



2008
General Playing & Tournament
Rules

2008 Tustin Pony Baseball General Playing & Tournament Rules

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TUSTIN PONY BASEBALL GENERAL RULES

- *TUSTIN PONY BASEBALL follows official Baseball Rules: "The Sporting News" edition and PONY baseball, Inc., rules when not covered by the rules contained herein. TUSTIN PONY BASEBALL local rules shall take precedent over Pony and "The Sporting News" edition wherever applicable.
 - *Alcoholic beverages are prohibited at all games and practices. Smoking or any tobacco product is also prohibited on the playing field and in the dugouts at the Tustin Sports Park and at any location at Thorman and Currie Schools or other venues used by TUSTIN PONY BASEBALL and its players.
 - *There will be no deliberate hitting or throwing of baseballs or other equipment into any fence at TUSTIN PONY BASEBALL fields.
 - *There will be no practice or batting practice on a prepared field other than the scheduled teams pre-game warm ups.
 - *If possible, all scheduled games shall be played. If a game is postponed for any reason, every attempt should be made to make the game up. It is the responsibility of the team Managers to work with their commissioner in scheduling make up games.
 - *The Umpire may prohibit managers, coaches, players and spectators from observing the game from behind the backstop.
 - *On defense, all managers and coaches must remain within the dugout entrance. No foreign objects are allowed on the field to sit on. Players are not permitted to sit in the dugout entrance.
 - *Any Manager, Coach or Player who is ejected from a game will be suspended for the remainder of the game and the entire next game played. If the ejection occurs after the finish of a game, then the suspension shall apply to the next two games.
 - *No one under the age of 18 is allowed in the dugouts during a game, except for the players of the teams that are playing at that time.
 - *Each player of each team must play in a complete League furnished uniform. (Hat and Jersey)
- No** rescheduling of games can be requested by any manager or coach. All games must be played on the scheduled date at the scheduled time. The league reserves the right to change the game schedule and game times at any time it deems necessary.

Rules Amendments

The Board reserves the right to amend rules, policies, and/ or procedures as necessary to ensure the safety and well-being of the league and its members. Any amendments must be presented to the Board for review and approval.

League Decisions Committee

The leagues decision committee shall consist of the President, Vice President, Division Commissioner, Manager/ Coach Representative, Player Agent, and the Keeper of the Rules. Should the violation involve one or more members of the committee, alternate board members shall be appointed in their place.

FORFEIT RULES

- *A team failing to field at least 9 players within 15 minutes of the scheduled start of game shall forfeit that game. If after the start of a game, a team drops to less than 9 players, that team shall forfeit that game. Failure to comply with the individual division's playing time is also grounds for a forfeit. Even though the game is forfeited, the game shall be played, if possible, with the opposing team providing defensive players only. (It is suggested that the last out play on the opposing team at a defensive position.)

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*If a team within a Division consists of 11 or less players, that team only may start the game with 8 players. If a team starts the season with 12 or more players and permanently loses a player; the team manager must notify their division commissioner in writing. The division commissioner will then contact the decisions committee for approval for that team to start games with 8 players. The team may not play with 8 players until approved by the decisions committee. If one team cannot field at least 8 players, that team shall forfeit that game.

PROTEST RULE

*No protests are allowed during regular season or tournament play. The Umpire's decision is final

REGISTRATION-LEAGUE AGE

*Every child between the ages of 5 and 12 who resides within the boundaries of the league shall have the opportunity to register (sign-up) and to participate, subject to availability of teams.

*For purposes of determining league age, the player's age as of April 1st of that playing season shall be considered the player's league age.

Public notice of registration locations should be listed in local news media and, if possible, announced in the school system in order for all potential players to be notified and have knowledge of the registration dates and times. Player candidates shall be notified at the time of registration or by other means of the date and time for their tryouts.

*Any player having a brother or sister (sibling) requesting to be on the same team must so indicate this at the time of registration.

*All players who register prior to their tryouts will be in the "player pool" and placed on a team.

*Any player failing to attend the scheduled tryout sessions (signed up late) shall be placed into the "waiting list player pool" and be treated as a "Hat Pick" player.

* Players whose families move into a residence within the league boundaries after the selection of teams may be added to the "waiting list player pool" at the discretion of the TUSTIN PONY BASEBALL board of directors.

Players signing up late will be assigned to a team based upon the availability of space. Space is determined as follows; Pinto and above are considered full at 12 players.

*Players will be placed on a team until each team reaches 12. If during the draft teams have exceeded that number due to enough players in the "player pool" then players may be added by Hat Pick from the "waiting list player pool" until all teams have the same number of players. **At no time may a team exceed 14 players.**

*The method to place players on a team after the draft each time a new player is added to the "waiting list player pool" (signs up). The player agent, the division commissioner and at least one other board member not coaching in or without a child in that division,(no conflicts of interest) will put the names of the teams that may have dropped players permanently in a hat and draw a team name to determine what team that player will be placed on. If all teams in that division have the same number of players then all team names will be placed in a hat and a team will be determined for each player in the "waiting list player pool".

*Once a division has all teams with the same number of players, no new player may be added until a team has a vacancy or there are enough players in the "waiting list player pool" to add one player to each team. **At no time can a team have more than 14 players assigned to it.** (Except Shetland)

*All players must provide a copy of a birth certificate and a utility bill showing residing address prior to the start of the first regular season game to TUSTIN PONY BASEBALL. A player may be considered non-eligible for play until these documents are provided to the league.

