

LONG BEACH PONY BASEBALL

Member of PONY Baseball, Inc.

Operating Policy / Procedure – LBP Specific Playing Rules

POLICY / PURPOSE STATEMENT

The Board of Directors of Long Beach Pony Baseball (LBPB) has adopted the following policy and procedure for LBPB Specific Playing Rules.

The LBPB Board of Directors is committed to ensure the best possible baseball experience for the members of our league. League Policies and Procedures have been established and agreed upon by a majority decision (vote), by the Board of Directors in accordance with the following:

- (1) The best interest of the majority of the league
- (2) The best interest of an individual (when it does not conflict with #1)
- (3) The progressive direction and vision for the future of the league (when it does not conflict with #1 and #2).

The following information is designed to define and clarify the playing and administrative rules that will be followed during the **2016** season at LBPB. Play shall be governed first by:

- (1) Official Baseball Rules: “The Sporting News” edition
- (2) With only those exceptions which are necessary in a youth program as listed in the official **2016** PONY Baseball Rulebook.
- (3) In all instances unless otherwise noted here.

This addendum shall take precedence over any previous version.

This policy / procedure may only be amended by a majority vote of the LBPB Board of Directors prior to the start of the regular season.

PONY DRAFT PROCEDURE

1 – AUCTION of PONY PLAYERS

- A. Teams will start the draft with a starting point total based on the following formula: 2000 pts for each open slot to fill (14-player roster--number of returning players) (So a team with 7 returning players will get 14000 points (14-7) x 2000, A team with 4 returning players would get 20000 points (14-4) x 2000.

2 – OPTION PLAYER

- A. Any son of a manager or brother(s) of a player in the league or coming into the league is to be designated as an option player by the league. (Exception: Brothers who want to be on separate teams).
- B. Prior to the general auction, the option player’s name is submitted for secret bid by all managers (except the manager holding the option).
- C. Player Agent (or his designee) withholds highest and lowest secret bids, and then averages the others. The average bid and the team with the highest bid are announced.
- D. Option team choice: Pay average price or let option player be bought by high bidder for the highest bid.

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- E. Prior to the secret bid, the option team may decline to invoke the option system outlined above. If so declined, the player is then bid on as any other player.

3 – SELECTION of PLAYERS

- A. Each team will draw a number from a hat. The numbers are 1 thru 6, and that will be used as their team number during the draft and for practice and game schedule assignments.
- B. Teams must prepare an initial Draft List of 10 players numbered 1-10. This list will be used to bring names up during the draft. Each team will write down the team number that was drawn earlier on the list. (**No team name or manager names**).
- C. All lists are submitted to the Draft Master (**DM**), who arranges them by number 1-6.
- D. Player is taken from the top of the list number 1 and is eliminated from all other lists. Then player from top of the list number 2,3,4,5 and 6, then 6, 5,4,3,2 and 1 until all players on lists have been auctioned. This is followed by random bidding ‘auction’ style. The **DM** will make every effort to maintain control and consistency with his awarding of bids thru the draft.
- E. The bidding will end on a player when the **DM** has pronounced going once, twice, sold! The decision of the **DM** shall be final.
- F. Minimum bid is 50 points; maximum allowable is points that the team has at the time.
- G. If a name brought up for bid does not receive a single official bid, that player is awarded to the team whose list he came from for a price of 50 points.
- H. Once the lists are done, teams are required to bring up a name for auction. This is done in the drawn team order. Team may choose to announce a name, or ‘pass’. If an entire round passes, then the first team to start the passing must announce a name.
- I. Throughout the draft, teams may call for a point, balance recap to keep everyone current on the status of each team in the draft.
- J. Teams that run out of points before their roster spots are filled must wait until the end of the draft to fill their roster from the remaining player pool.
- K. Teams cannot exceed more than (8) players of either age groups. The 12-13 year old players count as one age group.
- L. Manager must identify all high school players returning to their team before the draft.
- M. Teams must be able to field a roster of 11 eligible players during the first half of the season when the high school players are no available. (A team with 4 high school players would be required to pick up a 15th player).
- N. If a team has reached the 8-player limit for either of the age groups, the manager may not engage in the bidding without returning a player back into the draft pool of that certain aged group. If no player is available to return to the draft pool, the team is blocked from participating in the bidding for the player. Teams may NOT return players with “Returning Player” status back into the draft pool, under ANY circumstances.
- O. Trades are allowed ONLY at the draft, and once the managers leave the draft, all rosters are FINAL.

