

ST HEDWIG PONY BASEBALL



RULES, GUIDELINES & REGULATIONS

Revised for 2019

St.Hedwig PONY Baseball, Inc.

Los Alamitos, California

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1. PONY Baseball Affiliation

St. Hedwig PONY Baseball Inc., governed by its own Constitution and By Laws, has chosen to be affiliated with PONY Baseball Inc., Washington, Pennsylvania. The leagues will utilize PONY rules unless otherwise modified or amended by the St. Hedwig PONY Baseball Board.

2. Executive Board, Leagues, and Teams

2.1 Executive Board

1. The leagues shall be governed by the Executive Board elected from the membership consisting of volunteer personnel. The nomination and election of the Executive Board is governed by the Bylaws of STH PONY Baseball Inc. as amended November, 2018.
2. It is the policy of the St. Hedwig PONY Baseball that without prior board approval, the President and Player Agent may not manage a team during the regular season. If a Player Agent manages a team, a substitute Player Agent will be in charge of the draft in the division in which the Player Agent manages.
3. The President shall appoint a Protest Committee for each protest. The Protest Committee will include the Commissioner of that Division plus 2 other board members who do not have kids in that division.

2.2 Leagues

1. There shall be four (4) leagues: Bronco, Mustang, Pinto, and Shetland. Each league shall:
 - a. Be considered as separate and not as a division of the same league.
 - b. Have playing rules to conform to the league.
 - c. Play a separate schedule of games. Interlocking schedules, inter-league plays or practice games shall not be permitted, nor shall players be transferred from one league to another once the season has started.
2. The age distribution, as determined by PONY Baseball for league play, will be as follows:

Bronco: 11-12 year olds born between September 1st, 2006 to August 31st, 2008

Mustang: 9-10 year olds born between September 1st, 2008 to August 31st, 2010

Pinto: 7-8 year olds born between September 1st, 2010 to August 31st, 2012

Shetland: 4-6 years old born on or before September 1st, 2012

3. Each league may be composed of not more than 12 teams (Except Shetland)

2.3 Teams

No team should have more than fourteen (14) players for the Shetland League, thirteen (13) players for the Pinto and Mustang Leagues and Twelve (12) players for the Bronco League. All teams in a particular league must carry the same number of players on their roster, if the number of players registered so permits. No team should have on its roster more than seven (7) players of one

age. The Players' Agent will attempt to control this balance whenever possible during the draft.

3. Registration Process & Fees

3.1 Registration

1. An adequate period of time will be provided for the registration of boys and girls of league age. All registration will be done on-line via www.sthbaseball.com.
2. Each boy and girl must fill out a registration form; and, in the case of boys and girls new to the league, furnish verification of birth date through either a birth certificate or baptismal record to the Players' Agent prior to the Player Draft.
3. The parent of any child has an opportunity at the time of registration to indicate in writing if there is any two (2) teams that they don't want their child to play on. Manager Blocks can also be submitted via email to the Player Agent in advance of the draft.

3.2 Registration Fees

Registration fees will be determined each year by the Executive Board and will be kept to an absolute minimum. However, registration fees do not cover all the cost to run the Baseball program and additional support will be asked through sponsors and fund raising activities. The Monies collected through these programs cover the following items for each player:

1. Team and individual color picture. Pictures will be taken near Opening Day at a time and date to be announced.
2. Insurance: the league provides liability insurance for activities scheduled by the league. Secondary accidental insurance is carried on each player. The player's personal insurance is used first.
3. Uniforms: Will be provided to all players based on the design determined by the Executive Board. Caps and Jerseys will be provided with pants being optional at the discretion of the Executive Board.
4. Umpires - As required for each league.

4. Managers

Team Managers shall be selected annually by the Executive Board. Past season's managers shall be given first consideration, if their previous performance has proven satisfactory.

4.1. Manager Selections: The following criteria should be used by the Executive Board when selecting Managers:

1. The most important criteria shall be THAT WHICH IS BEST FOR THE PLAYERS AND THE LEAGUE.
2. All manager positions are considered open and will be filled by the most qualified candidates each year.
3. Evaluation of each application submitted by candidate managers will be the basis for selection along with previous experience managing at St. Hedwig.

4. There can be one manager and one assistant coach per team. Any other requests may not be granted.

4.2 Manager Requirements

A manager must be a leader. He must recognize that he holds a position of trust and responsibility in a program that deals with a sensitive and formative period of childhood development. He must have patience, understanding, and the capacity to work effectively with youngsters. He must be able to inspire respect. All of these qualities shall be evaluated in selecting a manager. In addition to his prime function of working with the players of his team, the manager is the primary point of contact for assignment of duties and transmittal of communication to the league membership. In this capacity, the following requirements are imposed for managers:

1. Shall be directly responsible to the league for the fulfillment of all assignments placed upon his team by the governing bodies of the league.
2. Shall attend, or have an adult representative attend, all regularly constituted meetings as notified.
3. Shall be knowledgeable of, and at all times conform to, the official PONY Rules and Regulations as published, and the local Rules and Regulations contained herein.
4. Shall be responsible for his team's conduct on the field.
5. Shall be responsible for his team's equipment, including uniforms. Shall notify the equipment manager of necessary repairs or replacement.
6. Shall return all issued equipment and uniforms to the equipment manager no later than one (1) week after the last scheduled game.
7. In the event of accident or injury to any player, or personnel working with players, at any scheduled game or practice session, or while traveling directly to or from, the manager shall assure proper care is provided, and that the family is notified. Reports of the incident shall be immediately submitted to the President.
8. No manager or coach shall be under the influence of intoxicants, or use profanity, or conduct himself in any manner detrimental to the league, while acting in his official capacity.
9. Managers failing to comply with the above shall be subject to disciplinary action, including dismissal by the Executive Board.

