

to return to his team. No Manager or Parent may contact any prospective replacement player or their parent(s). The Director of Players will contact the parent's of the next player on the wait list. Immediately upon acceptance by the prospective replacement player's parent(s), the Manager is then permitted to, and shall, contact that player and invite him to the next practice and arrange for a proper uniform. A final decision by the replacement player's parent must be made before the team's next game. ABL teams are not permitted to add a player that is on an active Rec League roster.

2. Players who are added from the wait list to a Rec League team will be eligible for all-star play if the move happened before the halfway point of the season.

Acceptable Reasons for Disciplinary Action

- The manager has the responsibility of maintaining a high standard of behavior among the players on the team. If the manager feels that a player is behaving in a manner not consistent with good sportsmanship or not in the best interest of the team, he or she may request, through the Director of Players, that the Director of Players remove the offending player from the team roster.

Notification of Disciplinary Action

- A player shall not be benched for disciplinary reasons such as missing practice, being late for practice or other "non-game" reasons until the Commissioner has been notified and given his approval. The Commissioner will then notify the Director of Commissioners. The Director of Commissioners may act in the place of the Commissioner if the latter is unavailable.

Reasons for Removing a Player from a Game

- If it is the opinion of the manager that a player's participation in a game may result in injury either to himself, or to another, that manager may, with the concurrence of the umpire, remove said player from the game. The umpire must make note of any player removals in the affected team's scorebook. There is no penalty unless the affected player's team falls below nine (9) players, at which time an out will be recorded for the removed player in his spot in the batting order for the first time only.
- Subsequent missed at-bats by the removed player will be skipped and no penalty will be assessed.
- A player who has left the field has a grace period of 60 seconds after he has been called to the batter's box to return to the field. If the player fails to return before the end of these 60 seconds, the player will be called out, but may return to the line-up in the same batting order.
- A player who has left the complex for any reason will not be recorded as an out, but may not return to the line-up at any point during the game. However, if the removal of a player causes the team to fall below 9 players, an out will be recorded for the first missed at-bat only.

Player Ejected from a Game

- A player ejected from a game by the umpire is suspended for the remainder of that game. Penalty of up to three subsequent games may be applied upon review by the Board of Directors.
- The umpire shall submit a written report to the Director of Umpires within 24 hours. The Director of Umpires shall forward a copy of the ejection report to the League Commissioner prior to the Ejection Board convening.
- A suspended player may attend the game as a spectator only. If a player is found to have violated the suspension, the game in which the violation occurred will be forfeited at the discretion of the Board of Directors.

4. In the event of an ejection, the ejected player's spot in the batting order will be recorded as an out in all subsequent at-bats; as well as that at-bat, if the ejection occurs while the player is batting.
5. All ejections shall be evaluated by the Ejection Review Board to determine disciplinary actions and suspensions. The board is comprised of Director of Umpires (Chairman), President, and Vice President. The board may invite the Director of Commissioners, Director of Players, and/or League Commissioners involved to determine the appropriate actions against such player. The board shall make every effort to convene prior to the next scheduled game of the ejected player.
6. If any member of the Ejection Board manages or coaches a team, and is involved in the ejection, the appropriate Director of Commissioners will act on the Ejection Board in their place.

Article III. Practice and Game Guidelines

A. Practice Schedule

1. Pre-season practices may not exceed three per week with a maximum practice time of two hours per practice. Pre-season practices may be adjusted with the approval of the Board of Directors.
2. During the season, the combination of games and practices may not exceed four per week.

B. Game Schedule

1. The Scheduling Committee is responsible for having a game schedule prepared and distributed to each League Commissioner. The League Commissioner is responsible for distributing the schedule to each manager. Each manager is responsible for distributing the game schedule to each player on his/her team.

