

WILLIAM S. HART PONY BASEBALL & SOFTBALL 2018 RULES OF PLAY

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SECTION I

BASEBALL & SOFTBALL GENERAL LEAGUE RULES

Note: All PONY rules are to be followed on the effective date of the rule regardless of whether that date falls before or during the season. In the event of a conflict between the following rules and PONY or USA softball rules, these league rules will take precedence. Any situation not covered by these rules will defer to the OFFICIAL PONY BASEBALL RULE BOOK for the current year, or the OFFICIAL BASEBALL RULE BOOK for the current year. In softball, situations not covered by these rules shall defer to the rules of USA SOFTBALL. Any situation not covered by any of these rules will be handled by the League Rules Committee and or the Board of Directors.

PREGAME

1. Game Supervision (All Divisions except Shetland and Filly) – Once the Umpire in Charge (the plate umpire) calls the managers to the plate for the pre-game meeting, only three adults (team manager and two coaches) will be allowed in the dugout or on the field of play. Two adults at a time will be allowed on the field of play (as base coaches) during the course of a game, except during pre-game warm-up and between innings when all three may be present on the field of play. Team managers are responsible for all adults preparing the field prior to each game and after.

2. Managers/Coaches Attire – During regular league games and playoffs, all managers and coaches should be attired in clothing appropriate to baseball or softball. The league recommends that managers wear team colors.

3. Lineup Sheet - All rostered players **must** appear on the game lineup sheet even if they are not present for the game. Any absent player must be reported by his manager to the official scorekeeper, the Umpire in Charge, and the opposing manager prior to the start of the game. A manager who fails to report an absent player to the official scorekeeper will be subject to a one game suspension. Any subsequent infraction of this rule will result in the manager being removed from the team for the remainder of the season.

4. Player Safety-*Any player with a cast or boot will not be able to play until they are able to participate without the temporary medical apparatus. This will allow the player ample time to completely heal before returning to the field of play.*

EQUIPMENT

1. Batting Helmets - Every player who comes to bat will be required to wear a Pony/**USA** approved batting helmet. Anyone under the age of 18, (other than a player(s)) who enters the field for any reason must also wear an approved batting helmet. Batting helmets shall be free of cracks and no decal other than the player's name, number, team name or logo shall be added to

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the protective headgear. No custom painted helmets shall be permitted on the field of play. Factory painted helmets are permitted. This also applies to catcher's headgear. Any protective headgear in violation of this rule shall be removed from the field of play including the team dugouts. **(Softball only)** – Batting helmets must be equipped with face-mask. ***It is strongly recommended that adults, when positioned in the coach's box, wear protective headgear.***

2. Catcher's Safety Equipment - Every player, while playing the position of catcher (during games and practices) must wear the catcher's protective gear provided by the league or personal equipment bearing the **NOCSAE** approval label at all times. As appropriate, they must wear a protective cup during play and at practices. Per the PONY rules: "Catchers are required to wear proper protective equipment including a mask with throat guard (an added dangling throat guard is optional), chest protector, shin guards, athletic supporter with cup, and **NOCSAE** approved headgear which gives protection to the top of the head and to both ears while catching behind plate **(Baseball only)**. Any person under the age of 18, serving as a catcher to warm up a pitcher, shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.

3. Cleats - Steel cleats shall NOT be permitted on the Shetland, Pinto, Mustang, ***Bronco and Pony*** fields.

4. Batting cages-*League batting cages are provided for league use only. They are to be used for team warm ups and team hitting. They are not to be used for lessons or individual player use. Cages are assigned times and locations by the scheduled playing fields. See appendix C for batting cage rules.*

GAME LENGTH

1. Regulation / Complete Game (Baseball) - A Regulation Game is the total number of innings of scheduled play per game in each division if time allows. A Complete Game is the number of innings required to be played for the result to be considered "official". However, any game that ends due to time limit shall be an official game regardless of the number of innings played. A new inning begins at the conclusion of the third out of the previous inning.

The number of innings required for a complete/regulation game shall be:

Baseball Complete/Regulation Game Table

Division	Complete Game	Regulation Game
Pinto	4	6
Mustang	4	6
Bronco	5	7
Pony	5	7
Colt/Palomino	5	7

2. Regulation Game (Softball) - There shall be no minimum number of innings for a regulation/complete game in softball. However, no new inning shall begin 90 minutes after the official start of the game. A new inning shall begin when the last out of the previous inning is recorded. Regular season games MAY end in a tie. ***If a game is suspended for any reason (i.e. weather) and the game has been played for at least 1 hour it will be considered a complete game. If at the time that the game was suspended it was an incomplete inning, the reported score will be the score at the last complete inning (revert back).***

3. Game time limits:

- **Softball:**
 - ***Filly-75 minute drop dead***
 - ***Mini-Minor, Minor, Junior, Senior-No new inning after 1hr 30 min.***
- **Baseball:**
 - ***Shetland Spirit-60 minute drop dead***
 - ***Shetland 5U-75 minute drop dead***
 - ***Shetland 6U-90 minute drop dead***
 - ***Pinto, Mustang, Bronco, Pony, and Colt 60/90-In order to have all games the same, no new innings shall commence after 2 hours with a drop dead time of 2 hrs 15 minutes for all games. To have all games end at the same time does not put an early weekday game time or a late game time at an advantage/disadvantage.***

3. Incomplete Game (Baseball) - Any game not reaching complete game status as described above, for any reason (*other than exceeding the time limit*), shall be considered an incomplete game. An incomplete game may be completed at a future date at the discretion of the Baseball Commissioner. An incomplete game not completed by the end of the season shall constitute a tie in the standings. (Softball)-

4. Suspended Game (Baseball) - If a game having reached complete game status is called for any reason in an incomplete inning, the reported score shall be the score at the last complete inning UNLESS the score is tied at the time the game is called, or the visiting team took the lead in its half of the incomplete inning. In either case the game shall be considered a suspended game. A suspended game may be completed at a future date at the discretion of the Baseball Commissioner. A suspended game **must** be completed if the teams play again during the regular season. A suspended game not completed by the end of the season shall constitute a tie in the standings.

5. Resuming Suspended/Incomplete Games - Suspended or Incomplete games resume from the point of suspension, as if the suspension never occurred. All roster assignments and pitching restrictions apply as if the game had not been suspended except that a player absent for the original game shall be added to the end of the original lineup and is eligible to play in the continuation game.

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6. Cancelled Games - Games cancelled due to weather or other unforeseen circumstance will be rescheduled at the discretion of the Commissioner(s). Every effort will be made to reschedule cancelled games.

7. Mid Season-April 1st will mark the “second half” of the season for all baseball games even if the game is a rescheduled game. This date will be used for all “second half” of the season division rules. For Softball the first Monday of the 3rd week of March will mark the start of the “second half” of the season.

SECTION II

MANAGERS & COACHES/PLAYERS

1. Unsportsmanlike Conduct/Foul Language Ejection

- a. Any player who, in the umpire's judgment, intentionally tries to injure, or disrupt the play of another player while in the course of running the bases, and is subsequently ejected from the game for unsportsmanlike conduct, shall also be recorded as an "out" on the play. (Base runners who are attempting to “beat the tag” by sliding into any base and as a consequence, collide with a defensive player, will not be considered unsportsmanlike in behavior by this act alone.)
- b. Any manager, coach, *parent* or player, using foul language *or inappropriate behavior* during a game will be ejected from the game without warning. ***Zero Tolerance.***

2. Equipment Throwing Penalty - Any manager, coach or player who, in the opinion of the umpire **MALICIOUSLY**, throws or abuses the batting helmets, bats, or other equipment (whether league issued or not) will be ejected from the game by the umpire without prior warning.

2. Disciplinary Actions - Benching of a player for disciplinary action shall be permitted before or during a game. The benching of a player for disciplinary reasons shall not be considered an “out” when the player is due to bat in the line-up. The umpire, opposing team manager, and the official scorekeeper must be notified immediately of any disciplinary action resulting in a player being benched. The plate umpire shall notify, as soon as practical, the League Director on Duty so that the incident may be properly annotated ***on the Incident Form on the Hart website. The form should be forwarded onto the League Vice President.***

3. Late Arrival - Players missing at the start of the game may immediately be put into the game upon their arrival and their batting position shall be at the end of the original lineup.

4. Minimum Play Requirements - **No player may sit out more than 2 innings per game and no player may sit out consecutive innings.** A violation of this rule **WILL** result in a one-game suspension of the manager. Any subsequent violation of this rule will result in further discipline of the manager as deemed appropriate by the League Rules Committee. A player that has been designated to “sit out”, must sit out the entire inning (3 outs). Exception to this rule is if an injury occurs on the field and the injured player is removed from play.

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5. Uniform - All players must be in complete uniform (i.e. pants, matching belts, socks, hats, and League issued jerseys). All players on the team must wear the same colored pants with the single exception that farm players may wear the pants for their own team. For all leagues, jerseys will be completely and tightly tucked in so that the belt or waistband is visible. Hats will be worn with the center of the bill over the center of the nose.