4.3 Manager Conduct

All Managers must read and agree to the St. Hedwig PONY Baseball code of conduct before the manager is eligible to coach. All managers plus 2 coaches for each team must submit an online background check through sthbaseball.com before the start of the season.

4.4 Duties of a Manager

1. Make sure kids have fun
2. Everyone plays more than the minimum

3. Every player learns (not just the good players)
4. Demonstrate and teach good sportsmanship
5. Always be positive
6. Teach fundamentals, not trick plays
7. Insure that parents are under control
8. Ensure league furnished equipment is treated with respect and is maintained
9. Insure active participation by parents
10. Promote league events (Social events, opening & closing ceremonies)
11. Insure all parents meet commitments (snack shack, field maintenance etc....)
12. Insure game day chores are completed (fields, score keeping, etc...)
13. Keep parents informed of all league events and information
14. Inform parents of league events (general meeting, etc.)
15. Provide parents with player lists, Board Members, etc.
16. Managers are responsible for ensuring that their team's responsibilities in field maintenance are fulfilled (see Section 7.2.5).

5. Players

5.1. Eligibility

1. All boys and girls between the league ages of 4 and 12 are eligible to participate in the baseball program in the appropriate Divisions for their age (see Sect. 2.2) set by PONY Baseball Age Key.
 - a. Exceptions to the Age Key will only be considered for 2019 due to the change to the PONY age chart in 2018.
 - **Play to your age level:** As this change to the age chart is national and affects all players in both Pony and Little League Baseball, we strongly recommend that each player participates in their designated age bracket. It is expected that the vast majority of players will play at their designated age.
 - **Playing Down:** For families with players with May-August birthdays that are concerned that their player is moving up a division, they can petition to have their player play in the division lower than what is designated in the Age Chart. The goal is to allow these players to participate with others at a similar skill level so that they continue to develop their skills and enjoy the game of baseball. Players playing down should not be dominant in the lower division and will NOT be eligible for All Stars.
 - **Process for petitioning to move Down:** Parents will register their player in the division designated for their age, but during the registration process they will be able to indicate if they want their player considered for play in the lower division.

At Tryouts, players must attend the evaluation sessions for both divisions. After tryouts, the Player Agent, Division Commissioner and Managers of the requested division will determine if it is

appropriate for the player to play at that level, after which parents will be notified of the division of play.

5.2. Tryouts

1. All boys and girls new to the league, and those who are eligible for draft selection to the Pinto, Mustang or Bronco Leagues must participate in the tryouts.
2. If a boy or girl cannot make it to the tryouts, that player will be chosen by a Hat Pick during the draft. If the player's skills are known by the coaches the hat pick can only be overruled by a unanimous Manager Vote with the approval of the Player Agent.

5.3. Tryout Procedure (Recommended)

1. Tryouts are held at the respective fields for Bronco, Mustang and Pinto.
2. Pintos try out first, in order, as their names appear on the "Pinto Tryouts" list. Each Pinto will be asked to field three ground balls at approximately the shortstop position, and then move to first base where he or she will receive the throws of the next boy or girl assuming the shortstop position. They will also be asked to hit 5 pitched balls.
3. Boys or girls trying out for the Broncos and Mustangs follow the same procedure as the Pintos. Each boy or girl will be given five (5) pitches or three (3) swings, the last of which is to be run out to first base.
4. Managers, one (1) adult assistant representative of those teams involved in each specific tryout session, and league officers ONLY, are invited to attend each tryout session; and will be the only ones allowed in the evaluation area. A substitute for the manager at the tryout will be allowed if the manager is unable to attend. The Players' Agent will be notified of the substitution prior to the tryout.

5.4 Selection of Players

The draft system will be used in the selection of players for the various teams within a league. The system and process shall be determined by the Players' Agent with approval by the Executive Board. The primary purpose during the draft will be to equalize each team with similar player abilities.

5.5 Draft Rules

1. Managers, Division Commissioner, Player Agent and non-biased Executive Board Members ONLY are invited to attend each draft session. A substitute for the manager at the draft will be allowed if the manager is unable to attend. The Players' Agent will be notified of the substitution prior to the draft.
2. The age distribution of teams shall be as balanced as possible. The Players' Agent is responsible to see this is done.
3. The Players' Agent will determine the balance of each team. All teams should have equal balance of 2nd year players, if possible.

4. All teams will receive at least one (1) first round draft choice. In an effort to more equally balance the league, the Player Agent will run the draft with the purpose of forming teams of equal strength.
5. Managers who have children in the draft must select their child in a round determined appropriate by the league managers and Players' Agent which is to be determined prior to the start of the draft. Manager's children must try-out to give the other managers a chance for fair assessment.
6. Request to block a manager from drafting a player will be considered by the Board, with no more than two (2) requests per player.
7. If a parent becomes manager of a team, and his child is on the roster of another team in the league, he will have rights to that player. Concession will be made to the team losing that child as determined appropriate by the Players' Agent.
8. Managers of players presently on his team roster have draft rights to any and all brothers or sisters of those players provided their parents have not specified that they are to be on different teams. The Managers must all agree prior to the beginning of the draft in which round the brother or sister should be taken.