*Any player providing a **falsified** copy of a birth certificate, hospital certificate, baptismal certificate or other legal document as proof of age, shall be dismissed from the league for the remainder of the season. Any manager or coach with knowledge of a player on their team that has **falsified** such a document, shall also be dismissed from the league for the remainder of the season. All games participated in by this player and or manager shall be forfeited as per PONY rules regarding the use of an ineligible player. Any board member, manager or coach with knowledge of a player playing under a **falsified** document must immediately report this player to the Player agent and or league President. Any player willfully and knowingly adjusting his/her level of play during tryout session(s) to appear less skilled will be **automatically** in-eligible to play TUSTIN PONY BASEBALL baseball for the corresponding season and the spring season immediately following. Any manager, coach or league official with knowledge of such infractions must report it immediately to the TUSTIN PONY BASEBALL Board. Any manager, coach or league official with knowledge of such infractions who fails

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to report to the TUSTIN PONY BASEBALL Board will be automatically in-eligible to participate in TUSTIN PONY BASEBALL baseball in any way for the corresponding season and the spring season immediately following.

*A player may also be considered non-eligible **if registration fees have not been paid** or arrangements for payment haven't been made prior to the first regular season game. The TUSTIN PONY BASEBALL board shall make all final determinations regarding non-eligibility of players. Managers will be notified if a player is determined to be non-eligible.

*If a non-eligible player plays in a game(s) the team will forfeit that game or games.

*When there are more players than the league can accommodate, eligibility to play in TUSTIN PONY BASEBALL will be prioritized as follows:

*Offspring of a Board of Director, Manager or designated Coach.

*Returning TUSTIN PONY BASEBALL player based on sign up date.

*New players based on sign up date.

TRYOUTS

*As soon as practical, preferably before the tryout sessions, the Player Agent shall have a list prepared of all Player candidates, their birthdays, address, telephone numbers and tryout numbers. These shall be distributed to the managers and coaches to aid them in making selections. The Player Agent should advise the managers of any players who are not on the tryout list previously provided to the managers. Tryout sessions will be conducted in the presence of League Managers, Coaches and Player Agent(s) at which time every player candidate should have the opportunity to run, throw and bat. ***

*The method to place players on a team after the draft **each time** a new player is added to the "waiting list player pool" (signs up). The player agent, the division commissioner and at least one other board member not coaching in or without a child in that division,(no conflicts of interest) will put the names of the teams that may have dropped players permanently in a hat and draw a team name to determine what team that player will be placed on. If all teams in that division have the same number of players then all team names will be placed in a hat and a team will be determined for each player in the "waiting list player pool".

*Once a division has all teams with the same number of players, no new player may be added until a team has a vacancy or there are enough players in the "waiting list player pool" to add one player to each team. At no time can a team have more than 14 players assigned to it. (Except Shetland)

PLAY-DOWN/PLAY-UP PLAYERS

***Play-Down/Play-Up is NOT permitted in PONY baseball. The distinct 2 year age groups are a cornerstone of PONY baseball.** PONY believes that the game of baseball and softball cannot be played as it was intended to be played, if the physical capability of the contestants does not match the physical achievements required by the game. Two year age span allows every team member to play. Experimentation has indicated that a two year age bracket is the most practical for growing players. Often, because of their lack of maturity, ability and size, the younger players in a league that involves more than two years, do not communicate with the older players, and generally end up spending the entire season on the bench. However, in two year age groups, the older players have enough experience to help guide and develop those in the younger group, yet the younger players are close enough in capability to pressure the older ones into continued development, and they are close enough chronologically to communicate with each other. With teams of only two ages involved, it is far easier to permit every player to actually play because the difference in skills between the age groups is less pronounced.

PLAYER TRADING

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*Teams may trade players within the league during the final portion of the specific League meeting where Players are assigned through the Player Distribution Plan or the Player Draft. Fifteen minutes for trading will be allowed. Once time is up, all trades must be indicated to league officials. No other trading during the regular season is allowed. All exchanges of Players shall be made with the approval of the Player Agent who must be notified by the managers involved in the transaction. Players must be traded with other players that are within 1 position on the roster sheet. Example: (Team A Player 8 can be traded with team B players 7 or 8 or 9 only.)

PROTECTED PLAYERS

*Any Player from the previous year is not protected. The Player must be protected each league year. The Manager and official 1st coach of each team can protect their own children as Player(s) for their team only. A Manager/Coach's child shall be defined as a biological, adopted or step child and/or legal guardian of a child. These Players shall be considered "a protected Player" for purposes of identification in the remaining rules. All other players will either be obtained through the Player distribution Plan or Player Draft depending on the league level. The Player Agent must be notified prior to Tryouts the names of the Protected Players.

PLAYER DISCIPLINE

*Once Players have been selected for the current season, they may be released due to moving out of the area or for disciplinary reasons, not for lack of playing ability, and only with the approval of the Board of Directors. Players released and wishing to come back in the same season must return to their same team. If no room, the Player is placed on the "waiting list Player pool" until space becomes available on the same team.

*No Player may sit out a game for disciplinary purposes by the Manager without prior approval from the league (Division Commissioner) and notification or an attempt to notify the Players parent and or legal guardian.