C. Game Rescheduling

1. All games schedules are final when distributed. Games will not be rescheduled except for reasons of weather, field conditions, schedule errors, or if the Board of Directors determines a change would benefit CPBA. Requests to reschedule games must be submitted by the League Commissioner to the appropriate Director of Commissioners at least 48 hours prior to the original scheduled game time. The Scheduling Committee will approve or disapprove the requested schedule change. If the schedule change is approved, the Scheduling Committee chairperson will provide the revised written schedule to the appropriate Director of Commissioners and Director of Umpires. The appropriate Director of Commissioners will provide the revised schedule to the League Commissioner. The League Commissioner will notify the team managers. The board reserves the right to reschedule games as needed when time does not permit per Game Rescheduling procedures.

D. Protests

A manager may protest a game after he perceives that the umpire has misinterpreted a rule against his team. Protests based on judgment decisions by the umpire are not permitted.

1. Protest Board

- a. The Protest Board will consist of the Director of Umpires (Chairperson), Director of Procedures, the appropriate Director of Commissioners, the President and Vice President. At least five members of the Protest Board must be present to render a decision. In the event the Protest Board is unable to convene five members, the appropriate League Commissioner will act as a Protest Board Member for the protest then under consideration on a temporary

basis. The appropriate League Commissioner will attend all Protest Board meetings, participate in all aspects of the meeting, but shall only have the power to vote on any protest in the event that he or she is duly called to act as the fifth Protest Board Member. The Protest Board shall concern itself only with the game being protested and may solicit testimony from any source that it chooses, but actual decisions shall be based on majority vote. Decisions of the Protest Board are final, are not subject to appeal, and will be submitted to the Secretary for recordation purposes.

2. Protest Procedures

- a. When a protest occurs, the objecting manager must, at the time of the play, notify the plate umpire, the opposing manager, and the official scorekeeper that the game is being played under protest.
- b. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as described above.
- c. Umpires should make a public announcement to the crowd when a game is being played under protest.
- d. The umpire shall submit a written report immediately.
- e. The protest must be submitted in writing within 48 hours of the completion of the game to the Protest Board in care of the Director of Umpires. A check for \$100.00 payable to the Camarillo Pony Baseball Association must be included. If the protest is upheld, the check will be returned. If the protest is not upheld, the money will become part of the CPBA treasury.

3. Decision Time

- a. The Protest Board will make every effort to render a decision within five calendar days of the receipt of the protest from the protesting manager.

4. Game Replay Considerations

- a. Any game in which a protest is upheld will be replayed from the point of the protest with each team having the same lineup in effect at the time of protest. Pitchers' eligibility shall be determined by the number of innings pitched during the game at the time of protest.
- b. In leagues using round-robin batting and free substitution, the lineup will remain intact except that an absent player may be deleted from the lineup.

5. Game Replay Date

- a. If a protested game is replayed, it will be replayed as soon as possible. The Scheduling Committee shall schedule replayed games.

Article IV. Post-Season Tournament, and Player Awards

A. Post Season Tournament

The Pinto, Mustang, Bronco, Pony, and Colt leagues shall have a post-season double elimination tournament in which all teams participate. Seeding of the teams in the tournament will be based on the results of the league games. Leagues with more than eight (8) teams will be divided into two divisions: American and National.

1. We will be using team record of wins and losses. If there is a tie in the league standings, the head-to-head results will be used. If this does not result in a champion, the following tiebreakers will be used. Only league games between the tied teams will be considered.
 - a. Least runs scored against
 - b. Most runs scored

c. A coin toss

Pinto and Mustang leagues will play a minimum of 4 innings for tournament games. The championship game will be played in full (6 innings) but the mercy rule still applies.

Bronco, Pony, and Colt will play a minimum of 5 innings for tournament games. The championship game will be played in full (7 innings) but the mercy rule still applies. (Interleague rules may vary)