5.6 Player Trades

All player trades are to be approved by the Players' Agent and Division Commissioner and must be pursuant the following:

1. Trades will be permitted on draft day only and must be discussed in the draft room. Team rosters must be submitted to the Players' Agent before the manager leaves the draft room. If the Player's Agent is not present then rosters are to be submitted to the respective division commissioner. Trades or changes to the team roster will not be permitted after that time unless approved by the Players' Agent and President.
2. Trades must be of equal talent and ages if possible. A team may not trade for and exceed the maximum or minimum number of players in a specific age bracket.

5.7 Replacement Players

If a team loses a player on the roster during the current season through illness, injury, change of address, or other justifiable reason, and such loss puts the team below the minimum player limit (Pinto 10, Mustang 9, Bronco 9) another player may be obtained through the Players' Agent to replace the one lost. The playing ability of a player shall not be considered a justifiable reason for replacement. Replacement for the player lost must be on the Players' Agent's waiting list and meet the eligibility requirements.

If a player quits a team after the draft, the family MAY be entitled to a refund of some or all fees and deposits paid during the sign-up process. Refunds will be on a case-by-case basis, and up to the discretion of the Board of Directors. If a player quits a team, but wants to remain in the League, the

player will be placed in the LAST position of any waiting list. The player MAY be placed on another team if the Board of Directors feels that the placement will benefit the League and/ or another team within the division.

5.8 Pool Players

If the team roster becomes (8) Bronco, (8) Mustang or (8) Pinto, or less, a Pool Player(s) can be used. The Pool Player is created when teams are short of their regular players and may need to borrow some players to avoid forfeiture. The player will be selected via the following rules:

1. The Manager will inform of the opposing Manager of the player missing and the replacement player that has been identified as early as possible. The opposing Manager then has the option to approve or deny that replacement player. If the initial replacement(s) is denied, another player will be identified, a process that should continue until both Managers agree on the player(s).
2. If the two Managers cannot reach agreement, the Division Commissioner will then decide on the replacement player(s) and this decision will be final. If the Division Commissioner is unavailable, then the Player Agent, Vice President, or President must be contacted.
2. Loaned player(s) will play at least three (3) innings per game, only in an outfield position, and bat in the last batting position.
3. Managers must renew their requests for each game in which it is necessary to borrow players.
4. If a Manager requests a "Pool Player" and by game time has the minimum number of regular players, the Manager must still play the loaned player a minimum of (3) innings.
6. If a player is ill, parents must notify the team manager as soon as possible so that he can plan the line-up. If a player will be out of town, parents should give the manager plenty of notice as they may need a replacement from the "Player's Pool."
7. The loaned player(s) will wear the complete uniform of their own team. Any player not in uniform will not be allowed to play.
8. If a team has 8 players at game time they must take an out for the 9th spot in batting order for the entire game.

5.9 The All-Star Selection Process (from PONY Rulebook as modified)

1. Manager and Coach Selection Process:
 - a. Any manager of a regular season team interested in coaching an All-Star team will submit their name as a potential candidate to the Board one-month prior to the All-Star selection meeting. The Board will approve all potential All-Star Managers. Criteria to be considered by the Board should include the manager's performance during the season, desire, and likelihood that their child will be on that team.
 - b. The All-Star manager is then selected by manager vote from the approved pool AFTER all of the team positions are filled. In the event of a tie, a second vote will take place after each candidate presents their case

for why they should be the manager. If the vote is still tied, the All-Star Commissioner, or surrogate, will cast the tie-breaking vote.

2. Player Selection Process:
 - a. At or near the middle of the regular season, the All-Star Commissioner will solicit a list of players that each manager thinks should be considered for an All-Star team. In addition, the All-Star Commissioner will send an opt-in notice to the league to determine which players wish to be considered. A player must opt-in to be considered for selection to an All-Star team.
 - b. The All-Star Commissioner will then compile the lists of players from each division and disseminate it to the division managers. Managers will then be responsible for “scouting” these players prior to the All-Star selection process. It is the responsibility of each manager to know each player’s ability and not to simply take the word of a player’s manager.
 - c. At the All-Star selection meeting, each manager will submit the names of 12 older players (A-team) and 12 younger players (C-team) to the All-Star Commissioner, who will tally the results.
 - d. Any player who is on all of the manager lists will automatically be on the team. Those players with at least 75 percent of the managers’ votes will also automatically be on the team. At the All-Star selection meeting, the All-Star Commissioner will hold a round table discussion of all players with a “high number of votes” (as determined at the Board and/or All-Star Commissioner’s discretion). All of the remaining positions are filled based on a simple majority vote. Votes will be conducted silently with run-offs in the event of a tie.
 - e. If a majority of the managers agree that a “B” team should be created players in each league who did not make the “A” or “C” team, then a “B” team All-Star selection will occur as described above.

6. Games

6.1 Schedules

League schedules will be determined as follows:

1. The schedule of games for the regular season, play-offs and tournament games shall be approved by the Executive Board for the league.
2. No team shall be scheduled to play more than (2) league games in one week. (Except for rain make-up games)
3. No team shall be allowed to play more than two (2) games in one (1) day
(including tournaments)
4. Whenever possible, no team shall be scheduled to play on Sunday.

