dangerously close to striking any player or is thrown shall result in the following:
  - i. First occurrence: Player warning.
  - ii. Second occurrence: Player causing infraction is called out, ball is dead, and all runners return to the last base touched at time of infraction (or, if two runners have passed the same base, the trail runners returns to the next earlier base).

### 3. BASE RUNNING

- a. The distance between the bases shall be 50 to 60 feet.
- b. Runners cannot lead off.
- c. On any hit the batter or runner can only advance one base. **Exception:** For the last batter of the inning, play continues until the bases are cleared.
- d. Runners shall not be called out, even when the fielding play dictates otherwise.
- e. No sliding is allowed. Player shall be warned after first violation and removed from the base paths after second violation.

### 4. FIELDING

- a. A regular infield shall be set, including a buck short (in front of second base). The remaining players shall play in the outfield (on the outfield grass, or behind an infield/outfield demarcation line).

- b. It is the Manager's responsibility to play all players at least one inning in the infield during each game.
  - c. The catcher shall stand away from the batting tee and must wear a batting or catcher's helmet.
5. EQUIPMENT
- a. Metal cleats are not allowed.
  - b. All bats must have grips or be taped (including wood bats).
6. SAFETY
- a. Batters, on-deck batters, and base runners, must wear protective headgear. Players must wear protective headgear when acting as base coaches.
  - b. When catchers are warming up pitchers and are in the crouch position, the catcher must wear a facemask.
  - c. Loose equipment (items not in immediate use) shall be kept out of play behind the fence or in the dugout.
  - d. All fields and each team shall have a complete first aid kit on site for all practices and games. It is the responsibility of the Equipment Director (concession stands, equipment sheds) and Managers (each team) to ensure that the first aid kits are in good order. Deficiencies must be reported to the Equipment Director and League Representative. Managers are responsible for checking completeness of their own team's kits prior to each game. The home team manager shall check the status of the equipment shed and concession stand first aid kits prior to each game.
  - e. A medical release form for each player shall be in the possession of the attending coach on the field at all times. Managers who miss a game must ensure these forms are passed to an assistant coach.

## 2.0 PINTO LEAGUE

1. GAME RULES
- a. Games shall be five innings or 90 minutes. No new inning may start after the 90 minute mark. No extra innings are allowed.
  - b. No more than five runs may be scored in any half-inning. As total score is not kept, there is no ten-run mercy rule.
  - c. The coaches shall not emphasize the final score of the game nor shall it be publicized (i.e., there is no winner or loser of a game), and standings shall not be kept.
  - d. A coach from the batting team will do the pitching/operate the pitching machine.
  - e. Coaches shall act as umpires during the game. The coach doing the pitching shall be the home plate umpire/umpire in charge.
  - f. Between games the coaches of the exiting home team should reline the field, while the coaches of the exiting visiting team should drag the infield. Both teams should help in both areas when able. **Exception:** the coaches playing the first game of the day may be responsible for preparing the field before their game as well as after (if the league has not arranged for preparation).
  - g. The distance between the bases shall be 50 to 60 feet.
- h. SCHEDULING
- i. The leagues shall not have any divisions.
  - ii. No team shall trade game dates or times with any other team without first having a written agreement with all teams involved and the approval of the League Representative.
  - iii. The Baseball Director shall approve inter-city games.
- i. Home team shall occupy the third base dugout, visitors the first base dugout.
  - j. No tobacco or alcohol is permitted on the playing field or in the dugouts before, during or after the game. Alcohol is not permitted anywhere in the park before, during, or after games.

- k. Managers shall ensure any gate nearest to his/her dugout is closed and remains so during the game.
- l. The game may begin with any number of players present. Coaches are free to supplement the opposing team with their own players as needed.
- m. Any postponed game (e.g., weather, field availability, etc.) will be rescheduled by the League Representative with the concurrence of both managers.

## 2. BATTING

- a. All members of a team shall bat in an assigned (continuous) batting order.
- b. No bunting.
- c. The batter gets a maximum of six pitches. **Exception:** foul balls not caught on the sixth pitch keep the batter alive. If both coaches agree, more pitches may be given. If a batter is deemed unable to hit a pitching machine pitch or coach pitch, the coach may pitch the ball closer to the batter.
- d. If the ball strikes anything within the pitching mound circle (e.g. the coach operating the pitching machine or ball bucket), it is a dead ball. Batter and runner advance one base.
- e. Players must be present to be in the lineup. If a player is not present at the start of game, he or she shall be placed at end of lineup upon arrival.
- f. The batter must hit the ball beyond a 10' arc chalked in front of the plate, and measured from the apex of home plate, to be considered a hit. If the ball lands inside the arc it will be considered a foul ball and be counted as a pitch as outlined in section 2.c above.
- g. Accidentally Throwing Bat. Any bat that strikes or comes dangerously close to striking any player or is thrown shall result in the following:
  - i. First occurrence: Player warning.
  - ii. Second occurrence: Player causing infraction is called out, ball is dead, and all runners return to the last base touched at time of infraction (or, if two runners have passed the same base, the trail runners returns to the next earlier base).

## 3. BASE RUNNING

- a. Runners cannot lead off or steal. They may leave the base only when the ball is hit.
- b. On a base hit to the outfield on the fly (no bounces), a runner may advance one or two bases. All runners are allowed to attempt to advance one base on an overthrow, if a fielder is not backing up the throw (does not need to catch the overthrow, just needs to be in position). On all other hits runners are limited to advancing one base.
- c. Sliding is allowed. The Baseball Director and League Representative shall ensure Pinto Managers are trained on proper sliding techniques prior to the start of the season.
- d. A runner who does not slide during a play at the plate shall be called out (at the Umpire's discretion) if there is substantial body-to-body contact with a player applying a tag, or making a catch in order to apply a tag on the runner. The ball is dead and all runners return to the last base touched at the time of the contact (or, if two runners have passed the same base, the trail runners return to the next earlier base). **Exceptions:** Incidental contact or obstructions. If the Umpire feels the contact was unsportsmanlike, he may eject the player. Enforcement and rule application is based on Umpire judgment.

## 4. FIELDING

- a. All players shall play in the field every inning. A regular infield shall be set, including a fielder at the pitcher position and a buck short (in front of second base). The remaining players shall play in the outfield.
- b. It is the Manager's responsibility to play all players at least two innings in the infield each game. A player shall not play the same position more than two innings. The League Representative will aggressively enforce this rule.
- c. All male players shall wear a cup during all games and practices.

## 5. EQUIPMENT

- a. Metal cleats are not allowed, even during All-Star competition. This includes regular season inter-city games where metal cleats are allowed by the opposing team.
- b. All bats must have grips or be taped (including wood bats).
- c. All catchers shall wear full hoods, cups and throat protectors.

## 6. SAFETY

- a. Batters, on-deck batters, and base runners, must wear protective headgear. Players must wear protective headgear when acting as base coaches or when spotting pitchers/catchers in the foul area bullpens.
- b. When catchers are warming up pitchers and are in the crouch position, the catcher must wear a facemask.
- c. Loose equipment (items not in immediate use) shall be kept out of play behind the fence or in the dugout.
- d. All fields and each team shall have a complete first aid kit on site for all practices and games. It is the responsibility of the Equipment Director (concession stands, equipment sheds) and Managers (each team) to ensure that the first aid kits are in good order. Deficiencies must be reported to the Equipment Director. Managers are responsible for checking completeness of their own team's kits prior to each game. The home team manager shall check the status of the equipment shed and concession stand first aid kits prior to each game (or Tournament Director during all-star tournaments).
- e. A medical release form for each player shall be in the possession of the attending coach on the field at all times. Managers who miss a game must ensure these forms are passed to an assistant coach.