7. Jewelry - The wearing of jewelry *is not allowed* (with the exception of medical alert identification) by any player on the field of play. *(Band-aids may not be used to cover jewelry).*

SECTION III

BATTING ORDER AND SUBSTITUTION

1. Batting Order - It is mandatory, in all divisions that all players are in the batting lineup and that free substitution is utilized in the field. In the case where an offensive player bats and the player is not listed on the lineup or bats out of order, the MLB batting out of order rule (**Baseball only**) and the USA Softball batting out of order rule (**Softball only**) shall apply.

2. Substitutions and Injuries - Substitutions are to be made at the start of the 1/2 inning except in the case of an injured player, in which instance the substitution can be made immediately for the injured player. In the case of an injured offensive player, the substitute player shall be the player who made the last out either in the inning of play or the previous inning if no outs have been recorded. The injured player must sit out at least one inning (the remainder of the 1/2 inning which the player is injured, plus the next 1/2 inning). If the player returns to the game, he/she must return to his/her original position in the batting order. If a player is removed from the game for disciplinary action or must leave early, the player's batting lineup position is skipped (no out recorded) and the player must remain out for the remainder of the game.

3. Pitching Changes - A manager may change pitchers at any point in the game that he/she wishes. The manager may bring a player off the bench to pitch so long as the minimum play rules are not violated.

SECTION IV

EJECTIONS / PROTESTS / DISPUTES

1. Any manager, coach, or player ejected from a game must immediately leave the field and dugout area and have no further involvement in the game. The individual ejected may be required to leave the complex by the Director on Duty at the request of the umpire. The plate umpire shall ensure that all ejections are recorded in the official scorebook and reported to the League Office in writing. Any manager, coach, or player ejected from a game may be subject to further disciplinary action by the League Rules Committee. Ejections will be reviewed by the League Rules Committee. The League Rules Committee may request the attendance of any person ejected to appear before the League Rules Committee. The ejected party may be subject to any of the additional penalties/punishments listed below.

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2. Manager/Coach Ejections - Any manager or coach ejected from a game shall serve a minimum one game suspension in addition to the game in which the manager was ejected. A one game suspension and/or the imposition of probation CAN NOT be appealed. Suspensions of more than one game, dismissal or expulsion may be appealed by following the procedures listed in “Disciplinary Hearing” below.

3. Player Ejections - Any player ejected from a game may not re-enter the game in which he/she was ejected. Any additional punishment shall be at the discretion of the League Rules committee. The parent/guardian of the player and the manager shall be notified via e-mail of any additional punishment. Any additional punishment beyond removal from the game in which the player was ejected may be appealed.

4. Additional Punishments/Penalties - The ejected party may be subject to any of the following additional penalties/punishments:

1) **Probation.** The ejected person will be notified in writing that they have been placed on probation for the remainder of the season or for a specific time period.

2) **Suspension.** The offending person is to be advised in writing including electronic communication that they have been suspended from all league activity for a specific number of games or days. Any **player** suspended for one or more games must report to the scorekeeper before the start of the game in which he/she is suspended. If he/she fails to do so, he/she will have to sit out each following game until he/she complies. Any **manager or coach** suspended for one or more games may sit in the stands but may not coach in any form.

3) **Dismissal.** The offending person is to be advised in writing including by electronic communication that they have been dismissed from the league for the remainder of the year.

4) **Expulsion.** The offending person is to be advised in writing including by electronic communication that they have been expelled from present and future participation in the league permanently, or for a specific number of years.

5. All decisions regarding punishments made by the League Rules Committee are final.

6. Disciplinary Hearing - Any manager suspended for more than one game (not including the game in which he/she was suspended) or player suspended for any number of subsequent games, may appeal the additional punishment to the League Rules Committee. The appeal must be filed with the appropriate League Director or Commissioner within 24 hours of receipt of notification of the imposition of a suspension by the Rules Committee. (Notification shall be deemed received no later than 24 hours after Rules Committee sent the notification.) The appeal shall be in writing. The League Rules Committee will meet to consider any appeal of any punishment no later than 14 days after imposition of the punishment. Until such time as the appeal can be heard, any punishment or penalty will be stayed pending the outcome of the appeal.

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7. Protests - Protests must be filed at the time of the incident prior to the next pitch, with the umpire, official scorekeeper, and the opposing manager in accordance with official baseball/softball rules. The only exception is if the protest is lodged on the final play of the game, which allows the protesting manager 24 hours to lodge the protest. All protests arising on the field of play must be submitted, **IN WRITING**. *The form is available on the Hart website.* The protest must clearly state the circumstances and the rule being protested.) The form shall be submitted to the chairman of the Rules Committee (Executive Vice- President), League Director, or to the Baseball or Softball Commissioner, along with a \$100.00 fee, within 48 hours from the time of the protest. The \$100 fee will not be returned if the protest is denied. Any protest form not fully completed shall be deemed invalid. The Rules Committee will meet to consider each protest, when possible, within 14 days after it is received in the prescribed manner.

8. Attendees - The managers involved in the protest will be notified, by the Executive Vice-President or appropriate league director, and may attend the meeting convened to decide their protest, as well as any other person(s) who the committee deems may be involved and could help the committee reach a fair decision.

9. Playoff Rules Committee - Three (3) rules committee members shall be present for all playoff games. In the absence of 3 rules committee members, any three league officials (directors or adult umpires) that have no children in that division shall rule on the protest. Protests shall be decided by them. Protests during the playoffs will be decided immediately and cannot be appealed. The appropriate Rule Book, either printed or electronic, must be used to rule on the protest.

10. Protest Records - All protest records shall be maintained by the Executive Vice-President and submitted to the League Secretary for incorporation into the league records.

SECTION V

SCOREKEEPER RESPONSIBILITIES

1. All scorekeepers working baseball/softball games in the score booth will comply with Pony rule 14a-c. **(Baseball and Softball)** which states that Scorekeepers shall not influence the game by cheering for or coaching any player, or pointing out infractions, with the exceptions noted in #5 below, unless asked by the umpires or managers. Managers are responsible to bring any infractions to the umpire's attention. **PENALTY:** The umpire may eject the offending scorekeeper after a warning.

a. Baseball/Softball scorekeepers will point out the following infractions (if applicable), to the umpires and managers, without the game being subject to protest.

- 1) Pitch count and/or inning limit when it is reached as defined for each division.
- 2) Last batter in leagues where applicable.
- 3) Any illegal substitution (To include improper batting order).
- 4) Third out of the inning.
- 5) Scorekeepers will inform the umpire, managers, and the League's Official Scorekeeper of any violation of the league's minimum play requirements. This condition will be cor-

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rected immediately and could subject the offending party to additional sanctions as deemed necessary by the League Rules Committee.

SECTION VI

FALL LEAGUE RULES

Overview - The fall program will be instructional. League standings will not be maintained, and no trophies will be awarded. The league will provide uniform shirts, hats, and catcher's gear. Players will provide their own pants, socks, *helmets*, belts, bats, or any other equipment required. In softball, the Senior Division ages will be ages 13 through 17. There is no Filly or *Spirit* Division in the Fall Program. Generally, the Spring league rules will be followed. However, to insure the instructional purpose of the fall program, the following exceptions and changes will be in effect:

1. **Drafting** - Coaches' Sons and Daughters - Fall season only: In each league, if a majority of the managers agree, each team can select one coach per team. The coach's child shall be drafted in the round agreed upon by a majority of the managers. In the event of a tie the league director shall place the child in the appropriate round.
2. **Hat Picks** - Hat picks that have scheduling conflicts with a team's designated practice time (fall league only) will be put back in the hat and another player will be drawn.
3. **Pitchers** - Pitchers: To encourage development of pitchers, players will be allowed to pitch a maximum of two innings in Pinto and Mustang, a maximum of three innings in Bronco and Pony, and a maximum of four innings in Colt. In baseball only, a pitcher may not return to the mound once removed, but a player may be brought off the bench to pitch so long as the minimum play rules are followed. In softball, the pitchers may pitch a maximum of two innings in the Mini-Minor, three innings in the Minor Division, and four innings in the Junior, and Senior Divisions.
4. **Minimum Play All Divisions** - No player may sit out consecutive innings, and no player may sit out more than 2 innings per game. Each player must have played a minimum of two innings at any infield position by the end of the 5th inning. At least one of these innings must be completed prior to the *third* inning. Exceptions to this rule may be made by parental request only, in writing, to the appropriate League Director.
5. **Scorebooks** - There will be no "official" scorebooks.
6. **Protests** - There will be no protests.
7. **Player Shortage** - There will be no "farm teams". Teams with less than nine players will borrow a player (or players) from the opposing team (if available) for the game. The last batter due up will play defense for the opposing team in the forthcoming inning and must play an outfield position.

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8. Incomplete/Cancelled Games - Incomplete games will not be made up at a later date. Games canceled due to rain or other reasons will be rescheduled if possible.

9. Umpires - The league will arrange for the home-plate umpire, who will be paid by each team by splitting the game fees in half.

10. Practices - One practice slot per team per week will be allotted on the league playing fields. League Director(s) will post a practice schedule for their division with approval of the Commissioner(s). Gates to the complex will be opened at 4:00 PM. No practices should begin prior to this time. Practices shall conclude no later than 9:15 PM. All field lights will be shut off promptly at 9:30 PM and the complex will be locked up. The team manager is responsible to see that the field is left in proper condition after practices (including dragging and raking of field, cleaning up trash, etc.), in accordance with the League Rules. A minimum of one team practice per week, held by the manager, is mandatory. This does not include practice games.

