



General Rulebook

Effective January 1, 2024

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Section I - Code of Conduct Violations

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

A board member or umpire who deems a person to be in violation of the terms of The Code may use the following remedies at their discretion based on the level of severity of the violation:

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

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

All violations of The Code shall be reported immediately to the Division Player Agent or League Player Agent. If necessary, persons found in violation of The Code will be addressed by the League Player Agent (or his/her delegate) as to what further actions may be taken, if any. Further actions can include but are not limited to: suspension from upcoming game(s), spectator distance requirements to game(s), or any other action deemed appropriate by the League Player Agent (or his delegate).

Persons notified of further actions taken due to violating The Code may appeal the decision to the Board of Directors by contacting the League President (or his delegate) in writing by 11:59 PM the day after they were notified of the violation. Upon receipt of an appeal, the League President (or his delegate) shall convene the Disciplinary Committee (as described in the League Bylaws, Article VII), and will respond to the appeal within two (2) days after receipt of said appeal. All Disciplinary Committee decisions are final and are not subject to further appeal.

At the discretion of the Executive Board (as described in Article IV of the League Bylaws), offender(s) can be barred from future RPB activities if it is deemed to be in the best interest of the League. Further, the Executive Board can expel the player and family from the League if necessary. No refunds will be given for players or their family members who are expelled.

Section II - Air Quality and Heat Safety Policy

Air Quality Safety Policy

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

Heat Safety Policy

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

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

Section III – Protest Committee

1. The Protest Committee shall be appointed by the League President, with the approval of the Board, and consist of a Chairperson, the Director of Umpires, the League Player Agent, and at least two (2) other Board members.
2. The legality of protests shall be studied and acted upon by the Protest Committee.
3. All protests must be in writing, dated and signed. Otherwise, they shall be given no recognition.
4. Unless otherwise stated in these rules, protests shall be in accordance with the most current PONY Blue Book with the exception of any Board Approved Umpire / Interlock League Contract / agreement protest procedures shall take precedence.
5. Protests based upon play, which involves the umpire's judgment, shall not be permitted. This shall be determined by the Divisional Player Agent, the League Player Agent, the Director of Umpires, or the President.
6. When protests are based upon interpretation of the rules the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager, and the official scorer that the game is being played under protest and submit the protest, citing the specific rule in question, to the league president or league player agent within 24 hours of the completion of the game.
 - a. Protests shall be acted on in the presence of the managers concerned, within five (5) days of the receipt of the protest by the Protest Committee.
 - b. There will be a \$25.00 filing fee for each protest. If the protest is rejected by the Protest Committee and the Board, (if appealed), those monies will be sent to the League Treasurer for deposit in the League general fund. If the protest is found to be valid and in favor of the team (manager) protesting, those monies will be returned to that team (manager).

Section IV – Managers and Coaches

1. Anyone interested in becoming a manager or coach in the League shall apply by completing an application form furnished by the League. All applicants must be a minimum of eighteen (18) years of age. Applications for all managers and coaches shall be returned to the League Player Agent for each respective season (Spring, All Star, Fall, Railcats). All applications for manager or coach shall be reviewed by the Selection Committee and approved by the Board. The Selection Committee shall employ a “selection process” approved by the board for determining each new season’s managers and coaches.
2. The “selection process” may be reviewed and changed at Board discretion; and the Board reserves the right to make the final selection of all managers and coaches in the league.
 - a. The managers’ selection committee shall consist of the League Player Agent and at least two (2) Board Members. All Board Members are encouraged to participate.
 - b. A majority vote of the Board shall be required to approve a manager.
 - c. Managers and Coaches are subject to a “Megan’s Law” check, Livescan, and a PONY approved background check. The pass/fail criteria for League approval as a manager or coach are outlined in the attached AB506 Policy
3. A Board Member shall have the authority to remove any person from an RPB event if the League’s Code of Conduct is violated. The Board shall have the authority to suspend, discharge, or otherwise may discipline any player, manager, coach, umpire, or other person whose conduct is in violation of these rules, the Rules and Regulations of PONY Baseball and/or is considered detrimental to the best interests of the league.
 - a. Any manager or coach who, while engaged in performing his managerial or coaching duties, is determined to be inflicting abusive actions (either physical and or verbal) on League players, parents of players, umpires, junior umpires or other interested persons connected directly or indirectly with the League, shall be suspended pending action recommended by the Board which may include removal from the League upon adjudication of the allegation.
 - b. The Board shall be the sole determinant in defining abusive actions.
 - c. Any manager or coach who, while engaged in performing his managerial or coaching duties, is found using alcoholic beverages or illegal drugs shall be suspended pending action recommended by the Board which may include removal from the League upon adjudication of the allegation.
 - d. In the event of instances, as discussed in (a), (b) and (c) above, the League President or in his/her absence, the League Vice President shall call an Emergency Board meeting at which time the allegations and all relevant or extenuating circumstances surrounding the allegations shall be discussed. The individual(s) involved in the allegation shall be required to attend. Failure to appear before the Board at that time may result in removal from the League.
 - e. Any manager or coach who relinquishes his/her position during a League season, without good cause and approval of the Board, shall not be considered for re-entering the League at that position within that same baseball season.
4. Any member of the Board who elects to manage or coach a team must abstain from voting on any game issue brought before the Board, which involves his/her team (child)

or a game involving his/her team (child).

