



2012

Fountain Valley Pony Baseball League Rules

**(Formerly known as Administration Plan)
(Approved as of November 30, 2011)**

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FVPB Rule Changes for 2012

The following is a brief summary of the changes made to FVPB's local rules for the 2012 season. Managers are required to be familiar with the wording of the actual rule and in the event that there is any conflict between these descriptions and the actual rules, the wording of the actual rule controls.

- **Introduction of Penalty for Rule Violation**, (page 6)
- Updates to **Article V. PLAYER PROTECTIONS & WILDCARDS, Paragraphs 1, 2, 3 & 4** (page 10)
- MAJOR changes to **Article V. PLAYER PROTECTIONS & WILDCARDS** (pages 10,11,12)
- Changes to **Article VIII. RULES REGULATING THE GAME, Section 1, Part A, Paragraph 13** (page 15)
- Changes to **Article VIII. RULES REGULATING THE GAME, Section 1, Part B, Paragraph 4** (page 16)
- Change to **Article VIII. RULES REGULATING THE GAME, Section 1, Part C, Paragraph 8** (page 16)
- Change to **Article VIII. RULES REGULATING THE GAME, Section 1, Part D, Paragraphs 3 & 4** (page 17)
- Change to **Article VIII. RULES REGULATING THE GAME, Section 5, Paragraph 4** (page 19)
- Change to **Article VIII. RULES REGULATING THE GAME, Section 6, Paragraph 1** (page 20)
- Change to **Article XII. T-BALL, Scoring and Time Limits, Paragraph 1** (page 25)
- Change to **Article XIII. SHETLAND, Team Staffing, Paragraph 2** (page 26)
- Change to **Article XIII. SHETLAND, Umpires, Paragraph 3** (page 26)
- Change to **Article XIII. SHETLAND, Defensive Line-Ups, Paragraph 1** (page 27)
- Change to **Article XIII. SHETLAND, Batters, Paragraph 1** (page 28)
- Change to **Article XIII. SHETLAND, Play, Paragraph 1 & 2** (pages 28-29)
- Change to **Article XIII. SHETLAND, Scoring and Time Limits, Paragraph 1** (page 30)
- Change to **Article XIII. SHETLAND, Scoring and Time Limits, Paragraph 2** (page 31)
- Change to **Article XIII. SHETLAND, Scoring and Time Limits, Paragraph 3** (page 31)
- Change to **Article XIV. PINTO MINOR (Coach Pitch), Coaches** (page 32)
- Change to **Article XIV. PINTO MINOR (Coach Pitch), Defensive Line-Ups, Paragraphs 2 & 4** (page 32)
- Change to **Article XIV. PINTO MINOR (Coach Pitch), Pitchers, Paragraph 2** (page 33)
- Change to **Article XIV. PINTO MINOR (Coach Pitch), Play, Paragraphs 2 & 4** (page 33)
- Change to **Article XIV. PINTO MINOR (Coach Pitch), Scoring & Time Limits, Paragraphs 2 & 4** (page 34-35)
- Change to **Article XV. PINTO MAJOR, Team Staffing, Paragraph 1** (page 35)
- Change to **Article XV. PINTO MAJOR, Defensive Line-Ups, Paragraph 2** (page 36)
- Change to **Article XV. PINTO MAJOR, Play, Paragraph 1** (page 37)
- Change to **Article XVI. MUSTANG MINOR, Play, Paragraphs 1 & 2** (page 38)
- Change to **Article XVIII. BRONCO RULES, Paragraph 5** (page 41)
- Change to **Article XX. ALL-STAR RULES, Section 4., Part B, Paragraph 6,7 & 8** (pages 47-48)
- Major Changes to **Article XXII. SUMMER SEASON VARIATIONS, Paragraphs 2,4 & 5** (page 52)

2012 Fountain Valley Pony Baseball League Rules

- **These League Rules cannot be compromised or altered by anyone, including individual Board Members, Managers, and Umpires without a majority vote of the Board of Directors of Fountain Valley Pony Baseball. Managers, Coaches, and/or Umpires cannot agree to alter any rule covered in the league rules, the Pony rulebook, or the Sporting News Rulebook with a gentlemen's agreement before a game.**
- **Violations of any rules mentioned in the Fountain Valley PONY Baseball rule book subjects violator (spectator, coach, or player) to immediate ejection/removal from baseball facilities, as well as possible additional punishments, including suspension. Ejections are at the discretion of game officials (umpires) or Board of Directors members who are present. Additional punishments, such as suspensions, are at the discretion of the Board of Directors, unless suspension is automatic as noted in these rules.**

Article I. REGISTRATION

1. All Board members and staff participate in registration.
2. The FVPB Board will establish registration dates, times and locations.
3. Registration instructions and signs will be posted to assist Board members and parents to assure a smooth, orderly flow during registration.
4. A legal document or official FVPB league roster will verify each player's age.
5. Registration of new players will not be completed without a Birth Certificate or Passport.
6. Each player will be issued a registration number as determined by the Player Agent.
7. Each player, including potential protected players, shall be given a date, time and place of tryouts if his/her division requires him/her to tryout. Any player who does not complete a required tryout is not eligible to be drafted at the Major level without Board approval.
8. Any player having a brother/sister requesting to play together on the same team must indicate this request on both registration forms.
9. Refund Policy: All refunds will be assessed a \$30 processing fee. Registration fees will not be refunded after the final sign-up date unless there is a valid medical reason or a player is moving outside of the area. If a uniform has already been issued to a player, the player shall keep the uniform and \$50 will be deducted from any fee refund. Registration fees will not be refunded after opening day of the season in question under any circumstances.

Article II. PLAYER ASSIGNMENT TO DIVISION

1. All players will play in their assigned age division.
2. Parental requests for play-ups and play-downs must be made at the time of registration and indicated on the registration form. Play Up/Play Down requests are not guaranteed. If a player's parents want to place him/her into a division for which he/she is too young, the player

will be required to tryout in the requested division and must be drafted on a Major team in the requested age division. Each request will be evaluated on an individual basis and must be approved by a unanimous vote of all division Managers and approved by the Division VP.

3. Upon completion of this tryout, the Player Agent and the affected divisional VP's or their designees will place the player in the division deemed appropriate according to their evaluation, with safety being the prime concern in their evaluation.
4. A parent may request that a particular Manager in their division not draft their child. Parents have 72 hours from posting of the Manager list to notify the division VP and present their reasons for their disapproval of a particular Manager. This request must be made in writing by the parents/guardian of the player and must state a reason, which is deemed valid by the Board. This is limited to one (1) Manager only. If the request is granted, the VP of the division will notify the affected Manager. This request will be valid for the entire calendar year and will include all playoffs, tournaments, all stars and the summer league.
5. If a "no play" Manager is selected as Manager of any team, including all stars, the player is automatically ineligible to play on that team.
6. When there are more players registered than the league can accommodate, players will be placed on a waiting list and those players will have priority as follows: (1) relative of a Manager or Designated Coach; (2) players in order of sign-up.
7. If a player has played at a level during spring, he/she cannot play down a level the next spring (this applies to divisions: Bronco, Mustang, etc...not Major versus Minor within a division).
8. Once a player is drafted onto a team there will be no further changes made with respect to that player moving to another team in any division, unless the player's safety is in jeopardy. In that event, the division VP and Player Agent will make roster changes.

Article III. SELECTING MANAGERS

1. The FVPB Board of Directors must approve all Managers, including returning Managers from the previous season.
2. All Managers new and returning must submit a completed Manager's Application form. It is recommended that all Managers wishing to manage a team should submit their Manager Application form by the end of the second sign-up.
3. Upon receiving the recommendations of the Board of Directors, the members of the Board of Directors shall exercise independent judgment regarding the approval of the Managers. Each candidate shall be entitled to individual consideration, which may include an interview

by the Board of Directors. The Board of Directors is encouraged to inquire into the credentials of each Manager candidate and not just those receiving recommendations from the Board of Directors.

4. Factors for consideration in Manager selection include but are not limited to:
 - A completed Manager's application form
 - Compliance with league ideal and support league activities (i.e. opening and closing day ceremonies, Memorial Day Tournament, coaches' clinic, fundraising functions, etc.)
 - Ability to communicate with children and parents
 - Experience and knowledge within the division
 - Service within FVPB
 - Returning Managers in the same division
 - Minor Managers from the previous spring
 - Returning Managers from the previous spring that desire to move up to a higher division (i.e., a Pinto Minor Manager to Mustang)
 - Major division Designated Coaches from the previous spring whose spring Manager does not return
 - Minor division Designated Coaches from the previous spring
 - Returning Designated Coaches from the previous spring whose previous spring Manager does not return or does not elect to move up to a higher division
 - New Managers who are defined as anyone not covered in the above paragraphs. This includes previous Managers or Coaches within FVPB who have not progressed in the normal manner, or individuals who have never managed or coached within FVPB
 - Performance evaluations
5. It is the intent of the league to continually reevaluate the merits of each candidate. It is not the intent of the league to adopt any automatic right of return for any coach, nor to establish any sort of hierarchy for assignment of coaches. Each year each candidate must demonstrate his or her credentials without regard to past status.
6. Managers or Acting Managers are responsible for the conduct and activities of their teams and shall be held accountable for fulfilling all team requirements to FVPB. These requirements include fundraising, volunteer staffing, attendance at league events and meetings, as well as the behavior of their coaches, players and spectators at all times.
7. Upon applying for a Manager position, Managers are conclusively presumed to know, and to agree to uphold, all of the rules, regulations and policies of FVPB, regardless of any actual or

constructive knowledge. All Managers must pass a rules test for their division. This test will be created and administered by the Division VP. Managers take the test until they score 100%.

8. Managers and Coaches are expected to avoid criticizing umpires, both youth and adult, in front of players or spectators, and to accept decisions of umpires on the field as being fair and called to the best ability of the umpire.
9. Violation of the rules, regulations and policies of FVPB shall subject Managers and Coaches to disciplinary action, including but not limited to private reprimand, public reprimand, probation, suspension and expulsion, or such other penalty as FVPB's Board of Directors deems appropriate under the circumstances.
10. All discipline imposed pursuant to this Article is subject to review by a quorum of the Board of Directors, whose decision on such discipline is final.

Article IV. SELECTING TEAM NAMES

The following criterion determines the order in which Managers get to select their team name from the list of available team names. Managers get choice of team name in this order regardless of their team name in previous seasons:

For Major Managers

1. Spring Major Managers returning to the same division and level get first choice of available team names (i.e. Pony to Pony).
2. Spring Minor Managers moving up within the same division (i.e. Pinto Minor to Pinto Major).
3. Spring Major Managers moving up from next lower division (i.e. Mustang Major to Bronco Major).
4. Spring Minor Managers moving up from next lower division (i.e. Mustang Minor to Bronco Major).
5. Spring Major Designated Coaches returning to the same division and level whose Spring Manager does not return to same division (i.e. Pony to Pony).
6. Spring Minor Designated Coaches moving up within the same division whose Spring Manager does not return to same division (i.e. Pinto Minor to Pinto Major).
7. Spring Major Designated Coaches moving up from next lower division whose Spring Manager does not return to same division (i.e. Mustang Major to Bronco Major).
8. Spring Designated Coaches moving up from next lower division whose Spring Manager does not return to same division (i.e. Mustang Minor to Bronco Major).
9. Any Manager not falling within above-listed categories.

