



Rules and Standard Operating Procedures

PONY® and OFFICIAL MLB BASEBALL rules will apply with the following exceptions:

I. Equipment, Safety Guidelines and Sportsmanship:

1) Bats, cleats:

- a) Players are encouraged to use big barrel bats (-) 9 to (-) 3
- b) Metal baseball cleats are permitted in PONY

2) Protective Equipment:

- a) Kyle Chapman PONY League **strongly** recommends **ALL** players wear an athletic supporter with cup
- b) Catchers - or any player on the team who may be catching in a game or practice - **MUST** wear supporter and cup, protective helmet, chest protector, shin guards, and mask (preferably with throat protector at all times, unless they are the ice hockey style)
- c) If a catcher is found not wearing proper equipment he must be removed from the catcher position until he is properly equipped
- d) Managers or adult coaches may warm up a pitcher between innings without a protective mask
- e) Players warming up a pitcher must wear protective helmet and mask
- f) Players may **NOT** wear watches, rings, or other jewelry items while practicing or playing
- g) Adults may coach on the base lines without protective helmets
- h) Player coaches must wear helmets
- i) Any player without a complete uniform (hat, jersey, pants, belt, and cap) may be restricted from play by his manager or the umpires. The intent of this rule is to encourage kids to be properly dressed and promote respect for the game

3) Safety guidelines:

a) Sliding:

- I. No base runner may intentionally run into a fielder just to knock the ball out of his possession. The runner must strenuously try to avoid **malicious** contact at all times
- II. If the catcher (fielder) must move into the base path between home and third base to receive the throw, base runner **must** give way (run around) him to allow him to make the play
NOTE: This is an Official Baseball Rule
- III. If a runner attempting to advance a base intentionally makes contact with the fielder (catcher) by sliding into him above the waist, or using a "football" type rolling block or other similar actions, the umpire will call the runner out, and if he considers it a flagrant violation the umpire may eject the runner for unsportsmanlike conduct
- IV. Ball will be ruled dead and no other runners are allowed to advance
- V. In the event of injury during the play, the umpire **may discontinue play at any time** regardless of whether or not the ball is in play, if the umpire feels the injured player requires immediate attention.

b) Miscellaneous safety rules:

- I. With a runner on third base, if the play called is a "suicide squeeze" but the batter takes a full swing while the runner is advancing towards home plate, the batter is out and the manager will be ejected from the field.
- II. If a batter shows bunt and then proceeds to take a full swing ("fake bunt – swing away") the umpire will stop play and warn the player, the managers and if it happens again in the game the player will be called out.

4) **Sportsmanship: Intentional Delay or Otherwise Making a Travesty of the Game**

- a) Causing players to intentionally perform poorly (including intentionally striking out, intentionally being put out, intentionally failing to record an out, or intentionally making wild pitches or throws) for the purpose of extending or shortening a game, or otherwise engaging in any action whose purpose is to manipulate the time or duration of the game (including repeated and unwarranted timeouts or replacement of players (including catchers), shall be considered making a travesty of the game.
- b) In addition to ejection of the offending manager, additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further league or tournament participation) may be imposed if, in the opinion of the Decisions Committee of the Board of Directors of KCPL, such additional penalties are warranted in light of the offending conduct.
- c) When there are only 5 minutes left on the clock, substitutions, visits to the mound, timeouts, injuries, or any other strategy employed with the intent of consuming time WILL stop the clock and the manager will be warned. This call will be made by the umpires.
- d) The clock will restart when play resumes.
- e) Umpires have the authority to extend the time limit if they feel that delaying tactics are being used in an un-sportsmanlike manner.

II. **About Practice Sessions:**

1) **Practice Sessions:**

- a) Practice sessions are limited to a maximum of one each day for a maximum of two hours.

III. **About the Game:**

1) **Game Start:**

- a) The game clock will start when the **FIRST PITCH** of the game is thrown.