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- P. It is absolutely forbidden for any manager or coach to discuss with any non-manager or coach the amount of points paid by any team.
- Q. Managers are required to contact their players within 24 hours of the draft. It is the right of the manager/coach who selects a player to contact that player. All teams should honor this right.
- R. The Player Agent will contact any player(s) who do not make the league.

PONY DIVISION RULES

1 – TEAMS

- A. The minimum roster size is 14 players, with a maximum of 15 players.
- B. Teams must be able to field a roster of 11 eligible players during the first half of the season when the high school players are not available. (A team with 4 high school players would be required to pick up a 15th player).

2 – PLAYING RULES

- A. Slide or avoid contact (i.e. sliding w/contact is not necessarily a violation)
- B. CIF Intentional Walk rule – i.e. automatic; no pitches need be thrown
- C. To speed up the game, a manager may use the second recorded out to run for the catcher

3 – PITCHING RULES

- A. General rule: 10 innings per player per week (M – Su)
- B. Specific rule: 10 innings per player per round (NOTE: Schedule is blocked off to indicate the rounds. Reasoning: To preserve the intent of the format, which is not to allow the luck of the schedule to influence competitive balance? However, general rule must also be followed: i.e. when two rounds overlap a week, a player may not pitch 7 innings during the week (round 1) and 7 innings again on the weekend (round 2). He would be limited to only 3 innings over the weekend.)
- C. Championship Series: A pitcher may pitch no more than 10 innings in the series, even if series overlaps two pitching weeks.
- D. NOTE: Innings pitched outside LB Pony also count against the total. That is, if a player is also playing junior, senior, or tournament ball, his innings pitched there would count.

4.– LENGTH OF GAMES

- A. Time Limit = No new inning starts after 2 hours, 30 minutes
- B. Ties – Are played until a winner is determined
- C. For weeknight games, play until game is over but do not start a new inning after 9:50 p.m. (NOTE: Lights are scheduled to be shut off at 10:00 p.m. If the game runs long, remember to call MUSCO and extend our light time.)

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5 – 13 YEAR OLD GAMES

- A. Pitcher and Catcher must be 13.
- B. All other infield positions must be filled by 13's unless a team has less than six 13's. Opposing manager must approve the 14(s) used in the infield.
- C. Each team bats the same number of 13's (i.e. if team 1 has eight 13's and team 2 has six 13's, team 2 must bat two additional 13's before a 14 can bat).
- D. A legal line-up will consist of nine batting positions. Pre-game line-up must include the 13-year-old order, and the 14-year-old order that will be followed for the 13 and 14-year-old slots throughout the game.
- E. **EXCEPTION** – If either team has 9 13-Yr Old players eligible to play, then the legal line-up will be 10 players.
- F. No 14 may bat twice until all 14's have batted. Free defensive substitution of 14 year olds.

6. PLAYER LEAVES GAME – INJURY, ILLNESS, EJECTION, PLANNED

- A. If a player becomes injured or sick during a game he/she will be skipped in the batting line up with no penalty whatsoever.
- B. If a player is knowingly going to leave early, the manager must advise the opposing team manager and umpire prior to the start of the game. If this is done, there will be no penalty when the player leaves.
- C. If a player is ejected from a game, his/her next scheduled at bat will be declared an out, no further penalty will be administered the rest of the game.
- D. If a player leaves during a game for any reason, other than in accordance with those mentioned in A, B, and C above, his/her next scheduled at bat will be declared an out, no further penalty will be administered the rest of the game.