11. Softball Batting Minor Division: If in the opinion of the Softball Commissioner and the Division Directors and if the Minor managers agree, that if the pitching is not up to the level that would allow the game to move along in a timely manner, then the Mini Minor pitching rules will be put into effect for **THE FIRST HALF OF PLAY ONLY** to include coach pitch on ball 4, one base allowed for any ball hit off coach, etc. Also in effect for the first half only – no dropped third strike rule and no stealing of home will be allowed. Players will be allowed to steal (during player pitch only) one base per pitch. All regular Minor rules will be in effect in the second half of play.

12. Softball Defensive Players – *Mini-Minor* and Minor teams may play up to 10 defensive players (6 infielders and 4 outfielders). The Junior and Senior Leagues will play only 9 defensive players.

13. Rules Precedence - Unless otherwise specified in other fall league rules, American League rules shall apply to all baseball leagues.

14. Number of Games - The Fall season will usually consist of eight (8) games.

15. Game Times - Every game (baseball only) shall drop dead 2 hours and 15 minutes after scheduled start time. In Softball (except mini-minor) all games will drop dead 1 hour 45 minutes after scheduled start time and no new inning will begin after 1 hour and 30 minutes. ***In mini-minor ALL games will drop dead at 1 hour 30 minutes after the scheduled start time, All Shetland games will have a 75 minute drop dead time limit.***

16. Mustang Fall League Only - There shall be a 5 run per half inning maximum. The umpire shall be responsible for keeping track of the number of runs.

SECTION VII

LEAGUE CHAMPION / PLAYOFFS

1. **Length of Season** - The season shall consist of a minimum of 17 games including playoffs.

2. **Determination of League Champion:**

a. **Playoff Format** - In all divisions except Shetland, Filly and Colt, (playoffs in Colt is discretionary with the Baseball Commissioner) there will be playoffs at the end of the season. All teams will qualify for the playoffs in divisions that have playoffs. Unless modified by the Commissioner and League Director, the format will be double elimination, using the criteria listed below. When the league format and qualification criteria are modified the modified format and qualification criteria will be submitted to the managers prior to the first game and supersede the published rules. Qualification for the playoffs are as follows:

b. **Seeding** - Seeding for the playoffs will be as follows in order of precedence:

1) Best season record - (One point for a win, 1/2 point for a tie and no points for a loss.)

2) In the event of a tie for the season record among teams, then head-to-head games will be used for seeding (if applicable).

3) If a tie still exists after application of Rule 1 & 2 above, then a coin flip will determine seeding.

c. **Pitching Rules** - All regular season pitching rules shall remain in effect including the 40 hour rest *rule (baseball)*. *Softball pitching is limited in the mini-minor division to 3 innings, minor division to 4 innings and unlimited innings in Junior and Senior division.*

d. **Farm Clubs** - The farming procedure will be strictly enforced.

e. **Home Team** – The Home team will be the highest ranked seed for all playoff games *in both* the “Winners Bracket” and the “*Loser’s Bracket*”. *(Baseball only)* Home team shall occupy the third-base dugout.(baseball). *For softball, the team listed on the top of the bracket will be the home team. When moving to the “Loser’s Bracket” the team furthest in the winner’s bracket will be listed at the top of the bracket (home team).*

f. **Time Limits** – Time limits shall be the same as those set for the regular season except that a winner must be determined. All time limits are subject to modification in order to determine a winner without continuing the game to a later date. *Softball-if the game is tied after complete game status (90 min), then the international tie-breaker rule will be in effect. The player who was the last out the previous inning will be placed on second base to begin the inning.* In the event a game must be suspended due to weather, curfew, or any other reason it will be re-scheduled for completion at the earliest possible time by the appropriate Commissioner. There shall be no time limits for championship playoff games, which will be played to completion.

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g. **Mercy Rule** - There shall be a 10 Run mercy rule effective at the end of a complete game, including playoffs and championship game.

h. **Courtesy Runner** - A courtesy runner (player making the last out) for the catcher of the previous inning, if on base with two outs, may be used to help speed up the game without a substitution being recorded.

i. *The rule stating that a player must play in the infield will not be in effect during the playoffs for Minor, Junior and Senior divisions.*

j. *For Championship and “if necessary games only-the 6 run go ahead rule will not be in effect for Minor, Junior and Senior Divisions*

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APPENDIX A-1 - SHETLAND DIVISION

1. Team Constitution

- a. A team shall consist of a maximum of fourteen (14) players.

2. Division Composition

- a. The Shetland Division will be divided into three leagues; Shetland 6U, Shetland 5U, and Spirit (4U). The player's date of birth will designate which division they will participate in during the registration process. There must be enough 4 year-olds registered to form four teams for there to be a Spirit division. If there are not enough players then the 4 year-olds will have the option of playing Shetland 5U.

3. The Season

- a. Each Shetland League will play a limited schedule of 10 to 14 games as determined by the Commissioner.
- b. There will be no scores or standings kept for any Shetland league.
- c. Spring Break will mark the end of the 1st Half of play and the beginning of the 2nd Half of play. All games played after Spring Break must be played under 2nd half rules if applicable.

4. Tournament Teams

- a. Tournament Team managers will be selected by the Shetland Directors and Commissioner with approval by the Rules Committee.
- b. Eligible players must complete the Hart Letter of Intent and be selected unanimously by all Shetland managers in attendance at the tournament team selection meeting scheduled by the Commissioner.

5. Shetland 6U

b. Team Formation

1. Shetland 6U teams will be drafted by the managers in an effort to create evenly matched teams.
2. The Commissioner will schedule a tryout to be attended by the 6 year-old and 5 year-old players that wish to be eligible for the 6U draft. Five year-old siblings of 6 year-olds must attend tryouts to be drafted. Four year-old siblings are not eligible to play in 6U.
3. The Commissioner will schedule a draft that must be attended by all 6U managers. Any 6 year-old that did not participate in tryouts will be randomly placed on a team. Requests for players to be on certain teams will not be honored.

b. Umpires and Scorekeeping

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1. No umpires will be used for Shetland games. Umpiring and scorekeeping duties will be handled by a Live scanned coach or parent from one of the teams during each game. Umpiring duties are limited to determining if a base runner has passed the half-way point between bases once play has been stopped. Scorekeeping is limited to counting the number of runs scored each inning.

c. The Game

1. Games shall be up to five (5) innings and may end in a tie.
2. There will be a time limit of ninety (90) minutes, **drop dead**.
3. Maximum of five (5) runs scored per half inning.

d. The Pitcher

1. Coaches or managers shall operate the pitching machine 35 feet from the point of home plate.
2. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
3. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts and no runners shall advance.
4. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
5. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
6. The coach who is operating the pitching machine shall not give coaching instructions to batters after they hit the ball or to base runners. They may not in any way interfere with the defensive players.

e. The Batter

1. All players listed on the roster and present will bat. Once the batting order is submitted to the other team it will not be changed, except for injury or ejection.
2. Batters are not permitted to bunt or swing easy at the ball. **Penalty** - The batter shall be called back to the plate, the swing is foul-strike, the ball is dead and no runners may advance.
3. A ten-foot arc will be inscribed in front of home plate, from the first and third base lines and any batted ball, which does not travel beyond that line, will be considered a foul strike.

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4. If the batter fails to hit a fair ball after a maximum of four (4) pitches from the pitching machine they will be given up to three (3) swings at the ball off the tee. If a ball has not been put into play after the 3 swings off the tee, the batter will be awarded first base.
 - i. Each manager may designate any number of his or her players as “tee only” during the 1st half of the season to help save time. During the 2nd half each player must attempt to hit from the machine.
5. A batter can only be put out by the defense. **No player can “Strike Out”.**
6. A ball in play from the tee can only result in a single and base runners may only advance one base unless put out by the defense prior to reaching the next base (See Shetland 5 rules for hitting off the tee).
7. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.
8. No dropped third strike rule.

f. Base Runners

1. Runners are not permitted to steal or lead-off, and shall remain in contact with the base until the ball is hit. **Penalty** - Runner is out.
2. On a batted ball, runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up unless ball was hit from the tee. Once the ball becomes dead and in the judgment of the umpire if the runner has not gone beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.
3. Scoring from third: Only on a batted ball or continuation of play of a batted ball.
4. No infield fly rule.

g. Defense

1. A batted ball becomes dead when an infielder is inside of the baselines or at a base, has possession of the ball, and holds the ball over their head.
2. Each half-inning will be complete after three (3) outs or five (5) runs have scored.
3. Free Defensive Substitutions
 - i. All players listed on the roster and present will play defense each inning.
 - ii. Each player may play a maximum of 2 innings at any given position per game (consecutively or staggered). In addition, each player will play a minimum of 2 innings in the infield per game before the 4th inning.

[Type text]

- iii. A maximum of 8 players may be stationed in the infield (incl. the catcher & pitcher). Extra infielders are to be stationed between the first and second base positions, and between shortstop and second base. No player may be closer to the batter than the pitcher.
- iv. Outfielders must be stationed at least 15 feet behind the baseline when the ball is pitched.
- v. Two Defensive coaches are allowed on the playing field. They must remain along the fair/foul lines.