2) **Game Duration:**

- a) The Field Clock is the "official" timekeeper for each game.
- b) No inning will start after 9:15 pm.
- c) If an inning is started prior to the expiration of the time limit, the game shall continue until that inning is completed.
- d) Umpires have the authority to extend the time limit when they deem it appropriate in the event of time-consuming injuries, rain delays, or light failure.
- e) Starting times for games will be as published in the Official Schedule posted in the clubhouse and the web site.
- f) It is important that games start on time. For this reason, **infield practice:**
 - i. Will not be allowed between games.
 - ii. Warm up in the outfield will be allowed between games after the previous game has been completed.
 - iii. The home team should be warmed up and on the field ready to throw the first pitch by the designated start time.
- g) Courtesy runners are NOT permitted EXCEPT:
 - i. A substitute runner (**one not in the defensive line-up**) **WILL RUN FOR THE CATCHER** when there are 2 outs.
 - ii. In the case of a team only having 9 players, the player making the last out BEFORE the catcher bats will be the Courtesy runner.
- h) This is mandatory to facilitate the 90-second rule between innings.
- i) The 90-second rule between innings is adopted. The home plate umpire will keep this time as well as the non-official game time.

3) Complete Game:

- a) **Two hours and fifteen** (2hr: 15min.) minutes will constitute a game whether a minimum of 1 inning or a maximum of 7 complete innings has been played.
- b) However, a complete game shall also be declared in the following instances:
 - i. When the **visiting** team is leading by 10 or more runs at the end of four innings or any inning thereafter
 - ii. When the **home** team is leading by 10 or more runs at the end of 3½ innings, or any inning thereafter.
 - iii. When a game is shortened for any reason (rain, light failure, etc.), if at least four innings have been played (3½ innings if home team is ahead).
 - iv. If 4 innings (3½ if home team ahead) have not been played due to rain, light failure, etc., then the game will be completed at the next available time and date unless the Manager of the team behind in the score wishes to accept the score for the innings played.
 - v. Game will resume at the time in which it was halted, and will be a completed game when time has expired.

4) Finishing a tied game during playoffs (IBAF tie-breaker rule during playoffs):

- a) If a playoff game remains tied after the time limit (1hr 40min) has concluded or 7 innings have been completed (whichever occurs first), the following procedures will be implemented during extra innings:
 - i. Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
 - ii. To begin the extra inning, managers from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to begin the batting order. That is, the teams have the option of beginning the extra inning anywhere in the existing batting order that was in effect when the last regular inning ended. Note that this is not a new lineup (just potentially a different order), and it may very well be the same lineup that ended the game.
 - o **Rationale:** The rationale for doing so is to ensure that both teams have an equal chance at having what they consider to be their best hitters and base runners in a position to score in the extra inning.
 - o **Example:** if the team decides to have the #1 hitter in the lineup hit first, then the #8 hitter will be placed at 2B and the #9 hitter will be placed at 1B. Furthermore, if the team decides to have the #3 hitter in the lineup hit first, then the #1 hitter would be at 2B and the #2 hitter would be at 1B.
 - iii. Once those players/runners are determined for the extra inning, the order of any subsequent innings will be determined by how the previous inning ended. That is, if the first extra inning ends with the #6 hitter having the last official at bat, then the 12th inning begins the #7 hitter at bat, and the #5 hitter at 2B and the #6 hitter at first base.
 - iv. With the exception of beginning the inning with runners on 1B and 2B with no one out, all other "Official Rules of Baseball" and "KC PONY league rules and SOP's" will remain in effect during extra innings required to determine a winner.
 - v. No player re-entry is permitted during extra innings.
 - vi. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

IV. Weather Problems:

1) Stormy Weather

- a) If the game **HAS NOT** started, the Duty Officer and/or any Board Members on site will make the decision whether or not to start the game if very bad weather (lightning, etc.) is imminent.
- b) If the game **HAS** started, the decision is in the hands of the plate umpire.
- c) The following guidelines will be followed by the Umpires
 - i. If there is lightning, with no "rumble" (thunder), they will continue the game.
 - ii. If there is lightning, with "rumble" 6-8 seconds away, umpire will watch very closely.
 - iii. If there is lightning, with "rumble" 4-6 seconds away, umpire ought to seriously consider calling the game.
- d) Games rained out or otherwise canceled by the League will be made up at the **NEXT AVAILABLE DATE AND TIME.**

2) Make-up games:

- a) Due to the volume of games being played, scheduled games **WILL NOT** be rescheduled **EXCEPT WHEN** cancelled by rain or field conditions.
- b) Games rained out or otherwise canceled by the League will be made up at the **NEXT AVAILABLE DATE AND TIME.**

Make-up games: (Applicable only during Fall Season)

- a) Any game cancelled two times will not be made up.
- b) **Example:** A game scheduled for Tuesday is rained out. It is rescheduled for Wednesday and is rained out. Game will not be rescheduled.