5. Each manager shall appoint his/her own coach(es) and Team Parent(s) with the approval of the League Player Agent, or a delegated Selection Committee and either shall have the option to dismiss such persons.
 - a. Managers may ask a team parent to assist as a helper at an official game, so long as they have filled out an application and are registered with the league as an "Assistant Coach".
 - b. Foal, Shetland, Pinto, Mustang, and Bronco divisions are allowed a total of 1 manager and 3 coaches. Pony division is allowed a total of 1 manager and 2 coaches. The league will supply a team hat and jersey for each manager and coach up to the limits set forth above.
 - i. Additional coaches may only be requested after the draft and team formation. Requests should be made to the Division Player Agent and are subject to the approval of the League Player Agent or a delegated Selection Committee. The league will not pay for the jersey or hat of additional coaches in excess of the amounts in section (b) above, but they are required and are to be worn during game play.
 - c. Coaches and players shall be under the direct supervision of the manager.
 - d. All coaches and team parents are required to submit to the same background check listed in item 2(c) above.
6. Managers shall sign for and assume full responsibility for all equipment and the equipment shall only be used for League practices and League games approved by the Board. The equipment shall be returned at the end of the manager's season (postseason managers can keep their equipment longer).
7. Managers shall be responsible for returning all equipment to the Director of Equipment upon completion of the team's last scheduled League game. Failure to comply shall result in a review of the manager by the Board and an invoice for the cost of the equipment.
 - a. Unless a manager has been given permission (by both the Director of Equipment and the league president) to use his team's equipment for after season League Tournaments or for League "fall ball" play, at the end of either type of play the manager will then turn in his equipment.
8. The League strongly encourages each team Manager to take on the responsibility for making sure their team obtains a Sponsor. Sponsorship recognition levels are listed on the league website.
9. Managers shall be responsible for reporting all injuries of any personnel under his supervision as follows:
 - a. Report all injuries that require medical attention to the League President, League Vice President, and League Player Agent within 24-hours of injury.
 - b. If requested, prepare a written statement explaining the incident, nature of injury, date, time and location of the injury, to include a doctor's report with the explanation of the severity of the injury, to assist in preparing the medical and insurance reports.

- c. Managers will provide a League insurance report form to the player's legal guardian within 48 hours of notification of the injury, if requested.
10. In the event a manager resigns, or otherwise vacates his/her position at any time, a new manager shall be selected by the League Player Agent and approved by the Board.
11. All team managers shall be responsible for the following:
 - a. Field Preparation:
 - i. Home Team:

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

After game-drag infield and rake batter's box, pickup bases, repair and rake pitching mound, ensure cleanup of dugouts, stands, and grounds. If applicable, the last game on Saturday at each Mahan Park field is required to take down the home-run fences.
 - b. Home Team records the official score book for game.
 - c. Home Team supplies 2 new PONY approved/league supplied "game" baseballs and 1 used "game" baseball.
 - d. Signature of umpire on the official score book in Mustang, Bronco and PONY divisions. Signature of home and visitor team managers on official scorebook for Pinto division.
 - e. Ensure all Roseville PONY Baseball Equipment is secured in locked storage or turnover of responsibility is accepted by a fellow Roseville PONY Baseball Team Manager or Board Member.
 - f. It is mandatory that both the Home and Visitor team manager complete the online game summary within 24 hours of completion of a game. The game summary shall include the final score, as well as the pitch count for ALL players who pitched during the game.
12. All managers and umpires shall agree upon field ground rules prior to the start of all League games.
13. Managers, in Pinto-Colt Divisions, shall have available all data (via scorebook) concerning their team. For Mustang-Pony Divisions, this shall include all data on each pitcher, including number of pitches per day, and number of days rest. Data should also include the number of innings each player has played each week and reasons why a player did not play. For Pinto Division this should include all of the data listed above, excepting that data which is not available due to rules specific to Pinto Division (i.e. during coach's pitch no pitching data will be required, etc.) These records shall be made available to the League President, League Vice President, League Player Agent, or the opposing team manager upon request.
14. The League and Managers are responsible for the welfare and safety of all the players. We instill upon all members of the League, including the managers and coaches, to require all spectators to refrain from the use of tobacco products on the premises or within 50 feet of the field of play. This is to include the Scorekeepers area and the Snack Bar area. The use of alcohol and drugs is prohibited at all times in accordance with city ordinances.

15. Managers are required to hold a minimum of two (2) practices a week prior to the start of the spring season, provided fields are available and weather permitting. After the spring season starts, the manager must continue a minimum of one (1) practice per week and a maximum of three (3) practices per week. Foal, Shetland, Pinto and Mustang Divisions shall be limited to a maximum of two (2) hours per practice.
 - a. Managers in violation of said rule shall be issued a warning by the League Player Agent on the first offense and suspension for all subsequent violations.
 - b. Teams shall be allotted additional workouts per week as approved by the League Player Agent and Director of Scheduling.
 - c. Managers or coaches can call a practice directly with the director of scheduling, as needed to comply with this section.
16. Managers and Coaches are required to attend a Manager's Meeting and First-Aid Clinic supervised by the League Player Agent prior to the start of practices and league games. This meeting will cover league rules, league code of conduct and first aid techniques. The Board and League Player Agent will establish the time and date of this meeting.
 - a. Proof of a First-Aid Certificate will be acceptable for missing the First-Aid Clinic only.
 - b. Failure to attend in person or to send a team representative to the clinic will result in non-issuance of team equipment until the certificate is received. If league sponsored clinic is not attended, manager or team representative will find proper certification class and payment will be the responsibility of individual volunteer.
17. Managers, Coaches, Team Parents, and anyone else providing on-field or in-dugout assistance are required to successfully complete an online Concussion course. The following certifications are acceptable: CDC "Heads Up", National Federation of High School Sports ("NFHS"), and National Alliance for Youth Sports ("NAYS"). A printed certificate is available at the completion of these courses. The certificate should be printed and given to the Team Manager and shall be made available upon request at all RPB functions.
18. After all League games and practices, it shall be the responsibility of the Manager to assure that no player is left on the premises (playing field or parking lot) without adult supervision.
19. Managers and coaches may request the selection committee to manage or coach on more than one team. The selection committee shall be responsible for approving/declining such requests.
20. Any Manager knowingly violating a League established playing rule shall be brought before the Board to review the offense. The Board shall determine the severity and consequences of the infraction, including the potential change in the outcome of the game. The results may include forfeiture and/or suspension of the manager.
21. Any manager or coach ejected from a League game shall be suspended for his/her team's next game. Any manager or coach ejected may appeal the suspension to the league president within 24 hours of the ejection. Such an appeal shall be in writing to the league president. The Disciplinary Committee, established pursuant to Article VII of the League Bylaws, shall adjudicate the appeal as soon as possible. Multi-offenders

may face expulsion from the League.