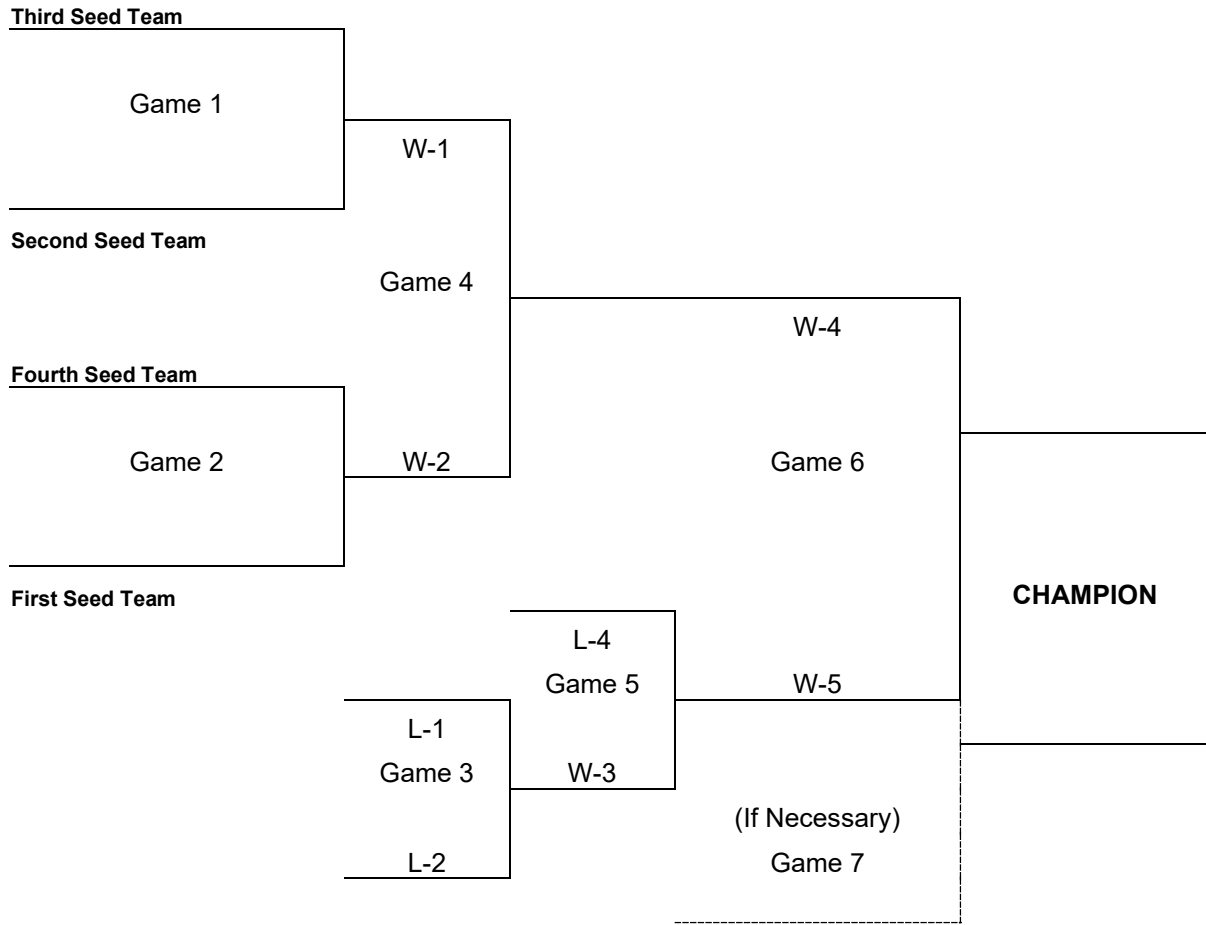
Once the minimum innings limit is reached, games will conclude in accordance with that league's established time limit.

If it is determined that a coach is purposefully delaying a game, he / she will be subject to disciplinary action.