V. Pre-game Proceedings:

1) Warm ups:

- a) There will be **NO** batting or throwing of any type of baseball (except whiffle balls) against the fences during warm-ups, including outside of the batting cage. **NO EXCEPTIONS!**
- b) The batting cage can be used before games with:
 - i. The **home** team starting one hour before game time and using it for 25 minutes.
 - ii. The **visiting** team will use it for the next 25 minutes.
- c) Game balls will be furnished by the league. At the end of each game, all balls **MUST** be returned. Periodically, these balls will be dispensed to managers for practice balls.

VI. Players in a team:

1) Team Roster: (Applicable only during Fall Season)

- a) There will be no player retention from the fall season.
- b) Teams will not be permitted to add players to their roster by recruiting unless specifically authorized by the League.
- c) If any returning player quits his team during the fall, it will be the Manager's option as to whether or not to freeze the player during the next spring season.

2) Calling up Players:

- a) In order to prevent game forfeitures, the manager of a team that faces the possibility of having eight or less players for a game will call the manager of one of the teams not playing.
- b) Then, he will proceed to coordinate up to A MAXIMUM of 3 players to bring the total number of players up to 9 with the following caveats:
 - i. If, at game time, the calling team has 9 roster players, the call up player will **ONLY** play 6 outs and/or one at bat
 - ii. Call up players **CAN NOT** pitch
 - iii. Call up players **MUST BAT** in the bottom of the batting order
- c) **During Playoffs**, teams can call up **only one player** to field a team. If more than one player is required, the game will be scored as a forfeit. Teams are welcome to play the game, but pitch count rules still apply. The additional player can only be called up to complete a 9-player, or an 8-player team (see rule below about playing with 8 players)

3) Playing with only 8 players:

- a) If after all necessary efforts are exhausted, any team unable to field at least eight players within 10 minutes of the scheduled starting time will forfeit the game.
- b) If a team starts the game with 8 players, the 9th spot in the batting order is declared an automatic out.
- c) When the 9th spot in the batting order is due to bat, an automatic out will be declared unless the 8th spot in the batting order reaches base with 2 outs.
- d) In the event the 8th spot in the batting order reaches base with 2 outs, then the team will start its next inning with 1 out.
- e) If the 8th spot in the batting order reaches base with 2 outs in the **last inning** of the game, there is no penalty for the 9th spot.
- f) If the team with 8 available players has the 9th player arrive in time to bat, then there is no automatic out.
- g) This same rule will apply if a team starts with 9 or more players, but loses down to 8 players with the automatic out being the spot in the line-up vacated by the last man to be unable to play.

VII. Team Volunteers:

1) Mandatory Volunteers:

- a) Each team will have a **Duty Officer** who will be assigned for duty when his team is the **home** team.
- b) Also, each team will provide:
 - i. At least **two** field maintenance people, and
 - ii. **One** person for the press box for each game.
- c) The **visiting** team will provide a person to **announce** and **operate the scoreboard**
- d) The **home** team will provide a person to serve as the **official scorer**.
- e) These duties may be switched if both persons agree

2) Duty Officers:

- a) No Board Member is "on duty" during game day.
- b) Nevertheless, at times, there may be members of the Board around in case you have questions.
- c) Duty Officers are in charge of the Kyle Chapman facilities while on duty.
- d) The length of duty will be from 30-45 minutes before the team's game is scheduled to begin until about 30 minutes after the game ends.
- e) The **HOME** team will be responsible for supplying the duty officer for their **team's game only**.
- f) The second game's Duty Officer will relieve the first game's Duty Officer between games, whom must give a report of any important issues that may have arisen.
- g) The Duty Officer is to be located between the fence and the concession stand.
- h) Duty Officers responsibilities include:

At arrival to the field (30 - 45 minutes before their team's game is scheduled)

- i. Open the Field Gates (both dugouts) and the Batting cage.
- ii. Open Scorer's Booth and turn the Power Switch ON
- iii. Set Clock at 1:40 minutes (details to be found posted on the wall)
- iv. Make sure that coolers and cups are placed in each dugout
- v. Turn the lights on before it gets dark using the 2 large breakers closest to the street

15 minutes before the game:

- i. Make sure that the **Home** team has an official **Scorekeeper**
- ii. Make sure that the **Visitors** team has an **Announcer** in the Booth
- iii. Make sure that the Managers have their line-up cards in the booth and their opponents dugout