## 3.0 MUSTANG LEAGUE

### 1. GAME RULES

- a. Games shall be six innings, two hours, or until called by an umpire (e.g., darkness, weather, etc.) whichever comes first. If an inning has been started before the time limit elapses, then the entire inning is to be completed. **Exception:** Tied games shall be played until a decision is reached, but not to exceed nine innings. Tied games shall be completed at the next available opportunity as determined by the League Representative.
- b. The ten-run ("mercy") rule applies any inning after four innings (after 3 ½ innings if home team is ahead).
- c. The game is a regulation game after four innings, or three and one half if the home team is ahead or if it ties the game in the bottom of the fourth. If the game is suspended after this point, then the game must be resumed from the exact point of suspension at the earliest possible date (see MLB rules 4.12.b for additional guidance). If the game is suspended before this point, then the game is a "No Game" and must be completely rescheduled.
- d. Games may be suspended for only the following six reasons:
  - i. A curfew imposed by law (e.g., PG Muni lights out rule)
  - ii. A time limit permissible under Local League rules (e.g., two hours and 30 minutes for Bronco)
  - iii. Light failure or malfunction of a mechanical field device under control of the home club.
  - iv. Darkness.
  - v. Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead
  - vi. It is a regulation game that is called with the score tied.
- e. SCHEDULING

- i. The leagues shall not have any divisions.
  - ii. No team shall trade game dates or times with any other team without first having a written agreement with all teams involved and the approval of the League Representative.
  - iii. The Baseball Director shall approve inter-city games.
- f. POSTPONEMENT
  - i. To qualify for a postponement, a team must have eight or fewer players.
  - ii. No game shall be postponed without the approval of the League Representative and the complete knowledge of both managers. The League Representative must be notified at least 24 hours prior to the scheduled game. The postponing Manager must:
    - 1. Have the approval of the League Representative, who shall notify the Baseball Director, who shall notify the Umpire Scheduler
    - 2. Notify the Director of the Pacific Grove Recreation Department (for City of PG Fields only-Arnett, George Washington, PG Muni)
    - 3. Notify the PG PONY Field Improvements Representative.
    - 4. Notify the Concessions Coordinator.
  - iii. Failure to notify the responsible parties shall subject the postponing Manager's team to a forfeit.
  - iv. Postponed games shall be made up within a reasonable period of time, i.e., the next available date on the schedule. In the event the Managers involved cannot agree on a suitable date, the postponing Manager shall contact the League Representative, who shall schedule a make-up game, or the postponing Manager shall forfeit the game.
- g. Home team shall occupy the third base dugout, visitors the first base dugout.
- h. No tobacco or alcohol is permitted on the playing field or in the dugouts before, during or after the game. Alcohol is not permitted anywhere in the park before, during, or after games.
- i. Managers shall ensure any gate nearest to his/her dugout is closed and remains so during the game.

## 2. BATTING

- a. All members of a team shall bat in an assigned (continuous) batting order regardless of whether he or she is on the field.
- b. Prior to the start of the game, both managers shall exchange an assigned batting order.
- c. Players must be present to be in the lineup. If player is not present at the start of game, he or she shall be placed at end of lineup upon arrival.
- d. 5-run rule
  - i. No more than five runs may score in any half-inning. **Exception 1:** Unlimited scoring is permitted in the sixth and extra innings. **Exception 2:** prior to the beginning of Daylight Savings Time, the maximum are four runs per half-inning in games beginning at or after 4 p.m.
  - ii. When the play on which the fifth run scores has ended, the half-inning is over and play ends. The official scorekeeper shall inform the home plate umpire that the maximum number of runs has been scored; the umpire shall then notify both Managers.
- e. Batters may not fake bunt, then pull back and swing away (slash play). **PENALTY:** Batter is out, ball is dead and runners may not advance.
- f. Accidentally Throwing Bat. Any bat that strikes or comes dangerously close to striking any player or is thrown shall result in the following:
  - i. First occurrence: Team warning.
  - ii. Second occurrence: Player causing infraction is called out, ball is dead, and all runners return to the last base touched at time of infraction (or, if two runners have passed the same base, the trail runners returns to the next earlier base).

- g. If a player is ejected with the continuous batting in effect, his batting position shall be an automatic out. If a player leaves for reasons of injury or illness there is no automatic out. If a player leaves for a legitimate reason (e.g., school or family function) the opposing manager shall be notified before the game and no automatic out shall be assessed.

### 3. BASE RUNNING

- a. Base stealing is allowed only on a passed ball/wild pitch. A passed ball/wild pitch for stealing purposes is a ball not kept in the immediate vicinity of the catcher (a half circle behind the catcher). Any ball kept in front of the catcher-half circle in front of the catcher is considered in the immediate vicinity. Runners may advance to second or third on a passed ball or a wild pitch (a ball not kept in the immediate vicinity of the catcher). Runners may not score on a passed ball or a wild pitch. The Umpire shall have sole authority to determine passed balls/wild pitches. The League Representative shall notify Managers prior to start of season regarding passed ball rule. **Exception 1:** Normal base stealing rules will apply during the second half of the season. **Exception 2:** Runners may attempt to score on a wild pitch or steal home during the second half of the season.
- b. Leading off is allowed; however, coaches shall not have their players take excessive lead-offs (to be defined as more than two primary and one secondary step from first or third base, and four total steps from second base).

- 4. SLIDING: A runner who does not slide during a play at the plate shall be called out (at the Umpire's discretion) if there is substantial body-to-body contact with a player applying a tag, or making a catch in order to apply a tag on the runner. The ball is dead and all runners return to the last base touched at the time of the contact (or, if two runners have passed the same base, the trail runners return to the next earlier base). **Exceptions:** Incidental contact or obstructions. If the Umpire feels the contact was unsportsmanlike, he may eject the player. Enforcement and rule application is based on Umpire judgment.

### 5. DROPPED THIRD STRIKE

- a. The dropped third strike rule is not in effect. Base runners may attempt to advance on a dropped third strike if it is determined to be a wild pitch or passed ball as defined in 3.3.a above.

### 6. PITCHING

- a. A pitcher is not allowed to pitch more than two innings in one calendar day or six innings in one "PONY defined" calendar week (Monday through Sunday). Any inning in which a pitch is thrown constitutes an inning for this rule. A pitcher must have at least 40 hours rest (based on the scheduled starting time in which the pitching occurred, unless the start of the game was delayed more than two hours, in which case the actual starting time shall be the base) after pitching two innings in one calendar day before he or she may pitch again. **Penalty:** forfeit.
- b. Breaking balls are not allowed. **Penalty:** First offense – a "ball" is declared and a warning is issued to the pitcher. Second offense by the same pitcher – a "ball" is declared and the pitcher is removed from the mound for the remainder of the game. The home plate umpire determines whether a pitch was a breaking ball.
- c. Umpires shall call "no pitch" on the first balk by any pitcher in any inning. Runners do not advance. Subsequent balks by that pitcher in that inning will be called "no pitch" if the umpire feels that the batting team was negatively affected by the balk; otherwise play will continue. Between innings, the Umpire shall give further balk instruction to the pitcher, as needed. **Exception:** During the second half of the season, balks will be enforced on the second infraction by a pitcher in an inning.
- d. There are no intentional walks.
- e. During the second half of the season, each team must have a first year player pitch to a minimum of one batter each game. This does not apply during end of year league play-offs.