*There will be no distracting chatter (negative cheers or comments) or noisemakers such as but not limited to horns during a game. Verbal encouragement to Players by Players and others is not only permitted but recommended.

*Players shall not throw helmets, bats or any other equipment in a display of anger, or engage in heckling or other distraction to opposing Players. Players shall not use foul language of any kind at any time while on TUSTIN PONY BASEBALL fields. Players will receive one warning. If such behavior continues those Players will be subject to ejection. Any obvious act of poor sportsmanship is also subject to a warning or immediate ejection if warranted in the opinion of the Umpire.

*Any Player, Manager, Coach or spectator, physically or verbally abusing any Player or other member or league volunteer, will be immediately suspended from the League. The TUSTIN PONY BASEBALL Board at its next regularly scheduled meeting will review reinstatement.

PLAYER DRAFT

PINTO - MUSTANG - BRONCO

The following method for assigning Players shall be utilized in the Pinto and above Divisions.

During try out sessions each Player candidate is evaluated by the Managers/Coaches as to ability to hit, run and field. Protected Players must be evaluated as well.

Any player willfully and knowingly adjusting his/her level of play during tryout session(s) to appear less skilled will be **automatically** in-eligible to play TUSTIN PONY BASEBALL baseball for the corresponding season and the spring season immediately following.

Any manager, coach or league official with knowledge of such infractions must report it immediately to the TUSTIN PONY BASEBALL Board. Any manager, coach or league official with knowledge of such infractions who fails to report to the TUSTIN PONY BASEBALL Board will be **automatically** in-eligible to participate in TUSTIN PONY BASEBALL baseball in any way for the corresponding season and the spring season immediately following.

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Players must be registered in order to be included in the Draft. Registration fees must be paid or other arrangements made between the Players Parents/Legal Guardian and the TUSTIN PONY BASEBALL Board.

A player may be considered non-eligible **if registration fees have not been paid** or arrangements for payment haven't been made prior to the first regular season game. Within 14 days following the last tryout session, the Player Agent and the Division Commissioner shall preside at a meeting of team Managers/Coaches, for the purpose of Managers shall determine order of selection by drawing numbers from a hat. This order will be determined by the Managers Longevity in the league. The Manager who has been in the league the longest draws a number first and so on. The Manager drawing #1 shall be considered team #1 in the snake system. Example (assuming 6 teams drafting) Team #1 drafts 1 Player, Team #2 drafts 1 Player, Team #3 drafts 1 Player, team #4 1 Player, Team #5 1 Player, Team #6 drafts 2 Players, then Team #5 drafts 1 Player, then team #4 drafts 1 Player then Team #3 drafts 1 Player then Team #2 drafts 1 Player then Team #1 drafts 2 players and so on until all the teams are full. The Coach's protected player shall for the purposes of the draft are considered the third (3rd) round pick for that team.

The Managers protected player shall for the purposes of the draft be considered the fourth (4th) round pick for that team. The team with the first open spot will draft first. Managers shall draft by stating the Players name and number.

The other Managers/1st Coaches and league officials present shall maintain a master list and cross off each drafted Player as no longer being available for drafting by another team.

If there are only two teams drafting, the snake system will not be used.

Players requesting to play with a brother or sister as indicated on the registration form shall be honored. Drafting a Player with such a request in drafting both the Player and /or brother/sister, resulting in Two (2) draft picks.

Each Player thus drafted shall remain a member of that team for one season only, unless traded or released. Players can return to the same team only through the process of being drafted or protected.

Players may be traded during a fifteen minute period following the completion of the draft. Trades must be within equal positions, or positions 1 higher or 1 lower distributing Players onto /into teams. Only Managers and Declared First coaches along with League officials may attend. The Player Draft is a closed meeting and communication outside the draft room is not permitted during the drafting of Players. No cell/phone calls or walkie talkie communication will be permitted. At no time shall the team roster include more than 8 Players League age 6 for Shetland, League age 8 for Pinto, League age 10 for Mustang, League age 12 for Bronco. Any number of Players on the team roster may be League age of 5 for Shetland, 7 for Pinto, 9 for Mustang and 11 for Bronco.

Returning Managers in the same division may retain a specific team name or have first choice of a team name. If a Manager wishes a particular team name, that specific team may be assigned to the requesting Manager subject to the approval of the remaining Managers. If two or more managers desire the same team name, then those Managers shall draw numbers with the lowest number drawn determining the Manager who can select the team name. Team names shall be based on the availability of uniforms as provided by the League.

PLAYER DISTRIBUTION

FOR SHETLAND AND MIGHTY MITE ONLY

*The following method of assigning Players to teams shall be utilized in the Shetland and Mighty Mite Divisions only.

*The Player Agent shall distribute Players on teams of as near equal age and gender as possible. Players requesting to play with brother/sister, brother/brother or sister/sister on the same team, if so indicated on the registration form, shall be honored, within the same division only.

*Player's parents can request a specific Manager or to be on a team with friend/friends. The Player Agent shall consider such requests when assigning Players to teams.

*Managers may trade players prior to final notification to the Players.