6. Shetland 5U

a. Team Formation

- 1. Teams will be formed geographically by the Shetland Director.
- 2. Four year-old siblings of five year-olds may play Shetland 5U.

b. The Game

- 1. Games shall be up to five (5) innings and may end in a tie.
- 2. There will be a time limit of **75 minutes drop dead**.
- 3. An inning will be completed when the offensive team has batted completely through its lineup or batted an equal number of batters as the opposing team (whichever is higher). When the last batter rule is in effect, there will be 2 outs assumed once the ball is put in play. The ball in control of any defensive player while touching home plate will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well.
 - i. Example: If team "A" has twelve (12) players in their lineup, and team "B" has ten (10) players in their lineup, then team "B" will bat their ten (10) players plus the first two (2) batters to equal twelve (12). The next inning team "B" would begin with their third batter and bat through to their fourth batter (if necessary), and so on...

c. The Pitcher

- 1. No player may pitch.
- 2. Coaches or managers pitching to their players must do so at least 30 feet from the point of home plate.
- 3. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching coach, and be on the left or right side of the coach pitching.

[Type text]

4. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts and no runners shall advance.
5. The coach who is pitching shall not give coaching instructions to batters after they hit the ball or to base runners. They may not in any way interfere with the defensive players.
6. When the batters are hitting from the tee, the player assigned to the position of "pitcher" shall be at least as far away from the plate as the thirty-five (35) foot pitching plate while a batter is hitting from the tee.

d. The Batter

1. Each batter will be given a maximum of five (5) pitches. If a ball has not been put into play after the 5th pitch, the batter will receive three (3) swings at the ball off the tee. If a ball has not been put into play after the 3 swings off the tee, the batter will be awarded first base.
2. Rules for hitting off the tee:
 - i. No bunting, batter must take a full swing.
 - ii. Ball must go beyond a ten (10) foot arc between first and third bases, from home plate, or it will be called a foul ball.
 - iii. Batter must hit the ball and not the tee - if the batter hits the tee and not the ball, it will be called a foul ball. If the bat hits both the ball and the tee, it is a legal hit.
 - iv. Any hit ball, whether intentional or not, is in play.
 - v. Up to two (2) practice swings will be permitted.
 - vi. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.

e. Base Runners

1. Runners are not permitted to steal or lead-off and shall remain in contact with the base until the ball is hit.
2. Runners are allowed to advance only one base per batter unless the batted ball has been hit over the outfielders' heads.
3. Base runners that are tagged out or forced out by the defense may remain on the corresponding base during the 1st half of the season. During the 2nd half of the season base runners that are tagged out or forced out by the defense will be removed from the bases.

f. Defense

[Type text]

1. Free Defensive Substitutions

- i. All players listed on the roster and present will play defense each inning.
- ii. Each player may play a maximum of 2 innings at any given position per game. In addition, each player will play a minimum of 1 inning in the infield per game before the 2nd inning.
- iii. A maximum of 8 players may be stationed in the infield (incl. the catcher & pitcher). Extra infielders are to be stationed between the first and second base positions, and between shortstop and second bases. No player may be closer to the batter than the pitcher.
- iv. Outfielders must be stationed at least 15 feet behind the baseline when the ball is pitched.
- v. Two Defensive coaches are allowed on the playing field, one to direct the players on the infield and one to direct the players in the outfield.

7. Shetland Spirit

a. Team Formation

1. Teams will be formed geographically by the Shetland Director.

b. The Game

1. Spirit players will always hit using the tee. There will be no coach pitching.
2. Base runners tagged out or forced out by the defense will be allowed to remain on the bases.
3. All other rules of play are the same as Shetland 5U.
4. ***Game time is 60 minutes drop dead time limit.***

APPENDIX A-2 - PINTO DIVISION

1. Rules

- a. Bases shall be 60 feet.
- b. The pitching distance shall be 38 feet.

2. Division Composition

- a. The Pinto division will consist of two leagues named National and American.
- b. The National League will consist of six (6) to eight (8) teams and the number of American League will be determined by division registration numbers.

3. The Game

- a. A game shall consist of six innings.
- b. If a team is leading its opponent by at least ten (10) runs after four (4) or more complete innings have been played, or after 3-1/2 innings if the home team has a ten run lead at the end of its third inning, or before the completion of its fourth (4th) inning, the game shall be terminated and the team in front declared the winner.
- c. **In the American League only** - An inning will be completed when: three outs have been recorded; or after the offensive team has batted completely through their lineup or an equal number of batters as the opposing team, whichever is greater. The last batter cannot walk, but if a pitch hits the batter, all runners and the batter are awarded two (2) bases whether forced or not. When the last batter rule is in effect, there will be two (2) outs assumed; once the ball is put into play and the ball is in control of **any defensive player** while touching home plate, it will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well. **Exception:** In the 6th inning, there is no limit to the number of batters.
- d. All players must play a minimum of 1 inning in the infield during each game prior to the end of the 4th inning.
- e. Extra innings are possible if the 6th inning ends prior to 2 hours of play.
- f. The last Pinto game scheduled on any day on any field shall not continue past 9:30pm.

4. The Pitcher

- a. Pinto (National & American)

[Type text]

- 1) Any player may pitch, but not to exceed two (2) innings per game (including a continuation game) or 45 pitches per day. One pitch shall constitute one inning pitched. After a pitcher reaches the limit of 45 pitches, he may continue until the current batter is disposed.
- 2) There shall be no weekly pitching restrictions; however the 40-hour rest rule applies.
- 3) No balks shall be called, however the umpire will inform the pitcher, if the delivery is deceptive.
- 4) If a defensive manager or coach goes on to the playing field to talk to any player or players, twice in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.

5. Batter

- a. Pinto American - No walks permitted. After ball four, batter assumes strike count and the offensive manager or coach will pitch to the batter.
- b. The batter shall be declared out after failing to hit a fair ball after four pitches are delivered by a coach-pitcher. The batter is out if there are three strikes before the fourth coach-pitch. Missed swings are counted as strikes, as are foul balls and foul tips. There shall be NO called strikes during coach pitch. The batter is not out on a foul ball or a foul tip unless it is also the forth pitch.
 - 1) In the event the batter hits a fair ball from coach-pitch, the play will proceed until either: i) the third out of the inning, ii) the umpire has granted time out, or iii) the batter and each runner have legally advanced one base. In the event the batter has reached a base other than first, he/she will be required to return to first base. All base runners may only advance one base, whether forced or not. If all base runners legally acquire one base after a fair-batted ball during coach-pitch, then the ball is dead and there is no further play on the runner(s). However, in the event this is the last batter of the inning, the baserunners shall be allowed to continue in accordance with standard rules for last batter. The batter may only advance to first base.
- c. Dropped third strike rule will not apply. (National & American)
- d. Bunting is not allowed in *the American League*. *Bunting is allowed in Pinto National during the second half of the season.*
- e. There is no infield fly rule in *the American League*. *For Pinto National, the infield fly rule is in effect during the second half of the season.*
- f. Batting helmets equipped with protective face-masks are required. (National & American)

6. Base Runners

[Type text]

a. In the American League base stealing shall not be permitted.

1) A base runner may leave the base once the ball **crosses** home plate. If the base runner leaves before that point, the umpire shall issue a warning. Subsequent infractions will result in the runner being called out.

2) The ball is dead until the batter hits it, and the base runner may not advance until that point. No play may be made on a baserunner until the ball is put in play by the batter.

3) Except for coach pitch, once a ball is put in play baserunners and batter may advance until the forward base runner's advancement has been stopped, and all following runners have advanced as far as they are allowed, and a play is not in progress on him or another base runner.

4) Exception for Overthrow at First Base Only:

The batter-runner can only advance to a maximum of 3rd base when an over throw has been committed by an infielder from the infield only on a play at first base. The base runners starting on the bases can advance to home during the play and are at jeopardy of being put out. If the batter-runner scores during the play, he will be sent back to third base.

b. Protective helmets shall not be intentionally removed by base runners while advancing between bases. **Penalty** - runner is out.

c. The only offensive coaches allowed on the field shall be the base runner's coaches in the designated coaching boxes on the first and third base lines.

d. In the National League, stealing will be governed by the latest version of Pony's Pinto Tournament Rules. The only exceptions are:

1) On instance of a walk, the ball becomes dead.

2) No leading off, the runner must remain in contact with the base until the ball **crosses** home plate. **Penalty** - Runner is out and the ball is a delayed dead ball. If the batter hits the pitch and/or an out is made on the batter, including a strikeout, that out will stand in addition to the violation by the runner.

e. The runner is out when -

1) the runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

6. Time Limits

a. For all scheduled Pinto games, no new inning shall begin after ***2 hours of play with a drop dead time limit of 2 hours and 15 minutes for ALL games.***

APPENDIX A-3 - MUSTANG DIVISION

1. Rules

- a. **Bases shall be 60 feet.**
- b. **Pitching Distance shall be 46 feet.**

2. Division Composition

- a. The Mustang Division will consist of two leagues called the National and the American League.
- b. The National League will consist of six (6), or eight (8) teams. The American League will make up the remaining players.

3 Innings

- a. In the American League only, an inning will be completed when: Three outs have been recorded; or after the offensive team has batted completely through their lineup or an equal number of batters as the opposing team, whichever is greater. If the last batter is hit by a pitch or walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not. When the last batter rule is in effect, there will be two (2) outs assumed; once the ball is put into play and the ball is in control of any defensive player while touching home plate, it will be considered a force out (no tag required). An out may be obtained in any normal manner as well.
- b. Mustang American Only: In the 6th inning, there is no limit to the number of batters.