## 7. EQUIPMENT

- a. Metal cleats are not allowed, except during Mustang All-Star competition. This includes regular season inter-city games where metal cleats are allowed by the opposing team. Metal cleats are not allowed during Mustang All-Star competition at games played with a man-made pitching mound at any of the Pacific Grove fields.
- b. All bats must have grips or be taped.
- c. All catchers shall wear full hoods, cups and throat protectors.
- d. Equipment that does not comply with the above regulations shall be considered illegal and shall be removed from play immediately. Failure to do so after a warning may result in the ejection of the offending player, coach, or Manager.

## 8. PLAYER PARTICIPATION

- a. Each player must play at least two complete innings per game in the field. If a team has eleven or fewer players able to play in a game, each player must play at least three complete innings per game. In either case, each player must have played two innings in the field by the end of the fourth inning. **Penalty:** Forfeit. **Exception:** In a game called by the ten-run rule after three and one-half innings, the home team is required to have had all players play at least one inning. If a player is played fewer than two innings as a result of a ten-run rule then that player will be played a minimum of three innings the next scheduled game.
- b. Unlimited substitutions are allowed. **Exception:** Replaced pitchers cannot return to pitch.
- c. A team with only eight players may play and win an official game, either by fielding eight players, or by "borrowing" a player from the other team to play the field. A team with eight or fewer players may also seek a postponement; see xxx. Each inning the borrowed player will be the player that made the last out for the opposing team, or, in the top of the first inning, the player listed last in the opponent's batting order. The borrowed player must play in the outfield, does not appear in the batting order and never bats for the borrowing team. A team that starts with more than eight players and is reduced to eight may also then borrow a player and still win an official game. A team with seven or fewer players cannot win an official game, even if both sides agree to play.

## 9. SCOREKEEPER FUNCTIONS

- a. A scorekeeper supplied by the home team shall keep official score. The scorekeeper shall record the score, outs, balls and strikes, batters per inning, substitutions, and the number of innings played by each player. Managers shall notify the official scorekeeper of the changes as they occur.
- b. The scorekeeper shall inform the Home Plate Umpire, who shall inform both Managers when the maximum number of runs have been scored (five or four, see Section 3.2.d).
- c. Managers and their scorekeepers must attend a workshop on scorekeeping. The league shall set up this workshop prior to the start of the season.
- d. The scorekeeper shall continue to keep score even after a game has ended as a result of the ten-run rule, recording the final official score (the score after the ten-run rule went into effect). Innings pitched shall count even during the unofficial portion of the game (per Section 3.1.b).
- e. The scorekeeper shall keep track of the number of pitches by both pitchers (Pacific Grove pitchers only, for Pony or inter-city games) in the game, the number to be made available upon request from a coach from either team. All throws made by a pitcher to the catcher with a batter in the box will count as pitches, including foul balls and intentional walks. Scorekeepers are not required to count warm-up pitches, which will not exceed a maximum of eight prior to the start of each inning. Warm-up pitches thrown in the bullpen are also not required to be counted by the Scorekeeper.

## 10. PROTEST OF RULE INTERPRETATION BY THE UMPIRE

- a. The protest of a judgment decision shall NOT be considered.

- b. The Manager must inform the home plate Umpire that the game is being played under protest BEFORE the next pitched ball or ball put into play (e.g., pickoff attempt) following the play with the rule in question.
- c. The Manager who is protesting or filing a claim must cite the rule in question in a written statement of protest to the Baseball Director within forty-eight hours of the game.
- d. The Umpire of the game in question must inform the Baseball Director or Umpire Liaison of the circumstances and the rule in question within 24 hours of the protesting Manager's written statement being submitted.
- e. The Protest Committee's function and membership are defined in the Addendum to the PG PONY Constitution and By-laws. If a member of this Committee is involved in the protest, he/she shall disqualify him/herself and be replaced with another Board member.
- f. There shall be a \$25 protest fee paid by the Manager filing the protest. If, in the opinion of the Protest Committee, the protest is valid, then the \$25 shall be returned. If the protest fee is invalid, the \$25 fee shall be given to the League Treasurer and deposited in the Local League's general fund.
- g. In all protested games, the decision of the Protest Committee shall be final.

#### 11. SAFETY

- a. Batters, on-deck batters, and base runners, must wear protective headgear. Players must wear protective headgear when acting as base coaches or when spotting pitchers/catchers in the foul area bullpens.
- b. When catchers are warming up pitchers and are in the crouch position, the catcher must wear a facemask.
- c. Loose equipment (items not in immediate use) shall be kept out of play behind the fence or in the dugout.
- d. All fields and each team shall have a complete first aid kit on site for all practices and games. It is the responsibility of the Equipment Director (concession stands, equipment sheds) and Managers (each team) to ensure that the first aid kits are in good order. Deficiencies must be reported to the Equipment Director. Managers are responsible for checking completeness of their own team's kits prior to each game. The home team manager shall check the status of the equipment shed and concession stand first aid kits prior to each game (or Tournament Director during all-star tournaments).
- e. A medical release form for each player shall be in the possession of the attending coach on the field at all times. Managers who miss a game must ensure these forms are passed to an assistant coach.

#### 12. DISCIPLINE

- a. Prior to the start of the first practice, the league managers and League Representative shall agree on a set of written disciplinary Team Rules. All teams shall comply with the Local League Rules of Conduct.
- b. Any disciplinary action not listed on the team's written Team Rules can only be taken against a player or players after the written approval of either the League Representative, Baseball Director, or League President.

### 4.0 BRONCO LEAGUE

#### 1. GAME RULES

- a. Games last seven innings or two hours and 30 minutes, or until called by an umpire (e.g., darkness, weather, etc.) whichever comes first. If an inning has been started before the time limit elapses, then the entire inning is to be completed. Exception: Tied games shall be played until a decision is reached, but not to exceed nine innings in one day at which point it shall be considered a suspended game, and shall be resumed from the point of curtailment at the time

scheduled by Local League officials.

- b. The ten-("mercy") rule applies after five innings (4 ½ innings if home team is ahead).
- c. The game is a regulation game after five innings, or four and one half if the home team is ahead or if it ties the game in the bottom of the fifth. If the game is suspended after this point, then the game must be resumed from the exact point of suspension at the earliest possible date (see MLB rules 4.12.b for additional guidance). If the game is suspended before this point, then the game is a "No Game" and must be completely rescheduled.
- d. Games may be suspended for only the following six reasons:
  - i. A curfew imposed by law (e.g., PG Muni lights out rule)
  - ii. A time limit permissible under Local League rules (e.g., two hours and 30 minutes for Bronco)
  - iii. Light failure or malfunction of a mechanical field device under control of the home club.
  - iv. Darkness.
  - v. Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead
  - vi. It is a regulation game that is called with the score tied.
- e. SCHEDULING
  - i. The leagues shall not have any divisions.
  - ii. No team shall trade game dates or times with any other team without first having a written agreement with all teams involved and the approval of the League Representative.
  - iii. The Baseball Director shall approve inter-city games.
- f. POSTPONEMENT
  - i. To qualify for a postponement, a team must have eight or fewer players.
  - ii. No game shall be postponed without the approval of the League Representative and the complete knowledge of both managers. The League Representative must be notified at least 24 hours prior to the scheduled game. The postponing Manager must:
    - 1. Have the approval of the League Representative, who shall notify the Baseball Director, who shall notify the Umpire Scheduler
    - 2. Notify the Director of the Pacific Grove Recreation Department (for City of PG Fields only-Arnett, George Washington, PG Muni)
    - 3. Notify the PG PONY Field Improvements Representative.
    - 4. Notify the Concessions Coordinator.
  - iii. Failure to notify the responsible parties shall subject the postponing Manager's team to a forfeit.
  - iv. Postponed games shall be made up within a reasonable period of time, i.e., the next available date on the schedule. In the event the Managers involved cannot agree on a suitable date, the postponing Manager shall contact the League Representative, who shall schedule a make-up game, or the postponing Manager shall forfeit the game.
- g. Home team shall occupy the third base dugout, visitors the first base dugout.
- h. No tobacco or alcohol is permitted on the playing field or in the dugouts before, during or after the game. Alcohol is not permitted anywhere in the park before, during, or after games.
- i. Managers shall ensure any gate nearest to his/her dugout is closed and remains so during the game.