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EQUIPMENT RULES

*Only a Player playing the position of first base may wear a first baseman's glove. Only a Player playing the position of catcher is permitted to and must wear a catcher's glove. For Pinto and above, a pitcher may not use a white or gray glove or multi colored glove. Pitchers shall also not be allowed to wear batting gloves under their fielding glove. All catchers, except for pinto, must use a catcher's glove. Except Pinto Baseball cleats are highly recommended, but any rubber-soled shoes are acceptable to wear for play within TUSTIN PONY BASEBALL. Metal cleats are allowed only in Bronco Division.

*All baseballs, bats and other equipment shall be in compliance with PONY Baseball rules. All illegal equipment shall be removed from the game.

LEAGUE ISSUED EQUIPMENT

*Managers will be issued team equipment for which they will sign for and be held financially responsible for. Care should be taken to ensure that the equipment is not lost, stolen, misplaced or abused. Equipment must be returned to the League following the last game of the regular season. Managers who fail to return or have lost or abused the equipment will pay replacement costs.

SNACK BAR DUTY

Every family will be responsible for working pre-assigned shifts in the Snack bar or pre-buying out their shift for a fee of \$40.00 for **each** shift that is assigned. Snack bar shift schedule will be disbursed to the **Players parents** a minimum of two weeks (14 days) before their scheduled shift. Buy Outs must be completed one week (7 days) prior to the assigned shift, or an additional \$5.00 late fee will be assessed (\$45.00). If the buy out fee is not paid until the day of the assigned shift then a \$10.00 late fee will be assessed (\$50.00) If the shift is missed completely the player of that family will be deemed ineligible to play or practice and will not attain eligibility until the fees and late fees have been paid (\$50.00). The Division Commissioner will be notified by the Snack Bar coordinator or another league official. The Division Commissioner will then inform in writing, the team Manager, for the team that the player is assigned, of the players ineligibility to play or practice until the fees are completely paid. The Snack Bar coordinator will then issue a release to the Division commissioner **after** receipt of fees. The Division Commissioner will then issue an O.K. to practice and play form in writing to the Manager. Any fees that are not paid, one day before closing ceremonies, that Player will not receive any awards, and will not be eligible for any tournament or post season play. That Player will also be ineligible for the following spring season at TUSTIN PONY BASEBALL until the fees have been paid. Even then eligibility will be determined by the Board of Directors.

SAFETY RULES

***For the safety of all players in all levels, runners must make every attempt to avoid a collision (which may mean sliding). Penalty for failure to avoid or slide is an out. Defensive Players may not block the base runners path, and are subject to collision and an interference call, with out possession of the ball. This is the must Slide or Avoid rule. A Player must slide if there is a play being made at the base they are running to as determined by the Umpire. Penalty for failure to slide is an out. This is the must Slide Rule.**

*A Player, who fakes a bunt and then takes a full swing, will be declared out and the ball is dead. All runners return to the same base. A Player may fake and not swing only. This applies to Mustang and below only.

*No Player shall wear watches or other jewelry except medical alert I.D.'s, which must be taped to the body if worn in a location that in the opinion of the Umpire could distract the Batter, A Player will not be allowed to play with a cast of any kind.

*All Batters, Runners, and on deck Batters must wear helmets. If a Player coaches a base, the Player must wear a helmet.

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*Any Player warming up the Pitcher must wear a catchers mask and protective headgear. Catchers are required to wear a hard cup with an Athletic supporter, mask and throat guard, chest protector, shin guards and protective headgear. All players, Pinto and above are required to wear a protective cup.

In the case of injury to a Player, deemed serious by the Umpire while a play is in progress, the Umpire shall call "time-out" immediately in order to allow team officials to attend to the Player. The Umpire shall award bases that He feels would have been attained had the "time-out" not been called. A Manager and/or Coach from either team that enters the field in this situation prior to "time out" being called by the Umpire will not be subject to any individual or team penalty, even if it is determined after the fact that the injury was not serious. The appearance of a serious injury, although subject to interpretation, will be responded to immediately, in the interest and welfare of the player(s).

*If a Player is removed from the game for an injury that Player may return to the field only if in the judgment of the Umpire the Player is capable of continuing.

UMPIRE RULES

*TUSTIN PONY BASEBALL shall provide Umpires for all games with the exception of the Shetland Division (T-Ball). These games shall be umpired by paid Umpires, parents and/or Managers, Coaches of other teams in different divisions. Approved Board members may also umpire games.

*Umpires may allow only one offensive timeout per half inning with out a pitching change.

*A new inning starts at the 3rd out of the inning prior to it.

*In the event of darkness, it is the Umpires discretion to call the game.

*If the Umpire(s) do not show for a scheduled game within 15 minutes of the scheduled start time, or if it is known that there will be no Umpire, then the Umpire in chief will provide volunteer Umpires and the game will be considered official. Any TUSTIN PONY BASEBALL Board member can also function as the Umpire.

TEAM AND PLAYER RULES

*Each team shall have a recommended roster of 12 Players. Depending on the number of teams and number of Players available for each Division, the number of Players per team may be adjusted by the Board and Player Agent for the purpose of insuring the maximum participation by all Players. The Division Commissioner and the Player Agent must consult with the President and /or Vice President and at least 2 other Board members, prior to adjusting Division team roster sizes from the recommended 12 Players. No more than 14 Players or less than 11 Players will be allowed. The number of teams for each Division shall also be based on the availability of Managers/Coaches and Players.