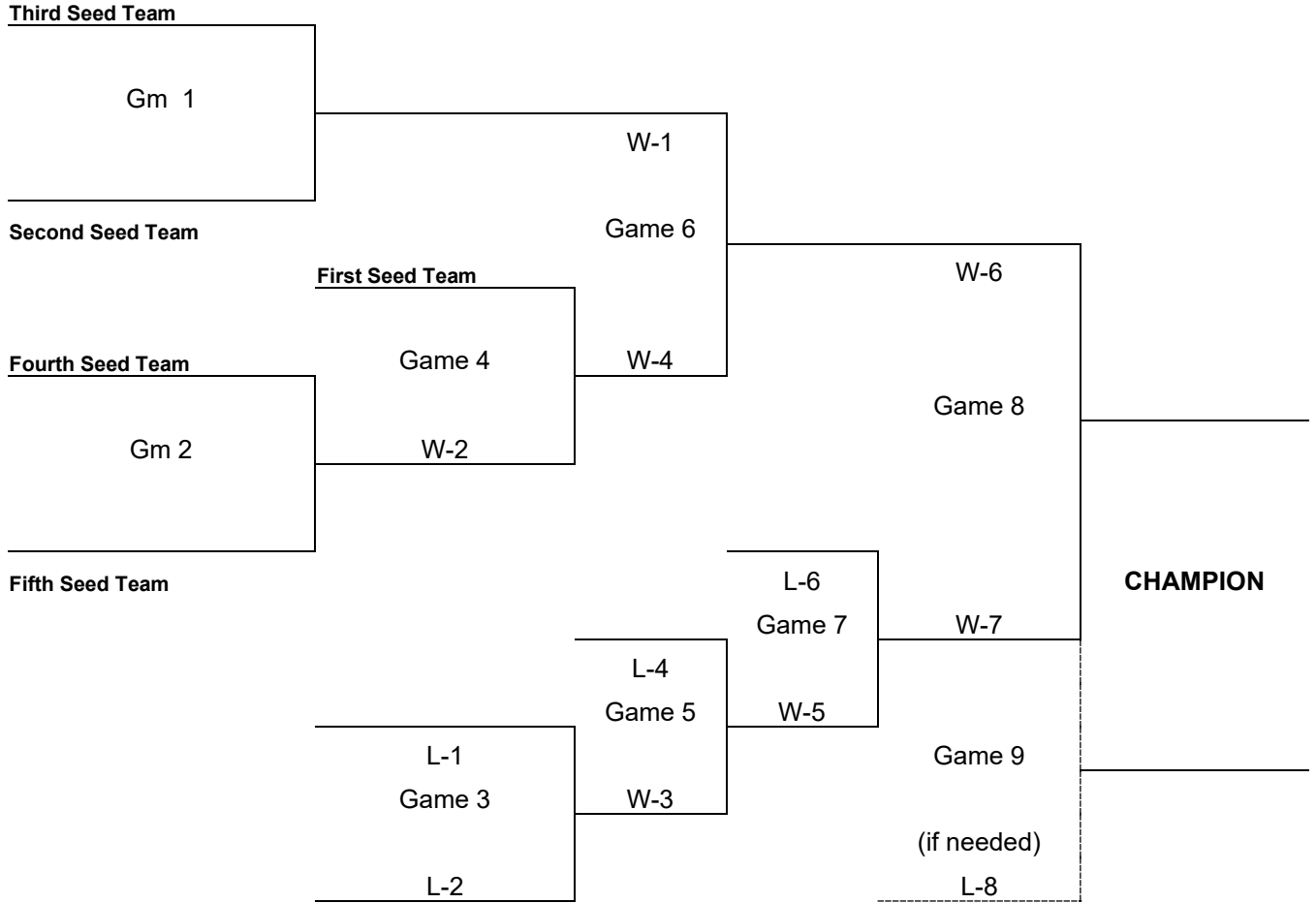
The top seed will be HOME team in all tournament play with the exception of Championship game. If top seed in the Championship game comes from the losers bracket, the top seed would be the visiting team. If the "If Necessary" Championship game needs to be played, the top seed will be HOME team.