## 2. BATTING

- a. All members of a team shall bat in an assigned (continuous) batting order regardless of whether he or she is on the field.
- b. Both Managers prior to the start of the game shall exchange an assigned batting order.

- c. Players must be present to be in the lineup. If player is not present at the start of game, he or she shall be placed at end of lineup upon arrival.
- d. Accidentally Throwing Bat. Any bat that strikes or comes dangerously close to striking any player or is thrown shall result in the following:
  - i. First occurrence: Team warning.
  - ii. Second occurrence: Player causing infraction is called out, ball is dead, and all runners return to the last base touched at time of infraction (or, if two runners have passed the same base, the trail runners returns to the next earlier base).
- e. If a player is ejected with the continuous batting in effect, his batting position shall be an automatic out. If a player leaves for reasons of injury or illness there is no automatic out. If a player leaves for a legitimate reason (e.g., school or family function) the opposing manager shall be notified before the game and no automatic out shall be assessed.

### 3. PITCHING

- a. A pitcher is not allowed to pitch more than three innings in one calendar day or ten innings in one "PONY defined" calendar week (Monday through Sunday). Any inning in which a pitch is thrown constitutes an inning for this rule. A pitcher must have at least 40 hours rest (based on the scheduled starting time in which the pitching occurred, unless the start of the game was delayed more than two hours, in which case the actual starting time shall be the base) after pitching three innings in one calendar day before he/she may pitch again. **Penalty:** Forfeit.
- b. Breaking balls are not allowed. Penalty: First offense – a "ball" is declared and a warning is issued to the pitcher. Second offense by the same pitcher – a "ball" is declared and the pitcher is removed from the mound for the remainder of the game. The home plate umpire determines whether a pitch was a breaking ball.
- c. In the first half of season, there will be one balk warning per inning per pitcher with a "no pitch" being declared, but no base advancement for runners. The second balk call on a pitcher in an inning will result in runners advancing a base. In the second half of the seasons, balks will be called according to the usual rules. The League Representative shall announce the date the second half of the season begins prior to the start of the season.
- d. There are no "automatic" intentional walks.

- 4. SLIDING: A runner who does not slide during a play at the plate shall be called out (at the Umpire's discretion) if there is substantial body-to-body contact with a player applying a tag, or making a catch in order to apply a tag on the runner. The ball is dead and all runners return to the last base touched at the time of the contact (or, if two runners have passed the same base, the trail runners return to the next earlier base). **Exceptions:** incidental contact or obstructions. If the Umpire feels the contact was unsportsmanlike, he may eject the player. Enforcement and rule application is based on Umpire judgment.

### 5. EQUIPMENT

- a. Metal cleats are not allowed, except during Bronco All-Star competition. This includes regular season inter-city games where metal cleats are allowed by the opposing team. Metal cleats are not allowed during Bronco All-Star competition at games played with a man-made pitching mound at any of the Pacific Grove fields.
- b. All bats must have grips or be taped.
- c. All catchers shall wear full hoods, cups and throat protectors.
- d. Equipment that does not comply with the above regulations shall be considered illegal and shall be removed from play immediately. Failure to do so after a warning may result in the ejection of the offending player, coach, or Manager.

### 6. PLAYER PARTICIPATION

- a. Each player must play two complete innings per game in the field by the end of the fifth inning. **Penalty:** Forfeit. **Exception:** In a game called by the ten-run rule after four and one-half innings,

the visiting team is required to have had all players play at least one inning. If a player has played fewer than two innings as a result of a ten-run rule then that player will be played a minimum of three innings the next scheduled game.

b. Unlimited substitutions are allowed. Exception: Replaced pitchers cannot return to pitch.

#### 7. SCOREKEEPING

a. A scorekeeper supplied by the home team shall keep official score. The scorekeeper shall record the score, outs, balls and strikes, batters per inning, substitutions, and the number of innings played by each player. Managers shall notify the official scorekeeper of the changes as they occur.

b. Managers and their scorekeepers must attend a workshop on scorekeeping. The league shall set up this workshop prior to the start of the season.

c. The scorekeeper shall keep track of the number of pitches by both pitchers (Pacific Grove pitchers only, for Pony or inter-city games) in the game, the number to be made available upon request from a coach from either team. All throws made by a pitcher to the catcher with a batter in the box will count as pitches, including foul balls and intentional walks. Scorekeepers are not required to count warm-up pitches, which will not exceed a maximum of eight prior to the start of each inning. Warm-up pitches thrown in the bullpen are also not required to be counted by the Scorekeeper.

#### 8. PROTEST OF RULE INTERPRETATION BY THE UMPIRE

a. The protest of a judgment decision shall NOT be considered.

b. The Manager must inform the home plate Umpire that the game is being played under protest BEFORE the next pitched ball or ball put into play (e.g., pickoff attempt) following the play with the rule in question.

c. The Manager who is protesting or filing a claim must cite the rule in question in a written statement of protest to the Baseball Director within forty-eight hours of the game.

d. The Umpire of the game in question must inform the Baseball Director or Umpire Liaison of the circumstances and the rule in question within 24 hours of the protesting Manager's written statement being submitted.

e. The Protest Committee's function and membership are defined in the Addendum to the PG PONY Constitution and By-laws. If a member of this Committee is involved in the protest, he/she shall disqualify him/herself and be replaced with another Board member.

f. There shall be a \$25 protest fee paid by the Manager filing the protest. If, in the opinion of the Protest Committee, the protest is valid, then the \$25 shall be returned. If the protest fee is invalid, the \$25 fee shall be given to the League Treasurer and deposited in the Local League's general fund.

g. In all protested games, the decision of the Protest Committee shall be final.

#### 9. SAFETY

a. Batters, on-deck batters, and base runners, must wear protective headgear. Players must wear protective headgear when acting as base coaches or when spotting pitchers/catchers in the foul area bullpens.

b. When catchers are warming up pitchers and are in the crouch position, the catcher must wear a facemask.

c. Loose equipment (items not in immediate use) shall be kept out of play behind the fence or in the dugout.

d. All fields and each team shall have a complete first aid kit on site for all practices and games. It is the responsibility of the Equipment Director (concession stands, equipment sheds) and Managers (each team) to ensure that the first aid kits are in good order. Deficiencies must be reported to the Equipment Director. Managers are responsible for checking completeness of their own team's kits prior to each game. The home team manager shall check the status of the

equipment shed and concession stand first aid kits prior to each game (or Tournament Director during all-star tournaments).

- e. A medical release form for each player shall be in the possession of the attending coach on the field at all times. Managers who miss a game must ensure these forms are passed to an assistant coach.

#### 10. DISCIPLINE

- a. Prior to the start of the first practice, the league managers and League Representative shall agree on a set of written disciplinary Team Rules. All teams shall comply with the Local League Rules of Conduct.
- b. Any disciplinary action not listed on the team's written Team Rules can only be taken against a player/players after the written approval of either the League Representative, Baseball Director, or League President.
- c. A team with only eight players may play and win an official game, either by fielding eight players, or by "borrowing" a player from the other team to play the field. A team with eight or fewer players may also seek a postponement; see xxx. Each inning the borrowed player will be the player that made the last out for the opposing team, or, in the top of the first inning, the player listed last in the opponent's batting order. The borrowed player must play in the outfield, does not appear in the batting order and never bats for the borrowing team. A team that starts with more than eight players and is reduced to eight may also then borrow a player and still win an official game. A team with seven or fewer players cannot win an official game, even if both sides agree to play.