*Teams may play other TUSTIN PONY BASEBALL teams exclusively, or may interlock with other PONY leagues. If there are 3 or less teams in a Division, TUSTIN PONY BASEBALL will make every effort to associate with other local PONY Baseball Leagues. Association with other PONY baseball Leagues may also be considered if there are 4 or more teams. TUSTIN PONY BASEBALL local rules may be adjusted to match the other PONY League rules as necessary on a case by case and year to year basis.

*All Players in attendance shall bat. A Player may leave the game prior to its conclusion, for any reason (sick, injured, parent discipline, another engagement, etc.) as long as the Umpire and other team are notified. When it is that Players turn in the rotation to bat, the next Player in the line up will bat, with no out charged to the offensive team. If the Umpire and the other team are not notified, only the first time up shall be considered an out. See specific League rules for defensive playing time and position rules.

*An Inning shall consist of 3 defensive outs and 3 offensive outs. If a Player arrives late for a game, the number of missed innings can be deducted from the total innings the Player must play. The Player bats at the bottom of the line up. With the exception of the Pitcher, there shall be free substitution of Players in defensive positions as long as the minimum defensive playing time and position requirements as stated in each specific Divisions playing rules have been met.

*Team practice will not exceed 2.5 hours in length. Warm ups prior to the start of each scheduled game will be limited to one hour.

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*If the time limit for a game has expired and the inning was not completed and the Umpire calls the game for darkness, weather or any other safety reason, the game shall revert to the previous complete inning. Except when the home team ties the score, then the game will be counted as a tie. The game shall be counted as a tie during the regular season.

*If the score is tied at the end of regulation play, and the time limit has not expired, additional innings may be played. This applies to Pinto and above Divisions only. An inning officially starts immediately after the third out is made regardless of the time it takes for the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather.

*No teams shall have more than four outings per week including games and practices. If the League schedules a make up game, an additional team practice will be permitted. This applies to Pony, Bronco, Mustang and Pinto only. A trip to the batting cages is not considered an outing and shall not be mandatory for the Players. Games not played to complete game status (max innings and the time limit has not expired) will be completed the next time the teams play. The incomplete game will be played only to complete game status (max innings or time limit) before the next regularly scheduled game is played. If the teams involved are not scheduled to play again during the regular season, the games may be scheduled for completion at the discretion of the Decisions Committee.

Suspended games resume from the point of suspension, as if the suspension never occurred. The defensive play and positions rule will be followed, as if the suspension had never occurred. Pitchers removed from the mound may not return to the mound in the same game. Maximum innings pitched in a day and in a week must be followed for the incomplete game being made up and any other game played that day.

*If a Player is scheduled to play Catcher the next inning and is a runner on base, when the second out is made, the Player may be replaced by a Pinch runner. The Runner shall be the Player who made the last out. This is for the purpose of speeding up the game. If the Catcher is not replaced, it is suggested that a Coach warm up the Pitcher until the Catcher can put his catching gear on.

*No more than three Players can huddle on the field at any time during the game. If more than 3 players on the defensive team come together on the field and in the opinion of the Umpire this is a stall tactic an out will be charged when the defensive team next becomes offensive.

MANAGER / COACH RULES

A Manager wishing to pick a coach must do so at least one day prior to the start of the first try out session for his/her division or wait until after the draft. This must be done in writing and once that choice is made it cannot be changed. The declared 1st coach must coach. No Ghost coaching.

Managers are expected to maintain a full roster of Players. This means that the number of players that have been assigned at the start of the draft is the minimum number of Players that must be rostered. At no time shall a team have more than 14 Players or less than 11 Players. Injured Players expected to resume playing before the end of the season must be retained on the team roster and be included in the total number of Players.

*If for some reason the roster drops below the number that was established at the draft, the Manger must immediately notify the Division Commissioner who is then responsible to notify the Player Agent, the Player Agent is then responsible to place another player on that team from the "waiting list Player pool". At no time prior to selection can the Player Agent reveal the names of the Player's in the "waiting list Player pool". The Player Agent and the President/Vice President, Division Commissioner and at least two Board members will then be present at the selection of the Player by Hat pick to determine which Player is placed on that team. The Player Agent and the Division Commissioner will then notify the proper Manager of the name and phone numbers for the Player that was selected. The only name that can be revealed from the "waiting list Player pool" is the name of the Player that was selected.

*Any attempt to persuade a Player from playing, (dropping from a team) by a Manager/Coach or any other League official due to any reason will not be tolerated. The Manager/Coach or League official will be dismissed immediately and no longer is eligible to participate in TUSTIN PONY BASEBALL Baseball.

*Managers shall make every attempt to retain their original Players. At the first sign (missing practices) the Division Commissioner shall be notified.