22. Managers and Coaches Evaluation: Manager and coach evaluation sheets may be handed out to all parents. This rating sheet will be approved by the Board, distributed by the League Player Agent and may be used as part of the managers and coaches' selection process for the following season. These evaluations may be used to assist in selecting PONY Nationals managers and coaches. All managers may be given a forum to discuss the results of the survey.
23. At the beginning of each season all managers and coaches applying for positions are not automatically assigned back to the same team nor guaranteed to move up a division and take a team nor are granted a new team without being reviewed. As part of the review process, all returning managers and coaches will be subject to a review of their previous year's performance. At the discretion of the Board, a review in person may be required, to review suitability with the league. Assignment of each approved Manager and Coach to their team shall be at the sole discretion of the league, as recommended by League Player Agent and approved by Board vote.
24. Duplicate team names are not allowed in the same division. Each team in a division must be a unique MLB team (past or current) or other name format approved by the Board. Different versions of the same team will not be allowed in the same division. The league registration fee covers the cost of a basic; league approved uniform shirt and hat (with the names on the hats and jerseys). If the team decides to upgrade their uniform, it must do so at their own expense. Sponsors for any upgrade are greatly encouraged to avoid placing a hardship or financial burden on a family that is not in a position to pay for an upgraded uniform.

Section V – Players

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

Pinto, Mustang, Bronco, Pony, and Colt divisions shall participate in a player skills evaluation and be drafted to a team or be placed on a team as a "protected" player as further defined in Section IV – Selection of Players – The Draft System. RPB reserves the right to dissolve, combine and/or create teams as determined necessary by League Player Agent with approval by Board to accommodate the actual number of players registered and results of manager/coach selection process. In the event that a protected player's team is dissolved, the protected player will be drafted in accordance with RPB draft process.

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

- any game, practice or league sponsored event for any reason.
- b. A ruling to suspend or remove a player for their incidents under this section may be appealed to the Board. Such an appeal must be in writing to the league Secretary, League Player Agent, or President within 24 hours of the suspension.
 - c. All incidents involving a player(s) ejection shall be reviewed by the league (divisional) player agent. He/she shall recommend the appropriate action up to and including further disciplinary action. No player shall be removed for more than two games in a season without the approval of the Board.
 - d. In cases when the player shall appear before the Board, they must be accompanied by their manager and a parent or guardian. Removal of a player from the League is a last resort.
9. Female players participating in League activities (practices, games and meetings) shall be accompanied by an adult female, or by a parent or legal guardian.
 10. Play down requests are not permitted.
 11. Parents who request their player to play-up must notify the League Player Agent (LPA) prior to the evaluations. The player must attend both evaluation sessions for the respective age division and the upper division. Play-up requests may be granted by the LPA, the respective Divisional Player Agents, and/or the Board, as deemed necessary. All-Star eligibility for the player playing up may be impacted, pursuant to PONY National rules.
 12. Players registered in multiple sports should make Roseville PONY Baseball functions a priority when a conflict occurs. Persons aggrieved by a player's poor attendance may appeal to the league's disciplinary committee by contacting the respective division player agent.
 13. Managers and Coaches must protect all children that they have in a particular division according to the maximum number of protections that are allowed. They will not leave any of their children to be in the draft.

Section VI – Selection of Players – The Draft System

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

1. DEFINITIONS:

- a. **Eligible Player...** By definition an “eligible player” is a registered and paid-in full RPB applicant who is not a protected player. This player must participate in skill evaluation and then be drafted through the draft system. Any RPB registered player who is not protected and does not participate in skill evaluation will be considered a hat pick.
- b. **Ineligible Player...** is any player who has not fully completed all forms in the registration package, including any required documentation and payment of league fees or payment arrangement or has not been approved for hardship assistance. Ineligible applicants cannot be drafted or participate in any activity with the league.
- c. **Protected Player...** By definition a protected player is a fully registered and paid-in-full RPB applicant who is on a current season Manager’s protected list, a recruit or a sibling. The Manager’s protected player list must be submitted at least seventy-two (72) hours prior to the draft and approved by LPA (limited to 4 players). A newly recruited player(s) from outside of PONY, who has never participated in RPB previously, or who has not played in RPB for the last spring season, or a sibling may also be protected (not to exceed 1 additional player beyond the division limits stated above). Under no condition shall the total number of protected players (Manager’s list + Recruits + Siblings) be more than 5 players.
- d. **Recruited Player...** is any player who is brought into our League as a result of positive influence by an existing League member (e.g. parent, player, or coach). The player has the option of entering the draft or being protected by a team’s manager. There are no requirements to enter the draft other than meeting the eligible player definition. To be protected, the player must either have never played in RPB or has not played in RPB during the previous spring season, and the player’s parents/guardians and manager must agree upon protection status. Recruited players are required to participate in at least one of two skills evaluations such that managers have the opportunity to assess the player for the purpose of assigning him/her a player draft value regardless of whether the player enters the draft or is protected. A recruited player who does not attend a player evaluation will be assigned a point value of 5. The draft value will be determined by a simple majority of the division managers. If the managers are split, then the player’s draft value will be determined by a deciding vote from the division DPA or League LPA.
- e. **New Player...** is any player who has never played in RPB or who has not played in RPB during the previous two seasons, who is not being considered as a recruited player, and who is applying for one of our draft divisions. New players are required to participate in at least one of two skills evaluations such that managers have the opportunity to assess the player for the purpose of assigning him/her a player draft value. The draft value will be determined by a simple majority of the division managers. If the managers are split, then the player’s draft value will be determined by a deciding vote from the division DPA or League LPA.
- f. **Sibling Option Rule...** By definition the sibling option rule establishes the guidelines for determining a sibling’s eligibility as a draft-able or protected player status. All siblings are eligible for the draft and must participate in skill evaluation.

Managers are not required to automatically take the other sibling, unless his or her parent requests in writing (or noted in the registration) prior to the skills evaluation that they play on the same team. In that instance, the siblings shall become automatic next draft choice. If a parent requests a sibling to play on a protected player sibling's team, the other sibling shall also be considered a protected player (subject to total protected player per team limits).