### 5.0 PONY LEAGUE

Note: Inter-City League play may operate under different rules, superseding these rules under some circumstances.

#### 1. GAME RULES

- a. No tobacco or alcohol is permitted on the playing field or in the dugouts before, during or after the game. Alcohol is not permitted anywhere in the park before, during, or after games.

#### 2. EQUIPMENT

- a. Metal cleats are allowed.
- b. All bats must have grips or be taped.
- c. All catchers shall wear full hoods, cups and throat protectors.

#### 3. SCHEDULING

- a. No team shall trade game dates or times with any other team without first having a written agreement with all teams involved and the approval of the League Representative and Inter-City Representative.

#### 4. PLAYER PARTICIPATION

- a. Each player must play TWO complete innings per game by the end of the fifth inning. Penalty (in PG vs. PG games only): Forfeit. **Exception:** In a game called by the ten-run rule after four and one-half innings, the visiting team is required to have had all players play at least one inning. If a player has played fewer than two innings as a result of a ten-run rule then that player will be played a minimum of three innings the next scheduled game. **Penalty:** Forfeit. **Penalty** (in games against non-PG opponents): the Manager shall be given a warning by the President, Baseball Director, or League Representative. A second occurrence may lead to suspension of the Manager. **This rule supersedes any less restrictive Inter-City League rule.**

#### 5. SCOREKEEPING

- a. A scorekeeper supplied by the home team shall keep official score. The scorekeeper shall record the score, outs, balls and strikes, batters per inning, substitutions, and the number of innings played by each player. Managers shall notify the official scorekeeper of the changes as they

occur.

- b. Managers and their scorekeepers must attend a workshop on scorekeeping. The league shall set up this workshop prior to the start of the season.
- c. The scorekeeper shall keep track of the number of pitches by both pitchers (Pacific Grove pitchers only, for Pony or inter-city games) in the game, the number to be made available upon request from a coach from either team. All throws made by a pitcher to the catcher with a batter in the box will count as pitches, including foul balls and intentional walks. Scorekeepers are not required to count warm-up pitches, which will not exceed a maximum of eight prior to the start of each inning. Warm-up pitches thrown in the bullpen are also not required to be counted by the Scorekeeper.

#### 6. SAFETY

- a. Batters, on-deck batters, and base runners, must wear protective headgear. Players must wear protective headgear when acting as base coaches or when spotting pitchers/catchers in the foul area bullpens.
- b. When catchers are warming up pitchers and are in the crouch position, the catcher must wear a facemask.
- c. Loose equipment (items not in immediate use) shall be kept out of play behind the fence or in the dugout.
- d. All Pacific Grove fields and each team shall have a complete first aid kit on site for all practices and games. It is the responsibility of the Equipment Director (concession stands, equipment sheds) and Managers (each team) to ensure that the first aid kits are in good order. Deficiencies must be reported to the Equipment Director. Managers are responsible for checking completeness of their own team's kits prior to each game. For Pacific Grove games, the home team manager shall check the status of the equipment shed and concession stand first aid kits prior to each game (or Tournament Director during all-star tournaments).
- e. A medical release form for each player shall be in the possession of the attending coach on the field at all times. Managers who miss a game must ensure these forms are passed to an assistant coach.

#### 7. DISCIPLINE

- a. Prior to the start of the first practice, the league managers and League Representative shall agree on a set of written disciplinary Team Rules. All teams shall comply with the Local League Rules of Conduct.
- b. Any disciplinary action not listed on the team's written Team Rules can only be taken against a player/players after the written approval of either the League Representative, Baseball Director, or League President.

### 6.0 SELECTION OF PLAYERS - Baseball and Softball

1. PLAYER EVALUATION (Mustang, Bronco, Pony, Rookie, Minors; and Majors, if necessary).
  - a. A player evaluation session shall be conducted in the presence of League Managers, at which time every candidate should at a minimum run, hit, throw, and field.
  - b. Each player candidate should be given a t-shirt with a number on it or a number written on heavy paper or similar material which can be pinned to the back during the tryout session so that the observing Managers may identify each player by number.
  - c. Prior to the tryout session, the League Representative shall supply a list of all player candidates. These shall be distributed to the Managers and coaches.
  - d. All player candidates subject to Manager-Child or Sibling "Options" (see paragraph 8.3 below) must participate in the tryout session with the other player candidates, or are automatically considered to be a first round selection, unless Managers who are familiar with their level of performance can evaluate them.

- e. Candidates who do not participate in tryouts shall either be evaluated by Managers who are familiar with their level of performance; if this level is unknown, their names shall be placed “in a hat” for random selection.

## 2. ASSIGNMENT OF PLAYERS.

- a. Players shall be assigned in one of three methods:
  - i. LEAGUE REPRESENTATIVE ASSIGNMENT. Shetland, Pinto, and Pre-Rookie players shall be assigned to teams by the League Representative. Every attempt shall be made to honor requests for specific Managers/coaches, practice days, and/or teammates.
  - ii. COMPLETE RE-DRAFT. All players are eligible for drafting. There are no returning players.
  - iii. DRAFT WITH RETURNING PLAYERS. Players eligible to play in the same League again return to the team they played on the previous year. All new first- and second-year players are drafted.
- b. Suggested Minimum/Optimal/Maximum numbers of players for each League:
  - Shetland 8/9/10
  - Pinto, Mustang, Bronco 11/12/13
  - Pony 12/13-14/15
  - Pre-Rookie 10/11/12
  - Rookie, Minors, Majors 12/13/14

Any exceptions to the above limits must be approved by the League Representative and affected Manager.

- c. All players and at least one parent/guardian must sign a “Players Code of Ethics” before they can be assigned to a team.

## 3. OPTIONS.

- a. Manager-Child Option. Each Manager has the option to draft his or her son or daughter. Managers decide at the draft meeting via secret ballot the round in which the player is to be drafted. The League Representative shall make final decision. In the event a Manager does not desire to utilize his Manager-Child Option, the player candidate shall be considered to be in the regular player pool.
- b. Sibling Option. Parents may request siblings to be on the same team. Managers decide at the draft meeting via secret ballot the round in which the players are to be drafted. The League Representative shall make final decision. When the first sibling is drafted, the second (and any other) sibling shall be drafted in the round designated by the Managers. If that round has already passed, then the second sibling shall be assigned to the next available round.
- c. The Manager or League Representative prior to the tryouts and draft proceedings must declare all options. It is assumed that the Manager-Child Option shall be used unless the Manager states otherwise.
- d. All player candidates subject to options must participate in the player evaluation session with the other player candidates (if not, see 8.1.d above).

## 4. DRAFT (Mustang, Bronco, Pony, Pre-Rookie, Rookie, Minors, and Majors, if needed)

- a. Age
  - i. Age, for playing purposes, means “League age” which is that age attained by a baseball player as of April 30 and as of December 31 for a softball player of the season in question. In addition, girls may play either Shetland or Pre-Rookies if they are seven years old by from May 1 through December 31 of the season in question.
  - ii. Players may participate in a League designed for older players only with the explicit approval of the Board.