*If the approved Manager/1st coach cannot attend the game the Division Commissioner and 2 other Board members must approve Assistant coaches. Managers will trade Lineups and Matrix's prior to the start of all games. All Divisions

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- *Managers will provide to the opposing Manager their team's official Pitching Log for inspection. All Divisions
- * The Home team shall provide the official scorekeeper, unless by mutual agreement the Visiting team becomes the official scorekeeper. An official scorebook shall be maintained at the TUSTIN PONY BASEBALL Snack Bar for each Division. The Umpire shall return the scorebook to the Snack Bar following the game. Copies of the individual games from the official scorebook can be requested and will be provided.
- *Failure by Managers to trade Line ups, Matrix's, or produce Pitching Logs may result in a Forfeit.
- *Failure by Managers/Coaches to produce a complete Pitching Log may result in a Forfeit. (All pitchers listed by name and number, Innings Pitched, signed by the Umpire).
- *Failure by Managers/Coaches to enforce the proper protection rules for Players, may result in a forfeit
- *Adult Base Coaches are permitted at First and Third. Base Coaches are not permitted to change coaching boxes during an inning, unless one of the Coaches needs to attend to an injured Player.
- *On Defense, all Managers must remain in the dugout entrance or the dugout itself. No foreign objects of any kind are allowed on the playing field during a game. Manager may not bring out buckets and sit on them while on defense or offense.
- *Coaches are not permitted to physically touch or aid a player when the Ball is live. The penalty is that the Player may be declared out and play declared dead. Pinto and below is one team warning per game. Coaches can and are encouraged to High Five and talk to a Player when play is over. Coaches/Managers going onto the field to talk to **any** Player or Players more than once in a half inning shall result in a Pitching change. The only exception to this rule is for an injury. Manager/Coaches are reminded that time out is not granted until the Umpire says so. The Umpire does not have to grant time outs. Be courteous to our Umpires, they are people too.
- *If a game is delayed due to equipment, field problems or an injury, the Managers can request that the delayed time be added to the total game time. The Umpire shall grant the additional time added to the game time, unless this would cause a delay in the start of another game following the one in progress.
- *Managers and Coaches will lead these young Players by example. **No Foul Language** is allowed at any time while involved in any TUSTIN PONY BASEBALL activity.
- *The Managers/Coaches are responsible for cleaning up their respective areas upon the completion of a game. This indicates not only the field and dugout areas, but also the bleacher areas adjacent to each team's side of the field. The home team is responsible for returning the bases to the field box, and replacing the base plugs, if it is the last game of the day on that field.
- *There is to be one League approved Manager and Coach and one more assistant coach only in the dugout. These three must be declared on the line up card and matrix before the start of the game. There will be no switching of Coaches allowed during a game.
- *Managers violating the playing and positions rules, as covered under specific League rules, will forfeit that game, will be suspended from the next scheduled game and be subject to review by the Board of Directors for future Manager/Coach positions.
- *The Manager is responsible for the conduct of himself, his Coaches, Players, and spectators. If any of these participants are ejected from the game, the Manager will also be ejected. The Manager can eject any of his participants for inappropriate and/or disruptive behavior. The Manager must inform the Umpire and ask for support only if his attempts to take care of the situation have not been successful. The Manager's proactive attempts and notification to the Umpire of the concerns will make him exempt from ejection for that particular incident. All ejections are the final discretion of the Umpire.
- *No Manager, Coach or player can argue balls and strikes or judgment calls as defined by the Major League Baseball Rules "No manger, coach or player will abandon their position to argue balls and strikes or judgment calls." First offence the Umpire will issue a warning; second time will be automatic ejection from the game.

Ejection Policy

Any person(s) ejected from a game or playing fields by the umpire or a Tustin Youth Baseball Association (TUSTIN PONY BASEBALL) Board member must immediately leave the field of play and surrounding areas as defined by the Tustin Unified School District (TUSD) field use permit assigned to the TUSTIN PONY

2008 Tustin Pony Baseball General Playing & Tournament Rules

BASEBALL. Any person(s) ejected shall be suspended for the remainder of the game, and the entire next game. If the ejection occurs following a game, the person(s) shall be suspended for the next two games. Once a person(s) is ejected they may not return to the fields, as defined above, for any reason, including but not limited to, practices, snack bar shifts, special events, etc. until the suspension is served. Failure to comply with the policy, as set forth above may result in additional suspensions or dismissal from the league.

Matrix Policy

Each manager shall be required to exchange a league approved matrix prior to the start of the game. Failure to do so may result in the forfeit of the game as defined by the rules violation policy. A league approved matrix shall be defined as one that meets the criteria for a matrix, and is approved by the division commissioner. The matrix can be either hand written type. If a manager or coach is unable to create a matrix, the league will provide him/ her with one.

The information required for an acceptable matrix is as follows;

1. Team Name
2. Coaches Name(s)
3. Batting Order
4. Player Name/ Number
5. Player Position by Inning (Pinto Only)
6. Must play/ sit requirements (as defined in the rulebook)

LEAGUE CHAMPIONSHIP

*League Championships will be decided in this order: Best Win Loss record. If two or more teams have the same win loss record then the following will be used to break the tie: head to head, least runs scored against (by teams that are tied), most runs scored against(the teams that are tied), coin flip.

PLAYOFF RULE

*To determine standings (2nd, 3rd, 4th etc.) best regular season win loss record will determine the Home team advantage for any playoffs. In the event of a tie, best head to head record will determine Home team advantage. If still a tie, a coin toss will prevail. If both teams agree and subject to Board approval, a playoff game may occur. In the case of a Championship game, a coin toss will determine the Home team.

RULES SPECIFIC FOR MIGHTY MITE LEAGUE (T-BALL)

2008 Tustin Pony Baseball General Playing & Tournament Rules

Ages 3.5 to 4 years old
50* bases, 35* pitching rubber

Reduced injury baseballs shall be utilized in this League.

All batters may hit off batting tees, with the assistance of an offensive Coach.