- g. **Waiting List Player...** is a fully registered and paid-in-full player whose completed application was received after the last registration prior to skills evaluation for his/her division. The registrar will create a divisional priority waiting list in the order for which it was received, including receipt of payment. The list will be made available to the League Player Agent for placement of players as space on a team becomes available. If space is not available and the League is unable to place the Waitlist Player on a team, the applicant shall receive a full refund of all registration fees.
2. The managers and coaches under the guidance of the League Player Agent and with assistance from any other Board member shall select eligible players.
 - a. Protected players shall be placed on a team as the team's first, second, third and etc., round draft choices before additional players can be selected from the eligible draft pool.
 3. The selection order by which a team enters the draft is determined by a point system and the number of protected players assigned to that team's roster before the draft.
 - a. The team with the fewest number of protected players will draft first until that team has an equal number of players to another team.
 - b. In the event an equal number of players (protected and drafted) are assigned to a team, then a point system shall be used to determine draft order. The team with the lowest total points drafts first that round; second lowest total team points drafts second, etc.
 - i. **5 points** = Returning player that was ranked 1-10 in the current division during the previous season and Recruited player who does not participate in a player evaluation.
 - ii. **4 points** = Returning player that was ranked 11-20 during the previous season in the current division.
 - iii. **3 points** = Returning player that was ranked 1-10 in the lower division during the previous season.
 - iv. **2 points** = Returning player that was ranked 11-20 in the lower division during the previous season or is a second or third year (by age) player in the Division.
 - v. **1 point** = Returning player that played in the lower division during the previous season or is a first year (by age) player in the Division.
 - vi. **Recruited and New Players** = Draft values for recruited and new players to the league will be determined by a simple majority of the division managers. If the managers are split, then the player's draft value will be determined by a deciding vote from the division DPA or League LPA. (see definitions for recruited and new players above)
 - vii. Final assignment of point value for each player shall be determined by the LPA and DPA.
 1. In the event that the LPA has a player in the Division, final assignment shall be made by the DPA and any active Board

Member that does not have a player in the Division.

- c. The draft order as determined in the first round when all teams have an equal number of players shall set the draft order for the remainder of the draft.
 - d. If two or more teams have an equal number of players (protected and drafted) assigned to their team (prior to the round that the draft order is “set”) and the teams have an equal number of points, then a coin flip (2 teams) or hat draw (>2 teams) will determine the draft order for that round.
 - e. Once the draft order is set, teams will begin to fill their rosters in a “non-snake” order until all teams have an equal number of players.
 - f. Teams with more assigned players than other teams will not select a player in the draft until there are no teams with fewer players than them.
 - g. Once all teams have an equal number of players, the draft will continue in a “non-snake” fashion until there are not enough draft eligible players to finish another round, all remaining players become a hat pick and are assigned to each team in draft order as they are pulled from the hat.
4. As openings occur, players will be placed on teams in the order in which they were placed on the waiting list. This procedure shall be followed with all vacancies. If a player leaves the League (team) mid- season and then wants to return to the League (in the same season), that player shall return to his/her previous team, only if an opening exists. Should an opening not exist, that player shall be placed on the waiting list.
 5. If the waiting list of eligible players is exhausted and the teams are not filled, (a maximum of twelve (12) players on each team) vacancies shall be filled in “non-snake” order as a player signs up. This will continue, giving the team next in line the first available player.
 6. Each player drafted shall remain a member of that team for the current season unless traded or released (Board approval required).
 - a. Trading of drafted players shall be allowed for a forty-eight (48) hour period only, from the completion of the draft. All trades must be approved through the League Player Agent and may take time for proper review. Note: No player in any division can be contacted until the date designated by the League Player Agent. The actual notification date will be stated on draft night.
 - b. Special Circumstances, Trades and Releases: Releases and trades after the 48 hours have passed may only be obtained through the consent of the League Player Agent, with Board approval, and only after sufficient cause is shown. A player once released from a team may not return to that team. (Players may not be traded without parents’ consent.)
 - c. If the trade (as stated in 6b paragraph) is permitted by both team managers, the League Player Agent and the Board, the final approval for the trade must come from his/her parents or legal guardian(s). If the parent or legal guardian of either player disapproves of the trade, the trade is cancelled, and players remain on their previous teams.
 7. Draft eligible players not participating in the skills evaluation process shall be called a “hat pick” or moved to the waiting list. Protected players are not required to attend skills evaluations with the exception of recruits and new players – recruits and new players must attend skills evaluations even if they are protected by a team.
 8. All managers (or a designated representative of the manager) must attend skills evaluation

for division in which they intend to manage.

9. Managers shall evaluate all players that participate in skills evaluation for their division.
10. All managers (or a designated representative of the manager) must attend the draft (or team development meeting) for the division in which they intend to manage. For Foal, Shetland Division (Pony, if sufficient enrollment allows for multiple teams), a team development meeting shall take place in lieu of the draft. At the team development meeting, the managers shall be presented the list of players assigned to their team.
11. To accommodate “play-up” selection process, drafts (or team development meetings) shall occur in reverse order of age by Division, with the intention of completing one or two division(s) per night Monday through Thursday night the 1st or 2nd week after the final skills evaluation. This order need only be followed in years where “play-up” selection process is required due to player requests.
 - a. Pony (if sufficient enrollment for multiple teams)
 - b. Bronco (draft)
 - c. Mustang (draft)
 - d. Pinto (draft)
 - e. Shetland/Foal (not a draft - team development meeting)
12. “Play-up” players shall be placed into the draft of the Division to which they are petitioning for “play- up” status as follows:
 - a. Immediately following skills evaluation, all managers must submit to the League Player Agent (LPA) a prioritized list of players that they endorse for “play-up” as meeting the skill level for the division.
 - b. LPA and Registrar will review current registration numbers for entire division, including eligible “play-up” players, and determine the number of roster spots available for each team, including total “play-up” spots.
 - c. Those “play-up” players shall be placed in the draft pool and drafted similar to any other “eligible player” in the draft.

Section VII – General Rules for League Play

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

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

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

24. The 6" mound (large mound) is to be utilized on Field 2 only at Mahan Park. The 4" mound (small mound) can be utilized on either Field 1 or Field 2 at Mahan Park depending on the division playing.

Section VIII - Pitching Rules

1. FOAL 5U™, SHETLAND 6U™: Players are not permitted to pitch.
2. PINTO 7U & 8U™, MUSTANG 10U™, BRONCO 12U™, PONY 14U™, COLT 16U™, PALOMINO 18U™ and THOROBRED 23U™ must use the Pitch Smart chart printed below.

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

3. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
4. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.
5. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
6. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
7. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

8. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with up to ten warm up pitches.
9. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in PONY Rulebook - Rule 18- Penalties.
10. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
11. The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. The penalty for violation of this rule is that the umpire will immediately call a ball.
12. The league should assign an official scorekeeper for each game to track pitch counts. In the absence of an official scorekeeper, the home team book shall be the official record of games statistics including pitch count.
13. **Define a day of rest!!!** The first (1st) day of rest is the following day the player pitched no matter if the player threw one (1) pitch or reached their maximum.