- iii. No player shall play in a League for younger players, except as required by the Americans With Disabilities Act. Information can be found at <http://www.ada.gov>
- b. No roster may include more than eight second-year players, unless the number of players of this age or the number of returning second year players for a specific team dictates otherwise, or if the COMPLETE RE-DRAFT procedure is being used, with no draft separation of first- and second-year players.
- c. Prior to starting the draft, the League Representative shall declare all Manager-Child and Sibling Options and determine their draft position via secret ballot by the League Managers.
- d. Players who miss tryouts go “on the board” (that is, have regular eligibility) for the draft, if known to a majority of the Managers. Players who miss tryouts and cannot be accurately rated go “into the hat” (that is, will be assigned randomly) for the draft. The team with the next draft selection after all players of known ability are selected shall make the first selection “from the hat.” Teams shall continue in normal draft order until all players in the hat have been placed on a team.
- e. COMPLETE RE-DRAFT PROCEDURES
  - i. SELECTION ORDER. The selection order shall be determined randomly by the League Representative. A serpentine format (second and subsequent even-numbered rounds proceed in the order reversed from that of the first and subsequent odd-numbered rounds), ladder format (in which the first team to draft in a round shall be the last team to draft in the next round with the other teams moving up one position) or other equitable format shall be used. The draft continues until all players of known ability are selected.
  - ii. There may or may not be requirements for a minimum/maximum number of first/second year players per team. The League Representative and Baseball or Softball Director shall make this determination prior to the Player Evaluation.
  - iii. The reverse order of the first round shall be used to determine practice times and fields.
- f. DRAFT WITH RETURNING PLAYERS PROCEDURES
  - i. A returning player is defined as one who has played 50% or more of the scheduled regular season games during the preceding season.
  - ii. Any returning player shall remain a member of his/her team for the balance of his or her eligibility in that League. **Exceptions:** If the player played less than 50% of the scheduled regular season games during the preceding season, that player shall go back into the draft. The League Representative shall make that determination prior to the draft and announce this to the managers.
  - iii. SELECTION ORDER.
    - 1. The team having the fewest second year players selects first. This team shall select players until it has as many players as the team with the second-smallest number of players; then these teams continue to draft until they have the same number of players as the team with the third-smallest number and so on. If two teams enter simultaneously, the team with the lowest finish in the previous year selects first. League Representative shall ensure that final round selections are made in an appropriate order to ensure all teams have an equal number of players (within one either way).
    - 2. The reverse order of the first round shall be used to determine practice times and fields.
    - 3. **The highest-ranking Board Member present at the draft and who is not a manager/coach nor has a child in that division shall resolve any dispute arising in the draft. (Ranking-President, Vice Present, relevant Baseball or**

**Softball Director, non-relevant Baseball or Softball Director, Secretary,  
Treasurer, League Representative.)**

5. EXPANSION/CONTRACTION FORMULA

- a. If it is determined prior to the draft that an expansion team is needed, the League shall use the COMPLETE RE-DRAFT procedure above.
- b. If a League needs to reduce the number of teams (contraction), the League Representative and Baseball Director shall determine which team shall be disbanded. If the DRAFT WITH RETURNING PLAYERS procedure is used, the returning players from the disbanded team shall be placed in the draft pool. If the COMPLETE RE-DRAFT or LEAGUE REPRESENTATIVE ASSIGNMENT procedure is used then the normal procedures listed above shall be used.

6. LATE SIGN-UPS

- a. A "late sign-up" is any player, who fails to sign-up by Player Evaluation (for those Leagues with evaluations) or prior to LEAGUE REPRESENTATIVE ASSIGNMENT for those Leagues using this procedure.
- b. Late sign-ups shall be assigned to the next team in the draft order or to a team that is numerically deficient (due to attrition) with the latter taking priority. If more than one late sign-up is available, their names shall be placed "in a hat" and selected randomly by the teams in draft order, starting with the team that was next in the draft.
- c. A late sign-up player who signs up after player evaluations but before the draft and is known to a majority of the Managers shall be placed in the general draft; otherwise he or she goes "into the hat" (per 8.4.d above).
- d. Late sign-ups who register after the draft shall either be placed on the team that would have had the next draft selection in the draft or be placed on the team with the fewest players.
- e. Once the maximum number of players per team is reached, late sign-ups shall be placed in a player pool. These players shall fill the positions of players who undergo attrition.

7. OBTAINING PLAYERS

- a. After the draft, no player shall be moved from one team to another team without approval of both Managers, the League Representative, Baseball or Softball Director, and President, who shall notify the Board of Directors.

**7.0 MANAGING AND COACHING**

1. SELECTION

- a. All prospective Managers and coaches must fill out a PG PONY volunteer application and submit it to the Board. The Board shall forward it to the appropriate League Representative who is responsible for reviewing the application for accuracy and appropriateness.
- b. League Representatives are responsible for soliciting Managers for their Leagues.
- c. The Manager Selection Committee shall be designated no later than the December Board Meeting. The Committee's function and membership are defined in the Addendum to the PG PONY Constitution and By-laws.

2. REQUIREMENTS.

- a. All Baseball Managers plus one working coach must be NYSCA (National Alliance for Youth Sports) certified. The NYSCA fee shall be paid by the Local League if the coach desires. League Representatives are responsible for ensuring compliance. The Vice President and Baseball Director shall provide oversight.
- b. All Softball Managers plus one working Coach must be ASA'S ACE Certified (Amateur Softball Association of America). The ASA fee shall be paid by the Local League if the coach desires. League Representatives are responsible for ensuring compliance. The Vice President and Softball Director shall provide oversight.

- c. Every Manager and coach shall sign a Coach's Code of Ethics and may be subject to fingerprinting. These documents shall be retained in the official Local League records. League Representatives are responsible for ensuring compliance. The Vice President and the Baseball or Softball Directors shall provide oversight.

### 3. RESPONSIBILITIES.

- a. Any violation of the intent or spirit of the code of ethics may result in the Manager or coach in question being brought before a hearing of the Board of Directors. This hearing shall take place as soon as possible after the alleged violation and may result in the Manager or coach receiving a penalty as severe as being relieved of his/her duties. Refer to PONY rules and regulations, re: Disciplinary action:  
[http://www.scribd.com/full/47188978?access\\_key=key-2ku85nodp6lthmar4mng](http://www.scribd.com/full/47188978?access_key=key-2ku85nodp6lthmar4mng)
- b. The Board of Directors highly recommends that each Manager have at least one working coach. A working coach is defined as a coach who is in attendance at practices and games at least fifty percent of the time.
- c. Each team is allowed three members of the coaching staff on the field during the playing period. The Manager and coaches are to remain in the dugout or the immediate vicinity of the dugout, except when acting as a base coach.
- d. Managers from both teams are responsible for having their team clean the dugout after each game. The parents from both teams are responsible for cleaning the bleacher area. The manager shall provide oversight.
- e. Sunday practices and games are strongly discouraged for all teams.
- f. The Managers of the home and visiting teams and Umpires shall be the sole judges as to whether a game shall be started because of unsuitable conditions or the unfit condition of the playing field. If they disagree, then the Umpire's opinion shall prevail.
- g. The home team manager shall inspect the field of play prior to the start of the game to identify any potential safety hazards. He/she will apprise the visiting team manager and the umpire of any hazards noted and will recommend solutions to mitigate the hazard or recommend postponing the game until the deficiency can be corrected.
- h. A Manager cannot drop a player from his or her team without the written consent of the League Representative, Baseball or Softball Director, and President, who shall notify the board of directors.
- i. A Manager shall notify the League Representative, in writing, of any player who has missed two unexcused consecutive games, and the reasons, so that appropriate action can be taken. A Manager shall immediately notify the League Representative, verbally or in writing, if a player quits the team. The League Representative shall call the parents immediately to determine why the player quit and then report to the Baseball or Softball Director and Board.
- j. Manager/Coaches responsibilities.
  - i. Organization, proper conduct, and safety of players and Assistant Coaches assigned to his/her team while participating in Local League activities.
  - ii. Proper care and accountability of Local League equipment entrusted to him or her.
  - iii. Setting an excellent example of good sportsmanship, leadership, and fair play.
  - iv. Assistant Coaches are the second in command and are responsible to the Manager of the team.