IX. Playing Time:

1) Minimum Play:

- a) There is no minimum play rule in the spring season.
- b) However, we expect our Managers to play all players every week in a fair and equitable manner.
- c) Failure to do so will be addressed by the board during the season.
- d) If a Manager has to discipline a player he must report player's name being disciplined to the **Duty Officer** on duty prior to the game.
- e) Players not available at the beginning of the game, but arriving later, will be added to the end of the batting line-up.
- a) The only on-base runner that can have a pinch runner is the catcher with two outs. This is mandatory.
- b) If a player gets hurt during his at bat and needs to leave the game, then a pinch runner will be allowed
- c) The injured player will NOT be allowed to return for the remainder of the game to prevent further damage to the original injury.

Playing Time: (Applicable only during Fall Season)

1) Minimum Play:

- a) Managers should do everything possible to see that all players receive defensive playing time.
- b) The minimum amount of defensive playing time per player will be at least 3 innings per week in a 2 game week unless a player is being disciplined
- c) Failure to do so will be addressed by the board during the season.
- d) If a Manager has to discipline a player he must report player's name being disciplined to the **Duty Officer** on duty and the **Player Agent** prior to the game.

2) Batting Order:

- d) The playing roster shall bat in rotation with free substitution of defensive players except a pitcher that once is removed cannot return as a pitcher.
- e) Players not available at the beginning of the game, but arriving later, will be added to the end of the batting line-up.
- f) The only on-base runner that can have a pinch runner is the catcher with two outs. This is mandatory.
- g) If a player gets hurt during his at bat and needs to leave the game, then a pinch runner will be allowed
- h) The injured player will NOT be allowed to return for the remainder of the game to prevent further damage to the original injury.

X. Discipline:

1) Team Discipline:

- a) Team Managers should communicate to the team and to the parents, league and team rules so that there will be no misunderstanding and so that the Manager, the players, and the parents know what to expect from each other.
- b) The Manager is responsible for the conduct of his players.
- c) A batter that **unintentionally** throws his bat will be warned by the umpire the first time.
- d) Should the same batter **unintentionally** throw his bat for a second or more times during a game, he shall be declared out. No runners shall be allowed to advance, DEAD BALL
- e) Any player who exhibits unsportsmanlike behavior (**intentionally** kicks or throws equipment, uses profane language in anger, fights, etc.) **WILL BE EJECTED FROM THE GAME IMMEDIATELY**
- f) Umpires decisions, when this happens, will have the **full support** of the Board.
- g) A player ejected from the game must remain on his team bench; unless a parent or legal guardian accompanies him, then the player may sit in the stands or leave the field.
- h) If the player is requested to leave the area and player's parent(s) or legal guardian is present, he must do so. Failure to comply will result in forfeiture.
- i) If an umpire requests the manager's assistance in disciplinary actions, the manager must comply or face ejection and/or forfeiture of the game
- j) Managers and players are also subject to suspensions by the League when warranted.

2) Parents and fans

- a) Managers are responsible for the conduct of their fans
- b) Players, managers, coaches, and spectators are **NOT** allowed to stand behind the backstop
- c) Our league will **NOT** tolerate any prolonged outburst directed at the other team, coaches, umpires, or league officials
- d) If the manager cannot control his fans, he will be **subject to suspension**, as outlined by the board of directors of Kyle Chapman Pony League
- e) Abusive behavior or language of any kind to the other team will also **NOT** be tolerated
- f) Any manager, coach, scorekeeper, or any adult who exhibits unsportsmanlike behavior (kicks or throws equipment, uses profane language in anger, fights, etc.) **WILL BE EJECTED FROM THE GAME IMMEDIATELY.**
- g) A manager or coach who has been ejected from the game **MUST** leave the playing area. Failure to do so will result in forfeiture.
- h) A disruptive fan can be asked to leave the immediate area by the umpire. Failure to do so may result in a forfeiture of the game by his team
- i) If any team representative physically attacks or threatens an umpire, teammate or opposing player, that individual **shall be barred** from any further participation in the Kyle Chapman PONY League program upon the investigation and final action of the Decisions Committee appointed by the Board
- j) Disciplinary action to be taken against any manager, coach, player or spectator shall be decided on a case-by-case basis by the Decisions Committee appointed by the Board

3) Dugout Responsibilities:

- a) There will be only **3 adults**, 1 manager and 2 coaches inside the fence during the game.
- b) If one has to leave, the manager will notify the umpires and the duty officer if someone other than the person listed on the team roster will be on the field.
- c) No under aged person (under playing age of 13) will be allowed within the fenced area during a game.
- d) All team members will have on identical uniforms (pants, jerseys, hats, belts and socks). Jerseys **MUST** be tucked inside the pants at **ALL** times.
- e) All managers and coaches will have matching team hats and jerseys. Jerseys **MUST** be tucked inside the pants at **ALL** times. Solid color shorts will be allowed
- f) All managers and coaches are to stay within the fenced dug out or on deck area except official time outs.
- g) When the team is at bat, the manager and a coach will be at the coaches' box on first and third base.

- h) A team player will be allowed at first base **ONLY** if wearing a **batting helmet**
- i) No player is allowed outside of the dugout unless he is in the on deck area, a pitcher and catcher warming up in the bullpen or playing defense.

XI. Post-game Proceedings:

1) Clean up:

- a) Managers are asked to have their post-game talk out of the dugout area
- b) The dugout shall be cleaned before being vacated.
- c) The trashcans in the dugouts need to be emptied to the bigger trash cylinders **outside** the fence after the last game of the day by the last team of the day.

XII. Standings and Championship:

1) Standings:

- a) Regular season standings will be calculated based on a point system where 2 points are given for a win, and 1 point for a tie. All games played will count, **along with added losses.**
- b) Tied games will count in the standings and will not be played off

2) Championship:

- a) At the end of the regular season, a seeded double elimination tournament will determine the League Champion of each division.
- b) For playoff seeding purposes,
 - i. The **first** tiebreaker when two or more teams tie in the final standings will be head to head results among tying teams.
 - ii. The **second** tiebreaker will be a coin flip.
- c) Trophies will be awarded to the first and second place teams of each division.

(Applicable only during Fall Season)

- d) A single elimination tournament will be held after the fall season with the same seeding process as in the spring.
- e) In recognition of the League's primary objective of being a learning experience during the Fall Season, trophies will **NOT** be presented.

XIII. Miscellaneous:

1) Injuries:

- a) Kyle Chapman League officials should be notified in cases of injury to a player.

2) Questions and/or Complaints:

- a) Any person with questions or complaints should direct those questions or complaints directly to the Board member responsible.
- b) If unable to resolve, then the question or complaint should be put in writing, dated, and signed, and presented to any Board Member or Duty Officer.
- c) The Board will consider the question/complaint, and, if necessary, request the presence of the complainant at a Board meeting.

XIV. About being a Manager or a Coach:

1) Purpose:

- a) Managing and Coaching Baseball is about teaching the players how to play the game of Baseball.
- b) Nevertheless, this is only one of the aspects of being an adult leader.
- c) Some of the more important work of the Managers and Coaches is to teach the players what to expect in life after Baseball:
 - i. To become a good sportsman
 - ii. To be a team player.
 - iii. To win and/or lose with dignity and
 - iv. To set a good example that others will follow.
- d) Whether you are a Manager, a Coach, a Parent or a School Teacher, your main responsibility is to teach the children of today what it takes to live in a world that is not always fair to everyone all the time.
- e) At Kyle Chapman, we are dedicated to guiding the future adults that come into our league in the ways of being a better citizen during and after Baseball.
- f) We are also trying to prepare both the player and their parents for High School Baseball.

XV. Rules and procedures for the Fall Draft:

1) National League players returning the following Fall Season:

- a) Each Fall League Manager shall inform the League immediately before the draft a list of players who are playing in the Fall that were on their National League team during the Spring season just completed.
- b) If the Manager has a son new to the League, the son may also be frozen.
- c) A player on the previous year's spring roster may request not to be frozen. In such cases, the player and his parents must state their request in writing, and the Player Agent must notify the affected Manager.
- d) The affected Manager cannot freeze such players, and the player will try out and go back through the draft with no guarantee that he will be on a National League team the next spring.
- e) If he tries out for the next spring season, he may be chosen to a National League team. If he does not try out next spring, he must be on an American League team next spring.
- f) After the lists are turned in by the Managers, each Manager should be made aware of the lists of frozen players on all teams

2) Players to be posted for bids:

- a) At the completion of the tryouts each Manager shall provide a list with the names of 15 players that he wishes to have posted for bids. The manager's name will be recorded
- b) Paper slips with all the names provided will be placed into a receptacle and the Player Agent will choose randomly one slip at a time and the names will be posted for everyone to see.
- c) Duplicate slips will be kept together for reference, this procedure continues until all names that the Managers wish to bid on are listed on the board.
- d) At this point the Player Agent will make a determination as to how many additional players (if any) are to go on the board. The Player Agent should seek to have about half the players bid on in the Fall Season and a similar number drafted in rotation (snake) order.