4. Pitchers

- a. Pitchers may pitch a maximum of 50 pitches per day or three innings per game, whichever comes first. After the pitcher reaches either limit, he may pitch to the current batter until the at-bat is complete.
- b. There shall be no weekly pitching restrictions; however the 40-hour rest rule applies.
- c. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.

5. Balks - Balks shall be called in both American and National Leagues. Runners will advance.

6. Baserunners

The runner is out when -

[Type text]

- 1) The runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

7. Time Limits

- a. For all scheduled Mustang games, no new inning shall begin after ***2 hours of play with a drop dead time limit of 2 hours and 15 minutes for ALL games.***
- b. Extra innings are possible if the 6th inning ends prior to 2 hours of play.

[Type text]

APPENDIX A-4 - BRONCO DIVISION

1. Rules

a. Bases shall be **70 feet**.

b. Pitching Distance shall be 50 feet.

2. Division Composition

- a. The division may consist of two leagues and be named National and American or all players may be placed into a single Bronco League to be determined by the Commissioner(s) and League Directors depending on registration numbers.
- b. If used, the National League will consist of six (6), or eight (8) teams while the American League will comprise the remaining players.

3. The Game

a. For Bronco American or a single Bronco League, an inning will be completed when: Three outs have been recorded; or after the offensive team has batted completely through their lineup or an equal number of batters as the opposing team, whichever is greater. If the last batter is hit by a pitch or walked, the batter is awarded first base and all runners are awarded two bases, whether forced or not. When the last batter rule is in effect, there will be two (2) outs assumed; once the ball is put into play and the ball is in control of any defensive player while touching home plate, it will be considered a force out (no tag required). Of course, an out may be obtained in any normal manner as well. **EXAMPLE:** If team (A) has 12 players in their lineup and team (B) has 10 players in their lineup, then team (B) will bat their 10 players plus the first two batters to equal twelve. The next inning team (B) would begin with their third batter and bat through their fourth batter (if necessary), and so on... In the 7th inning, there is no limit to the number of batters.

4. Baserunners

The runner is out when -

- 1) The runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

5. Balks - Balks shall be called in both American and National Leagues. Runners will advance.

6. Pitching

[Type text]

- a. Pitchers may pitch a maximum of 65 pitches per day or 4 innings per game, whichever comes first. After the pitcher reaches this limit, he may pitch to the current batter until the at-bat is complete.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.
- c. There shall be no weekly pitching restrictions; however the 40-hour rest rule applies.

7. Time Limits

- a. For all scheduled Bronco games, no new inning shall begin after ***2 hours of play with a drop dead time limit of 2 hours and 15 minutes for ALL games.***
- b. Extra innings are possible if the 7th inning ends prior to 2 hours.

APPENDIX A-5 - PONY DIVISION

1. Rules

- a. Bases shall be **80 feet**.
- b. Pitching Distance Shall be **54 feet**.

2. League Composition

- a. The division may consist of two leagues and be named National and American or all players may be placed into a single Pony League to be determined by the Commissioner(s) and League Directors depending on registration numbers.
- b. If used, the National League will consist of four (4), six (6), or eight (8) teams while the American League will consist of the remaining players.

3. Pitching

- a. Pitchers may pitch a maximum of 75 pitches per day or 5 innings per game (including a continuation of a suspended game). After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.
- c. There shall be no weekly pitching restrictions; however the 40-hour rest rule applies.

4. Balks - Balks shall be called in both American and National Leagues. Runners will advance.

5. Baserunners

- a. The runner is out when -
 - 1) The runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

6. Time Limits

- a. For all scheduled Pony games, no new inning shall begin after 2 hours of play ***with a drop dead time limit of 2 hours and 15 minutes for ALL games.***
- b. Extra innings are possible if the 7th inning ends prior to 2 hrs.

APPENDIX A-6 – COLT/PONY 60-90 DIVISION

1. Rules

- a. The bases shall be 90 feet.**
 - b. The pitching distance shall be 60 feet**
- b. Colt Division consists of players whose league ages are 15 through 18.
- c. Pony 60-90 Division - Age determination shall be per PONY baseball (April 30th cutoff date). Players may play up but not down and may only participate on one team per division. Pony 60-90 Division consists of players whose league ages are 13 and 14. The Hart PONY Baseball League may schedule games between Colt and Pony 60-90 teams to give the 60-90 players more playing time in preparation for future high school baseball participation.
- d. There will be a 10-run mercy rule in the Colt/Pony 60-90 Division.

2. Division Composition

- a. The Colt Division will consist of a single Colt League consisting of an even number of teams.

3. Pitching

- a. Colt - Pitchers may pitch a maximum of 80 pitches per day. After the pitcher reaches this limit, he may pitch to the current batter until the batter is disposed.
- b. Pony 60-90 - A Pony 60-90 League pitcher is allowed to pitch in not more than seven innings in one calendar day. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than seven innings on that calendar day.
- c. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.
- d. Each out constitutes 1/3 of an inning for pitching purposes (just like Major league baseball) and this criterion shall be used to determine the number of innings pitched for each pitcher. Any pitcher who pitches in 4 or more innings (12 outs or more) shall be required 40 hours of rest prior to his/her next pitching assignment.
- e. There shall be no weekly pitching restrictions; however the 40-hour rest rule applies.

[Type text]

4. Batter- Pony 60-90 only - Team managers have the option of using free substitution or a batting line-up.

5. Baserunners

a. The runner is out when -

- 1) The runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

6. Time Limits

- a. For all scheduled Pony 60-90 and Colt games, no new inning shall begin after 2 hours of play-*with a drop dead time limit of 2 hours and 15 minutes for ALL games.*
- b. Extra innings are possible if the 7th inning ends prior to 2 hours-of play.

7. Pony 60-90 - Field care and maintenance is the responsibility of the respective teams per Wm. S. Hart League rules.

8. Pony 60-90 - All teams will be required to supply their own uniforms. The league will provide regulation baseballs.

APPENDIX A-7 - FALL CLUB BASEBALL LEAGUE

1. Schedule - The Fall Baseball Club will primarily play on Sundays.

2. Governing Rules

- a. Rules shall be governed by Wm. S. Hart League Rules, the Rules of PONY Baseball, and the Official Rules of Baseball. Supplemental rules will be posted governing this league prior to the first game.
- b. The Fall Club Baseball League is open to club teams on a first-come first-served basis. The divisions shall be classified as 8 and under (8u), 9 and under (9u), 10 and under (10u), 11 and under (11u), 12 and under (12u), 13 and under (13u), 14 and under (14u), and 18 and under (18u). The number of teams and/or divisions is subject to interest and field availability as determined by the Commissioner(s).
- c. At the discretion of the Commissioner(s), standings may be maintained by the league and awards may be given to the first place team in each division.
- d. Age determination shall be April 30th cutoff date. Players may play up but not down and may only participate on one team per division.
- e. Insurance will be required by all teams participating and Wm. S. Hart shall be listed as an additional insured on the insurance form.
- f. Games will be played on Sundays only concurrent with the fall program and consist of a eight (8) to ten (10) game schedule. Rainouts may be rescheduled at the discretion of the Commissioner(s).
- g. Practices will not be allowed at the Wm. S. Hart complex.
- h. Rosters will be submitted at the time of registration. Substitute players must meet the age requirements of the league.
- i. When possible two (2) umpires per game will be provided by the league and will be paid by the teams prior to each game. The home team will pay the plate umpire and the visiting team will pay the base umpire. (The 8u division will use one umpire paid equally by both teams).
- j. No new inning will be started two hours after the scheduled after the starting time and the game will be called after 2 hours and 15 minutes of play.
- k. There is no 10 run mercy rule for Sunday Fall Club Ball.
- l. Field care and maintenance is the responsibility of the respective teams per Section V of the Wm. S. Hart League rules.
- m. All teams will be required to supply their own uniforms. The league will provide one (1) dozen regulation baseballs.

APPENDIX A-8 – BRONCO/PONY SPRING CLUB LEAGUE RULES

1. Rules

- a. Rules shall be governed by Wm. S. Hart League Rules, the Rules of PONY Baseball, and the Official Rules of Baseball for BRONCO/PONY CLUB LEAGUE.
- b. Age determination shall be April 30th cutoff date. Players may play up but not down and may only participate on one team per division. Bronco/Pony Spring Club League consists of players whose league ages are 11 and 12 (Bronco Club), and ages 13 and 14 (Pony Club).
- c. There is no 10-run mercy rule in the Bronco/Pony Spring Club League.

2. League Composition

- a. The Bronco/Pony Spring Club League is open to club teams on a first-come first-served basis. The divisions may be classified as 11 and under (11u), 12 and under (12u), 13 and under (13u), 14 and under (14u). The number of teams and/or divisions is subject to interest and field availability as determined by the respective Commissioner(s).