The batter will have 7 opportunities to hit the ball. If the last opportunity is hit foul, another chance will be awarded.

The ball must go farther than 10* from the tee in fair territory; otherwise the ball is foul. If the bat hits only the ball or any portion of the ball, this is a legal hit.

If the bat only hits the tee, this is a *tee ball* and not a hit. The Batting tee shall be placed in front of home plate with the back of the tee just touching home plate.

There shall be no catchers.

The entire team shall bat through the line-up **Twice** each inning. The last player to bat in the inning clears the bases by rounding the bases completely. (a home run)

There will be **NO** *On Deck* swinging

All players shall play on defense.

The extra defensive players shall play in the outfield only. The outfield is defined as the grass area in fair territory.

A Game is 2 innings.

Outs will not be recorded. Team win loss records will not be maintained.

Base stealing or leading off is not permitted. Mercy rule is not in effect.

Play is considered dead only when the ball is returned to any defensive infielder, who is in fair territory within the infield and holds the ball up in the air. Once the ball is dead all runners must proceed to the closest base.

A following runner can force no runner to the next base. If the lead runner is not half way, the runner shall return to the last base and the following runners will do likewise.

Any Player throwing a bat shall receive one warning. Next time the player will sit out the remainder of that at bat or the next at bat.

A runner is out if they pass a preceding runner while the ball is in play. Runners shall be awarded one additional base on all overthrows that go out of play.

No more than 3 league approved coaches allowed on the field when a team is on defense. The coaches must be behind the last defender in the outfield, so as not to obstruct play.

No more than 4 league approved coaches allowed on the field when a team is on offense. Those coaches must be positioned at first base, third base, catcher and pitcher.

2008 Tustin Pony Baseball General Playing & Tournament Rules

RULES SPECIFIC FOR SHETLAND LEAGUE (T-BALL/MACHINE/COACH PITCH)

Ages 5 and 6

50* bases, 35* pitching rubber

A ten-foot circle shall be chalked for positioning the pitcher. The defensive pitcher must have one foot in the circle.

Reduced injury baseballs shall be utilized in this League.

All batters may hit off batting tees, with the assistance of an offensive Coach.

The batter will have 7 opportunities to hit the ball. If the last opportunity is hit foul, another chance will be awarded.

The ball must go farther than 10* from the tee in fair territory; otherwise the ball is foul. If the bat hits only the ball or any portion of the ball, this is a legal hit.

If the bat only hits the tee, this is a *tee ball* and not a hit. The Batting tee shall be placed in front of home plate with the back of the tee just touching home plate.

The first round of the regular season may be coach-pitched from the pitching position. The manager of each team may choose whether or not to coach pitch to his/her team on offense.

One team may elect to coach pitch while the other team uses the tee on offense. Any child not wishing to be pitched to may hit off a tee. If after 4 pitches the batter has not placed the ball in play, the tee will be utilized.

The Manager/Coach will throw all pitched balls overhand and from a kneeling position.

The coach shall make every effort to stay out of the way of all plays. If the ball does hit the coach, the ball is dead and the play will go over. The second round of the regular season will be machine-pitch.

Second Round

Coach Pitch

Each batter will receive a maximum of five (5) pitches – the batter may use the tee after three pitches- to put the ball in play. If the batter does not put the ball in play, he will NOT be awarded first base and his at-bat will be recorded as a strikeout. Note: If a batter hits a foul ball on the fifth pitch or completely misses the tee an out is still recorded.

Any "bad pitch" caused by the coach (yes, it does happen) counts in the pitch count (e.g. high, low, bounced pitches, hit batters etc). If the coach throws all wild pitches or hits the batter or anything else, the pitches still count.

Third Round

Machine pitched:

Batter receives six pitches to place the ball in play.

If after 6 pitches the batter has not placed the ball in play, the tee will be utilized.

The third round of regular season play will be machine-pitch and outs and runs will be recorded. However, each team will still bat the entire lineup.

2008 Tustin Pony Baseball General Playing & Tournament Rules

In the event of a pitching machine failure, coach pitch will be utilized.

A ball hitting the pitching machine or person operating the machine shall be called dead and the batter is awarded first base.

There shall be no catchers.

The entire team shall bat through the line-up each inning.

There will be **NO** *On Deck* swinging

All players shall play on defense.

The extra defensive players shall play in the outfield only. The outfield is defined as the grass area in fair territory.

No Player shall play more than 2 innings at any one position and each Player must play 1 inning in the outfield.

A Game is 5 innings; no new inning can start after 1 hr and 20 minutes following start of the game.

Outs will not be recorded. Team win loss records will not be maintained.

Base stealing or leading off is not permitted. Mercy rule is not in effect.

Play is considered dead only when the ball is returned to any defensive infielder, who is in fair territory within the infield and holds the ball up in the air. Once the ball is dead all runners must proceed to the closest base.

A following runner can force no runner to the next base. If the lead runner is not half way, the runner shall return to the last base and the following runners will do likewise.

Any Player throwing a bat shall receive one warning. Next time the player will sit out the remainder of that at bat or the next at bat.

A runner is out if they pass a preceding runner while the ball is in play. Runners shall be awarded one additional base on all overthrows that go out of play.

No more than 3 league approved coaches allowed on the field when a team is on defense, so as not to obstruct play.