3) Draft procedure:

- a) The draft will be a combination of the “snake” and “auction” system in three stages:
 - i. the initial leveling portion of the draft will be a “snake”
 - ii. the second portion will be the auction and
 - iii. the third portion will go back to the snake
- b) Because of the addition of two or more teams on the fall, to accommodate the enrollment, the first snake system is being used in an effort to “seed” these teams with initial picks.
- c) We are also using the auction draft to familiarize the new managers with this process in the event they are selected to manage a major league team in the spring season.
- d) The expansion team(s) will get the first picks in the snake draft. If there are two teams, the managers will flip to see who goes first.

- e) The following example of a mock draft will help to follow the points of the outline.
- f) The following key will be used:
- i. “x”: returning National League players (Point value: 4,000)
 - ii. “o”: all other players (Point value: 3,000)

DRAFT EXAMPLE								
	Team 7*	Team 6*	Team 5	Team 4	Team 3	Team 2	Team 1	
D	S21	S22	S23	S24	S25	S26	S27	Snake Round (3)
R	S20	S19	S18	S17	S16	S15	S14	
A	S7	S8	S9	S10	S11	S12	S13	
F	S6	S5	AR	S4	S3	AR	AR	Auction Round (2)
T	AR	AR	AR	S1	S2	AR	AR	
	AR	AR	AR	AR	AR	AR	AR	
R	AR	AR	AR	AR	AR	AR	AR	
O	AR	AR	AR	AR	AR	AR	AR	
U	O11	O10	O9	O8	X	X	X	Leveling Round Snake (1)
N	O5	O6	O7	X	X	X	X	
D	O4	O3	X	X	X	X	X	
S	O1	O2	X	X	X	X	X	

* Denote Expansion teams

In the previous example:

- Managers will begin with a total of 50000 points.
- Before the auction round managers will start with:
- **Teams # 1, 2 and 3** will start with: 50000 – 16000 (4 NL returning players) = **34000 points**
- **Team # 4** will have 50000 – 12000 (3 NL returning players) – 3000 (1 non-NL player) = **35000 points.**
- **Teams # 6 and 7** will start with 50000 – 12000 (for their 4 non-NL players) = **38000 points**

- g) Before the auction the names of players submitted by the managers for bids will be placed on the board
- h) Any player with just one manager having placed his name on the list will be assigned to that team for a cost of **500 points**
- i) Bidding shall be in increments of 200 points, and shall continue until all players on the board are gone, or all Managers have exhausted all of their points
- j) After the bidding procedure is completed, another snake draft shall be held for the remaining players. The order of the rotation draft is to remain the same as the first snake draft. The last drafting team in the first snake round will receive the first pick in the third stage snake round
- k) After all players are assigned to teams; managers are given the option of making trades
- l) Trades between teams may be made with the approval of the League if the trade is completed before the players are notified as to which team they are on
- m) Any trades made after players are made aware of which team they are on, or if they were on the team during the Spring season, must receive the approval of the parents of all players involved in the trade as well as both Managers, and the President of the League.
- n) Players are never to be told whether they were drafted in the auction draft or the rotation draft, or the number of bid points they were secured for.

XVI. Rules and procedures for the Spring Draft:

A. National League:

1) Team players:

- a) Each National League team will be made up of not more than eight (8) 14 year old players
- b) Each National League manager with a spring team shall turn in to the Player Agent, a list of all players to be frozen to his team in the spring. The list shall be composed of all returning players that were on the previous year's spring roster.
- c) An exception to this rule is that a player on the team's roster the previous Spring may elect to play in the American League if he so chooses. In such cases, this player may not be frozen by the previous team.

2) Players to be posted for bids:

- a) At the completion of the tryouts each Manager shall provide a list with the names of 20 players and a separate list of 5 additional players that he wishes to have posted for bids. The manager's name will be recorded
- b) Paper slips with all the names provided will be placed into a receptacle and the Player Agent will choose randomly one slip at a time and the names will be posted for everyone to see.
- c) This procedure continues until all names that the Managers wish to bid on are shown.