3. Pitching

- a. A Bronco/Pony Spring Club League pitcher is allowed to pitch in not more than seven innings in one calendar day. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than seven innings on that calendar day.
- b. If a manager or coach goes on to the playing field to talk to any player or players, more than once in a half inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire. Once the umpire is ready to place the ball in play and the defensive manager is still talking to any player, the umpire will charge a trip to the defense.
- c. Pitchers shall have 40 hours rest after pitching in four or more innings on the same calendar day.

4. Batter

- a. Team managers have the option of using free substitution or a batting line-up.

5. Baserunners

- a. The runner is out when -
 - 1) The runner does not slide or attempt to get around a fielder (to include the catcher) who has the ball and is waiting to make the tag.

[Type text]

6. Time Limits

- b. For all scheduled Bronco/Pony Spring Club League games, no new inning will be started two hours after the scheduled after the starting time and the game will be called after 2 hours and 15 minutes of play.
- c. Extra innings are possible if the 7th inning ends prior to 2 hrs.

7. Courtesy Runner - A courtesy runner (player making the last out) for the catcher of the previous inning, if on base with two outs, may be used to help speed up the game without a substitution being recorded.

8. Uniforms - All teams will be required to supply their own uniforms. The league will provide regulation baseballs.

APPENDIX B - SOFTBALL GENERAL RULES

The following shall apply to all softball divisions:

1. Softball Divisions – Girl's softball shall be organized into five (5) divisions as follows: Senior Division 18u (League ages 13 through 17), Junior Division 12u (League ages 11 through 12), Minor Division 10u (League ages 9 through 10), Mini-Minor Division 8u (League ages 7 through 8), and Filly Division 6u (League ages 5 through 6). The fall season will use the upcoming USA Softball spring season to determine league age. The spring season will use the current USA Softball guidelines.

a. There will be no players assigned to a lower league.

b. Players may play in a higher division. The following conditions must be met for a girl to play up a division:

1) Player can only move up one year. (As an example: If the player is league age 9 - minor, the player cannot play in the Junior Division. If they are league age 10, they are eligible to play in the Junior Division.)

2) Players must tryout in each division and declare their eligibility to play in the higher division.

3) If the player is not drafted by the 4th round in the higher division, they will automatically be moved to their league age division.

4) Players that play in a higher division than their league age are eligible league All-Stars in the higher division but not in their league age division.

5) Players who play in a higher division are eligible for USA Tournament play for either their league age division or the higher division they were drafted into. The Tournament Team the player plays on will be determined by Tournament Team Selection. A player who is chosen for an USA Tournament team is not eligible for league All-Stars.

6) Players who want to play up to a division with American and National Leagues must be drafted in the National League by the 4th round, and will not be eligible to be drafted into the American League.

7) A manager shall not manage in a league that their daughter does not qualify for age wise; a manager in an upper league shall not bring up his or her own daughter.

[Type text]

2. Rules Precedence - Play is governed by official softball rules as adopted by the United States Softball Association (USA) and the General League Rules of Wm. S. Hart Baseball-Softball and as modified herein.

3. Recruitment - There shall be no recruiting for individual teams.

a. Once draft has been completed, any new player added to the league will be put into a hat and drawn at random between all teams short of players, regardless of which team is next in the serpentine order established for the draft. Exception: A designated pitcher or traveling team player may be assigned to a team by the League Rules Committee in order to keep all teams competitive.

b. Pitchers or those wishing to pitch, or those players taking pitching lessons must identify themselves as a potential pitcher prior to the draft, or they may be ineligible to pitch during the season. Final decisions will be made by the Softball Commissioner together with the Division Director.

c. Traveling team and eligible high school players are requested to identify themselves prior to draft. This is an effort to keep all teams in the league competitive.

4. Equipment

a. League assigned uniforms must be worn on the playing field. Color coordinated softball pants or color coordinated shorts with mandatory sliding pants are required on a per team basis. For all leagues, jerseys will be completely and tightly tucked in so that the belt or waistband is visible.

b. Sports type jackets and sweatshirts will be permitted on the field or while on base during cold weather upon approval of the umpire. Players may not wear anything covering their uniform number while at bat. Team color coordination is recommended.

c. Rubber/plastic cleats are required in Filly, Mini-Minor, Minor, and Junior. Metal cleats ARE permitted in Senior.

d. Safety rules concerning bats are continually changing. All USA Softball rules addressing bats are to be followed to the letter.

e. Throwing of equipment cannot be tolerated for safety reasons. If intentional, a player will be ejected from the game immediately. If unintentional, player will be warned by the umpire and official scorekeeper will note such warning in the scorebook. Upon throwing equipment a second time, player may be called out and ball declared dead.

f. Socks must be worn properly by all players.

h. Batting helmets with face mask and with the NOCSAE seal for tournament play are mandatory and must be worn by any offensive player while in the field of play, including during practice or tournament play. This rule does not supersede USA Softball rules regarding helmets but is in addition to it.

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- i. Protective catching gear must be worn at all times when catching, during both games and practices, including when warming up pitcher.
- j. Senior and Junior Leagues will use 12" softballs. Filly and Mini-Minor Leagues will use 10"RIF softballs. Minor League will use 11" safety softballs.
- k. For each game, the home team will provide a new division appropriate softball and the visiting team will provide a lightly used division appropriate softball.

5. Determination of League Champions – There shall be no co-champions of the league.

- a. All teams will complete in a Double Elimination Playoff and be eligible to become League Champion or Runner-Up, regardless of their record in the regular season.
- b. Seeding for the playoffs will be based on overall regular season record. Ties in the standing will be broken on the basis of head-to-head record and then, if necessary, by coin flip.
- c. If there are any regular season tie games which have a bearing on the playoff seeding and there are no more meetings between the two teams giving them the opportunity to determine a winner, a tie will be recorded and seeding will be determined by head to head record (vs. each other in other games played) and then by a coin toss.
- d. For all teams playing, and remain in the Winner's Bracket, home team for each playoff game will be determined by original playoff seeding of teams, based on final league standings from the season. For all teams dropping into the Loser's Bracket, the home team will be listed at the top half of the bracket. Home Team will occupy the third base dugout and assume the regular season duties (lining the field, etc.). Visiting Team will occupy the first base dugout and assume the duties of the visitor team (dragging the infield, etc.).
- e. Playoff games will follow the same time and inning rules as the regular season with the one exception that there is no drop-dead time. The Championship Game (both the first game and the if necessary game) will not have a time limit and must be played to complete game status as described in Section I – League General Rules, Specific General Rules #9. The Softball Commissioner will reschedule games suspended due to weather, curfew, or any other reason for completion at the earliest possible time.
- f. The 10-run mercy rule applies in the playoffs.
- g. ***The pitching limits during playoffs will be: Mini-Minor 3 innings, Minors 4 inning and no limits for Junior and Senior division.***
- i. The rule stating that a player must play in the infield will not be in effect during the playoffs for the Minor, Junior and Senior Divisions.
- j. FOR CHAMPIONSHIP and "IF NECESSARY" GAMES ONLY – ***The 4 run go ahead rule*** will not be in effect for the Minor, Junior, and Senior Divisions.

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6. Decisions Committee - Three (3) rules committee members shall be present for all playoff games. In the absence of 3 rules committee members, any three-league officials (directors or adult umpires) that have no children in that division shall rule on the protest. Protests shall be decided by them. Protests during the playoffs will be decided immediately and cannot be appealed.

7. Tournament Player Eligibility - To be eligible to play on a tournament team, a player must play at least 50% of the regular season games. Tournament player eligibility shall be determined per USA Softball or PONY rules, as appropriate, for all sanctioned tournaments. (Reference USA and PONY Softball rulebooks for eligibility requirements.)

8. Defensive Players – American Leagues Only -10 defensive players are allowed, 4 of which must be in the outfield. **All Leagues** - Each player must play a minimum of two innings at any infield position. Exceptions to this rule may be made by parental request only. At least one of the innings must be completed prior to the end of the *third* inning. No player may sit out more than 2 innings during the same game. A player that has been designated to “sit out”, must sit out the ENTIRE inning (3 outs). Exception to this rule is if any injury occurs on the field and the player is removed from play, and there is no other player that can be entered into the game, the player sitting out may be reentered into the game.

9. Intra-League Play - The softball commissioner can schedule home and away series for teams in any league consisting of less than six teams (other than Filly), against teams from any other league in the USA Softball of So Cal Western District. Teams will be allowed to use farm players or to borrow players from any other team in their division only, upon approval of League Director or Softball Commissioner.

10. Coaching Staff - During games in all divisions except Filly, there will be a limit of 1 manager and 2 coaches within the confines of the playing area, to include the dugouts.

11. Farm Players – The lower division will serve as the farm division for the next division (i.e. Filly will be the farm system for Mini-Minor, Mini- Minor for Minor, Minor for Junior, and Junior for Senior) where there is not a National/American split division. When a division is split, the American League will farm to the same league age National League and the National League will farm to the next level age division. Only Filly League age 6 year olds are eligible to farm to Mini-Minor. Any farmed player must be confirmed ahead of the game time by both division directors (division from and division to). Any farmed player must not be from a “like” team (i.e. a Bruin player cannot play for the Bruin team).