## **8.0 BASEBALL ALL-STAR AND TOURNAMENT PLAYER SELECTION**

### 1. TOURNAMENT TEAMS AND MANAGERS

- a. After the annual PONY Section President's Meeting (usually in January), the Tournament Director (Vice President) shall make a recommendation to the Board regarding the number of

- tournament teams in each League.
- b. People wishing to be considered for selection as a tournament (All-Star) Manager must express their desire in writing to the League Representative.
  - c. The “A team” Tournament Managers shall be chosen by the All-Star Manager and Coach Selection Committee. The Committee's function and membership are defined in the Addendum to the PG PONY Constitution and By-laws.
  - d. The “B team Managers shall be selected by the All-Star Manager and Coach Selection Committee after the All-Star selection meeting and after the “A team” has been selected by the “A team” Manager.
  - e. Selection of the Managers and coaches (to include Business Managers) shall be based on qualifications, experience, and ability to make the necessary time commitment required.
  - f. Each All-Star Manager shall select an Assistant Coach and Business Manager. All-Star coaching positions should consider in the following candidates (not necessarily in order):
    - i. Managers from the League.
    - ii. Coaches from the League.
    - iii. Managers or coaches from any other League (with a child on the team).
    - iv. Parents of children on the team.
    - v. Managers or coaches from any other League (without a child on the team).
    - vi. Any other suitable candidate.
  - g. All coaches must fill out a PG PONY volunteer form (if one is not already on file)-to be collected by the League Representative. Coaches selected by the All-Star Managers must be approved by the All-Star Manager and Coach Selection Committee and subsequently by the Board.
  - h. Each All-Star Manager shall establish rules governing practice schedules, tournament play, attendance, uniforms, and discipline.
  - i. All-Star players shall pay for their uniforms except for caps, which shall be paid for by the Local League. Scholarships are available.
  - j. Practice schedules shall be coordinated by the Baseball and Softball Directors and the League Representatives with their respective team Managers.
2. MUSTANG AND BRONCO ALL-STAR SELECTION PROCEDURES
- a. At a gathering of all Managers within a League, the following shall take place:
    - i. The League Representative shall bring the Official Scorebook. Each Manager should bring his or her own scorebook.
    - ii. The Managers shall discuss general qualities for being an All-Star – attitude, ability, performance, and dedication.
    - iii. There is no Manager-Child Option or Sibling Option. Only players nominated and successfully placed on the All-Star roster are eligible to play.
    - iv. The All-Star “A” and “B” Teams shall consist of at least twelve players (13 for the Mustang “B” team). Seven alternate players shall be chosen (first through seventh), with only the League Representative, Baseball Director, and President (unless they are managing or coaching the specific team, in which case an alternate board member) knowing their identities.
    - v. Mustang and Bronco “B” team options: Each year the Baseball Director, League Representative and/or the Board will determine whether the “B” team from each Division will compete in tournament play or be utilized as alternates to the “A” team only. Regardless of utilization, all “A” and “B” All-star players will receive a hat and All-star pin.
    - vi. If the “A” team loses one or more players, the Manager shall replace the player(s) with player(s) from the “B” team. The “B” team shall replace player(s) from the alternates list in order. Exception: Once the “B” team has played their first District Tournament game,

the players are ineligible to be moved to the "A" team. Any additional players must then be taken from the top of the alternate list.

- vii. Every team shall be represented on the All-Star Team.
- viii. Nominations – Round 1
  - 1. Beginning with the first place team, and continuing in order of finish, each Manager shall nominate any players from his team who he or she feels meets the criteria of an All-Star.
  - 2. Each Manager shall read the list of remaining (un-nominated) players on his or her team and positions played.
- ix. Nominations – Round 2
  - 1. Proceeding in the same order around the room, each Manager shall nominate any player on any other team.
  - 2. Once all Managers have placed their players on the board, a discussion of each All-Star nominee shall take place, including but not limited to position played, batting, and attitude.
- x. Voting – Round 1
  - 1. After the discussion of players has been completed, the voting shall commence.
  - 2. Each Manager shall vote via secret ballot for twelve players from other teams. Managers cannot vote for players from his or her own team in the first round.
    - a. Players receiving votes from at least 50% of the Managers (e.g., 2 of 4 votes or 3 of 5 votes) shall be placed on the All-Star roster until the roster is filled (with 24 players for Bronco, 25 for Mustang).
    - b. Example (6 team Mustang League) First Round
      - i. Players needed: 32 (25 players plus 7 alternates).
      - ii. 45 players nominated
      - iii. Each manager gets 12 votes (72 votes total)
      - iv. 5 Players with 5 votes: 5 make team
      - v. 3 Players with 4 votes: 3 make team
      - vi. 3 Players with 3 votes: 3 make team
      - vii. 8 Players with 2 votes: 8 stay in pool, move to round 2
      - viii. 10 Players with 1 vote: 10 stay in pool, move to round 2
      - ix. 16 Players with 0 votes: 16 stay in pool, move to round 2
      - x. 12 players are on All-Star roster, 34 stay in pool and move to round 2
  - 3. After the voting in each round, the League Representative must determine which teams are represented and which are not to ensure compliance with 10.2.a.vii above.
- xi. Voting – Subsequent Rounds
  - 1. Each Manager shall now be allowed to vote for any player and shall vote the number of votes to fill out team (13 in the above example). The voting shall continue in the above manner until the team is filled out. However, if more than the required amount of players to fill out the team receive 50% or more of the vote in a round, the players with the most votes shall make the team, the ones who tie and put the team over the maximum amount shall be put into a pool and voted on. The top vote getters shall be assigned to the team and the remainder shall be the 1st, 2nd, etc. Alternates.
  - 2. In case of a tie for the last position(s) on the team, coaches shall vote for the last position(s) among the tied players. If a tie cannot be broken, the League Representative shall make the final decision.

3. Alternates shall be determined by each Manager (secret ballot) awarding points to remaining players: 1 point for strongest, 2 for next strongest, 3 for next strongest, etc. The player who tallies the fewest points shall be first alternate, player with the second fewest, the second alternate, etc.
  4. Example (6 team Mustang League): Third Round
    - a. Players needed: 32 (25 players plus 7 alternates).
    - b. 45 players nominated
    - c. 20 players have already been selected; 25 remain in the pool
    - d. 5 spots remain, each Manager gets 5 votes (30 votes total)
    - e. 0 players with 6 votes: n/a
    - f. 1 player with 5 votes: 1 makes team
    - g. 1 player with 4 votes: 1 makes team
    - h. 6 players with 3 votes: 6 go into last position vote pool
    - i. 1 players with 2 votes: 1 moves to Alternate round
    - j. 1 players with 1 vote: 1 moves to Alternate round
    - k. 15 players with 0 votes: 15 move to Alternate round
    - l. 22 (20 + 2 this round) players are on All-Star roster, 6 move to the last position vote pool and the remaining 7 move to the Alternate round.
    - m. In this case, the players with four and five votes make the team (22 players now selected, three to go). The six players with three votes are placed in a one-time vote pool (only because they had at least 50% of the vote). Since three spots remain, each Manager casts three votes. The top three vote getters (50% or greater) make the team, the remaining three are the 1st, 2nd, and 3rd alternates based on their votes (tie breaking votes must be made, if needed). The remaining 178 players are put into a pool to vote on the remaining four alternates using the same procedures.
  5. The votes from each Manager are tabulated for each player by the League Representative, Baseball Director, and League President (or their representative should they be a nominating Manager). Players shall be notified of their selection for the All-Star Team by their regular season Manager at a time agreed upon agreed by the Managers.
  6. The Mustang and Bronco All-Star Teams shall each play a "Red and Gold Game" where players shall be divided into two approximately equal teams who shall play each other allowing review by the Tournament Manager prior to final tournament (A and B) team selections. The Local League shall provide each player with an All-Star pin and cap at the game.
3. PINTO ALL-STAR SELECTION PROCEDURES. The League Representative and Baseball Director shall determine the number of All-Stars to be selected. Each team's Manager shall select their "fair share" of players for the All-Star Team. If extra spots are open, the extra players may come (one each) from the All-Star Manager, Assistant Coach, and Business Manager's team (if all three are on separate spring season teams, if not, the League Representative shall determine the teams (one each) from which the additional players shall be selected.
  4. PONY ALL-STAR SELECTION PROCEDURES .
    - a. The following guidelines may be used for selecting Pony All-Stars. Other methodologies may be used if agreed upon by Pony Managers, Pony League Representative, Baseball Director, and President.
    - b. At the gathering of all Pony Managers within the League, the following shall take place (this works best with a two team Pony League):