The following are the tournament brackets to be used:

FOUR TEAM BRACKET
Double Elimination Tournament

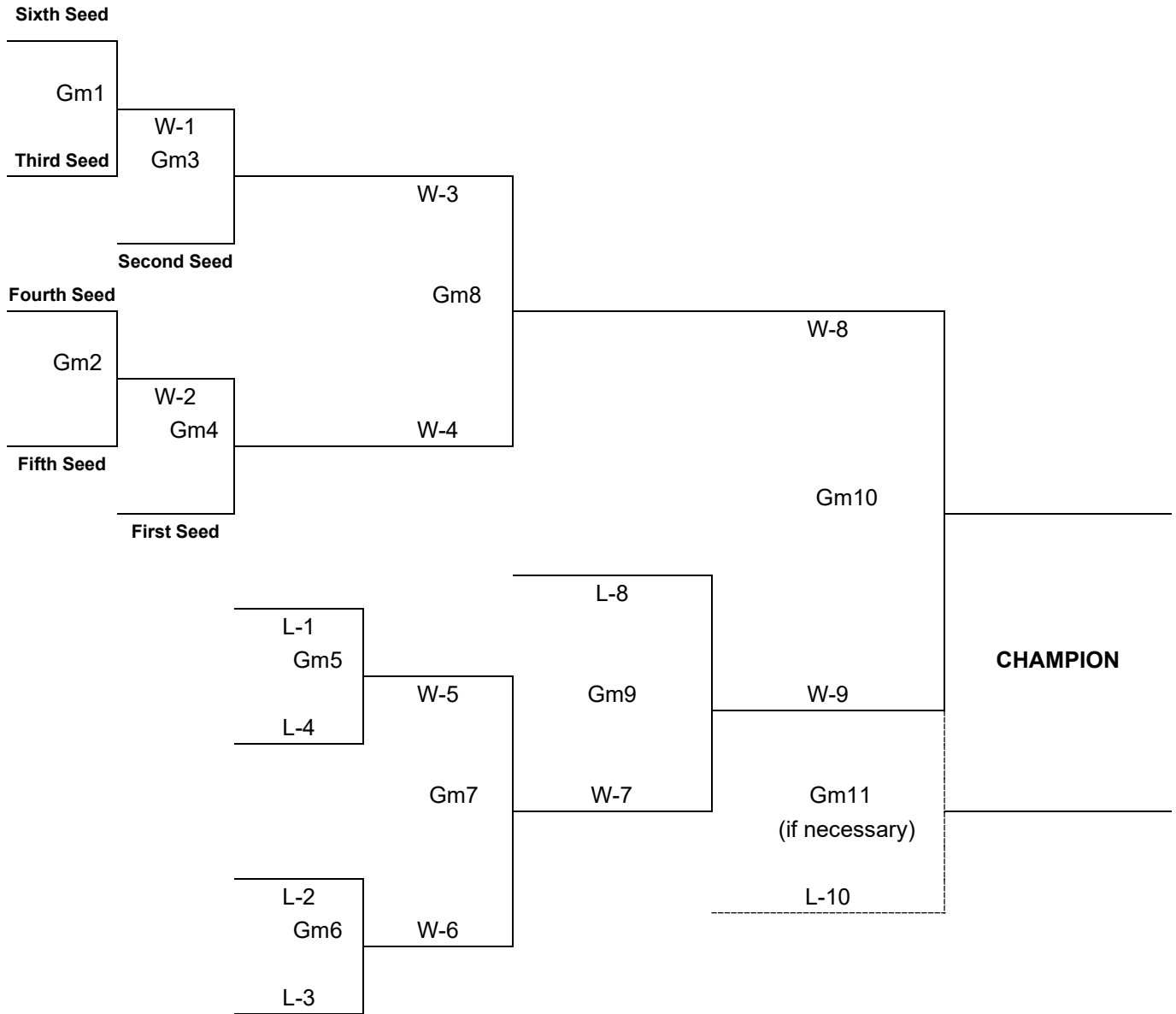


FIVE TEAM LEAGUE Double Elimination Tournament

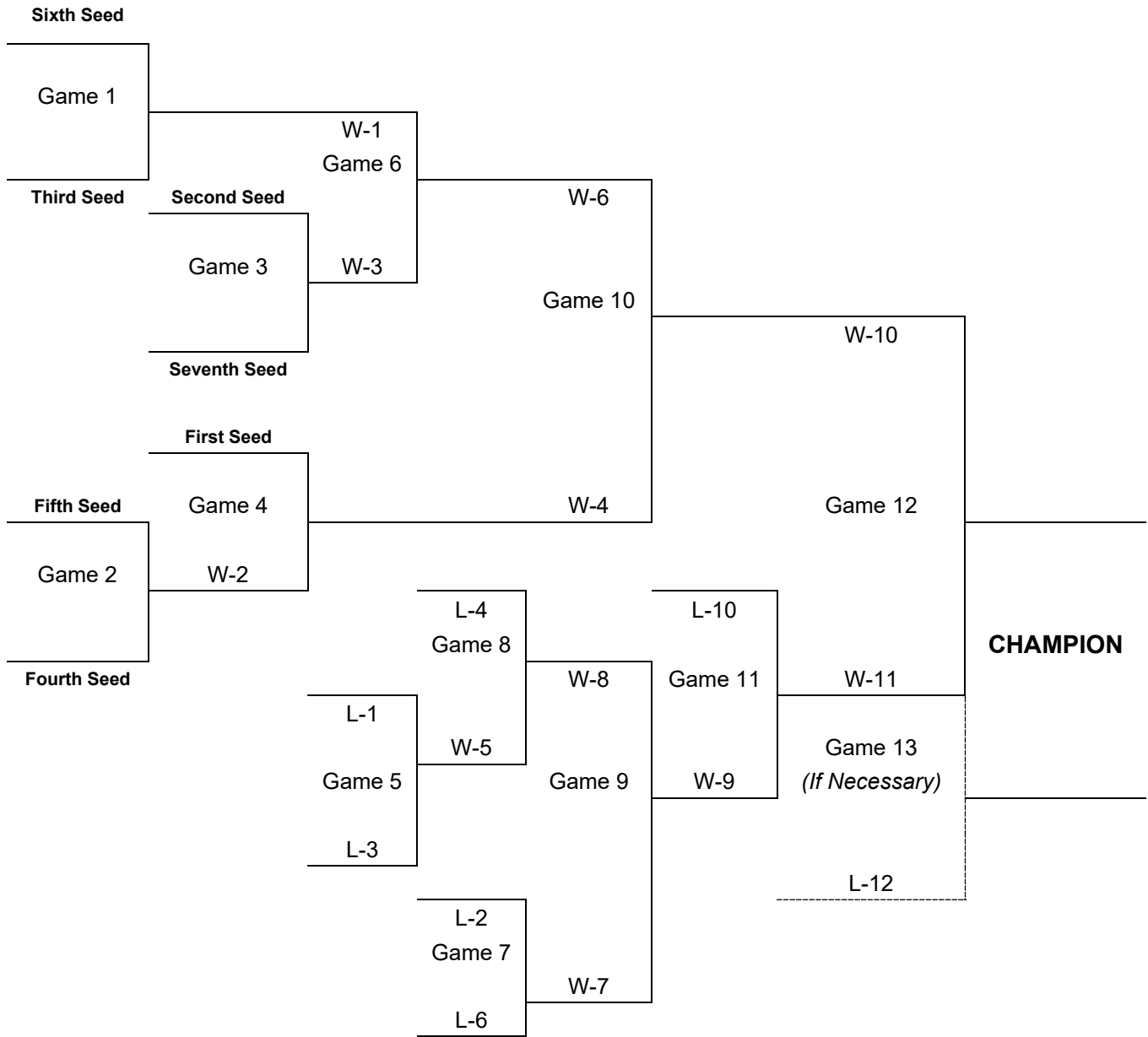


SIX TEAM LEAGUE

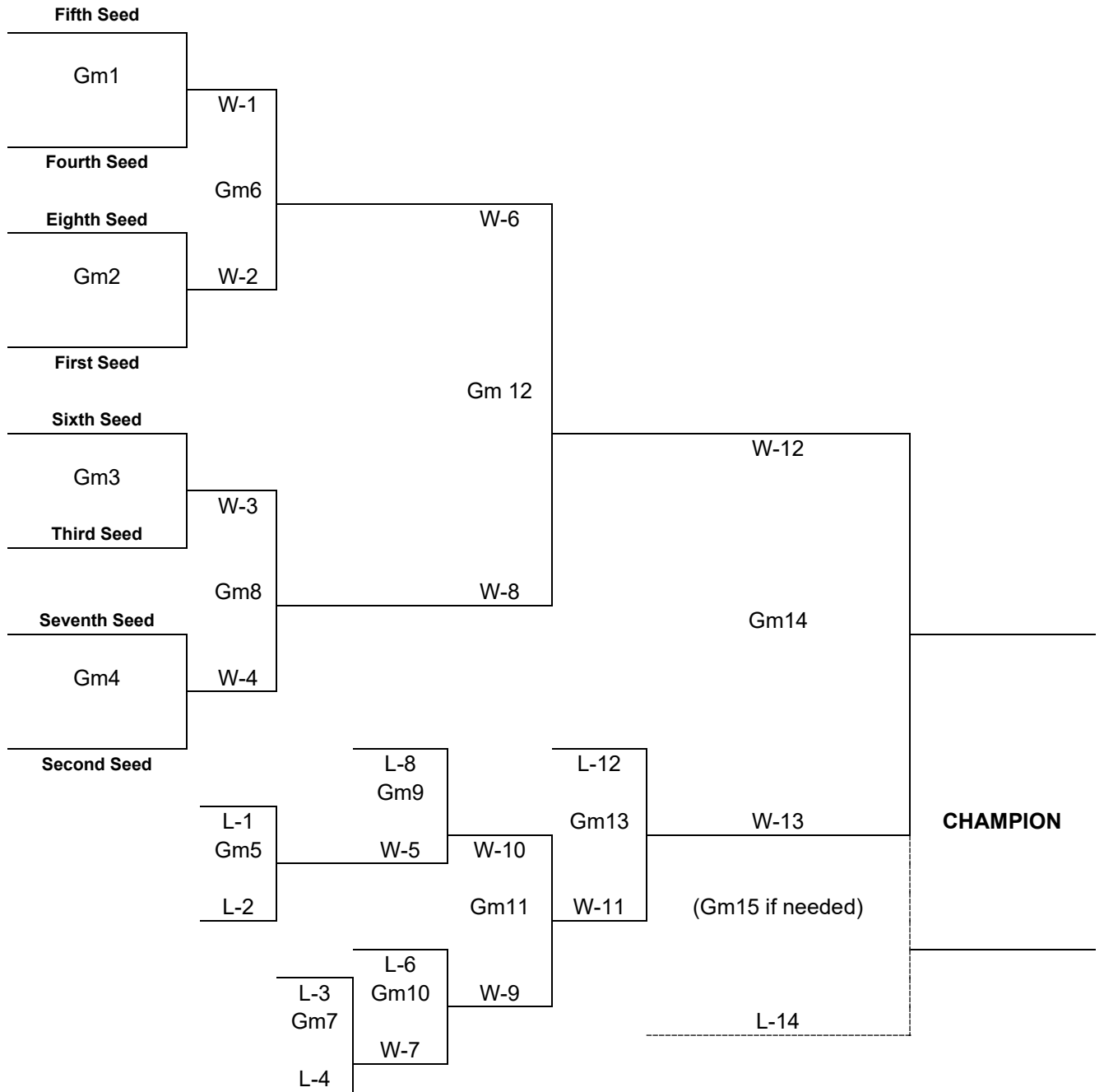
Double Elimination Tournament



SEVEN TEAM LEAGUE
Double Elimination Tournament



Eight Team League Double Elimination Tournament



B. Player Awards

1. Pinto, Mustang, Bronco, Pony, and 18U Colt Divisions
 - a. The team finishing with the best record, or in the case of equal records, the team with the best record in head-to-head league games, shall be declared the league champion. If this tie-breaking procedure does not yield a single champion, each such team will be declared co-champions. Each player on a championship team will be given an award. Other awards are at the discretion of the Board of Directors.

2. Quarterhorse and Shetland
 - a. League standings will not be compiled and all players will receive participation awards.