APPENDIX B-1 - FILLY DIVISION

1. The Season

- a. Fillies shall play a limited season of *ten (10) to fourteen (14)* games, depending on the number of teams in the league.
- b. Filly games should normally be limited to one (1) per week, usually on weekends. However, the softball commissioner may schedule additional games if necessary, which may fall on weekdays *in order to complete the assigned games*
- c. During the first two games of the season - The Filly Division shall be an instructional league, which will be limited to a batting tee (no live pitching) as an introduction to girls' softball.
- d. There shall be no division standings maintained for the Filly. Scorebooks will not be kept. Batting lineups will be used.

2. The Game

- a. A regulation game shall consist of 5 innings.
- b. There will be a time limit of sixty (60) minutes; after which no new inning will start. An inning in progress after the one hour time limit may continue one-half (1/2) hour longer to ninety (90) minutes.
- c. An inning will be completed after the offensive team has batted completely through their lineup. With the last batter up, the inning will end when the ball reaches any defensive player while touching home plate or an out is obtained in any normal manner.
- d. There will not be any umpires in this league
- e. Two (2) Defensive coaches and one (1) Offensive coach are allowed on the field of play for instructional purposes.
- f. The home team is responsible for obtaining a league provided batting tee for the game.

3. Batter

- a. Rules for hitting off the tee:

1) NO BUNTING - Batter must take a full swing.

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2) The ball must go beyond a 10' arc between the first and third baselines, from home plate, or it will be considered a foul ball.

3) The batter must hit the ball and not the tee. If the batter hits the tee and not the ball, it will be considered a foul ball. If the bat hits both the tee and the ball, it is a legal hit.

4) Any hit ball, whether intentional or not, is in play.

5) Up to two (2) practice swings will be permitted, after which it will be considered a swing and a miss, and called a strike. Up to four (4) swings can be taken off of the tee. If the fourth swing is a foul, then a fifth swing will be allowed. If a player has not hit the ball after these swings, the player is out.

b. Rules for coach pitching:

1) There will be no bunting in the Filly Division. Batters must take full swings.

2) If the batter has not put the ball in play after three pitches, the batting tee will be brought out. The batter will be allowed a maximum of two (2) swings to put the ball into play.

3) If the last coach pitch is a foul ball, the batter gets another pitch.

4) Rules for hitting off the tee per 3a above will be in effect (except for swing counts).

4. Base Running

a. Leading off is NOT permitted in this division.

b. Stealing is NOT permitted in this division.

c. There will be NO "infield fly" rule in this division.

d. Base runners who are out will be removed from the bases.

e. During the first portion of the season, baserunners will be allowed to run "1 base to 1 base" only. During the last *half of the* season, baserunners will be allowed to run to the next available base where possible. To stop the base runner, the defense must return the ball to the pitcher or stop the baserunners in a traditional manner. Any ball that crosses the pitching circle will be considered to be "in control" by the pitcher. Once the pitcher is "in control" of the ball, a base runner will be allowed to continue to the next base if they are past the half way mark, or return to the base if they are less than half way.

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5. In the Field

- a. All players on the team will play in the field every inning.
- b. There shall be seven (7) players positioned on the infield (within the baselines) and the remaining players shall play the outfield. Outfielders must play at least three (3) feet beyond the baseline.
- c. All players must play an infield position at least one complete inning by the end of the second inning.

6. The Pitcher

- a. No player may pitch in the Filly Division.
- d. The player assigned to the position of 'pitcher' shall be at least five feet behind the thirty-foot pitching plate while a batter is batting from the tee.

7. The Catcher-Catcher's equipment must be worn whenever a batter is up to bat.

8. Batting Helmets-Batting helmets with facemasks must be worn at all times by offensive players when on the field of play (i.e., on deck, at bat, or running bases).

9. Game Pace - It is expected that the managers should move the game along at a pace to complete at least two (2) innings per game.

10. Field Setup

- a. An arc reaching ten (10) feet from the back point of home plate should be chalked from foul line to foul line.
- b. During the last *half* of the season, a three (3) foot chalk line should be placed halfway between 1st and 2nd base, 2nd and 3rd base, and between 3rd base and home plate.
- c. *An 8 foot pitching circle should be marked throughout the season.*

APPENDIX B-2 - MINI-MINOR DIVISION

1. The Game

- a. A complete game shall consist of five (5) innings.
- b. There will be no new inning started after 1hr 30min (90 minutes). If 5 innings are completed prior to 1:30 and the game is tied, an International Tie-Breaker will be used to declare a winner. If the game is tied after 1hr 30min, the game will be recorded as a tie. Any inning that has started will be completed except if the home team is ahead when 90 minutes has been reached in which case the game is over and the home team wins. A new inning begins when the 3rd out of the prior inning is recorded.
- c. An inning will be completed when, a) three outs have been made, or when the offensive team in their $\frac{1}{2}$ of an inning has scored four (4) more runs than what the other team currently has, or if the offensive team is ahead in score then they may only score four (4) more runs than what they started with. The run ahead rule shall apply to only the first four (4) innings. After four (4) innings have been completed, a team may continue to score until three outs have been recorded.
- d. If a team is ahead by ten (10) runs or more after the 3rd inning, the game will be stopped and the leading team will be declared the winner.
- e. The USA Softball circle rule is in effect for the Mini-Minor division.
- f. The Mini-Minor division shall be an instructional division, which will include player pitching.

2. Batter

- a. There will be no walks in this division. After four (4) balls have been called by the umpire, rather than taking first base, the offensive team will provide a coach or parent to pitch to the batter. Batter will resume the strike count when the coach/parent comes on the field. If the batter does not hit the ball fair or strike out after the fourth pitch, the batter shall be declared out. The coach-pitcher must be in contact with the pitching plate. The pitcher for the defensive team must position BOTH feet within the eight (8) foot circle. There will be no bunting allowed off of a coach-pitch. When the ball is put into play, the coach must make a reasonable attempt to get out of the way. It will be the umpire's judgment whether interference occurs.
- b. There shall be no "Dropped third strike" rule in this division.
- c. The USA Softball rule requiring batters to keep one foot in the batter's box between pitches is waived for this division.
- d. A player hit by a pitch by a player pitcher shall be awarded first base.

3. Base Running

- a. Stealing and catcher "pick-off" plays are not permitted in the first half of the season. If a runner attempts to gain an advantage by advancing to the next base on the pitch, the umpire will is-

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sue a warning. A secondary or subsequent violation may result in the runner being called out. In the second half of the season, stealing and catcher "pick-off" plays will be allowed.

- b. Stealing during Coach Pitch is not permitted at any time.
- c. There will be no "infield fly rule" in this division.

4. In the Field

- a. All players on the team will play in the field every inning.
- b. There shall be no more than seven (7) players played on the infield (within the baselines) and the remaining players shall play in the outfield. Outfielders must play at least three (3) feet beyond the baseline. No player shall play closer to the batter than the pitcher.
- c. Each player must play a minimum of one (1) inning at any infield position. At least one of these innings must be completed prior to the end of the third (3rd) inning, and again by the end of the fifth (5th) inning. Exceptions to this rule may be made by parental request only to the division director.
- d. The team manager shall report all player defensive positions and any player(s) sitting out to the Official Scorekeeper.

5. The Pitcher

- a. Pitching distance shall be thirty (30) feet.
- b. No pitcher shall pitch more than two (2) innings per game. Exception: If a game goes beyond 4 innings then the manager has the option of using any player as pitcher regardless of the innings pitched in the game.
- c. One ball pitched in an inning is considered an inning pitched.
- d. An illegal pitch shall be called a no-pitch.

APPENDIX B-3 - MINOR DIVISION

(Spring season only) Unless USA Softball either does not allow split divisions, or imposes rules and/or regulations that will prohibit Wm. S. Hart from split divisions, minor softball division (where there is sufficient enrollment) shall be organized into two leagues, one will be called the National League and the other will be called the American League

1. The Game

- a. A complete game shall consist of six (6) innings.
- b. There will be no new inning started after 1hr 30min (90 minutes). If 6 innings are completed prior to 1:30 and the game is tied, an International Tie-Breaker will be used to declare a winner. If the game is tied after 1hr 30min, the game will be recorded as a tie. Any inning that has started will be completed except if the home team is ahead when 90 minutes has been reached in which case the game is over and the home team wins. A new inning begins when the 3rd out of the prior inning is recorded.
- c. An inning will be completed when, a) three outs have been made, or when the offensive team in their ½ of an inning has scored four (4) more runs than what the other team currently has, or if the offensive team is ahead in score then they may only score four (4) more runs than what they started with. The run ahead rule shall apply to only the first five (5) innings. After five (5) innings have been completed, a team may continue to score until three outs have been recorded.
- d. If a team is ahead by ten (10) runs or more after the 4th inning, the game will be stopped and the leading team will be declared the winner.

2. The Pitcher

- a. Pitching distance shall be thirty-five (35) feet.
- b. No pitcher shall pitch more than four (4) innings per game. If a game goes into extra innings, then any pitcher shall be allowed to return and pitch beyond the four (4) -inning limits.
- c. One pitch in an inning is considered an inning pitched.