Section IX – Schedules

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

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

In the event that this drop-dead time falls within an uncompleted inning, score of record will be the score at the end of the last full inning played. Pitch counts continue until the end of play.

ADDENDUM A: FOAL DIVISION LOCAL RULES

Foal Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

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

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

ADDENDUM B: SHETLAND DIVISION LOCAL RULES

Shetland Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Coaching:		Shetland coaches may be allowed on the field with their players while on defense and may provide verbal instructions during play. Managers and coaches may call time-out in order to provide additional instructions to their players at bat or in the field.
Dugouts:		The home team will occupy the 3rd base dugout. All offensive players (with the exception of the batter, on-deck batter and any base runners) must remain fully inside the dugout and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields with the exception of medical I.D. bracelets.
Play Requirements:		All players present and, on the lineup, shall bat in order and play in the field every inning. Players must be rotated from the infield to the outfield each inning. Coaches should rotate the positions, so the most experienced players are not always in the most active batting or fielding positions.
Basepaths:		Bases will be set at fifty (50) feet.
Scorebook / Umpires:	1)	Score is not kept in the Shetland Division. Outs are not recorded.
	2)	Umpires are not used in the Shetland Division. When necessary, coaches should act as umpires in an unbiased manner.
Innings / Time Limit:		No new inning shall start after one (1) hour, drop dead time 1 hour 15 minutes.
DEFENSE		
Pitching:	1)	Pitching will be by machine ONLY.
	2)	Players will be given 5 pitches from the machine. If a player fouls the final pitch, they shall get another pitch (similar to a 2-strike count). If they fail to hit a pitch, they will be given the opportunity to hit from the tee. Managers are encouraged to load the ball as quickly as possible and not coach every pitch.
	3)	Machine settings will be Power Level 2, Micro Adjust 3, Release Block 4.
	4)	Pitching machine will be set at thirty-eight (38) feet for the entire season.
	5)	If a batted ball strikes the coach pitcher, the ball is dead. The pitch counts and no runners shall advance. If the batted ball is also the fifth (5th) pitch, the batting tee

		shall be used for the next swing.
	6)	If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead. The batter is awarded first base, and all runners advance one base.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
	2)	If the batter is unsuccessful hitting a pitched ball, the ball shall be hit off a batting tee. The batting tee shall be placed directly on the home plate. A batter shall swing the bat until the ball is hit into play.
	3)	Beginning in the second half of the season, batters hitting the ball beyond the infield may advance additional bases. If a play is made on a runner as he advances to a base on a hit ball and the ball is overthrown and goes out of play, the runner or runners are allowed to advance to the next base only.
	4)	Starting at the second half of the season, offensive players will be ruled out and the player that is ruled out will be removed from the base path / base. Each inning, there is no limit in the number of outs that may be recorded.
	5)	If the ball and hose (from the batting tee) are hit at the same time, the ball shall be considered fair if it has traveled at least ten (10) feet.
	6)	Bunting is not permitted.
Base Running:		There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Headfirst sliding should be strongly discouraged by coaching staff.

ADDENDUM C: PINTO LOCAL RULES

Pinto Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:		The home team will occupy the 3rd base dugout. All offensive players – with the exception of the batter, on-deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.
Game Changer:		Home team shall keep the official score, pitch counts and game time.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields with the exception of medical I.D. bracelets.
DEFENSE		
Pitching:	1)	After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper.
	2)	Once removed from the mound, a player may not pitch again in that game.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
Base Running:	1)	Runners are not allowed to lead off.
	2)	Runners may steal, however shall remain in contact with the base until the ball is hit or crosses home plate.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule in the middle of an inning, the last completed inning shall be the final score.



Local PONY Ground Rules - All Leagues

Pinto 8

- Base lengths are to be 60'.
- No bunting.
- The team on defense shall only position nine (9) players.
- Upon the batter hitting the ball in play, the baserunner shall not slide into first (1st) base. Should this occur, the player will be called out.
- Players shall not advance on an overthrow.
- Player pitch throughout the entire season.
- Weeks 1-5, should an at-bat reach a 4th ball called, the coach of the team batting will come in and assume the count.
- If a pitcher hits three (3) batters in one inning they must be pulled from the mound.
- Weeks 6 through the balance of the season, should an at-bat reach a 4th ball called, the batter shall be awarded 1st base.
- Scores and player pitch counts to be submitted after each game, all games to use GameChanger.
- Base runners shall be eligible to steal bases throughout the entire season during player pitch only. They may not leave their base until after the ball crosses the plate. If a player leaves early they are sent back to the original base, unless it is a batted ball, then they are called out.
- Games are scheduled for 6 innings. Each of the first five (5) innings will last three (3) outs or five (5) runs, whichever comes first. The 6th inning will last three (3) outs or ten (10) runs, whichever comes first.
- A player may only play the pitcher or catcher position combined for a total of four (4) innings.
- No player shall sit two (2) innings until every player sits one (1).
- Every player must play a full defensive inning within the infield by the 3rd inning.
- Manager shall be suspended the following game should a player exceed the players age daily maximum pitch count.
- No new inning shall begin after one (1) hour and (15) fifteen minutes
- Drop dead (end of game) shall be enforced after one (1) hour and (30) thirty minutes has occurred.

ADDENDUM D: MUSTANG LOCAL RULES

Mustang Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:	1)	Home team will occupy the 3rd base dugout.
	2)	All offensive players – with the exception of the batter, on-deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields (practices or games) with the exception of medical I.D. bracelets.
Play Minimums:	1)	All players must play at least three (3) innings in the field.
Game Changer:		Home team shall keep the official score, pitch counts and game time.
Innings / Time Limit:	1)	Regular season games may end in a tie.
DEFENSE		
Pitching:	1)	After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper.
	2)	Once a player is removed from the pitcher position, they may not return to the pitcher position.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat.
	2)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule in the middle of an inning, the last completed inning shall be the final score.