6.2. Tie Games / Make-up Games

1. Tie games called for darkness, weather or time shall result in each team being given credit for one-half (1/2) win.

2. Darkness shall be determined by the discretion of the umpire. Player safety is the utmost concern. If the game is called during an incomplete inning, due to darkness or time, the game ends at the last previous completed inning in a which a team had a lead, or upon meeting requirements of a regulation game. Except: after reaching complete game length the Home team takes the lead in the incomplete inning (less than 3 outs) the Home team shall be declared the winner or if the Home team has tied the score in the incomplete inning (less than 3 outs) the game shall be declared a tie and each team shall be given credit for one-half win.
3. If a game has begun, but is called before it has become a regulation game (4 innings), the game shall be resumed at the next scheduled meeting of the same two teams; or at the earliest practical other time, if the two teams are not scheduled to meet again during the remainder of the regular season. The game shall be resumed from the exact point at which the game was called; and with, so far as possible, the same players in the same positions they were in when the game was called. The game, when resumed, shall be played to the earliest point at which it could otherwise have become a regulation game. It shall then be terminated, and the outcome and score shall be officially recorded. By way of example, if a game is called with one out in the top half of the fourth inning, with the Home team ahead, and upon resumption, the visiting team fails to tie or gain the lead before incurring two outs, the game shall become a regulation game, with the Home team the winner. A pitcher's eligibility to pitch in the resumed game, as well as any player's required minimum innings of play, shall be determined with respect to the week in which the game was called; and not the week in which it was resumed. The official score sheet for any game called before becoming a regulation game shall be preserved for future usage and completion when the called game is resumed in accordance with this rule.

6.3 Standings

For the purposes of determining league standings and for any tournament seeding, the following procedures will be used:

6.3.1 DEFINITIONS

1. For calculation purposes a win counts as one (1), a tie counts as one-half ($1/2$), and a loss counts zero (0). This is not a "point" system, just the procedure which will be used in determining the numerator. The numerator will be the sum of games won (each counting one) and games tied (each counting $1/2$).
2. The denominator will be determined by the total number of games played by a team.
3. The Winning Percentage will be calculated by the numerator divided by the denominator.

6.3.2 PROCEDURE

1. Teams will be ranked in order, beginning with the highest winning percentage, and proceeding down to the lowest winning percentage. The highest percentage will be awarded first place, the next percentage second place, and so on through the lowest percentage. Trophies will be awarded per league rules based upon this ranking. Additionally, this ranking will be utilized for any post-season play for determining seedings or placement within a tournament.
2. In the case of a tie arising from Procedure 1) above, the following steps will be utilized to break the tie. The steps will be followed sequentially until one of the teams involved in the tie has an advantage versus the other team(s) involved in the tie.
 - a. Head to head record between the teams involved in the tie.
 - b. Head to head runs allowed-the team allowing the fewest runs versus the other team(s) in the tie breaker in head to head games.
 - c. Total number of wins during the season, excluding ties from this number. As an example, a 12-8 team would be ranked higher than a 10-6-4 team at this step.
 - d. Fewest number of runs allowed during the season, as measured by all games played by the teams at question. The division official scorebook will determine the number of runs allowed.
 - e. Coin toss.

6.4 Tournament Play

Tournament play will be approved by the Board and must take into account all teams in the league. Special pitching rules will apply to tournament play and will be determined by the Board.

6.5 Practice Games

1. Practice games between any teams in the St. Hedwig League and/or any other baseball leagues are not permitted once the season has started without approval of the Players' Agent.
2. Penalty for violation of this rule will disqualify the pitching staff of the affected team for one (1) week (seven (7) days), for each regular pitcher, to run consecutively. For example, the team has three (3) pitchers. This means that for three (3) consecutive weeks, the team will always be short one (1) pitcher.

7. Code of Conduct

The actions of players, managers, coaches, umpires and league officials must be above reproach. All Players, Parents, and Managers must agree to and sign the St. Hedwig Pony Baseball's "Code of Conduct" before league play begins.

7.1 Managers, Coaches, Players and Parents Code of Conduct

1. Players are not to leave the dugouts during the game unless authorized by the manager.
2. No eating or drinking of beverages, except water or sports drinks, is allowed in the dugouts.
3. Only players, managers, official coaches, batboys and girls, and scorekeepers are allowed in the dugouts. All others shall be in the stands and off the field.
4. Any player(s) of a team yelling derogatory remarks, "bad mouthing" a player of the opposing team, shall receive one warning from the umpire. The second incident will involve immediate expulsion from the game. If the same player is involved in a similar incident during the season, he will be expelled for the remainder of the season, pending appeal to the Executive Board.
5. Managers and coaches are asked to refrain from constantly challenging the umpires on judgment type calls.
6. Managers are asked to control the attitude of the people by encouraging positive support of his players and team, and not express negative remarks towards any player of the opposing team and/or the umpires.
7. Any player, manager, or on field coach, ejected from a game will miss the remainder of that game, and all of the next regularly scheduled game.

7.2 Field Decorum

1. Managers and coaches must not misuse the regulations and playing rules in delaying games to their advantage; e.g. continuing change of pitchers, frequent trips to the mound, or intentional walks. If, in the opinion of the umpire, such a delaying action exists, he shall then notify the manager of his action, and if the condition does not change, the game will be forfeited.
2. Uniformed players, managers, coaches, batboys and girls, and umpires only shall be permitted within the confines of the playing field, just prior to and during games.
3. Managers or coaches shall not leave the dugout except to confer with a player or an umpire, or to coach at first base or third base.
4. The use of tobacco in any form is prohibited on the playing field or dugouts.
5. The Home team will be responsible for field preparation prior to the start of each game, with Visitor team responsible for field clean-up after the game. Failure in these responsibilities will result in one (1) warning with a second (2nd) resulting in game forfeiture.

8. Parent Requirements

8.1 Sponsors

The cost for sponsorship will be determined each year by the Executive Board. Each sponsor will be provided an advertising plaque on the sponsor board and an

individual team sponsor photo plaque. A team can have more than one sponsor and both names will appear on the sponsor board and each will receive a photo.