- i. Each Manager shall nominate as many players as he/she wishes from his/her team.
    - ii. The names of the players shall be listed by team in the priority order determined by the team Manager so that all of the Managers may see the nominees.
    - iii. After all of the Managers have finished nominating players from their teams, any Manager may nominate one player from another team that has not been nominated.
    - iv. Each Manager shall secretly select players from the list of nominees. The selections are only those players each Managers feels are All-Star Team quality. Managers shall be allowed to vote for members of their own team if three or less teams constitute the League.
    - v. Players receiving the most votes are placed on the All-Star Team roster. Players with the most number of votes are added to the team first; players with the second most number of votes are added second, etc., until a minimum of twelve to a maximum of fifteen players are selected. The number of players to be selected shall be determined by the All-Star Team Manager prior to voting. In case of a tie, the League Representative agent shall cast the deciding vote. In case an alternate is needed. The player(s) with the next highest number of votes shall be selected as the replacement(s).
  - c. Every team in the League shall be represented on the All-Star Team. The votes from each Manager shall be tabulated by the League Representative, Baseball Director, and/or President.
5. ALL-STAR AND TOURNAMENT TEAMS, PLAYER PARTICIPATION
  - a. The following player participation rules adopted by the Local League shall be in effect for All-Star and Tournament games. **Exceptions:** District, Sectional, Regional, Zone, and World Series PONY Tournaments.
  - b. Each player must play at least two complete innings and have at least one at bat. This rule takes priority even if tournament rules are less stringent.
  - c. A complete inning is defined as six outs – three in the field and three at bat. Note: A player who plays the top of the 3rd and 4th innings in the field and bats in the bottom of the 3rd cannot be removed for a pinch hitter in the bottom of the 4th because he or she will not have played a complete inning in the 4th.
  - d. Failure to comply may result in the Manager appearing at a hearing before the General Board, where a Manager may be relieved of his/her duties.
  - e. MEMORIAL DAY TOURNAMENT
    - i. The League Representatives for Mustang, Bronco, and/or Pony may convene a Managers meeting prior to May 15 to select players and coaches for a Memorial Day Tournament team or teams.
    - ii. The process for selecting players must be approved by the Executive Board and Baseball Director before players are selected for the team. All players registered in the league are eligible to participate. It is not a requirement of All Star participation or selection to play on a Memorial Day team.
    - iii. The Memorial Day Tournament Team Manager and coaches will be selected at the same meeting. Individuals desiring to manage or coach shall provide a written request to the League Representative for consideration. If necessary, the Managers will vote from the list of interested participants.
    - iv. The Baseball Director may convene a special meeting of the Board to approve the Manager/Coach selections.

## 9.0 GIRLS SOFTBALL ALL-STAR AND TOURNAMENT PLAYER SELECTION

### 1. TOURNAMENT TEAMS AND MANAGERS

- a. After the annual PONY Section President's Meeting (usually in January), the Tournament Director (Vice President) shall make a recommendation to the Board regarding the number of tournament teams in each League.
- b. People wishing to be considered for selection as a Tournament (All-Star) Manager must express their desire in writing to the League Representative.
- c. The Tournament Managers shall be chosen by the All-Star Manager and Coach Selection Committee. The Committee's function and membership are defined in the Addendum to the PG PONY Constitution and By-laws.
- d. Selection of the Managers and Coaches shall be based on qualifications, experience, and ability to make the necessary time commitment required. Each All-Star Manager shall select an Assistant Coach and Business Manager.
- e. All-Star coaching positions should be considered in the following order:
  - i. Managers from the League.
  - ii. Coaches from the League.
  - iii. Managers or coaches from any other League (with a child on the team).
  - iv. Parents of children on the team.
  - v. Managers or coaches from any other League (without a child on the team).
  - vi. Any other suitable candidate.
- f. All coaches shall fill out a PG PONY volunteer form (if one is not already on file)-to be collected by the League Representative. Coaches must be approved by the All-Star Manager and Coach Selection Committee and the Board.
- g. Each All-Star Manager shall establish rules governing practice schedules, tournament play, attendance, uniforms, and discipline.
- h. All-Star players shall pay for their uniforms except for visors, which shall be paid for by the Local League. Scholarships are available.
- i. Practice schedules shall be coordinated by the Baseball and Softball Directors and the League Representatives with their respective team Managers.

### 2. ALL-STAR SELECTION PROCEDURES

- a. The following guidelines may be used for selecting Softball All-Stars. Other methodologies may be used if agreed upon by League Managers, League Representative, Softball Director, and President.
- b. At the gathering of all Managers within the League, the following shall take place:
  - i. Each Manager shall nominate as many players as he/she wishes from his/her team.
  - ii. The names of the players shall be listed by team in the priority order determined by the team Manager so that all of the Managers may see the nominees.
  - iii. After all of the Managers have finished nominating players from their teams, any Manager may nominate one player from another team that has not been nominated.
  - iv. Each Manager shall secretly select players from the list of nominees. The selections are only those players each Managers feels are All-Star Team quality. Managers shall be allowed to vote for members of their own team if three or less teams constitute the League.
  - v. Players receiving the most votes are placed on the All-Star Team roster. Players with the most number of votes are added to the team first; players with the second most number of votes are added second, etc., until a minimum of twelve to be a maximum of fifteen players are selected. The number of players to be selected shall be determined by the All-Star Team Manager prior to voting. In case of a tie, the League Representative agent shall cast the deciding vote. In case an alternate is needed. The

- player(s) with the next highest number of votes shall be selected as the replacement(s).
- vi. Every team in the League shall be represented on the All-Star Team.
  - vii. The votes from each Manager shall be tabulated by the League Representative, Softball Director, and President.

#### **10.0 BOARD MEETINGS**

1. The Board of Directors meets monthly at the Pacific Gardens Inn Conference Room located at 701 Asilomar Blvd, Pacific Grove, CA 93950 or the Pacific Grove Community Center, 515 Junipero Ave, Pacific Grove, CA 93950 unless otherwise scheduled.
2. Meetings are held monthly on the fourth Thursday of each month unless otherwise scheduled. Exceptions: November and December's meetings shall be held on the third Thursday of the month.
3. The monthly meetings shall be held at 6:30pm except during the baseball season when daylight savings is in effect (March-August) during which the meetings shall be held at 7:30pm.
4. The Executive Board meets on the Monday prior to the General Membership Board Meeting.