Note: If more than one Manager falls into the same category, those Managers will draw numbers out of a hat to determine who gets first priority, second priority, etc. between them.

For Minor Managers

1. Spring Minor Managers returning to the same division and level get first choice of the available team names (i.e. Pinto Minor to Pinto Minor).
2. Spring Major Managers moving up from next lower division (i.e. Pinto Major to Mustang Minor).
3. Spring Minor Managers moving up from next lower division (i.e. Mustang Minor to Bronco Minor).
4. Spring Minor Designated Coaches returning to the same division and level whose Spring Manager does not return to same division (i.e. Pinto Minor to Pinto Minor).
5. Spring Major Designated Coaches moving up from next lower division (i.e. Mustang Major to Bronco Minor).
6. Spring Minor Designated Coaches moving up from next lower division who's Spring Manager does not return to same division (i.e. Mustang Minor to Bronco Minor).
7. Any Manager not falling within above-listed categories.

Note: If more than one Manager falls into the same category, those Managers will draw numbers out of a hat to determine who gets first priority, second priority, etc. between them.

Article V. PLAYER PROTECTIONS & WILDCARDS

1. A Manager may protect up to three players. This must include his or her child(ren). Players who have not played in a previous FVPB Spring season are not eligible to be protected unless he is the Manager's son or daughter.
2. If a Manager fails to provide a properly signed list of the protected payers to the Divisional V.P., that Manager loses protection rights to all players with the exception of hi/her child or child(ren).
3. All non-protected ~~and non-wild-carded~~ players in Pony, Bronco, Mustang, and Pinto will be required to tryout at the designated time and place set by the Board.
4. Any player who does not complete a required tryout is not eligible to be drafted at the major level without ~~division VP approval~~ FVPB Board Approval.
- ~~• A Manager or Designated Coach returning from the previous spring season may "protect" up to three of the following players which may include one wildcard as long as the players~~

~~parent or guardian consents to the "protection" and the protection/wildcard list and consent forms are turned in to the Divisional VP by the deadline set by the league.~~

~~If a Manager fails to provide a list of protected and wild-carded players to the Divisional VP, that Manager loses protection rights to all players with the exception of his/her children.~~

~~Each Divisional VP will provide a list of all protected and wild-carded players to the Player Agent. A list of protected and draft-eligible players will be provided to the Managers prior to the draft.~~

~~Section 1. Returning Managers' and Designated Coaches' Protections/Wildcards~~

~~A Manager or Designated Coach returning from the previous spring season may "protect" up to three of the following players as long as the player's parent or guardian consents to the "protection" and the protection/wildcard list and consent forms are turned in to the Divisional VP by the deadline set by the league.~~

- ~~1. A relative of the Manager or Designated Coach. Managers or Designated Coaches not protecting a relative may not draft or trade for their relative.~~
- ~~2. A member of a team managed by the Manager during the previous spring season.~~
- ~~3. A member of a team coached by the Designated Coach from the previous spring of which the spring Manager is no longer managing in that division.~~
- ~~4. The sibling of a protected player if the siblings are requested to play together by the parent or guardian.~~
- ~~5. In the event that a returning Manager or Designated Coach protects two or less players, the Manager or Designated Coach can "wildcard" one player.~~
- ~~6. In the Major divisions, the Manager or Designated Coach may only wild-card a player returning to FVPB from the previous spring season. In the Minor division, the Manager or Designated Coach may wild-card any age-appropriate player.~~
- ~~7. A player is not eligible to be protected or wild-carded by another Manager unless his former Manager/Designated Coach protects two players or his former Manager/Designated Coach is not managing the player's current division and level (division – Pony, Bronco, etc.; level – major versus minor).~~

~~Section 2. New Managers' Protections/Wildcards~~

~~A Manager who did not manage or serve as a Designated Coach in FVPB during the previous spring season may "protect" the following players as long as the player's parent or guardian consents to the "protection" and the protection/wildcard list and consent forms are turned in to the Divisional VP by the league deadline.~~

- ~~1. A relative of the Manager. Managers not protecting a relative may not draft or trade for their relative.~~
- ~~2. In the minor divisions only, a relative of the Designated Coach may be protected assuming the Manager designates a coach by the deadline for protecting players. Managers not protecting a relative of a Designated Coach may not draft or trade for that Designated Coach's relative.~~
- ~~3. In addition to the above, the Manager may wild card any age appropriate player.~~
- ~~4. A player is not eligible to be protected or wild carded by another Manager unless his former Manager/Designated Coach protects the maximum number allowed for his level or his former Manager/Designated Coach is not managing the player's current division and level (division - Pony, Bronco, etc.; level - Major versus Minor).~~

Article VI. DRAFTING PLAYERS

Section 1: Representatives at Draft

1. The Player Agent and the Division VP or their designed representatives shall conduct the draft and team selection.
2. Only Managers and coaches over 18 are allowed at the draft. No children.
3. Relatives of a player in a division being drafted are not permitted to attend that division's draft unless the relative is a Manager/DC in that division or a valid protection of that player has been provided to the Player Agent.
4. The team's Manager and/or Designated Coach (whose child is protected) shall represent Pinto, Mustang, Bronco, and Pony divisional teams at the player drafts.
5. In the absence of a team representative, the division VP may appoint a representative to draft in lieu of the Manager or Designated Coach.
6. T-Ball and Shetland team selections shall be in accordance with their respective operational plans.

Section 2: Conduct of Draft

1. Managers shall draw numbers from a container to determine the order of their draft position. The order of selection shall start with the team drawing the number one.
2. Should the team have a protected player occupying that position, which protected player becomes their draft choice. All teams will follow with one draft choice each, until the first round is completed.
3. If a team does not have a protected player in a draft position, they shall select a player from the list of eligible non-protected players.

4. The following round will start from the last draft position in the first round back to the team that had the first selection. The following rounds will continue the alternating selection as the first two rounds.
5. Upon reaching the fourth round, the draft shall begin again from the number one draft position and then alternate back and forth until all teams have completed their draft selections.
6. Brothers and/or sisters registered in the same division shall play together if requested by their parents. A Manager selecting a brother or sister must choose the other sibling as his/her next draft choice.
7. Major level drafts will be completed first, immediately followed by the Minor level draft in the same division starting with the Pony division. Players not drafted onto Major level teams will be drafted onto a Minor level team excluding play-up request.
8. Unprotected players failing to appear for tryouts for any reason will not be eligible to be drafted into any Major division. Their names will be placed into a Minor division "hat" and drawn after all divisional players who attended tryouts are drafted.
9. At the conclusion of a division draft, the Player Agent will allow Managers no more than ten (10) minutes to attempt to execute a trade. All players drafted in the "protection" (first 3) rounds are not tradable.
10. Any Manager may trade any non-protected, non-wild-carded player or players on his/her team, in exchange for any player or players on another team only with the approval of the other team's Manager.
11. A trade can only involve a player drafted in the same round, or one round prior to or after the round in which the player was selected. (No multiple trades will be permitted that would violate this plus or minus one round rule).
12. Trades shall only take place during this time and in the presence of the other Managers and must be approved by the Player Agent.
13. Once the Player Agent declares the draft closed, no trades shall be permitted. This trade rule does not allow the trading of sons or daughters of Managers or Designated Coaches.
14. Roster forms will be provided to all Managers at the beginning of the draft. At the conclusion of the draft each Manager must turn in a complete roster of their players drafted onto their team prior to leaving the draft. It is the responsibility of the divisional VP to ensure that these rosters are completed before Managers leave the draft. Managers have until opening day to list a Designated Coach

Article VII. GAME SCHEDULING

1. The Scheduler, Chief Umpire, and divisional VP will schedule all games. All changes to the schedule will be done by the Scheduler in conjunction with the Chief Umpire and the divisional VP.
2. Do not assume a game is canceled. Always check with the divisional VP.
3. The Scheduler, Chief Umpire, and divisional VP must approve non-weather related cancellations 72 hours in advance. Cancellations of this type will be approved only for extreme circumstances or problems.
4. Rained out games will be rescheduled and the teams will be notified within 72 hours before rescheduled date and time. However games may not be rescheduled unless they affect playoff seeding due to time and field constraints.
5. Regular seasons will consist of approximately sixteen games. The T-Ball, Shetland, and Pinto Minor divisions may have extra games added to their schedules instead of playoffs in a format to be determined by the division VP and Scheduler.
6. Post-season tournaments will consist of each participating team competing in a playoff format determined by the FVPB Board prior to the start of the regular season.
7. The winner of each game is responsible for reporting scores to the VP or his/her designee.
8. Standings, and therefore seeding, are determined as follows: (2 points = win, 1 point = tie, 0 points = loss)
9. In the event of a tie in standings, seeding will be determined by the teams' head-to-head record. If a tie still exists, a coin toss will determine playoff position.
10. Points maybe adjusted for noncompliance with rules, duties and league ideals.
11. In the event that the teams in a division play an unequal number of games in a season, seeding will be based on point percentage.

Article VIII. RULES REGULATING THE GAME

Section 1: General Rules

FVPB games will be regulated by these rules, then by the rules of Pony Baseball, Inc., and finally by the Rules of Major League Baseball as written in the Sporting News Edition.

A. In-Game Rules

1. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No inning may be started after the actual ending time of the game.

2. Any official game played in the regular season with a tie score that is called due to time or weather shall be counted as a tie.
3. If a player arrives late for a game a Manager may, (at his/her option), have the number of missed innings deducted from the total innings the player must play. The player arriving late will be added to the bottom of the lineup. Managers must notify opposing Manager when changing the line-up.
4. A team failing to field at least eight (8) players throughout the game will forfeit the game. When a team has only eight (8) players, the 9th spot in the batting order counts as an out the first time through the lineup only.
5. In Shetland division and above, teams must field a Catcher on defense.
6. All Managers will be supplied an official scorebook. Last names and numbers of all players in the line-up must be listed in the scorebook.
7. Only registered last names on the player's jerseys.
8. Home teams' scorekeeper is always the official scorer for the game and shall record the starting time of the game given by the home plate umpire and shall be responsible for keeping the official pitch count.
9. Umpires must sign the official score book at the conclusion of the game.
10. The home team will occupy the third base dugout.
11. A total of four (4) non-players are allowed in a dugout, one (1) Manager and three (3) coaches.
12. In the case of an injury to a player, deemed serious by the umpire while a play is in progress, the umpire shall call time out in order to allow a team official to attend to the player. The umpire shall award bases that he/she feels would have been obtained had the time out not been called.
13. In a regulation game a Pinto or Mustang player may not sit out more than 2 defensive innings and a Bronco or Pony player may not sit out more than 3 defensive innings.
~~In Pinto Major and above, a Manager or Coach whose team is on defense may sit on a bucket outside their immediate dugout entrance only. No other defensive coaching personnel are permitted to be on the field outside the dugout.~~
14. Coaches are not permitted to coach players from outside the field of play and/or dugouts. Coaches may not coach from areas such as behind the backstop, in the bullpen areas, in out-of-bounds territories on both sides of the field, or beyond the fence in the outfield.
15. Spectators and Photographers are not permitted to be on the field during games.