8.2 Candy Sales

Each player will be responsible for selling one case of candy to help raise funds for the league. A donation, the amount to be determined by the Executive board, may be paid in lieu of selling the candy.

8.3 Miscellaneous Fund Raising

Other fund raising ideas will be reviewed by the Executive Board on an as needed basis. Any person can submit their ideas for additional fund raising to the Secretary of the League who will present such ideas at the next scheduled Board Meeting.

8.4 Parent Conduct

All Parents must read and agree to the St. Hedwig PONY Baseball Code of Conduct before their child is eligible to play. (See Section 7)

8.5 Team Mom

Each team is required to have a team mom. The team mom is responsible for:

1. Scheduling workers in the Snack Shack.
2. Phoning players advising them of changes to team events.
3. Distribution of team pictures.
4. Coordination of candy sales, collect Monies.
5. Social tickets.
6. Coordinate the purchasing and distribution of snack shack tokens

Each team may appoint one or more mothers to handle the above responsibilities, i.e. one for snack shack, one for phones, and one for candy. Each team must provide one name as the primary team mother and she must attend the team mom meeting.

8.6 Scorekeeper

Each home team is required to provide the official scorekeeper for each game. A scorekeeper's clinic is provided for those who need instruction on keeping score. The duties of the scorekeeper include:

1. Picking up and returning the score books from the snack shack for their scheduled game.
2. Be positioned on the home team side.
3. Keep simple score; lineup, batting order, strikes, balls, outs, runs, and pitchers used.
4. The Scorekeeper must record the start time of every game in the scorebook.
5. Have the scorebook signed by the umpire upon completion of the game. Scorekeeper will maintain each team's pitching log during the

game (provided by the teams' manager prior to the first pitch), and will notify the umpire should a pitching eligibility violation occur.

6. The scorekeeper will also obtain the signature of the umpire upon completion of the game on the pitching logs.

Example of information to be included in the official scorebook:

- Name of teams — visitors versus home team;
 - Start time is when umpire provides ball to pitcher to warm up in 1st inning
 - Date of game and time game starts and ends (with the same watch), and schedule time. Umpire and scorekeeper agree on start time and record it.
 - List each player's name, uniform number, and fielding position or positions in the order in which the player batted or would have batted if the game ends before the player gets to bat. List must include all players on team even if absent or not playing for disciplinary reasons (Note reason if not playing).
 - Keep track of and record all activities of each and every batter and runner;
 - Total the box score for final score and each batter as follows:
 - Number of innings played
 - Number of innings pitched
 - Final score.
7. Each team manager is responsible for all entries in his official scorebook.
 8. The plate umpire can review an official scorebook to resolve a player eligibility, player substitution, pitcher's eligibility, etc.

8.7 Field Preparation and Maintenance

Responsibility of preparing the field for play is the responsibility of the Home team to prepare the field for play prior to game time. The preparation of the infield shall not interfere with the infield practice of the opposing team. Ample time should be allotted (usually 30 to 40 minutes) for this task. Field preparation includes the following:

1. Rake all dirt areas around infield and backstop with special attention to base areas.
2. Spray all dirt areas lightly with water hose.
3. Attach chalk string to the rear apex point of home plate, and stretch out string down 1st and 3d base lines and secure.
4. Use template to mark batter's box.
5. Apply baseline paint with line marker. -NOTICE: Only adults are to use the line marker machine. Incorrect lining of the infield may cause a disputable call by the umpire.

6. Line coaches' box and batter circle.
7. Install 1st, 2nd, and 3rd base bags.
8. Return rake, hose, hoe, shovel, chalk line and line marker to equipment bin and lock.
9. The Visiting team manager of the last game played that day shall ensure that all bases and equipment are stored properly and the storage bin locked. The last team for the day shall also broom and water the infields and mounds and cover the main mounds.
10. Following the last game, the Visiting team shall put all trash, empty bottles and cups in the trash, shall empty the trashcans at their field, shall sweep the bleachers and the areas under the bleachers and shall lightly water and tamp down the bullpen area on their field.

8.8 Fences

Each Home team shall install and Visiting shall remove fences for each game. On weekends the first Home team of the day installs the fences and the last Visiting team removes the fences. The Manager is expected to coordinate this activity.

8.9 Routine Field Maintenance

Each team in all divisions will be required to provide parents to assist in a maintenance program for each field. The field maintenance director will be appointed for each league. This director will coordinate with the Director of Building and Grounds for projects to be accomplished.

Each week the following general maintenance needs to be accomplished:

- Leveling of dirt areas and drag with infield screen.
- Clean out dugouts and stands.
- Resurface pitcher's mound.
- Clean out equipment bin.
- Empty trash barrels.

8.10 Special Repairs and Building Projects

During the year special repairs will be required. Fathers will be asked independent of their team affiliations to assist on those tasks. The same rule will apply for building projects.

8.11 Failure to Provide Maintenance

Any manager failing to provide assigned field maintenance will be issued one (1) warning with any subsequent violations resulting in a forfeit.

8.12 Spectators

1. Come to the games and encourage the players.
2. Remember that the umpires are not perfect. We can't play the game without them, so don't give them a bad time. You may be in their place someday.
3. Sportsmanship is stressed in our league. Please help.

4. Alcoholic beverages of any kind are forbidden at all games. We must have your cooperation.
5. Please help keep the fields clean by using the trashcans provided. This needs to be done after every game.
6. Bicycles, Rollerblades. Skates, Scooters, and Skateboards are NOT allowed on the Church Property, playing fields or adjacent areas.
7. Dogs are prohibited from the playing fields, stands, and all adjacent areas.