7. GAME MAKE-UP/FORFEITURE PROCEDURE

- A. When a team Manager is aware that they will be unable to field a team, they should contact the Player Agent and Opposing Manager to determine if an agreeable reschedule date can be made. (This can be done for any player absence reason.)
- B. If the Managers cannot come to an agreement, then the Player Agent and League President will review the specifics of the issues and make a decision based on the following:
 - a. If players are missing the game due to school related functions – then the League will reschedule the game (teams may choose the date from options presented by the League, if no agreement is reached, the League will select the final reschedule date.)
 - b. If players are missing the game due to family travel during Holiday pre or post-weekend scheduled games – the League will work with the teams to get an agreement to reschedule the game, but not mandating that it happens. (We will strongly encourage both teams to agree to the rescheduling of the game).
 - c. If players are missing the game due to their own choosing... such as birthday parties, MLB games, Travel Baseball, etc., - the League will not participate in any rescheduling efforts for this type of scenario. However, we will allow the teams to present a possible reschedule

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date/time for the League to consider for fairness and competitive balance. If the League approves the proposed date, then the game will be officially rescheduled.

- C. Any rescheduling effort for lack of players must be done at least 36 hrs in advance of the game time.
- D. Situations where a team shows up at the field for their regularly scheduled game, and then is unable to field 9 players, will result in a forfeit by that team.

GENERAL RULES

8. GAME CONDUCT

- A. Before, during, and after any LB games, all league participants shall at all times conduct themselves in a civil and sportsmanlike manner. Any manager or coach ejected from a game must leave the park and may not return in the spectator, snack stand, or outfield areas. Failure to comply may result in a forfeit loss.
- B. Players must be in full uniform. If this is not possible for any reason, permission to play will be granted or denied by the official umpire.
- C. A maximum of four adults (16+) (League Approved Manager, three Coaches of Record, or Team Parent) are allowed in the dugout during the game. Except in the event of an emergency, only the manager or his/her representative may enter the field of play, and only after receiving permission from the umpire. Teams may add a 4th Coach of Record that can fill in if one or more of the other coaches are absent. This 5th member of the coaching staff must be an immediate family member or guardian of a player on the roster.
- D. Players may not leave the field of play or the dugout for obtaining food, candy, or soft drinks.
- E. For safety reasons, players may not wear jewelry, rings, bracelets, necklaces, etc. Medical Alert bracelets may be worn, but must be taped in place.
- F. During the manager's and umpire's meeting at home plate; managers/coaches will provide line-up cards as follows:
 - a. One copy will be given to each manager—this will be the “official line-up”.
 - b. One copy will be given to the official scorekeeper.
 - c. One copy will go to the announcer—15 minutes prior to game time.

9. PLAYOFF AND CHAMPIONSHIP GAMES

- A. When there is a tie for either half winner, we will use Head-2-Head record during the half to determine the winning team.
- B. If there is a three way tie, and the Head-2-Head tie-breakers are still tied, we will use Runs-Allowed (Head-2-Head), Runs-Allowed (Full League), Runs-Scored (Head-2-Head), Runs-Scored (Full League) to break all remaining ties.
- C. Championship Series Schedule shall start 3 days after the last regular season game ends. No pitching rule relief will be made for the weekly pony pitching rule.
- D. There will not be a 13 year old game in the Championship Series.

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10. GAMECHANGER SCOREKEEPING

- A. GameChanger scoring and statistics generation is done as an added value to the enjoyment of the baseball season, and is not expected to be a fully accurate and complete stat tracking system. It is based on volunteer scorekeepers on different teams all striving to record the game to the best of their ability. Parents, players, and coaches should set their expectations appropriately for the accuracy and reliability of the reported data.
- B. All league GameChanger scorekeepers must go through Certification Training by the League Statistician.
- C. No GameChanger stats are to be modified by anyone other than the League Statistician.
- D. To request a change, a formal email requesting the Statistician to adjust the stats based on a significant error, with supporting documentation proof, must be sent to the Statistician for correction. The League Statistician's decisions are final.