16. Scorekeepers shall sit together at scorekeepers table and will confer on pitch count at every half inning. When pitch count is near the limit managers will be notified. If there is a discrepancy in pitch count the home team (official) scorekeeper count will prevail.

B. Pre-Game Warm Up

1. The home team Manager of each field will be responsible for putting out the bases prior to the game time. The home team Manager of the last game will be responsible for returning all bases and other equipment to the storage area. Failure to do so will result in a (1) one-point deduction from the team standings per occurrence.
2. There will be no hitting or throwing of balls into any chain link fence at FVPB fields.
3. There is to be no practice or taking of batting practice on a prepared field. There is to be no batting practice using hard balls or tennis balls within the boundaries of the field. Wiffle balls will be the only balls permitted for this use.
4. There will be no pre-game warm-up within the infield prior to game.
 - ~~Each team shall have (10) minutes of pre game warm ups on the game field, (time permitting).~~
 - ~~The visiting team shall have the field for the time frame beginning thirty (30) minutes prior to the scheduled starting time. The home team shall have the field for the time frame beginning twenty (20) minutes prior to the scheduled starting time.~~
 - ~~The visiting team shall not lose any of their allotted warm up time due to the home team's inability to have the field prepared in a timely manner. Any lost time shall be deducted from the home team's allotted on field, warm up time. By the same token, the home team shall not lose any of their allotted warm up time due to the visiting team's inability to begin warm ups at their appointed time of thirty (30) minutes before game time. Any lost time shall be deducted from the visiting team's allotted on field warm up time.~~
 - ~~All on the field pre game warm ups will be completed five (5) minutes prior to the scheduled starting time of the game.~~

C. Equipment

1. No jewelry is allowed except medical alert ID.
2. A uniform shall consist of a cap, jersey, pants (gray or white) and/or sweatshirts or windbreaker in team colors with players' number. No additions or adjustments of any kind maybe added to the uniform unless the league approved. Players' last name and number are required on all players' jerseys.

3. Rubber cleats will be worn in all divisions except for Pony.
4. A player will not be allowed to play with a hard cast. A player may play with a soft cast provided he/she or she has a doctor's written release.
5. A player coaching a base must wear a helmet.
6. Batters and base runners must wear protective helmets that cover both ears and the catcher must wear a protective mask with throat guard or a "hockey-style" catcher's mask and body gear including a cup during practice as well as games.
7. Cups are required for all players.
8. Any ~~player~~ minor warming up a pitcher must wear a catcher's mask and helmet.
9. All Managers/coaches/dugout personnel must wear a shirt, shoes (no sandals) and a team cap.

D. Behavior

1. Sitting a player out for failure to arrive early or for missing practices as any type of disciplinary action is prohibited without prior approval of the division VP. The division VP must notify parents.
2. Any Manager, coach or player who is ejected from a game will be suspended for the following game. If a player is ejected from his/her last regular season game that player will be suspended for the first playoff game. During play-offs, players only, will not be suspended from the following game, pending a board review. On the second infraction, the person will be suspended until review by the FVPB Board of Directors.
3. Any Manager, coach or spectator ejected from a game must leave the ~~area of the playing field~~ baseball facilities and not allowed to participate or observe any of the game or the next scheduled game. Refusal to comply constitutes as a forfeit of that game and the next if the offender refuses to observe his/her suspension for the next game.
4. Any player, Manager, coach or spectator, physically abusing any player or other participant, will be immediately ejected and suspended from the league. The FVPB Board at its next regularly scheduled meeting will review reinstatement.
5. Alcoholic beverages are not allowed at Mile Square Park or any of the schools. The use of tobacco products is prohibited on all school grounds and in dugouts and bullpens. Managers and coaches will not be allowed to leave the dugout to use any tobacco products.
6. Any player who throws a helmet, bat or any other piece of equipment in an obvious display of anger, or engages in heckling of opposing players, or attempts to distract a batter or pitcher in anyway, or commits any other obvious acts of poor sportsmanship is subject to

immediate ejection from the game by the umpire. No mechanical noisemakers are permitted at any game. Positive encouragement is allowed, but not while the pitcher has the ball on the pitching rubber. The first violation of the no-distraction rule will result in a warning to the Manager. The second violation will result in a one-game suspension of the Manager.

7. Managers, coaches, players and spectators are responsible for their actions at games. All will be subject to disciplinary action for behavior that is not in the best interest of FVPB. This includes harassment of umpires.

E. Miscellaneous

1. The home and visiting team Managers shall provide one (1) game ball each per game. In Pinto Minor (Coach Pitch), T-Ball and Shetland only the home team will provide a game ball.
2. Participation awards will be given to all players in all divisions.
3. Managers, coaches, players and all spectators are prohibited from observing the game from behind the backstop.
4. The Managers and spectators of both teams are responsible for cleaning up trash from their respective dugouts, from the field and from the stands upon the completion of the game.

Section 2: Batting

1. All players bat in the batting order whether playing in a defensive position or not.
2. If a player must leave early, the player's batting order position will not be charged as an out if the opposing Manager was notified prior to the start of the game. If the opposing Manager was not notified, an out will be charged only for the first time a player was due to bat. (This applies to the Pinto division and above).
3. If a player becomes sick, an out will be recorded for the player's next at bat only. Thereafter the player's place in the batting order will be skipped without a penalty.
4. If a player is injured in an inning the Manager must notify the opposing Manager and umpire whether the player is going to be able to continue in the game. An injured player will not be allowed to re-enter the game once removed. The player's batting order position will not be charged as an out if removed due to an injury.
5. With the exception of the Pony division a player who fakes a bunt and then takes a full swing (slash bunt) will be declared out and the ball is dead.
6. A player is out the second time he/she throws his/her bat in a reckless manner, as determined by the umpire. The first time will be a warning.

Section 3: Base Running

For the safety of all players, runners are encouraged to slide on close plays to prevent colliding with fielders. However there is no must-slide rule. If in the discretion of the umpire a base runner makes intentional contact with a defensive player, the base runner will be called out and may be ejected from the game.

Section 4: Defense

Only a player playing the position of first base is permitted to wear a first baseman's glove.

Section 5: Pitching

1. A pitcher may not wear a batting glove under his/her baseball glove, nor use a white or gray baseball glove or wear white long sleeve shirt. (Pinto and above)
2. The table below gives the maximum number of pitches and innings that a pitcher will be allowed per day for each age group. The Manager must remove the pitcher when the pitcher reaches the pitch and/or inning limit for his/her age group, whichever occurs first, as noted below, but the pitcher may remain in the game at another position. Exception: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

Division	Pitches allowed Per day	Innings pitched allowed Per game
Pony	95	4
Bronco	85	4
Mustang	75	3
Pinto	60	2

3. Upon pitching 40 pitches or the maximum number of innings in a day, the pitcher must have 40 hours rest before pitching again. The 40 hours rest rule is calculated from the starting time of the game. One pitch thrown to a batter by a pitcher constitutes an inning pitched. The home team's scorekeeper shall be responsible for keeping the official pitch count.
4. Managers violating Rule 2 and/or 3 ~~this rule~~ will forfeit the game in progress and ~~will~~ be suspended for the next game.
5. A pitcher once removed from the mound may not return to the mound in that game.
6. A pitcher is considered to have pitched an inning as soon as one pitch is delivered to the batter.
7. The number of warm up pitches between innings will be limited to six.
8. A relief pitcher will be entitled to eight warm up pitches.

9. Play-downs may not pitch.
10. In the Pinto Major division and above, any pitcher who hits three (3) batters while they are pitching will no longer be eligible to pitch in that game, regardless of innings available or pitch count.

Section 6: Catching

1. A catcher must use a catcher's mitt, (glove), at all times during a game, (Pinto and above). If a team has a lefthander catcher the Manager must request a lefthander catcher's mitt.
~~It is strongly encouraged with two outs that a pinch runner is allowed for catchers. If a runner on base is scheduled to play catcher the next inning when the second out is made he/she can be removed and replaced with a base runner by the player who made the last out.~~
2. Any player warming up a pitcher must wear a catcher's mask and helmet.

Article IX. NON-GAME RELATED RULES

Section 1: Practices

1. The maximum number of "outings" per week during the regular season, inclusive of games and practices, is as follows: Itty-Bitty through Pinto Major - four (4) outings per week – Pony, Bronco, and Mustang – five (5) outings per week.
2. A "week" begins on Monday and ends on Sunday.
3. An "outing" shall be defined as any team official plus four (4) or more players for the purposes of practice or play. Managers/Coaches of travel teams that have four players from their Fountain Valley Pony Baseball team playing on their travel team need to include practices and games as an outing with the exception of teams playing in FVPB's Sunday league.
4. The "regular season" is defined as opening day until the last day scheduled for non-playoff games.
5. Immediately after the end of the regular season, the maximum number of outings per week shall be five (5) for all divisions in preparation for playoffs.
6. The penalty for violating this rule shall be a one-year suspension of the offending Manager beginning on the date of the infraction and not just for the balance of the season.
7. Practices cannot exceed 2.5 hours in length.
8. Warm ups prior to the start of a game will be limited to one (1) hour.
9. Field practices on the day of a game are prohibited. Violation of this rule could result in forfeiture of the next game.

Article X. PLAYOFFS

1. Post-season tournaments will consist of each participating team competing in a playoff format determined by the FVPB Board. The winner of each game is responsible for reporting scores to the VP or his/her designee.
2. In all divisions, the best regular season record will determine the home team during all rounds of play-offs. In the event of ties, head-to-head competition will be the determining factor. If a tie still exists, a coin toss will be employed.
3. There are no time limits for play-off games. Time limits and complete game innings may be adjusted to fit the Master Schedule. Standard mercy rules still apply.
4. Trophy awards will be given to players in the Championship and runner up teams resulting from play-offs in each division.
5. There will be no playoff games for the Shetland, T-Ball or Pinto Minor division. Instead, extra games will be added to these schedules in a format to be determined by the division VP and scheduler.

Article XI. PROTESTS

1. A Manager may protest an umpire's rule interpretation by paying a \$25.00 fee at the snack bar or to an FVPB Board Member within 24 hours of the time of the protest.
2. A Manager must make both the umpire and the opposing Manager aware of the protest before the next pitch. Each scorer will note in the scorebook when the protest was declared. Each scorebook will be surrendered at the end of the game to any FVPB board member. The Lead Umpire shall make an announcement to the crowd at the time of the protest.
3. If the protest is upheld, the fee will be returned and the game will be replayed beginning from the point of protest.
4. Judgment calls made by the umpire are official and final; protests cannot be filed. The Manager or his/her designee may discuss rule interpretations with the umpire. Disputes must be resolved in a calm, professional manner. Anyone violating this rule may be ejected and further violations may result in forfeiture by the offending team at the umpire's discretion.
5. The divisional VP or his/her designee on the site will rule on protests during playoffs at the time of protest. Failure by FVPB to have a representative on the site will make the umpire's judgment final.