9. Awards

9.1 Trophies

1. The first and second place teams in each division will receive awards. Each player and the manager will receive a trophy.
2. All Shetland teams will receive a participation trophy or medal.

9.2 Individual Award Applicable to all leagues

9.2.1 Player Sportsmanship Award

1. One player from each team in all divisions will be selected to receive the Individual Sportsmanship Award.
2. The following criteria shall be used to determine the Individual Sportsmanship Award winner:
 - Never criticize
 - Blend his or her own competitiveness and enthusiasm with the team spirit.
 - Displays self-control and a sense of cooperation.
 - Possesses integrity, loyalty and dependability.
 - Has concern for the rights and feelings of others.
3. Suggested Selection of Recipient.
 - Selection may be made by team members through the use of secret ballot.
 - Selection may be made by team manager and coaches.
 - It is recommended that the players of each team select the recipient of this award through the use of a secret ballot; however, it is not mandatory that this procedure be used.
 - On the last day of the season, the winners will be announced at the award ceremonies.
 - Names of winners must be submitted to the trophy committee chairperson not later than two 2 weeks prior to the end of the season.

9.2.2 Manager Sportsmanship Award (Nick Bruno Award)

A manager sportsmanship perpetual plaque (named the Nick Bruno Team Sportsmanship Award in 2006) will be maintained from year to year, with each year's winning manager, from each league, to be inscribed thereon. The winner is selected by vote of the managers

within each league (Bronco, Mustang, Pinto and Shetland). This plaque will be displayed in an appropriate location.

9.3 Special Awards

The Executive Board can, for outstanding service, exemplary ability in sports and other contribution to the league, make special awards to deserving persons.

10. Rules

PONY Baseball rules will apply unless otherwise specified below:

10.1 PONY Rules - General Deviations

The following general PONY Rule Deviations for all Leagues will apply:

1. No metal cleats allowed.
2. A manager may approach the pitcher's mound to confer with each pitcher only once during an inning; the second approach requires replacement of the pitcher. (except if there is an injury time out called then the manager may approach the mound without it being considered an official visit)
3. No "10 run mercy rule", that is, a team does not lose if it is behind by ten runs with less than three innings to play.
4. A runner is automatically out if:
 - a. He tries to "run over" a defensive player. This will be defined as Any Intentional Collision with a defensive player. (Remember that a defensive player cannot block the base without possession of the ball). To do so is defensive interference and the runner will be safely awarded the base.
 - b. He slides "high" into a defensive player. This means any intentional "flying feet" on a slide.
5. **No more than four (4) coaches (adults) may be in the dugout/warm-up area.**
6. Teams may play with only eight (8) players. All players in attendance must play a minimum of five (5) innings for Bronco and four (4) for Mustang in a defensive position (the bottom of the last inning will count for the visiting team if the home team does not have to take its last at bat). Failure to abide by the minimum innings per player could result in a forfeit or other disciplinary action as deemed necessary by the Board.
7. The manager (coaches) of the defensive team shall stay in their dugout during the play of the game. All gates must be closed during play. (Exception: Shetland coaches are encouraged to be on the field to instruct as needed).
8. Extra-inning games are played until time expires, or a winner is determined, whichever comes first.
9. The starting time of the game will be with the first pitch.
10. Length of games:

- Bronco: 7 innings (2:15 no new inning, 2:30 drop dead)
 - Mustang: 6 innings (2 hr no new inning, 2:15 drop dead)
 - Pinto: 6 innings (1:45 hr no new inning 2:00 drop dead)
 - Shetland: 3 innings (1-hour time limit)
11. Games could be called because of darkness prior to the maximum time limit. Four (4) innings will constitute a complete game. The Umpire, Official Scorer and Managers will be responsible for keeping track of the official time and the Umpire will officially end games.
 12. Once the time limit is reached, the umpire will allow the player at the plate to complete the at bat.
 13. If the time limit is approaching the offensive team can opt to forfeit any remaining outs and elect to take the field in order to complete the game.
 14. Players may be benched at any time for disciplinary reasons by the manager. Such incidents shall be reported to the Players' Agent within 24 hours.
 - 15. All players, parents, coaches and managers must sign the Code of Conduct Agreement before a player becomes eligible to play. Players, parents, coaches, or managers will be given only one warning for any infraction, subsequent infractions will be and automatic dismissal from the ball park. Coaches or managers ejected from the game will also be suspended for the next game.**
 16. Hard casts may not be worn during a game.
 17. Managers are required to present a team pitching log to the official scorekeeper prior to the start of the game. All pitching changes will be tracked by the scorekeeper; however, it is the manager's responsibility to ensure the accuracy of the log. After the game the scorekeeper and the head umpire must sign the log. This log will serve as the official record of each team's pitching eligibility, and must be presented upon request to a league representative or opposing manager for review.
 18. Missing and Late arriving player:
 - a. Prior to the official start of the game all players playing in the game or in any portion of the game will be listed on the official scorebook and batting roster for that game. Any player arriving late to the game must have his/her name listed on both the official scorebook and on the batting line-up card prior to the start of the game. No players will be allowed to be added to the official scorebook or to the batting roster after the official start of the game. **If a player is not present when it is their turn at bat, then an out will be taken for that player each time that spot in the order comes up.**
 - b. If a player leaves prior to the official end of the game, the team will take an out each time the player's spot comes up in the order.

NOTE (1) - The only exceptions to this rule will be if a player becomes injured or sick after the start of the game. If this occurs, then no out shall be taken. A player removed from the batting line-up due to injury or illness will be allowed to return to the game.