3. The Batter

- a. American League only: For the 1st half or 1st 2/3rd of a season, there will be no walks in this league. After four (4) balls have been called by the umpire, rather than taking first base, the of-

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fensive team will provide a coach or parent to pitch to the batter. If the batter does not hit the ball fair or strike out after the fourth pitch, the batter shall be declared out. Batter will resume the strike count when the coach/parent comes on the field. For the 2nd half or last 1/3rd of the season, walks are permitted. Only 1 run may score, per inning, by virtue of a bases-loaded walk. All succeeding walks will be permitted only if a run is not scored. In this event, the batter will not walk, but instead, the offensive manager or coach will pitch to the batter who assumes the strike count (i.e., two runners cannot be scored via walks during the same inning.). The coach-pitcher must be in contact with the pitching plate. The pitcher for the defensive team must position herself within the eight (8) foot circle. There will be no bunting allowed off of a coach-pitch. When the ball is put into play, the coach must make a reasonable attempt to get out of the way. It will be the umpire's judgment whether interference occurs. Note: If no split in division (American/National), teams will be considered as "National."

b. **American League only:** There will be NO "Dropped third strike" rule in this division. Note: If no split in division (American/National), teams will be considered as "National" *and the dropped 3rd strike is in effect.*

4. Base Running

a. **American League only:** Stealing of home plate is NOT permitted in this league. Note: If no split in division (American/National), teams will be considered as "National."

b. There will be no "infield fly rule" in this division *for the first half of the season. The "infield fly rule" will be in effect for the second half of the season.*

5. Minimum Play – No player may sit out consecutive innings and no player may sit out more than two (2) innings per game. Each player must play a minimum of two (2) innings at any infield position. At least one of these innings must be prior to the end of the **third (3) inning**. Exceptions to this rule may be made by parental request only. Players who have been designated to "sit out", must sit out the ENTIRE inning (3 outs). Exception to this rule is if any injury occurs on the field and the player is removed from play, and there is no other player that can be entered into the game, the player sitting out may be reentered into the game.

a. The team manager shall report all player defensive positions and any player(s) sitting out to the Official Scorekeeper.

APPENDIX B-4 - JUNIOR DIVISION

1. The Game

- a. A complete game shall consist of seven (7) innings.
- b. There will be no new inning started after 1hr 30min (90 minutes). If 7 innings are completed prior to 1:30 and the game is tied, an International Tie-Breaker will be used to declare a winner. If the game is tied after 1hr 30min, the game will be recorded as a tie. Any inning that has started will be completed except if the home team is ahead when 90 minutes has been reached in which case the game is over and the home team wins. A new inning begins when the 3rd out of the prior inning is recorded
- c. An inning will be completed when, a) three outs have been made, or when the offensive team in their $\frac{1}{2}$ of an inning has scored four (4) more runs than what the other team currently has, or if the offensive team is ahead in score then they may only score four (4) more runs than what they started with. The run ahead rule shall apply to only the first four (4) innings. After six (6) innings have been completed, a team may continue to score until three outs have been recorded.
- d. If a team is ahead by ten (10) runs or more after the 5th-inning, the game will be stopped and the leading team will be declared the winner.
- e. If the Junior Division is not split into American/National Leagues, any rules pertaining to American League for this division will not apply and the division will be played as a National League.

2. The Pitcher

- a. Pitching distance shall be forty (40) feet.
- b. No pitcher shall pitch more than five (5) innings per game. If a game goes into extra innings, then any pitcher shall be allowed to return and pitch beyond the five (5) -inning limits.
- c. One pitch in an inning is considered an inning pitched.

3. Base Running

- a. Dropped third strike rule is in effect.
- b. Infield Fly rule is in effect.

4. Minimum Play – No player may sit out consecutive innings and no player may sit out more than two (2) innings per game. Each player must play a minimum of two (2) innings at any in-

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field position. At least one of these innings must be prior to the end of the ***third (3)*** inning. Exceptions to this rule may be made by parental request only.

a. The team manager shall report all player defensive positions and any player(s) sitting out to the Official Scorekeeper.

APPENDIX B-5 - SENIOR DIVISION

1. The Game

a. A complete game shall consist of seven (7) innings.

b. There will be no new inning started after 1hr 30min (90 minutes). If 7 innings are completed prior to 1:30 and the game is tied, an International Tie-Breaker will be used to declare a winner. If the game is tied after 1hr 30min, the game will be recorded as a tie. Any inning that has started will be completed except if the home team is ahead when 90 minutes has been reached in which case the game is over and the home team wins. A new inning begins when the 3rd out of the prior inning is recorded. If there is no school scheduled for the next day, no new inning will begin after 9:30pm and games will have a drop-dead time of 10:00pm.

c. An inning will be completed when, a) three outs have been made, or when the offensive team in their ½ of an inning has scored four (4) more runs than what the other team currently has, or if the offensive team is ahead in score then they may only score four (4) more runs than what they started with. The run ahead rule shall apply to only the first four (4) innings. After six (6) innings have been completed, a team may continue to score until three outs have been recorded.

d. If a team is ahead by ten (10) runs or more after the **5th** inning, the game will be stopped and the leading team will be declared the winner.

e. If the Senior Division is not split into American/National Leagues, any rules pertaining to American League for this division will not apply and the division will be played as a National League.

2. The Pitcher

- a. Pitching distance shall be forty-three (43) feet.
- b. No limits on innings pitched.

3. Base Running

- a. Dropped third strike rule is in effect.
- b. Infield Fly rule is in effect.

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4. Minimum Play – No player may sit out consecutive innings and no player may sit out more than two (2) innings per game. Each player must play a minimum of two (2) innings at any in-field position. At least one of these innings must be prior to the end of the **third (3)** inning. Exceptions to this rule may be made by parental request only.

a. The team manager shall report all player defensive positions and any player(s) sitting out to the Official Scorekeeper.

APPENDIX B-6 SPRING TRAVEL SOFTBALL LEAGUE

1. **Schedule** – The Spring Softball Travel League will play only on Tuesdays, Wednesdays, or Thursdays.

2. Governing Rules

a. Rules shall be governed by the Wm. S. Hart League rules and Rules of USA Softball. Supplemental rules will be posted governing this league prior to the first game.

b. The Spring Softball League is open to travel teams on a first-come, first-served basis. The divisions shall be classified as 8 and under (8u), 9 and under (9u), 10 and under (10u), 11 and under (11u), 12 and under (12u), 13 and under (13u), 14 and under (14u), and 18 and under (18u). The number of teams and/or divisions is subject to interest and field availability as determined by the respective commissioners.

c. At the discretion of the commissioner(s), the league may maintain standings and awards may be given to the first place team in each division.

d. Age determination shall be per USA Softball (December 31st of the previous year, cutoff date). Players may play up, but not down and may only participate on one team per division.

e. All teams participating will require insurance and Wm. S. Hart shall be listed as an additional insured on the insurance form.

f. Games will be played on Tuesdays, Wednesdays, and Thursdays only concurrent with the spring program and consist of a fourteen (14) – sixteen (16) game schedule. Rainouts may or may not be rescheduled at the discretion of the commissioner.

g. Practices will not be allowed at the Wm. S. Hart complex.

h. Rosters will be submitted at the time of registration. Substitute players must meet the age requirements of the league.

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- i. When possible, two (2) umpires will be provided by the league per game. The home team will pay the plate umpire's fee and the visiting team will pay the base umpire's fee.
- j. Field care and maintenance is the responsibility of the respective teams per Section XV of the Wm. S. Hart League rules.
- k. All teams will be required to supply their own uniforms. The league will provide regulation softballs.
- l. Teams are responsible for dragging and lining the fields.

APPENDIX B-7 - SELECT TEAMS

- 1. Players may elect to play on a Select Team in conjunction with their league team per the USA Softball of SoCal rules.
- 2. There can be more than one select team in each age group.
- 3. Select teams are available in the Minor, Junior and Senior Divisions.
- 4. All expenses associated with the Select Team are to be covered by the families of the select players (uniforms, equipment, tournament fees.)
- 5. All rules pertaining to Select Team formation and play can be found on the USA Softball of SoCal Yellow Book.
- 6. Coaches for the Select Teams are selected by the Softball Commissioner,
- 7. Player selection for the teams is at the discretion of the Select Coaches and the Softball Commissioner.

APPENDIX C –BATTING CAGE RULES

HART BASEBALL & SOFTBALL BATTING CAGE RULES

General Rules

- All players, all levels, must wear batting helmets when in the batting cages
- Any pitcher under the age of 18 must also wear a helmet while in the cage.
- 30 minute time limit per team
- Lights may only be used after sunset
- Lights must be shut off after use.
- Livescan badges are mandatory and must be worn when in the cages.
- Metal spikes, sunflower seeds and chewing gum are not permitted.
- A cage may be used by a team on the day of their schedule game or practice (FALL ONLY).
- One team per cage. A team may use more than one cage only if no other team is using or waiting for the cage.
- Teams may use a single cage for no more than 30 minutes on **non-game game days**, only if a cage is available. Non-game teams may only use a cage from 7:00PM to 8:30PM on weeknights. Weekends are NOT available for non-game day teams.

Game Day Rules

- All cages are marked by field (i.e. Pony, Colt, Softball1 etc). There is no batting cage for games on SB3 or Shetland.
- Teams may use the cage marked with the field they will be playing on.
- Home team has the cages first so they are available to prep the field prior to their game.
- Prior to the game,
 - The home team will have the cage 1hr and 15mins prior to game time. The time limit is 30 minutes.
 - The visiting team will have the cages 45 minutes prior to the game time. The time limit is 30 minutes.
- Teams are to report to their assigned playing field 15 minutes prior to game time. Games will start on time.

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