Article XII. T-BALL

TEAM STAFFING

1. Team staffing will be done by the T-Ball VP and submitted to the Player Agent.

PRACTICES AND RULE MODIFICATIONS

1. T-Ball (4) four outings per week.
2. Base distances shall be 50 feet. The pitching rubber shall be 38 feet from home plate.
3. There is no infield fly rule.
4. Bunting is not allowed.
5. No specific glove rule will apply.
6. The home team in T-Ball will provide a game ball as supplied by the league.

UMPIRES

1. Each Manager is responsible for providing one (1) umpire for their scheduled games. It is the responsibility of the Manager to make sure that the volunteer umpires are versed in the rules particular to T-Ball. Umpires must be adults, (18 years or older) or qualified FVPB youth umpires paid by the team(s) using said youth umpires. Umpires are not to coach players during the course of the game. The umpires shall have the ultimate authority over the conduct of players, Managers, coaches and spectators.
2. Prior to the start of the game, the umpire and Managers shall define the playing field boundary. The ball is dead the moment it leaves this defined playing field boundary.
3. Umpires have the right to limit the number of Managerial visits to the field.

COACHES

1. Each team will be permitted to have four coaches.
2. The offensive team shall have two base coaches who will remain within the coaching boxes at all times and a batting coach at home plate. Each team must have an on-deck coach to ensure the safety of the players and spectators.
3. The defensive team will be permitted defensive base coaches sufficient to ensure the safety of players in the field and to aid in the instruction of the rules to the defensive players. These defensive base coaches may position themselves in fair or foul territory.

OFFENSIVE LINE-UPS

1. All players available must be in the regular batting line-up. The batting order may not change once the game has started unless removal of a player is required because of injury, illness or

removal of the player by the umpire. A player arriving late for his/her turn at bat shall be placed at the bottom of the batting order. No penalty will occur.

2. The offensive team must bat their entire line-up each half inning. Regardless of the runner's position on the bases, the ½ inning is completed when the final batter in the line-up has batted.

DEFENSIVE LINE-UPS

1. Each Manager shall provide opposing Managers with their defensive line-up for the entire game prior to the start of the game. The line-up should include batting order, players' first and last name, players' numbers and players' defensive positions for each inning. Changes to the line-up after the start of the game will be reported to the opposing Manager.
2. Each team shall play all players in the field in defensive positions. Additional players, (short fielders), shall be positioned in the outfield no closer than 20 feet to the baseline when the ball is hit and will be considered outfielders.
3. No infielder, except for the pitcher and catcher, may be closer than 40 feet from home plate until the ball is hit and may play no further than 10 feet from the 1B-2B-3B baselines.
4. Infielders are encouraged to not stand directly on the baseline when in their defensive position. The catcher must be positioned behind home plate, clear of the batter. The umpire shall enforce these rules before calling "pitch".
5. Each player must be scheduled to play an infield position at least one (1) inning. Catcher will be considered an infield position. A player may only be scheduled to play catcher a maximum of one (1) inning per game. No player may play a second inning of infield until every other player has played one inning of infield.
6. A player cannot play the same defensive position for more than one (1) inning per game.
7. Substitutions are allowed only in the event the umpire removes a player from the game due to injury, illness or ejection. Once a defensive inning has begun, a player cannot change his/her position except in the case of injury, illness, removal of a player by the umpire or with the mutual consent of both Managers.

PITCHERS

1. T-Ball Pitchers must wear batting helmets with face guards.
2. The defensive pitcher will play defense from a position within a ten-foot diameter circle around the pitching rubber. One foot must be completely inside the lines of the circle until the ball is hit. Failure to do so is ruled "no pitch."

BATTERS

1. The batter will hit the ball off a batting tee. The batting tee must be directly on the home plate before a batter can strike at the ball.

PLAY

1. The pitcher, on the umpire's signal, shall make a throwing motion to the plate. The batter may then hit the ball. A motion by the pitcher without the umpire's signal will be ruled a "no pitch". The batter should be ready to swing before the umpire calls for the pitching motion.
2. A batter will bat until he/she hits either a fair ball or a total of five strikes have occurred. After four swings, foul balls are not counted as strikes. A swing that misses the ball completely but hits the tee is a strike regardless of where the ball lands. Such a swing can be counted as a fifth and final strike. VP of T-Ball may modify this rule at their discretion over any portion of the season.
3. Any ball hit must pass a fifteen-foot quarter circle in front of the tee to be called a fair ball. A ball that does not pass the fifteen-foot quarter circle before coming to a stop will be called a foul ball and will be counted. A ball will be considered a live ball if fielded by an infielder within the quarter circle while the ball is still in motion.
4. An outfielder cannot tag or force runner out. They must throw or give the ball to an infielder to make the play.
5. A player rolling a ball to another player in an attempt to make an out (as opposed to throwing the ball) shall not constitute an out.
6. There is no base stealing allowed. The base runner cannot break contact with the base until the bat makes contact with the ball. If a runner leaves a base early, the ball is dead and the pitch will not be counted against the batter.

STOPPAGE OF PLAY

1. Play stops when (a) the ball is in the possession of an infielder and the infielder holds up the ball while within the lined infield area (the lined infield area includes the bases and the base paths) or (b) the ball is declared dead by the umpire. Any part of the infielder inside the lined infield area is sufficient to stop play. Except for the batter who put the ball in play and had an attempt made to put him/her out at 1B, all other runners shall receive the base they were advancing toward when the ball is held up by an infielder in the lined infield area if they have passed the 2/3's hash mark. Players shall receive one additional base if they have passed the 2/3 hash mark once the ball is declared dead by leaving the defined playing field boundary. A following runner shall not force a runner to the next base.

2. No outs can be made once the play has been called dead by the umpire, even if after the 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.
3. An appeal play shall be allowed at any time prior to the umpire's next call for a pitch to the next scheduled batter following the play. The Manager need only notify the umpire that he/she wishes to appeal.

SCORING AND TIME LIMITS

1. The time limit on T-Ball games will be drop-dead at 1 hour and 10 minutes after the scheduled start time of the game, not the actual start time, if the games are played at Mile Square Park. No inning may be started after the actual ending time of the game. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. ~~The final results of any games shall revert back to the previous complete inning.~~
2. There will be no score kept in T-Ball games.
3. There will be no playoffs in this division. Bonus games may be played at years' end at the discretion of the T-Ball VP and FVPB Scheduler.
4. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.

Article XIII. SHETLAND

Goals of FVPB Shetland

The goal of FVPB Shetland is to instruct the game of baseball in an assertive, realistic player-controlled manner and to reward hustle, awareness and positive play on the playing field while providing players an enjoyable first baseball experience. It is the purpose of these rules to provide guidelines towards this assertive baseball learning experience so that T-Ball players might improve and advance through FVPB. Any questions regarding the implementation of these rules should be directed to the FVPB T-Ball VP.

TEAM STAFFING

1. Shetland teams will be formed by a draft of a pool of available players with all managers or team representative present. If the team does not have a representative present the Division VP will make the selection.

2. If Shetland is split into Major and Minor divisions, team staffing in such divisions will be according to age and experience as determined by the T-Ball/Shetland VP and Player Agent.

PRACTICES AND RULE MODIFICATIONS

1. Shetland teams are allowed four (4) outings per week.
2. Base distances shall be 50 feet in Shetland. The pitching rubber shall be 38 feet from home plate.
3. There is no infield fly rule.
4. Bunting is not allowed.
5. No specific glove rule will apply.
6. The home team in Shetland will provide a game ball as supplied by the league.

UMPIRES

1. Each Manager is responsible for providing one (1) umpire for their scheduled games. Home team provides plate umpire and visiting team provides base umpire. It is the responsibility of the Managers to make sure that the volunteer umpires are versed in the rules particular to Shetland. Umpires must be adults, (18 years or older) or qualified FVPB youth umpires paid by the team(s) using said youth umpires. Umpires are not to coach players during the course of the game. The umpires shall have the ultimate authority over the conduct of players, Managers, coaches and spectators.
2. Prior to the start of the game the umpire and Managers shall define the playing field boundary. The ball is dead the moment it leaves this defined playing field boundary.
3. Umpires have the right to limit the number of Managerial visits to the field, ~~if necessary~~.

COACHES

1. Each team will be permitted to have four coaches. The offensive team shall have two base coaches who will remain within the coaching boxes at all times and a batting coach at home plate. Each team must have an on-deck coach to ensure the safety of the players and spectators. The defensive team will be permitted two defensive coaches. These defensive coaches must remain in foul territory along the foul lines, beyond the offensive coaches. Managers and team personnel must remain in foul territory while coaching.

OFFENSIVE LINE-UPS

1. All players available must be in the regular batting line-up even though they may not be in the defensive alignment at the time.

2. The batting order may not change once the game has started unless the removal of the player is required because of injury, illness or removal of the player by the umpire. A player arriving late for his/her turn at bat shall be placed at the bottom of the batting order.

DEFENSIVE LINE-UPS

1. Each Manager shall provide opposing Managers with their defensive line-up for an entire five (5) inning game prior to the start of the game. The line-up should include batting order, players' ~~first and~~ last name, players' numbers and players' defensive positions for all 5 innings. Changes to the line-up after the start of the game will be reported to each scorekeeper and the opposing Manager.
2. Each team shall have a maximum of ten players on the field in defensive positions. The tenth player (short fielder), shall be positioned in the outfield no closer than 20 feet to the baseline when the ball is hit and will be considered an outfielder.
3. No infielder, except for the pitcher and catcher, may be closer than 40 feet from home plate until the ball is hit and may play no further than 10 feet from the 1B-2B-3B baselines. Infielders are encouraged to not stand directly on the baseline when in their defensive position.
4. Shetland teams must field a Catcher on defense. The catcher must be positioned behind home plate, clear of the batter. The umpire shall enforce these rules before calling "pitch".
5. Each player must be scheduled to play an infield position at least two (2) innings. Catcher will be considered an infield position. A player may only be scheduled to play catcher a maximum of one (1) inning per game. No player may play a second inning of infield until every other player has played one inning of infield.
6. A player may play the same defensive position no more than one inning per game.
7. No Shetland player may sit out a second defensive inning until every other player has sat out at least one (1) inning. No Shetland player shall sit out two (2) consecutive innings.
8. Substitutions are allowed only in the event the umpire removes a player from the game due to injury, illness or ejection. Once a defensive inning has begun, a player cannot change his/her position except in the case of injury, illness, removal of a player by the umpire or with the mutual consent of both Managers.