NOTE (2) - At the Pinto level only, these two rules will be waived and no out taken only if prior to the start of the game, the manager with a player arriving late or leaving early personally informs the other manager of this circumstance. In this instance the player arriving late must be added to the batting order as the last batter in the lineup.

10.2 Shetland Rule Book Deviations

St. Hedwig Shetland league will play by the official PONY Baseball rules except as listed here or in the “St. Hedwig General Pony Rule Deviation”.

1. All players present at the game should play in a defensive position when it is their turn on the field. An effort should be made to teach the players the proper infield positions with the remainder of the players in the outfield. Catchers are optional and if used must use a chest protector and helmet and face mask. Also, the catcher should be positioned several feet behind the batter.
2. Machine pitch will be used as long as the player only receives 4 pitches, then the option for either Coach pitch or tee should be used to expedite the game. No walks.
3. Shetland games should last a minimum of three innings but no more than 1 hour.
5. No score or standings will be kept.
6. Helmets with protective cages are required.

10.3 Pinto Rule Book Deviations

St. Hedwig Pinto league will play by the official PONY Baseball rules except as listed here.

1. Pinto baseball shall be Player pitched with the use of “Coach Pitch” after ball four (there are no automatic walks; every player has the opportunity to hit the ball).
2. **Helmets with protective cages are required.**
3. “Coach Pitch” after the 4th ball:
 - To complete the at bat, the “Pitching Coach” assumes the count on the batter and the umpire will call the subsequent pitches as either balls or strikes. Foul balls, after 2 strikes, will keep the hitter alive. “Coach Pitch” pitches that are called balls by the umpire, will not be counted against the hitter. There is no pitch max.
 - The “Pitching Coach” must start with one foot within the pitching circle.

- The “Pitching Coach” cannot give their players instruction while assuming the role of pitcher. If this does occur, all base runners and batter are allowed to advance 1 base only.
 - The “Pitching Coach” must attempt to avoid contact with batted ball. However, if they are struck with the ball, the ball is live and play continues.
 - Once a fair ball is hit, the “Pitching Coach” must exit the field of play as quickly as possible without interfering with the defensive players.
 - The Pitcher must start with one foot within the pitching circle while the Coach is pitching.
 - The Catcher must assume his normal position behind home plate, with mask on until the ball is hit.
4. Runners may steal but there is no leading off and runners must remain in contact with the base until the pitcher releases the ball. If a runner leaves early and the pitch is not hit the runner must return to the base and the ball is dead. However, if the runner is put out trying to steal, the out supersedes the dead ball. Runners will be given one (1) warning per game and be called out on any subsequent violations. If a runner leaves early on a hit ball, the runner is out and the ball is in play.
 5. Home is closed and runners on 3rd may only advance when either a ball is hit or a batter walks in the runner.
 6. Batters may not advance to first base on dropped 3rd strike.
 7. Each team may utilize eleven (11) players in the defensive positions with only 5 infielders plus the catcher.
 8. Teams must use continuous batting order utilizing all players in attendance at the game.
 9. Due to continuous batting order, all players may re-enter the game.
 10. A player arriving late to the game shall be placed immediately into the last position on the batting order [See 10.1 – 18b, NOTE 2]
 11. An injured player may be removed from the batting order, but may only be reinserted in the same spot if he becomes able to play.
 12. No outfielder may enter the infield until the ball is hit.
 13. Distance between bases is to be sixty (60) feet.
 14. The “infield fly rule” will not be called or enforced.
 15. No bunting is allowed in the Pinto Division.
 16. Pinch runners may be used for the catcher if the catcher is on base and there are 2 outs. The pinch runner can only be the last offensive player to be ruled out.
 17. Run limit:
 - Each team will be limited to four (4) runs or three (3) outs per inning for the first four (4) innings.
 - The fifth (5) and sixth (6) innings will have a no run limit.
 - If the fences are used:

- “Out of park” home runs and ground rule doubles will allow all runs to be scored.
- The four run limit is still in effect for the “inside the park” home run.
- Balls hit over the fence and off “Coach Pitch” will constitute a ground rule double.

18. Pitching rules:

- Pitchers may pitch no more than **50 pitches or two (2) innings**, whichever comes first, in a calendar day.
- Pitchers may pitch a maximum of four (4) innings in a calendar week.
- Pitchers needs 40 hours’ rest between appearances if they pitch the max of 40 pitches or 2 innings per game. Timing is defined as the start of the first game to the start of the 2nd game.
- Coaches and Scorekeepers must keep a pitch and inning count, and record each pitcher’s total in the scorebook.
- Once any pitcher is removed from the pitching position, he may not return to the pitching position in that game.
- One pitch constitutes an inning.
- Pitchers are allowed 5 warm-up pitches only unless they are replacing an injured pitcher.

19. Stoppage of Play

No outs can be made once the play has been called dead by the umpire, even if after a call a defensive play is made. The exception to this will be an out that could come as a result of an appeal call made on a runner missing a base.

20. Overthrow Rule

If a fielder, in an attempt to make a put out on a base runner, commits an overthrow of any base or home plate (as determined by the judgment of the umpires and not subject to protest) such that the overthrown ball ends up in either a) foul territory or b) the outfield, then each of the current base runners can advance a maximum of one base (as determined by the judgment of the umpires and not subject to protest) at his/her own risk (of put-out); however, if there are additional overthrows during the same play, then the base runners may each advance an additional one (1) base for each additional overthrow. It is further understood that the aforementioned conditions may result in a runner approaching or rounding third base being able to advance to home plate at his/her own risk (of put-out).