Local PONY Ground Rules - All Leagues

Mustang

- Base lengths are to be 60'.
- Pitching distance to be 46'.
- Players who pitch the daily maximum # of pitches will not be eligible to catch.
- Five (5) run maximum per inning for innings one (1) through four (4).
- Ten (10) run maximum allowed in the fifth (5th) inning.
- Unlimited runs allowed in the sixth (6th) inning.
- No player shall sit two (2) innings until every player sits one (1).
- Every player must play a full defensive inning within the infield by the 3rd inning.
- A player may only play the pitcher or catcher position combined for a total of five (5) innings.
- Upon the batter hitting the ball in play, the baserunner shall not slide into first (1st) base. Should this occur, the player will be called out.
- Each pitcher shall receive one (1) warning from the umpire when they balk. Following that, balks shall be enforced.
- If a pitcher hits three (3) batters in one inning they must be pulled from the mound.
- Runners shall not advance home on a delayed or straight steal, home can only be taken on a batted, passed, or overthrown ball.
- No new inning shall begin after two (2) hours.
- Drop dead (end of game) shall be enforced after two (2) hours and fifteen minutes (2:15) has occurred.
- Teams may obtain enough players to achieve nine (9) total players from the opposing team. A forfeit does not occur until a team falls under seven (7) players.
- Drop 3rd Strike rule is in effect all season.
- The infield fly rule shall not be enforced.

ADDENDUM E: BRONCO/PONY/COLT LOCAL RULES

Bronco/Pony/Colt Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:	1)	Home team will occupy the 3rd base dugout.
	2)	All offensive players – with the exception of the batter, on--deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.
Uniforms:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed on portable mounds. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields (practices or games) with the exception of medical I.D. bracelets.
Play Minimums:	1)	All players must play at least three (3) innings in the field.
	2)	All players present shall bat in order.
	3)	There are free defensive substitutions.
Basepaths:	1)	BRONCO: Bases will be set at seventy (70) feet.
	2)	PONY: Bases will be set at eighty (80) feet.
	3)	COLT: Bases will be set at 90 (90) feet.
Game Changer:		Home team shall keep the official score, pitch counts and game time.
Inning / Time Limit:	4)	Regular season games may end in a tie.
DEFENSE		
Pitching:	1)	Once a player is removed from the pitcher position, they may not return to the pitcher position.
	2)	After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper.
OFFENSE		
Batting:	1)	Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat.
	2)	Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule in the middle of an inning, the last completed inning shall be the final score.



Local PONY Ground Rules - All Leagues

Bronco

- Base lengths are to be 70'.
- Pitching distance to be 50'.
- Players who pitch the daily maximum # of pitches will not be eligible to catch.
- Ten (10) run maximum per inning for innings one (1) through six (6).
- Unlimited runs allowed in the seventh (7th) inning.
- No player shall sit two (2) innings till every player sits one (1).
- All players must play a minimum of three (3) innings within the game.
- Upon the batter hitting the ball in play, the baserunner shall not slide into first (1st) base. Should this occur, the player will be called out.
- Each pitcher shall receive one (1) warning from the umpire when they balk. Following that, balks shall be enforced.
- Guest players are permitted and must be enrolled within the Mustang Division.
- Guest players must bat last and are ineligible to pitch or catch.
- Teams may obtain enough players to achieve nine (9) total players from the opposing team. A forfeit does not occur until a team falls under seven (7) players.
- The infield fly rule is in full force throughout the season.
- Drop third strike rule is in effect throughout the season.
- A player may only play the pitcher or catcher position combined for a total of six (6) innings.
- No new inning shall begin after two (2) hours and fifteen (15) minutes.
- Drop dead (end of game) shall be enforced after two (2) hours and thirty minutes (2:30) has occurred for sunset, drop dead does not apply at Rocklin Fields.

Pony

- Base lengths are to be 80'.
- Pitching distance to be 54'.
- No warnings for balks.
- Players who pitch the daily maximum # of pitches will not be eligible to catch.
- Unlimited runs allowed in all seven (7) innings.

- Upon the batter hitting the ball in play, the baserunner shall not slide into first (1st) base. Should this occur, the player will be called out.
- No new inning after two (2) Hours and thirty (30) minutes
- No drop-dead time.
- Guest players are permitted and must be enrolled within the Bronco Division.
- Guest players must bat last and are ineligible to pitch or catch.
- Teams may obtain enough players to achieve nine (9) total players from the opposing team. A forfeit does not occur until a team falls under seven (7) players.
- No player shall sit two (2) innings till every player sits one (1).
- All players must play a minimum of three (3) innings within the game.



Local PONY Ground Rules - All Leagues

Disciplinary

- Should a player use an illegal bat in any division, the manager will be suspended for the following game.
- Manager shall be suspended the following game should a player exceed the players age daily maximum pitch count.
- Managers are responsible for their players' parents' behavior, we have zero tolerance for unsportsmanlike behavior towards umpires, players, or other spectators.

PONY Rulebook Reference Rules

- Legal Bats
 - USA Baseball
 - BBCOR -3
 - Wood
- TeeBall Bats can not be used above the Shetland division.
- USSSA Bats are illegal at all times, no exceptions.
- If a coach visits the mound twice in one inning, the pitcher must be pulled.
- A pitcher can not reenter a game in the pitchers position after they are pulled from the mound and the inning ends
- The pitchers pitch count reverts back to the first pitch of the last batter faced for rest day counting.
- Mercy rule applies in Pinto-Pony divisions, please reference the PONY Rulebook for details.
- There is no out for a player missing an at bat due to an injury, illness, or pre-declared absence. An out will still apply if a team bats out of order unless it is for the previously mentioned reasons.
- Courtesy runners are not allowed unless an injury occurs, or a player is injured prior to the game and the other manager is notified at the plate meeting, in which case the last batted out shall become the courtesy runner.

ADDENDUM F: Tournament of Champions RULES

Non-Division Specific Rules:

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

PINTO:

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

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

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

1. No NEW inning will start after 1 hour and 30 minutes from the official game start time.
 - a. Once the new inning begins, the inning will be played out, without a time limit
 - b. If a tie occurs at the end of the last inning, additional inning(s) (up to 3) will be played out until a winner is determined. If still tied after these 3 innings, the game will be paused in a TIE and be resumed as quickly as possible as per RPB Director of scheduling (which may include continuation that day)
 - c. **Time limit shall not apply to the Championship game**

2. If a game is called early due to darkness, then the current game statistics, score, lineup, etc. will carry over to the next available day that allows the game to continue (to be determined by the Director of Scheduling)
3. Scoring:
 - a. A maximum limit of 5 runs will be allowed in innings 1-4, if inning commences **prior** to 1 hr. 15 min point
 - b. A maximum limit of 10 runs will be allowed in the 5th inning, if inning commences **prior** to 1 hr. 15 min point
 - c. There is NO limit of runs allowed in the 6th inning, or any inning that commences **after** the 1 hr. 15 min point
 - d. The 10 run mercy rule will be in effect after the completion of 4 ½ innings (so long as mercy ruled team has had at least equal number of innings at bat as team winning by mercy amount)
4. All regular season infield and outfield minimum playing requirements are in full effect.
5. Managers are required only to submit a batting order with 1st inning positions to Umpire and opposing manager at the start of the game
6. After every game, both managers are required to submit an online game summary form via the RPB website within 4 hours of game completion. This will be the official process for confirming game winners and player pitch counts.