PITCHERS

1. The Players playing the Pitching position in Shetland must wear batting helmets with face guards.

2. The defensive pitcher will play defense from a position within a ten-foot diameter circle around the pitching rubber. One foot must be completely inside the lines of the circle until the ball is hit. Failure to do so is ruled “no pitch”.
3. Coach Pitcher must pitch overhand (standing or on one knee) from the front of the pitching circle. Coach Pitcher must have one foot inside the pitching circle while delivering the pitch.
4. In order to maintain a steady pace during the game the Coach Pitcher may carry up to 3 balls in his/her possession while pitching. It is encouraged that the plate umpire retrieves all balls passed by the Catcher. When Coach Pitcher is out of balls plate umpire will deliver the remaining balls to be pitched.
5. For machine pitch FVPB will use a Louisville Slugger UPM 45 pitching machine. The pitching distance shall be 35 feet, and the machine settings shall be: power level 2, micro adjust 3, release block 3.

BATTERS

1. Shetland Minor – the first half of the season the batter will hit the ball off a batting tee. The batting tee must be directly on home plate before a batter can strike at the ball. A batter will bat until he/she either hits a fair ball or a total of five swings have occurred regardless if the ball was hit or not. After the first half of the season based on the division VP’s calculation Shetland Minor players will now follow the Shetland Major rules regarding batting. ~~The batter will hit the ball off a batting tee. The batting tee must be directly on home plate before a batter can strike at the ball.~~

PLAY

1. The pitcher, on the umpire’s signal, shall make a throwing motion to the plate. The batter may then hit the ball. A motion by the pitcher without the umpire’s signal will be ruled a “no pitch”. The batter should be ready to swing before the umpire calls for the pitching motion.
 - ~~• In Shetland Minor, the first half of the season (determined by division VP) games will be played under T Ball rules. The remaining games for the second half of the season will revert to Shetland Major rules.~~
 - ~~• Shetland A batter will bat until he/she hits either a fair ball or a total of five strikes have occurred. After four swings, foul balls are not counted as strikes. A swing that misses the ball completely but hits the tee is a strike regardless of where the ball lands. Such a swing can be counted as the fifth and final strike. VP of Shetland may modify this rule at their discretion for the first half of the season.~~

- ~~● Shotland A batter will bat until he/she gets 5 pitches from the coach pitcher and 2 swings from the Tee or hits a fair ball. Foul balls are counted as a pitch. A swing that misses the ball completely but hits the tee is a strike regardless of where the ball lands. Such a swing can be counted as the final strike. VP of T Ball may modify this rule at their discretion.~~
2. The offensive team pitcher must pitch from the pitching circle and shall make every effort not to interfere with a play and shall exit the field immediately within 15 feet of home plate. He/she shall exit on either the first or third base side of the field; whichever is the side opposite of the play when the ball is hit.
 3. If the offensive pitcher interferes with a play or is hit by a batted ball, the play will be called dead. The batter will return to the batter's box and will assume the original count he/she had when the event occurred. If a thrown ball hits the pitcher, the runners shall be awarded their bases according to their position at the time the ball hit the pitcher. The offensive pitcher may only coach the batter. When the ball becomes dead, the offensive pitcher may talk to the runners.
 4. The offensive pitcher must remain off the field of play until the ball has been called dead by the umpire. If the offensive pitcher repeatedly interferes with the play of the game, the umpire may ask him to assume a different coaching position for the remainder of the game. The offensive pitcher may be changed at any time.
 5. Any ball hit must pass a fifteen-foot quarter circle in front of the tee to be called a fair ball. A ball that does not pass the fifteen-foot quarter circle before coming to a stop will be called a foul ball and will be counted. A ball will be considered a live ball if fielded by an infielder within the quarter circle while the ball is still in motion.
 6. An outfielder cannot tag or force a runner out. They must throw or give the ball to an infielder to make the play.
 7. A player intentionally rolling the ball to another player in an attempt to make an out (as opposed to throwing the ball) shall not constitute an out.
 8. The batter may not advance any further than 1B on an overthrow to 1B in an attempt to put him/her out. Runners on base before the ball is put into play may continue and are encouraged to advance around the bases at their own risk (it is not automatic) after any overthrow until the play is correctly stopped by a defensive infielder holding up the ball within the lined infield area (the lined infield area includes the bases and the base paths) or the ball being ruled out of the defined playing field boundary by the umpire. An overthrow is defined as a ball thrown into foul territory on an attempt to put a runner out. If the ball goes out of play, the ball is dead the moment it leaves the defined playing field boundary.

9. Base coaches shall not physically assist or impair a runner. First offense shall constitute a team warning, a second offense shall result in a declared out (this does not have to be the same runner).
10. First basemen shall not impede a runner's progress when covering 1B on throws to 1B. First offense shall constitute a team warning and, at the umpire's discretion, a second offense (this does not have to be the same runner) shall result in the runner being declared safe.
11. There is no base stealing allowed. The base runner cannot break contact with the base until the bat makes contact with the ball. If a runner leaves a base early, the ball is dead and the pitch will not be counted against the batter. The first occurrence the runner will be issued a warning. The second occurrence will result in the runner being called out.

STOPPAGE OF PLAY

1. Play stops when (a) the ball is in the possession of an infielder and the infielder holds up the ball while within the lined infield area or (b) the ball is declared dead by the umpire by leaving the defined playing field boundary. Coaches are prohibited from stopping the play by either coming in contact with a live ball or by any declaration or mutual consent of the Coaches that play has stopped outside of these rules as mentioned. Any part of the infielder inside the lined infield area is sufficient to stop play. Except for the batter who put the ball in play and had an attempt made to put him/her out at 1B, all other runners shall receive the base they were advancing toward when the ball is held up by an infielder in the infield area if they have passed the 2/3's hash mark. Players shall receive one additional base if they have passed the 2/3 hash mark when the ball is deemed out of the defined playing field boundary. A following runner shall not force a runner to the next base.
2. No outs can be made once the play has been called dead by the umpire, even if after the 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.
3. An appeal play shall be allowed at any time prior to the umpire's next call for a pitch to the next scheduled batter following the play. The Manager need only notify the umpire that he/she wishes to appeal.

SCORING AND TIME LIMITS

1. The four run rule will be used. A team may not go ahead by more than four runs per inning, or if already ahead, may only score an additional four runs. ~~There will be no declared last inning.~~

2. Shetland games are scheduled for 5 innings. If the score is tied at the end of 5 innings of regulation play, game ends in a tie. Shetland games will be drop-dead at 1 hour and 30 minutes after the scheduled start time of the game, not the actual start time. ~~and only if played at Mile Square Park~~
3. No inning may be started after the actual ending time of the game. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. ~~The final results of any games shall revert back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Shetland 2 ½ — 3~~
4. There will be no playoffs in this division. Scores may be reported at the discretion of the T-Ball/Shetland VP and bonus games may be played at years' end with approval from the T-Ball/Shetland VP and FVPB Scheduler.
5. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.

Article XIV. PINTO MINOR (COACH PITCH)

TEAM STAFFING

All non-protected players in this division will be required to tryout at the designated time and place as set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level without division VP approval.

PRACTICES AND RULE MODIFICATIONS

1. Pinto Minor teams are limited to four (4) outings per week.
2. Base distances shall be 60 feet in Pinto Minor. The pitching rubber shall be 38 feet from home plate.
3. There is no infield fly rule.
4. Bunting is not allowed. The batter is out if he/she intentionally bunts.
5. No specific glove rule will apply.

UMPIRES

1. Managers are responsible for providing (1) one umpire for their scheduled games. It is the responsibility of the Manager to make sure that the volunteer umpires are versed in the rules particular to Pinto Minor. Umpires must be adults, (18 years or older) unless youth

Umpires are assigned by FVPB. Umpires are prohibited from coaching players during the game.

2. The umpire prior to the start of the game shall define the playing field boundary. The ball is dead the moment it leaves the playing field boundary.
3. Umpires have the right to limit the number of Managerial visits to the field.

COACHES

Each team will be permitted to have two offensive base coaches who will remain within the coaching boxes at all times. Each team must have an on-deck monitor to insure the safety of the players and spectators. Each team will be permitted two defensive coaches. These coaches must remain in foul territory along the foul lines, beyond the offensive coaches. Managers and team personnel must remain in foul territory while coaching. It is the responsibility of the Manager to make sure that coaches are versed in the rules particular to Pinto Minor.

OFFENSIVE LINE-UPS

All players available must be in the regular batting line-up even though they may not be in the defensive alignment at the time. The batting order may not change once the game has started unless the removal of a player is required because of injury, illness or removal from the game by the umpire. A player arriving late for his/her turn at bat shall be placed at the bottom of the batting order.

DEFENSIVE LINE-UPS

1. Each Manager shall provide opposing Manager with their six inning defensive line-up for the entire game prior to the start of the game. Changes to the line-up after the start of the game will be reported to each scorekeeper and the opposing Manager.
2. Each team shall have a maximum of ten players on the field in defensive positions. The tenth player, (short fielder), shall be positioned ~~no closer than 30 feet to the baseline~~ on the outfield grass when the ball is hit. An outfielder cannot tag or force a runner out. They must throw or give the ball to an infielder to make the play. A short fielder is considered an outfielder.
3. Each player must be scheduled to play an infield position at least (2) two innings,
4. Catcher is ~~not~~ considered an infield position. ~~unless a team has 13 players in its lineup, and then the catcher will be considered an infield position for the first two innings. The penalty is forfeiture of the game.~~ A catcher is permitted to make a putout.
5. No Pinto Minor player may sit out a second defensive inning until every other player has sat out at least one (1) inning.

6. Pinto Minor teams must field a Catcher on defense.
7. A player cannot play the same defensive position more than (3) three innings per game except, in the event of extra innings. The penalty is forfeiture of the game.
8. No player shall sit out two consecutive innings.
9. Substitutions are allowed only in the event the umpire removes a player from the game due to injury, illness or ejection. Once a defensive inning has begun, a player cannot change his/her position except in the case of injury, illness or removal of a player by the umpire.

PITCHERS

1. Pitchers in Pinto Minor must wear batting helmets with face guards.
2. The defensive pitcher will play defense from a position to the left or the right of the Coach Pitcher, neither in front of nor behind. Within a ten-foot diameter circle around the pitching rubber. One foot must be completely inside the lines of the circle.

PLAY

1. The offensive team pitcher must pitch from the center of the pitching circle and shall make every effort not to interfere with a play and shall exit the field immediately within 15 feet of home plate. He/she shall exit on either the first or third base side of the field; whichever is the side opposite of the play when the ball is hit.
2. If the offensive pitcher interferes with a play, the play will go over and the pitch does not count. If a batted ball hits the coach pitcher, the ball shall be called dead and will be counted as a single and any forced runner will be advanced one base. ~~and play will go over~~ If a thrown ball hits the pitcher, the runners shall be awarded their bases according to their position at the time the ball hit the pitcher. The offensive pitcher may only coach the batter. When the ball becomes dead, the offensive pitcher may talk to the runners.
3. The offensive pitcher must remain off the field of play until the ball has been called dead by the umpire. If the offensive pitcher repeatedly interferes with the play of the game, the umpire may ask him to assume a different coaching position for the remainder of the game. The offensive pitcher may be changed at any time.
4. A batter will bat until he/she hits either a playable ball, strikes out, or has received a total of seven pitches. A seventh pitch that is hit foul is not counted. However, should the player swing and miss on the eighth pitch he/she is out. The batter may foul off in excess of seven pitches and still remain at bat until he/she misses the ball completely or hits a playable ball.