10.4 Mustang Rule Book Deviations

St. Hedwig Mustang league will play by the official PONY Baseball rules except as listed here.

1. Leadoffs and Steals: Base runners will be able to lead off from all bases. Stealing may occur from all bases according to official Major League

Baseball rules. The runner cannot steal home on a clean catch by the catcher and a successful throw to the pitcher. Delayed steals of home are not allowed.

2. Continuous batting order using all players in attendance at the game.
 - A maximum four (4) defensive players can play in the outfield.
 - No outfielder may enter the infield until the ball is hit.
 - A team may play with as few as eight (8) players if necessary to avoid forfeiture, provided all players are eligible, including any pool-players. (See Pool Player rules above in section 5.8)
 - Every attempt should be made to obtain pool players to field a team of 9 players.
3. Due to continuous batting order, all players may re-enter the game at any time.
4. The “Drop Third Strike” rule will be in place according to the rules of Major League Baseball.
5. Teams are limited to four (4) runs per inning for the first four (4) innings of the game. However, if a team scores more than four runs due to an out of park home run or ground-rule double, all runs will be counted.
6. Pitching Rule:
 - Pitchers may pitch no more than **60 pitches or three (3) innings**, whichever comes first, in a calendar day.
 - Pitchers may pitch a maximum of six (6) innings in a calendar week.
 - Pitchers must have 40 hours’ rest between appearances where they pitch the maximum of 50 pitches or 3 innings. Timing is determined by the start of the 1st game to the start of the 2nd game.
 - Coaches and Scorekeepers must keep a pitch and inning count, and record each pitcher’s total in the scorebook.
 - Once a pitcher has been removed for that position, he may not return to the pitching position in that game.
 - The first time (1) each pitcher balks, the umpire will give a warning and explanation to the pitcher or Manager. Subsequent balks will be called against the pitcher. In the event of a base runner being “picked off” as the pitcher balks, the Umpire SHALL call the balk.

10.5 Bronco Rule Book Deviations

St. Hedwig Bronco league will play by the official PONY Baseball rules except as listed here.

1. A starting player who has been removed from the game must return to his original batting order position when he returns to the game.
2. Continuous batting order with the option to limit the number of batters to equal the number of batters on the opposing team (i.e. 9 player team versus 11 player team — manager with 11 players has the option to limit his line-up to 9 batters, but he must play all players a minimum of three (3) innings, free substitution allowed). Under this rule, all players

are assured at least one time at bat in a seven (7) inning game. Official scorekeeper must be notified at the start of the game.

3. Pitching rules:

- Pitchers may pitch a maximum of **75 pitches or four (4) innings**, whichever comes first, in a calendar day.
- Pitchers may pitch a maximum of nine (8) innings in a calendar week.
- Pitchers must have 40 hours' rest between appearances when they pitch the maximum of 75 pitches or 4 innings. Timing is determined by the start of the 1st game to the start of the 2nd game.
- Coaches and Scorekeepers must keep a pitch and inning count, and record each pitcher's total in the scorebook.
- Once any pitcher is removed from the pitching position, he may not return to the pitching position in that game.
- The first time a pitcher balks, a warning and explanation will be given to the pitcher by the home plate umpire. Subsequent balks shall be called against the pitcher.
- No intentional walks. Pitchers should learn to pitch around hitter if necessary, but not take away the players at bat.

10.6 Procedure for Changes in Rules and Regulations

Additions, deletions or amendments to the regulations shall be made as follows:

1. Proposed changes shall be submitted to the Executive Board in writing. Purpose: to have complete and full understanding by all parties concerned.
2. Following review by the executive Board for content clarification, the proposed change shall be read aloud and noted as being a motion from the floor at the next general meeting.
3. The motion will be discussed by all interested parties, and a vote taken. The motion will be carried by a 2/3 majority vote in favor.
4. If the motion is voted down, no further action shall be taken. If the motion is carried, it shall be put in writing as part of the League regulations and to be in effect immediately after the general meeting.
5. As with any organization, interpretation of its regulations is subject to discussion and question. To render the league, the most benefit and orderly conduct, such questions and discussions are to be presented to the proper league officers for discussion and interpretation. If any person or group has a questionable situation and takes it upon themselves to take any action in this regard, it will be doing so without the league's consent.

10.7 Playing Rule Interpretation

The St. Hedwig's PONY Baseball playing rules shall be strictly adhered to at all time during regularly scheduled games during the season. Any questionable situations shall be brought to the attention of the Executive Board, in writing, within 48 hours. At no time shall these areas of question interrupt or delay any games. The game shall continue with a minimum amount of time possible taken up by the above.

10.8 Protests

1. A protest based on a play, which involves an umpire's judgment, shall not be permitted.
2. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorekeeper that the game is being played under protest, sign the official scorebook noting the protest, and submit the protest in writing on the St. Hedwig protest form to the League President or his designee (protest committee) within 48 hours of the completion of the game.
3. If the protest board upholds protests, the game concerned shall be replayed from the point of protest.
4. Umpires should make a public announcement to the crowd when a game is being played under protest.
5. 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 prescribed in this section.
6. Once a protest has been made and the scorebook signed the protest cannot be withdrawn regardless of the outcome of the game.
7. The protest form will be forwarded to a Protest Committee, selected before the start of the season by the League President, for consideration. The results of the protest will be given to the league President who will then advise the involved managers.

ALL RULES ARE SUBJECT TO CHANGE AT THE DISCRETION OF THE EXECUTIVE BOARD.

St. Hedwig PONY Baseball Inc. revised November 2018