3) Draft procedure:

- a) Each team will start with 50000 points.
- b) From this total, 4000 points will be deducted for each returning player frozen and 3000 for a Managers son not on a major league roster the previous spring
- c) Each Manager should be made aware of the lists of frozen players on all teams and the number of points each team shall have to start the draft.
- d) If just one team picks a player for the Lottery, that player will be assigned to that team for 500 points before the draft begins and will count towards the total of 15 in camp. This will only happen on the first 20 names a team turns in.
- e) At this point, a determination will be made as to how many additional players (if any) are to go on the board. This figure is determined by adding the total names on the board at this point, plus all returning players, and automatic drafts.
- f) If more players are needed the additional names will be disclosed. If this is more than needed, the names with the most votes will stay.
- g) The names written on strips of paper, folded, will be placed in a receptacle. Names are then drawn from the receptacle and drawn one by one and placed on the board. This placement determines the order in which the names will be bid on.
- h) Bidding shall be in increments of 200 points, and shall continue until all players on the board are gone. Each team will have a total of 15 players on their camp team.
- i) When a team reaches 15 players, even if you have points left, you will not be allowed to bid on other players.
- j) If managers run out of usable points before reaching 15 players, the players with the fewest points will be assigned to your team.
- k) After all players are assigned to teams; managers are given the option of making trades
- l) Trades between teams may be made with the approval of the Player Agent if the trade is completed before the players are notified as to which team they are on
- m) Any trades made after players are made aware of which team they are on must receive the approval of the parents of all players involved in the trade as well as both Managers, the Player Agent and the President of the league
- n) Players are never to be told whether they were drafted in the auction draft or the rotation draft, or the number of bid points they were secured for

B. American League:

1) Team players and workout:

- a) At the conclusion of the National League draft the names of the players that did not make the final cut will be added to the names of players that were not invited to the training camps
- b) The League will conduct a one or two day workout with all the players eligible to play for the American League.
- c) The workout will consist of 5 stations that will be conducted by the National League Managers:
 - Pitching
 - Catching
 - Batting
 - Outfield
 - Infield
- d) The American League Managers will be allowed to ask questions to the players and gather additional information other than the basics provided by the League

2) Draft Procedure:

- a) In the American League draft consideration must be paid to family requests of siblings playing for the same team.
- b) No team will have more than one set of siblings
- c) Managers will be asked to identify and rank their own kids (if applicable)
- d) Managers will be asked to identify and rank at least 2 or more pitchers for each team
- e) Managers will be asked to identify and rank at least 2 or more catchers for each team
- f) Once the identification and ranking of pitchers and catchers has been concluded a raffle will identify the order of picking of pitchers.
- g) Managers will pick first top ranked pitchers
- h) Managers will then pick next top ranked pitchers
- i) A second raffle will identify the order of picking of catchers
- j) Managers will pick first top ranked catchers
- k) Managers will then pick next top ranked catchers
- l) A third raffle will identify the order of picking for the snake draft
- m) The rest of the players will be allocated to teams in a snake draft (see example below) until all the players have been drafted

DRAFT EXAMPLE (4 teams – 12 players each)					
	Team 1	Team 2	Team 3	Team 4	
D	TP1	TP2	TP3	TP4	Pitcher rounds (2)
R	STP4	STP3	STP2	STP1	
A	Team 1	Team 2	Team 3	Team 4	
F	TC1	TC2	TC3	TC4	Catcher rounds (2)
T	STC4	STC3	STC2	STC1	
	Team 1	Team 2	Team 3	Team 4	
	SR1	SR2	SR3	SR4	Snake Rounds (8)
R	SR8	SR7	SR6	SR5	
O	SR9	SR10	SR11	SR12	
U	SR16	SR15	SR14	SR13	
N	SR17	SR18	SR19	SR20	
D	SR24	SR23	SR22	SR21	
S	SR25	SR26	SR27	SR28	
	SR32	SR31	SR30	SR29	

- n) Once all the players have been assigned to teams; managers are given the option of making trades
- o) Trades between teams may be made with the approval of the Player Agent if the trade is completed before the players are notified as to which team they are on
- p) Any trades made after players are made aware of which team they are on must receive the approval of the parents of all players involved in the trade as well as both Managers, the Player Agent and the President of the league.