Unless otherwise stated, the General Rulebook applies.

MUSTANG:

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

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

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

Unless otherwise stated, the General Rulebook applies.

BRONCO/PONY:

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

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

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

ADDENDUM G: PONY Nationals & Post Season Teams

PONY Nationals & Post Season Teams

1. To be considered to Manage, Coach, or perform as the Business Manager for any RPB Nationals team, one must meet the following prerequisite criteria:
 - a. Manage current year's regular season RPB team or have previously managed a RPB team from the same division as applying for at least one season.
 - b. Coach current year's regular season RPB team in the division as applying or have previously coached a RPB team from the same division as applying for at least one season.
 - c. Submit their request to manage a Pony Nationals team prior to the second league sponsored All Star workout to the League Player Agent (referred to as "LPA").
 - d. Applicants may submit their request for accompanying Coach and Business Manager, however, their requests must meet the following criteria:
 - i. Only one of those two positions may be filled by a regular season manager/coach from the same team as the manager (you will need to pick at least one person from another team).
 - ii. Confirmation of the positions must come from a Board of Directors majority vote.
 - iii. Confirmation of the positions does NOT guarantee whether their respective child will or will not make the team.
2. All regular season managers must anonymously vote for who they would like to be the manager of their division's PONY Nationals team by March 30th. Regular season managers may not vote for themselves.
3. Once candidates have submitted their request to the LPA, the Board of Directors will vote at the following Board of Directors meeting to decide any RPB PONY Nationals Manager, Coach, and Business Manager using the following criteria:
 - a. Candidates meet the necessary prerequisites outlined in section 1 above.
 - b. Candidates have interviewed with the LPA and are in good standing.
 - c. The Board will weigh the voting results from the Managers of each division as well the above criteria to determine the final selections for positions of Manager, Coach, and Business Manager.
 - d. All managers and coaches have disclosed any conflicts that would interfere with their ability to attend practices or games during the duration of the PONY Nationals season (i.e. coaches must commit to the team for the duration of the tournament with the assumption that their team will advance to the World Series and have alternative plan in place in case of vacations, etc.)

PONY Nationals Player Selection

1. Players must meet the following criteria to be included on any RPB PONY Nationals final roster:
 - a. Receive a nomination from their regular season manager.
 - b. Attend workouts held by the LPA and DPA.
 - i. Players who are not available to attend any workout must notify the team manager.
 - c. Receive a nomination from the associated RPB PONY Nationals team manager.
 - d. Workouts will begin as close to the first week of April as possible. Up to three workouts will be held by the LPA and DPA before the final roster is submitted. Final rosters should be submitted no longer than one week following the final workout.

ADDENDUM H: RPB Select Team Program

RPB Select Team Program

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

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

Railcats Select Program (“Travel Ball”):

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

1. Players must reside within our League boundaries as determined by PONY.
2. Travel Ball Teams will be formed under an age-pure matrix (e.g. 9U, 10U, 11U, 12U, 13U, 14U, etc.).
3. One team is eligible for participation in each Division, unless league census warrants additional teams in a respective division. The RPB Board will have authority to grant formation of additional teams within a given age division on a case-by-case basis.
4. Coaches and managers must have a minimum of one year managing or coaching experience.
5. Coaches and managers must be in good standing and registered with the League.
6. Coaches and manager must be approved by the RPB Board of Directors prior to holding initial tryouts.
 - a. Managers should be elected to their positions in July/August of each year.
Coaches should be elected to their positions as soon as possible after manager election.
7. Minimum roster size is 9 players, maximum roster size is 15 players per team.

Railcats Select Team and Manager Requirements:

1. A Travel Ball Team must consist solely of registered RPB players. This means that players allowed to participate are registered RPB players. Guest Players may be permitted to play upon approval of the LPA and completion of Guest Player registration. An RPB recreational league player may not guest play while their recreational team is still playing during the Spring season.
“Railcats Select players may play both recreation fall ball and Railcats baseball during the fall season only and only if they do not conflict. If games fall on the same day and time and the recreational league team has 10 or more players then the Railcats Select player can miss their recreational league game and join their Railcats Select team. If the recreational team has 9 or less players then recreational league will take priority over Railcats Baseball. Railcats Select baseball team may not join recreation fall season as a team.”
2. Registration fees for Railcats Select players will be consistent with the fees paid by recreational league players (Pinto to Pony Divisions).
3. Unless approved by the LPA, or Board assigned designee, all Travel Ball Teams must participate in league related activities, including opening and closing ceremonies and are not permitted to play games on those weekends.
4. All Travel Ball Teams (players, family members, and coaches) must abide by our League’s Code of Conduct policy.
5. Travel Ball Teams may not charge an initiation fee as a requirement to be a member of the team. Teams are not allowed to collect monthly dues, but may divide costs equally among team members and their families. Those costs to be determined by the team may include: additional uniform costs (see 6., below), game balls (see 10., below), tournament entry costs, evaluation costs, excess umpire costs and field rental costs. Each team must have a team business manager and shall produce financial information at the request of the Roseville PONY Board of Directors.
6. All travel ball teams will have the name “Roseville PONY Railcats”. Travel ball teams in all divisions will use uniforms with Railcats logos, etc.. The primary uniform will be designed by the league through the Director of Uniforms, with input from respective travel ball team managers. The Director of Uniforms shall approve the method of ordering for primary uniform.
7. Travel Ball teams will be responsible for costs of uniforms over and above the allocation allotted to Recreational Teams for the given year (see 5., above).
8. RPB will not supply team gear or equipment.
9. RPB will provide each team with game balls; however, not to exceed sixteen (16) if they host a game or a tournament at one of our RPB allocated fields.
10. RPB will provide all field equipment for any hosted games to include: chalk, lights, drags, etc.
11. All teams will pay for the tournaments they elect to play in.
12. All travel ball teams will be under the RPB insurance.
13. All travel ball teams will NOT play within the recreation league.
 - a. Recreation league players are not eligible to play with Select teams