5. If a batter foul tips the seventh pitch or subsequent pitch and the catcher makes a clean catch of the foul tip, the batter shall be called out. If the batter hits a foul ball on any pitch, and the foul ball goes higher than the batter's head, the batter is out if the ball is caught.
6. Players cannot break contact with the base until the ball has been hit. The first illegal lead off shall result in a warning to the team of the runner and the pitch will go over. The pitch will not be counted against the batter. The second illegal lead off by the team, the runner shall be called out with the pitch going over.
7. Base coaches shall not physically assist or impair a runner. First offense shall constitute a team warning. A second team offense shall be declared out, (does not have to be the same runner).
8. Base runners may advance on an overthrow at their own risk. It is not automatic. If the ball goes out of play, the ball is dead the moment it leaves the playing field boundary as defined at the start of the game.

STOPPAGE OF PLAY

1. The ball is dead the moment it is in the possession of any infielder who is in the pitcher's circle or a ten-foot circle around second base, (either foot inside the ten-foot diameter), and the ball is held up over his/her head. The runner(s) at that moment who are more than two thirds to their next base (past the hash mark, 40') shall automatically proceed to that base. No runner shall be forced to the next base.
2. 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.
3. An appeal play shall be allowed at anytime prior to the first pitch to the next scheduled batter following the play. The Manager need only notify the umpire that he/she wishes to appeal.

SCORING AND TIME LIMITS

1. The four run rule will apply. No team may go ahead by more than four runs per inning, or if ahead, may only score an additional four runs. There will be no four run rule in the sixth inning or in any extra innings. Teams will be allowed to score ten runs or go ahead by ten runs in the sixth inning or any extra innings. There will be no declared last inning.
2. All players must play their scheduled defensive positions in their scheduled innings.
- ~~3. If a team is ahead by 10 runs after 4 complete innings or 3.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.~~

3. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No inning may be started after the actual ending time of the game. The time limit for Pinto Minor games will be drop dead at 1 hour and 30 minutes after scheduled start time.
4. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. ~~The final results of any games shall revert back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Pinto Minor 3 ½ 4.~~
5. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.

Article XV. PINTO MAJOR

TEAM STAFFING

1. It is the responsibility of the Manager to make sure that coaches are versed in the rules particular to Pinto Major.
2. All non-protected players in this division will be required to tryout at the designated time and place as set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level.

PRACTICES AND RULE MODIFICATIONS

1. Pinto Major Teams are limited to four (4) outings per week.
2. Distance between the bases is 60 feet and the pitching distance is 38 feet.
3. No Bunting. The batter is out if he/she intentionally shows, fakes or bunts.
4. There is no infield fly rule per the Pony Rule book.

OFFENSIVE LINE-UPS

All players available must be in the regular batting line-up even though they may not be in the defensive alignment at the time. The batting order may not change once the game has started unless the removal of a player is required because of injury, illness or removal from the game by the umpire. A player arriving late for his/her turn at bat shall be placed at the bottom of the batting order.

DEFENSIVE LINE-UPS

1. Each Manager shall provide opposing Managers with their defensive line-up for the entire game prior to the start of the game. Any changes in the respective lineup must be presented to the opposing Manager prior to the start of the next inning.
2. Each team shall have a maximum of nine players on the field in defensive positions. ~~The tenth player, (short fielder), shall be positioned no closer than 30 feet to the baseline when the ball is hit. An outfielder cannot tag or force a runner out. They must throw or give the ball to an infielder to make the play. A short fielder is considered an outfielder.~~
3. A player cannot play the same defensive position for more than three innings per game except in the event of extra innings. Penalty – forfeiture of the game.
4. No Pinto Major Player may sit out two (2) defensive innings until every other player has sat out at least one (1) inning, (except in extra innings). A defensive inning consists of three (3) outs. To insure compliance with this rule each player sitting out a defensive inning shall report to the opposing scorekeeper who will record the uniform numbers of the players sitting out. Managers violating the minimum playing time requirements will forfeit that game and will be suspended for the next game.
5. Each player must play an infield position at least two innings, (catcher is considered an infield position). Penalty – forfeiture of the game.

PITCHING

1. Only fastballs, knuckleballs, and straight change up pitches will be permitted. If the umpire rules that a curve ball was thrown, the pitch will be counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive team Manager. In the event the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. A second occurrence in a game requires that the current pitcher be prohibited from pitching any more that day and the Manager will be ejected.
2. Balks will not be called.
3. A pitcher who hits two batters in the same inning must be immediately removed from the mound and may not return to the mound during that day.
4. A pitcher can pitch a maximum of 2 innings per game. The innings must be consecutive and one pitch thrown to a batter constitutes an inning.

5. The Manager or coach may go onto the playing field twice per inning to talk to any player or players while the same pitcher is pitching. A pitching change must be made on the third trip in a defensive inning. The only exception to this rule is in the case of an injury.

PLAY

1. A runner may steal a base, but may not break contact with the base until the ball crosses the plate. If a runner leaves early, play is dead and there is no pitch and the runner(s) will return to the base they occupied at the time of pitch and give the offensive Manager a team warning. Each team will get only one warning per game. On the second or subsequent violation by any player on the same team, the runner will be called out. There is no stealing of home on a passed ball from the Pitcher to the Catcher. A runner on third base may not score except on a hit, walk or hit batter.
2. Batters cannot run on a dropped or missed third strike by the catcher.

SCORING AND TIME LIMITS

1. The five run rule will apply. No team may go ahead by more than five runs per inning, or if ahead, may only score an additional five runs. There will be no five run rule in the sixth inning or in any extra innings. Teams will be allowed to score ten runs or go ahead by ten runs in the sixth inning or any extra innings. There will be no declared last inning. All players must play their scheduled defensive positions in their scheduled innings.
2. If a team is ahead by 10 runs after 4 complete innings or 3.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
3. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No new inning may be started after 1 hour and 45 minutes from the official start time. Once an inning is started, it will be finished, unless the “drop dead” time is reached. As soon as visiting team records the third out on the home team, the next inning shall be considered started. Pinto Major Games are scheduled for 6 innings. Pinto Major Games are drop dead at 30 minutes after the start of the last inning.
4. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Pinto – 3 ½ - 4.
5. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.

Article XVI. MUSTANG MINOR RULES

1. All non-protected players in these divisions will be required to try out at the designated time and place set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level ~~without division VP approval.~~
2. No Mustang player may sit out two (2) defensive innings until every other player has sat out at least one (1) inning, (except in extra innings). A defensive inning consists of three (3) outs. To insure compliance with this rule each player sitting out a defensive inning shall report to the opposing scorekeeper who will record the uniform numbers of the players sitting out. Managers violating the minimum playing time requirements will forfeit that game and will be suspended for the next game. All Mustang Minor players who play in a game must play at least one (1) inning of infield. Teams must submit a defensive line-up to the opposing score keeper.
3. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No new inning may be started after 2 hours from the official start time. Once an inning is started, it will be finished, unless the "drop dead" time is reached. As soon as visiting team records the third out on the home team, the next inning shall be considered started. Mustang Minor games are scheduled for 2 hours or 6 innings. Mustang Minor games are drop dead at 30 minutes after the start of the last inning.
4. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Mustang Minor – 3 ½ - 4.
5. There are no curve balls allowed in Mustang. Only fastballs, change-ups & knuckle ball pitches are allowed. If the umpire rules that a curve ball was thrown, the pitch will be counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive team Manager. In the event the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. A second occurrence in a game requires that the current pitcher be prohibited from pitching any more that day and the Manager shall be ejected.
6. If a team is ahead by 10 runs after 4 complete innings or 3.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
7. The five run rule will apply. No team may go ahead by more than five runs per inning, or if ahead, may only score an additional five runs. There will be no five run rule in the sixth or

the declared last inning, (a declared last inning is any inning starting later than 1 hour 45 minutes after start time), or in any extra inning(s). Teams will be allowed to score ten runs in the last inning or go ahead by ten runs.

8. The Mustang Minor division will be played according to Mustang Major Rules with regard to leadoffs, balks, pickoffs, and steals, except where stated in paragraph 7 above.
9. Mustang Minor teams are limited to five (5) outings per week.
10. Base distances shall be 60 feet. The pitching rubber shall be 44 feet from home plate.
11. A pitcher can pitch a maximum of 3 innings per game. The innings must be consecutive and one pitch thrown to a batter constitutes an inning.
12. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.
13. A pitcher who hits two batters in the same inning must be immediately removed from the mound and may not return to the mound during that day.

Article XVII. MUSTANG MAJOR RULES

1. All non-protected players in these divisions will be required to try out at the designated time and place set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level.
2. No Mustang player may sit out two (2) defensive innings until every other player has sat out at least one (1) inning, (except in extra innings). A defensive inning consists of three (3) outs. To insure compliance with this rule each player sitting out a defensive inning shall report to the opposing scorekeeper who will record the uniform numbers of the players sitting out. Managers violating the minimum playing time requirements will forfeit that game and will be suspended for the next game.
3. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No new inning may be started after 2 hours from the official start time. Once an inning is started, it will be finished, unless the "drop dead" time is reached. As soon as visiting team records the third out on the home team, the next inning shall be considered started. Mustang Major Games are scheduled for 2 hours or 6 innings. Mustang Major Games are drop dead at 30 minutes after the start of the last inning.
4. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert

back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Mustang Major – 3 ½ - 4.

5. Mustang Major Division will use the balk rule. No warnings will be given.
6. There are no curve balls allowed in Mustang. Only fastballs, change-ups & knuckle ball pitches are allowed. If the umpire rules that a curve ball was thrown, the pitch will be counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive team Manager. In the event the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. A second occurrence in a game requires that the pitcher be prohibited from pitching any more that day and the Manager will be ejected.
7. If a team is ahead by 10 runs after 4 complete innings or 3.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
8. Mustang Major Teams are limited to five (5) outings per week.
9. Base distances shall be 60 feet. The pitching rubber shall be 44 feet from home plate.
10. A pitcher can pitch a maximum of 3 innings per game. The innings must be consecutive and one pitch thrown to a batter constitutes an inning.
11. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.
12. A pitcher who hits two batters in the same inning must be immediately removed from the mound and may not return to the mound during that day.

Article XVIII. BRONCO RULES

1. All non-protected players in these divisions will be required to try out at the designated time and place set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level.
2. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No new inning may be started after 2 hours and 10 minutes from the official start time. Once an inning is started, it will be finished, unless the “drop dead” time is reached. As soon as visiting team records the third out on the home team, the next inning shall be considered started. Bronco games are scheduled for seven (7) innings. Bronco games are drop dead at 30 minutes after the start of the last inning.
3. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous complete inning.

A game shall be deemed official if the following number of completed innings has been played: Bronco – 4 ½ - 5.

4. If a team is ahead by 10 runs after 5 complete innings or 4.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
5. No player may sit out three (3) defensive innings until every other player has sat out one (1) inning. A defensive inning consists of three (3) outs. To insure compliance with this rule each player sitting out a defensive inning shall report to the opposing scorekeeper who will record the uniform numbers of the players sitting out. Managers violating the minimum playing time requirements will forfeit that game and will be suspended for the next game.
~~All Bronco Minor players who play in a game must play at least one (1) inning of infield.~~
6. The use of metal cleats is not allowed.
7. The balk rule will be used. No warnings will be given.
8. Bronco teams are limited to five (5) outings per week.
9. Base distances shall be 70 feet. The pitching rubber shall be 48 feet from home plate.
10. Bronco pitchers can pitch a maximum of 4 innings per game. The innings must be consecutive and one pitch thrown to a batter constitutes an inning.
11. Both Bronco Major and Minor pitchers may throw curveballs.
12. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.
13. A pitcher who hits two batters in the same inning must be immediately removed from the mound and may not return to the mound during that day.

Article XIX. PONY RULES

1. All non-protected players in these divisions will be required to try out at the designated time and place set by the divisional VP and Player Agent. Any player who does not complete a required tryout is not eligible to be drafted at the major level.
2. If the score is tied at the end of regulation play and the time limit has not expired, additional innings will be played. No new inning may be started after 2 hours and 15 minutes from the official start time. Once an inning is started, it will be finished, unless the “drop dead” time is reached. As soon as visiting team records the third out on the home team, the next inning shall be considered started. Pony games are drop dead at 30 minutes after the start of the last inning.

3. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous complete inning. A game shall be deemed official if the following number of completed innings has been played: Pony – 4 ½ - 5.
4. If a team is ahead by 10 runs after 5 complete innings or 4.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
5. No player may sit out three (3) defensive innings until every other player has sat out one (1) inning. A defensive inning consists of three (3) outs. To insure compliance with this rule each player sitting out a defensive inning shall report to the opposing scorekeeper who will record the uniform numbers of the players sitting out. Managers violating the minimum playing time requirements will forfeit that game and will be suspended for the next game.
6. The use of metal cleats is allowed.
7. The balk rule will be used. No warnings will be given.
8. Pony teams are limited to five (5) outings per week.
9. Base distances shall be 80 feet and the pitching rubber shall be 54 feet from home plate for Pony Minor. In the event that there is only one Pony division, the base distances shall be 80 feet and the pitching rubber 54 feet.
10. A pitcher can pitch a maximum of 4 innings per game. The innings must be consecutive and one pitch thrown to a batter constitutes an inning.
11. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.
12. A pitcher who hits two batters in the same inning must be immediately removed from the mound and may not return to the mound during that day.

Article XX. ALL-STAR RULES

Stated Goal and Summary of Rules

The goal of Fountain Valley PONY Baseball in selecting All-Star players and fielding All-Star teams is to form as many teams as the Board of Directors and All Star Committee deem appropriate in every age category that PONY National offers All-Star competition. In order to facilitate that goal, these All-Star rules are to be broadly interpreted in favor of the formation of All-Star teams in all ages that PONY National offers All-Star competition.

In summary, these rules provide for the formation of teams in the following manner:

1. Where there is one (1) division with two (2) age categories of All-Star competition (i.e. Pony division), the following teams may be formed:
 - A. "A" Team – top 12-15 players voted on in the division;
 - B. "#U-A" Team – next 12-15 players voted on of the YOUNGER age playing in the division;
 - C. "B" Team – next 12-15 players voted on in the division;
 - D. "#U-B" Team - next 12-15 players voted on of the YOUNGER age playing in the division.
2. Where there is one division split into Major and Minor divisions, with two (2) age categories of All-Star competition (i.e. Bronco and Mustang divisions), the following teams may be formed:
 - A. "A" Team – top 12-15 Major division players voted on in the division;
 - B. "#U-A" Team – next 12-15 players voted on of the YOUNGER age playing in the Major division;
 - C. "B" Team – next 12-15 players voted on in the Major division;
 - D. "#U-B" Team - next 12-15 players voted on of the YOUNGER age playing in the Major division;
 - E. "C" Team - top 12-15 Minor division players voted on in the division;
 - F. "#U-C" Team – next 12-15 players voted on of the YOUNGER age playing in the Minor division.
3. Where there is one division split into Major and Minor divisions, with one (1) age category of All-Star competition (i.e. Pinto and Shetland), the following teams may be formed:
 - A. "A" Team – top 12-15 Major division players voted on in the division, regardless of age;
 - B. "B" Team – next 12-15 players voted on in the Major division, regardless of age;
 - C. "C" Team – next 12-15 players voted on in the Major division, regardless of age;

Section 1: All Star Committee Selection Process

1. The All Star Committee shall consist of at least three members.
2. The President of FVPB shall appoint an All Star Committee Chairman, who shall submit the names of proposed Committee members to the Board for their approval. Committee members may be Board members or non-board members.

3. The Chairman may appoint non-board members who will serve in a nonvoting advisory capacity. The Committee members shall serve for a term of one year, beginning on the date of appointment, and may be reappointed in following years.
4. Committee members will not be eligible for a position as an All Star manager, business manager, or coach, nor have relatives registered in FVPB who are eligible for selection to an All Star team.

Section 2: Player Selection

1. All players registered in Fountain Valley PONY Baseball that live with FVPB's league boundaries, in a division in which All-Stars are selected, are considered "nominated" for All-Star selection. Managers are encouraged to communicate with parents prior to All-Star voting, in order to identify players who would decline All-Star selection, if selected. Managers should be prepared to inform fellow Managers of players who intend to decline, and should also be prepared to justify the selection of players on their team for All-Stars.
2. To be eligible to play on an All Star team a player must have participated in 50% games during the regular season excluding games missed due to injuries or subject to be reviewed by the selection committee.

Section 3: Voting and Balloting

1. All eligible managers or designated representatives will vote for the top 25 players eligible in their division. A manager will cast 25 votes for the player he/she feels is the best in the division, then 24 votes for the second best player and so on until one vote is cast for the 25th best player. A manager must cast a ballot for 25 players or the All Star ballot will be invalid.
2. Managers or designated representatives cannot vote for players from their own teams or for themselves as Manager.
3. Voting for Managers and Players will occur at least three weeks prior to the start of the Memorial Day Tournament at a meeting scheduled by the All Star Committee Chair and attended by at least one committee member.
4. The results of player balloting will remain confidential and will be known only to the Committee Chair, President, and a neutral member. To insure confidentiality, the All Star Committee Chair shall have the right to limit those in attendance at the meeting.

Section 4: Team Balancing

[All Star teams will be assembled depending on whether the division has a major and minor division and whether Pony National offers a separate division for the younger half of the division]

1. There will be no alternates selected for any team.

2. In the event that there are an insufficient number of players to fill any of the following All Star teams and consolidation of the teams is required, the All Star Committee shall have the authority to amend these rules as necessary in order to allow the formation of the All Star teams.
3. Players invited to play on an All Star team, whether by voting or by manager's invitation, cannot decline the invitation and elect to play on any other All Star team unless a Player's relative has been selected as the Manager of a different All Star team in the same division.
4. The determination to form any All Star team in any division is left to the sound discretion of the Board of Directors, who shall hear recommendations from the All Star Committee and Division VP regarding considerations such as division strength, Manager/Coach availability and willingness to serve, and the fiscal prudence of forming such teams.

A. PONY Division

1. The 10 players receiving the most votes will go to the "A" All Star team regardless of age. If any of the top 10 cannot or will not play, the players receiving the next highest number of votes will become the number 10 player and must play on the "A" team. If necessary, this procedure will be repeated to replace any player who cannot play. All remaining players will move up on the list. The manager may then add from two to five players from any of the league-age 14-year-old nominated players. Any manager wanting to add a 13-year-old to the "A" team must obtain approval from the All Star Committee.
2. The voting results will be given to the "A" team manager within 48 hours after the casting of votes and the "A" team manager will have 48 hours to obtain commitments from his/her players and staff. The All Star Committee shall have the authority to allow the other All Star teams to extend All Star invitations after expiration of the 48-hour deadline.
3. The next remaining top 10 13-year-old players will go to the "13u-A" team. If any of these players cannot or will not play, the above procedure will be followed to fill the team. The manager may then add from two to five players from any of the nominated 13-year-old players.
4. The next remaining top 10 players will go to the "B" team. If any of these players cannot or will not play, the above procedure will be followed to fill the team. The manager may then add from two to five players from any of the nominated 14-year-old players.
5. The next remaining top 10 13-year-old players will go to the "13u-B" team. If any of these players cannot or will not play, the above procedure will be followed to fill the team. The manager may then add from two to five players from any of the nominated 13-year-old players.

6. Should the PONY division have sufficient number of players to warrant forming both Major and Minor divisions, the All Star Committee shall have the authority to apply rules similar to the Bronco and Mustang divisions regarding the staffing of All Star teams.

B. BRONCO and MUSTANG Divisions

1. **12U & 10U “A” Teams** - The 10 players in the Major division receiving the most votes will go to the “A” All Star team regardless of age and will play in the appropriate 12u or 10u division. If any of the top 10 cannot or will not play, the player receiving the next highest number of votes will become the number 10 player. If necessary, this procedure will be repeated to replace any player who cannot or will not play until 10 players have accepted the invitation to play on the All Star team. The manager may then add from two to five players from any of the league-age 12-year-old or 10-year-old nominated players. Any manager wanting to add an 11-year-old or 9-year-old nominated player must obtain approval from the All Star Committee.
2. The voting results will be given to the “A” All Star team managers and the managers will have 48 hours to obtain commitments from his/her players and staff. The All Star Committee shall have the authority to allow the other All Star teams to extend All Star invitations to any eligible player after expiration of the 48-hour deadline.
3. **11U & 9U “A” Teams** - The next remaining top 10 11-year-old and 9-year-old players from the Major divisions will receive invitations to play on the 11U and 9U “A” teams. If any of these players cannot or will not play, the above procedure will be followed to fill the team. Once 10 players have accepted the invitation to play on the All Star team, the manager may then add from two to five players from any of the nominated 11-year-old or 9-year-old players.
4. **12U & 10U “B” Teams** - The next remaining top 10 12-year-old and 10-year-old players in the Major division, receiving the most votes will go to the 12U and 10U “B” All Star teams and will play in the appropriate 12U or 10U division. If any of the remaining top 10 cannot or will not play, the player receiving the next highest number of votes will become the number 10 player. If necessary, this procedure will be repeated to replace any player who cannot or will not play until 10 players have accepted the invitation to play on the All Star team. The manager may then add from two to five players from any of the remaining nominated players.
5. **11U & 9U “B” Teams** - The next top 10 11-year-old and 9-year-old players from the Major division will receive invitations to play on the 11U and 9U “B” teams. If any of these players cannot or will not play, the above procedure will be followed to fill the team.