- simultaneously during the Spring season, and shall not be recruited until the Spring and All-Star season is complete.
- b. There is no limitation on fall players during the fall season, so long as players make Recreation league play their priority during that time.
14. A Team will practice and play Monday through Sunday. There is no restriction on practice time other than field allocation. It is recommended not to exceed a total of 4 workouts / games per week.
15. Railcats Select Teams may elect whether or not to participate in All Stars. This team will be subject to the same PONY Nationals costs as other RPB PONY Nationals teams. The Select Team may use the league charter to participate, however they shall ensure that they play the minimum amount of regular season games to be eligible per PONY and pay the applicable registration fees. All teams will abide by PONY All Star Rules to ensure they will be eligible for PONY All Star Tournaments.
- a. In the event a Travel Ball Team does not have the minimum roster size for entry into PONY Nationals, recruiting of players from a Sunday Select team, or from the top-ranked All Stars for their prospective division will not be permitted. Players may not opt out of their selected PONY Nationals team and play for another RPB team.
16. Managers must maintain and provide a business plan that includes financial and operational detail to the RPB Board for consideration and approval.
17. RPB and the Select coaching staff must hold an annual public tryout for all age eligible players who wish to participate and be evaluated. Annual tryouts are typically held following the completion of PONY Nationals. Annual tryouts must be completed, and teams established with a roster and all players registered at least one week prior to the recreational Spring league evaluations. The annual tryouts must be announced on the RPB website and an email blast must be sent out. If at any time there are less than 12 players on a team following the annual tryout, the team may hold tryouts until a roster of 12 is achieved.
18. The cost for evaluations will be at the expense of the travel ball teams.
19. Managers are responsible for selecting their own players and coaches. All players must be in good standing and registered with the league.
20. Managers must ensure their team abides by the RPB player safety and pitching requirements.
21. Managers must confirm that teams from outside our League on their playing schedule have proof of insurance.
22. RPB will allocate fields in a similar manner to the rec teams. Rec teams receive priority for practice times and fields. If additional field time is requested, it must be written and submitted to the Director of Scheduling and will only be granted if the field is open.
23. All coaches, players, and parents are subject to volunteerism requirements as outlined in the League Rules and Bylaws.

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

1. Players must meet the following criteria to be included on any Sunday Select team.
 - a. Reside within our League boundaries as determined by PONY.
 - b. Registered and actively playing on one of RPB’s recreation baseball teams during the corresponding spring baseball season.
2. To be considered to Manage, Coach, or perform as the Business Manager for any Sunday Select team, one must meet the following prerequisite criteria:
 - a. Minimum of one year managing or coaching experience and be in good standing within the RPB League.
 - b. Interviewed with the League Player Agent (LPA), as well as the SPA and are in good standing.
 - c. Coaches and managers must be approved by the RPB Board of Directors.
 - i. Only one of those two positions may be filled by a regular season manager/coach from the same team as the manager (you will need to pick at least one person from another team).
3. **Other guidelines and information for Sunday Select players, manager, and RPB:**
 - a. Teams must consist solely of RPB Recreational League players as documented in the above section.
 - b. Teams will be formed under a division matrix (e.g. 8U, 10U, 12U, 14U, etc.), and more than one team is eligible for participation in each Select Division.
 - c. Managers are responsible for selecting their own players and coaches according to the criteria outlined in section 3.2 above. Managers in each Select Division are responsible for coordinating, conducting and attending a player workout prior to the team’s formation.
 - d. Teams (players, family members, and coaches) must abide by our League’s Code of Conduct policy.
 - e. The workout dates, times and location shall be posted on the league website.
 - f. Teams may not charge initiation or membership fees as a requirement to be a member of the team. Acceptable costs may be divided equally among team members. Those costs will be determined by the team may include, but are not limited to: uniforms, umpire fees, game balls, tournament fees, and field rental.
 - g. Teams will practice and play on Sundays (Feb.-May) and during Memorial Day Weekend unless otherwise explicitly approved by the Select DPA and LPA. Practices and/or games may also be approved on weekends when there are no league games scheduled during that same week or weekend. By committing to a Sunday Select team, the player and their family acknowledge that you are exceeding the practice time limits for a team.
 - h. All Sunday Select teams must disband during PONY Nationals. Teams may resume practice and play once the PONY National Tournament has been completed for the specific Select Division (Aug. – Dec.).
 - i. Managers must submit a business plan to the RPB Board which includes both operational and financial details for consideration and approval.
 - j. Managers must submit a complete roster of coach and player name along with contact information to the RPB SPA.
 - k. Managers are responsible for coordinating all team-related financial and

operational obligations.

- l. Managers must work with the SPA to receive all Railcats Artwork to create their team uniforms. There is no restriction as to your color scheme, however jersey must have the main Railcats Logo across the chest, and the Roseville PONY Baseball Logo on their left shoulder.
- m. Managers must ensure their team abides by the RPB player safety and pitching requirements, including pitch-count reporting to SPA and DPA
- n. Managers must confirm that teams from outside our League on their playing schedule have proof of insurance if using RPB facilities.

ADDENDUM I: Player and Parent Code of Conduct

ROSEVILLE PONY BASEBALL PLAYER AND PARENT CODES OF CONDUCT

Parents, players, and coaches are required to follow the League's Code of Conduct. Players or parents who violate these rules may be disciplined at the game and/or required to appear before the Board of Directors. Violations may result in a variety of consequences, including player suspension and parental bans.

Code of Conduct for Players

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

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

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

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

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

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

Code of Conduct for Parents

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

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

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

child will be unable to participate in, or will be late to, a practice or game. In addition, I understand that if my child is frequently absent from, or tardy to games and/or practices, the coaches have the discretion to take action in support of the team ethic, such as by reducing my child's playing time in games or not rewarding such behavior with assignments to highly sought-after field positions.

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

Conduct: I will respect the umpires and their authority during games and will never question, discuss or confront coaches at the game, and will take time to speak with coaches later at an agreed upon time and place. I will never ridicule or yell at my child, another player or other participant for making a mistake.

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

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

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

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

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

ADDENDUM I: AB 506 POLICY

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

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

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

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

The pass/fail criteria shall be:

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

Rights of the Felon:

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