Once 10 players have accepted the invitation to play on the All Star team, the manager may then add from two to five players from any of the nominated 11-year-old or 9-year-old players.

6. 12U & 10U "C" Teams - The 11u and 9u "C" teams will be chosen before the 12u and 10u "C" are chosen. The top 10 11 year-olds and 9 year-olds receiving the most votes from the Minor division will receive invitations to play on the 11 u and 9 u "C" teams. If any of the top 10 vote getters cannot or will not play, then the player receiving the next highest number of votes will become the number 10 player. If necessary, this procedure will be repeated to replace any player who cannot or will not play until 10 players have accepted the invitation to play on the All Star team. Once 10 players have accepted the invitation to play on the All Star team, the manager may then add from two to five players from any of the nominated 11 year-old or 9 year-old players remaining.
~~The 10 players in the Minor division receiving the most votes will go to the "C" All Star team regardless of age and will play in the appropriate 12u or 10u division. If any of the top 10 cannot or will not play, the player receiving the next highest number of votes will become the number 10 player. If necessary, this procedure will be repeated to replace any player who cannot or will not play until 10 players have accepted the invitation to play on the All Star team. The manager may then add from two to five players from any of the league age 12 year old or 10 year old nominated players. Any manager wanting to add an 11 year old or 9 year old nominated player must obtain approval from the All Star Committee.~~
7. The voting results will be given to the 11 u and 9u "C" All Star team managers and the managers will have 48 hours to obtain commitments from his/her players and staff. The All Star Committee shall have the authority to allow the other All Star teams to extend All Star invitations to any eligible player after expiration of the 48-hour deadline.
~~The voting results will be given to the "C" All Star team managers and the managers will have 48 hours to obtain commitments from his/her players and staff. The All Star Committee shall have the authority to allow the other All Star teams to extend All Star invitations to any eligible player after expiration of the 48-hour deadline.~~
8. 11U & 9U "C" Teams - 12u and 10u "C" teams- The next remaining top 10 players in the Minor division receiving the most votes will go to the "C" All Star team regardless of age and will play in the in appropriate 12 u and 10 u division. If any of the top 10 vote getters cannot or will not play, then the player receiving the next highest number of votes will become the number 10 player. If necessary, this procedure will be repeated to replace

~~any player who cannot or will not play until 10 players have accepted the invitation to play on the All Star team. The manager may then add from two to five players from any league age 12u and 10u nominated players remaining. The next remaining top 10 11-year old and 9-year old players from the Minor division will receive invitations to play on the "11U and 9U "C" teams. If any of these players cannot or will not play, the above procedure will be followed to fill the team. Once 10 players have accepted the invitation to play on the All Star team, the manager may then add from two to five players from any of the nominated 11-year old or 9-year old players.~~

C. PINTO MAJOR & SHETLAND divisions

1. The 10 players receiving the most votes will go to the "A" All Star team. If any of the top 10 cannot or will not play, the players receiving the next highest number of votes will become the number 10 player and must play on the "A" team. If necessary, this procedure will be repeated to replace any player who cannot play. All remaining players will move up on the list. The manager may then add from two to five players from any of the nominated players.
2. The voting results will be given to the "A" team manager within 48 hours after the casting of votes and the "A" team manager will have 48 hours to obtain commitments from his/her players and staff. The All Star Committee shall have the authority to allow the other All Star teams to extend All Star invitations after expiration of the 48-hour deadline.
3. The next remaining 10 players will go to the "B" team if the league opts to field a "B" team. If any of these players cannot or will not play, the above procedure will be followed to fill the team. The manager may then add from two to five players from any of the nominated players.
4. The next remaining 10 players will go to the "C" team if the league opts to field a "C" team. If any of these players cannot or will not play, the above procedure will be followed to fill the team. The manager may then add from two to five players from any of the nominated players.

Section 5: Managers and Staff Selection

1. All Managers and Designated Coaches who are pre-approved by the Board are eligible to become All Star managers.
2. Managers shall vote utilizing the following point system: three points for their first choice as manager, two points for their second choice, and one point for their third choice. The managers receiving the most votes will be eligible for All Star manager position. Should any

Manager elect not to take a team, the committee shall appoint a designated manager to manage the open All Star team in a given division. All managers will be subject to approval based upon the following criteria:

- A. Compliance with FVPB league ideals.
 - B. Ability to effectively communicate with league and Pony officials, parents, players and umpires.
 - C. Baseball knowledge
 - D. Prior experience with FVPB All Stars
 - E. Sportsmanship and personal conduct during the regular season and All Star competition.
 - F. Regular season team record.
3. Potential managers or their spouses shall not be present during the Board's discussion of the All Star manager's selection ballot for which that manager/spouse is eligible.
 4. After being approved, the All Star manager will submit the names of their staff to the All Star committee for approval. Each team staff shall consist of one (1) Manager, two (2) Coaches (3 in Shetland), and one (1) Business Manager, who is not a Coach.
 5. Trainers or coaches from outside the league who will be compensated for services rendered must be approved by the Board and show proof of liability insurance.

Section 6: All Star Team Meetings

All Star team managers will coordinate with the All Star Committee so that a member will be present at the team meeting to distribute All Star information packages and to answer any questions regarding rules and regulations. This meeting must take place prior to the team's first practice.

Section 7: Eligibility Verification for All Star Players

1. Each team Business Manager will be solely responsible for compiling all information necessary to certify the players of their team. This is to include a current and original utility bill to verify residence, a copy of the player's birth certificate or baptism certificate, and a copy of a current health insurance card that will be valid during the All Star event. This is in addition to a signed waiver/medical release. All requested documents must be signed by the parents or legal guardian of the players' prior to play in any scrimmage or pre All Star tournament game.
2. Any variation in the last name of the player and parent/legal guardian will require a copy of a legal document attesting to the right of custody.

3. All Star players may not have registered and played in any other Pony baseball league during the current season. Any player found ineligible by either FVPB or Pony Baseball will be removed from the team and replaced at the discretion of the committee and Board.
4. All judgment by Pony Baseball shall be deemed as final by the Board and are not subject to appeal by team officials. The Board shall reserve the right to appeal any such decision to Pony Baseball.

Section 8: Team Practice

1. Practices cannot be held more than once per day and will be limited to a maximum of 2 ½ hours in duration.
2. Pitchers and catchers may not practice in scrimmages or any game simulation longer than what Pony Baseball allows in tournament play for their division.
3. All Star teams shall have priority over summer teams for practice fields, but must schedule and receive prior approval by the All Star Committee. All Star team practice shall not conflict with regular scheduled league games, (including scheduled make up games.).
4. All Star practices will not count as a team “outing” against any spring or summer team assuming there are four or more All Stars from the same spring or summer team.

Section 9: All-Star Team Conduct

1. All players, managers, coaches, business managers, parents and spectators are expected to conduct themselves in a sportsmanship manner at any All Star event.
2. All Star teams are subject to review by the All Star Committee. League officials may act in a manner to ensure the proper representation of the team at All Star events.

Section 10: All-Star Team Financial Responsibility

1. Cost of uniforms, travel, food, lodging. Etc., should be given to all parents/guardians at the All Star team’s first meeting.
2. Generally, the Board allots money for entry fees only in PONY National sanctioned All Star tournaments. However, teams should have fundraisers with the proceeds used to subsidize travel, food, and lodging expenses at All Star events.
3. FVPB is not responsible for any expenses incurred by All Star teams during fundraising efforts.
4. Teams will be required to fund all tournament incidental expenses, such as travel, lodging and food. Parents of players will be required to participate in fund raising events or team sponsorship to meet the needs of their team.

Section 11: Tournament Selection

The All Star committee will determine which tournaments each All Star team will participate in.

Article XXI. NON ALL STAR TOURNAMENT RULES

Section 1: Team Organization

1. All players, Managers, coaches, parents, and spectators are expected to conduct themselves in a sportsmanlike manner at any tournament in which they are representing Fountain Valley Pony Baseball. League officials may act in a manner to insure the proper representation of the league at tournament events. Those team members who act in a manner inconsistent with FVPB Tournament and League Rule guidelines may be removed from competition.
2. Managers who violate any of the guidelines established in the Tournament Plan shall be subject to Board review and possible loss of their team and any future FVPB tournament or All Star teams.

Section 2: Player Selection

1. Prospective tournament Managers shall not talk to or solicit players in any manner without first notifying their regular season Manager. After notifying the regular season Manager, the tournament Manager must then secure the player's parents' approval before the player is added to the team roster.

Section 3: Team Practices

1. All tournament teams are prohibited from practicing until two weeks prior to the start date of the tournament.
2. A player's regular season commitment, (practice and games), shall have priority over the tournament team.
3. Practices for the Fountain Valley Memorial Day Tournament shall not count as a team "outing" against the spring team assuming a team has more than 4 players from one spring team.

These guidelines shall apply to in season, (spring and summer), tournaments only.

Article XXII. SUMMER SEASON VARIATIONS

1. There will be no tryouts for the summer season.
2. Only Major Division rules apply, with the exception of the (5) five run ~~max~~ rule per inning. The five run rule will apply. No team may go ahead by more than five runs per inning, or if ahead, may only score an additional five runs. There will be no five run rule in the sixth inning or in any extra innings. Teams will be allowed to score ten runs or go ahead by ten runs in the sixth inning or any extra innings. There will be no declared last inning. All players must play their scheduled defensive positions in their scheduled innings.
3. If a team cannot field nine players from its summer roster they may use substitute players to reach nine players according to the following procedures: A team must have (6) six summer players from their team. The Manager may then add up to (3) three players in order to reach a total of nine players. A Manager may ask any player registered in FVPB either in the spring or summer as long as that player is/was registered in that same division. Summer Managers shall carry extra medical release forms that shall be filled out by the parent before a substitute player takes the field. These substitute players may only play in the outfield and must bat last in the batting order.
4. A team using a substitute player will notify the opposing team prior to the start of the game and will also be declared on games line-up card.
 - ~~Protected players must be registered at the summer registration. A Manager must have a written consent form signed by a parent; the Divisional VP will supply the consent form. Protection lists must be turned in one week prior to the draft. Protection lists will be forwarded to the Player Agent so the Player Agent may verify the protection list.~~
5. Summer players are encouraged to play in the division appropriate for their age the next spring season. The Player Agent will handle play-down requests and VPs from both divisions involved on a case-by-case basis.
 - ~~No scores will be recorded for Summer Season games.~~
 - ~~No standings will be posted for Summer Season games.~~
 - ~~During Summer Season, a pitcher may pitch no more than 2 innings per game and no more than 4 innings per week.~~
6. At the end of the Summer Season, teams may elect to play in an end of the year tournament, which will play according to Spring playoff season rules.