No more than 4 league approved coaches allowed on the field when a team is on offense. Those coaches must be positioned at first base, third base, catcher and pitcher.

RULES SPECIFIC FOR

Pinto League (Machine Pitch/Player Pitch)

Ages 7 and 8

55* bases, 38* pitching rubber

No Player shall play more than 2 innings at any one position.

2008 Tustin Pony Baseball General Playing & Tournament Rules

Each Player must play at least 1 inning in the outfield and 1 inning in the infield within the first 4 innings of each game.

No Player may sit out a second defensive inning until every other Player has sat out at least one inning.

Failure to comply with the individual minimum playing time requirements is grounds for a forfeit. Managers violating the defensive playing and positions rules will forfeit that game and will be suspended from the next scheduled game.

Prior to the start of the game, each team shall exchange batting lineups and a player position matrix by inning. This is to insure that the above noted player position and sit out rules are complied with by both teams. The Manager must use the league provided Matrix form. Failure to comply with the Matrix rule will result in a warning being given to that Manager. The second time the same Manager violates this rule his team will forfeit that game, but the game will still be played.

Game is 6 innings, no new inning can start after 1 hr and 45 minutes following start of the game, and a complete game is 4 or more innings, 3.5 if the home team is ahead. If a game is not completed it shall be carried over. The Umpires decision to call a game is not subject to appeal.

Any Player throwing a bat while hitting shall receive one warning. Next time will be considered an out. Play continues on a warning call. Play is dead immediately upon an out call.

The Must slide or avoid rule is in effect. Base stealing or leading off are not permitted in the first two rounds. Base runners can lead off once a pitched ball crosses the plate in preparation of Running if the ball is hit.

In the **third round** runners can steal after the ball crosses the plate. **Home plate is closed, no stealing home.** The only way to get home is a walk (bases need to be loaded) or a batted ball.

The entire team shall bat until 5 runs are scored, or 3 outs are made, which ever occurs first.

Mercy rule 10 runs after 4 complete or 3 * innings if the home team is ahead.

If the teams are uneven in players, both teams shall bat the number of players of the larger team at the start of the game. The number of players batting per inning shall remain the same the rest of the game. **Innings 5 and 6 shall be open (unlimited runs) until the entire team has batted.**

10 players shall play on defense, with 4 outfielders. All outfielders must be on the outfield grass area of the field.

No bunting allowed.

Big Barrel Bats of 2 5/8 and 2 3/4 inches in diameter are permitted for use.

There will be **NO** on deck swinging. The league will be Machine pitched for the first round of play (i.e. teams have played each other once) of the season and then KID pitched for the remainder.

2008 Tustin Pony Baseball General Playing & Tournament Rules

For the 1st round of the season the following rules will apply:

Machine pitched:

Batter receives **six pitches** to place the ball in play.

If the ball is not placed in play the Batter is out unless the sixth pitch is fouled off in which case the batter will receive ONE additional pitch to put the ball in play. In the event of a pitching machine failure, coach pitch will be utilized.

A ball hitting the pitching machine or umpire operating the Machine shall be called dead and the batter is awarded first base. Pitcher must have one foot in the chalked circle at the edge of the pitching mound when on defense.

A Play is over once the ball is in complete possession by the pitcher only in the 15 foot circle around the pitcher's mound. The Pitcher must have the ball and must have control of it and have both feet in the circle to make the play dead.

For the remaining part of the season:

KID Pitch:

No child shall pitch more than 2 innings per game or 4 innings per week. 40 hours of rest required following 2 innings pitched. One pitch in an official inning is considered having pitched a full inning. The rest period begins at the conclusion of the game pitched and must be completed before the start of the next game for that player.

Pitcher pitches to a batter until one of the following happens: Second Round

a) Batter places the ball in play.

b) Batter strikes out.

c) A pitch hits batter.

d) Batter receives 4 called balls at which time the manager of the player at bat comes in and pitches to the batter. The count is assumed, so the number of balls depends on the amount of strikes when ball 4 is called. Batter will receive **a maximum of 5 pitches**. If the 5th pitch is fouled off, he/she will receive 1 more pitch. If at the end of said pitches the batter has not placed the ball in play, he/she is out. If the last pitch is fouled off the batter receives one more pitch.

Third Round Pitching-

In the Third Round the above rules apply **except for rule D.**

d) Batter receives 4 called balls and takes first base.

A catcher can initiate a play by throwing to a base a runner that is leading off, following the pitch crossing the plate. The runner shall be out if the defensive Player touches either the runner or the base. **A tag is not necessary. In all other play situations, unless a force out, the runner must be tagged by the player with the ball for an out to occur.**

PITCHING RULES

2008 Tustin Pony Baseball General Playing & Tournament Rules

The number of warm-up pitches between innings shall be limited to a maximum of 8. The maximum number of warm-up pitches by a relief pitcher will be 10 when relieving another pitcher. There is no limit to warm up pitches when replacing an injured pitcher. **No curve balls thrown are allowed.** This rule is intended for the protection of the pitcher only.

Only Fast Balls, Knuckle Balls and straight Change Ups will be permitted if an illegal pitch is made, the Umpire will give a warning and the pitch will be considered a ball. Another occurrence and the pitcher can no longer pitch that game. The player can continue playing in another defensive spot. If the batter hits an illegal pitch that benefits the offense, the result of the play stands.

The umpire shall have the ability to remove a pitcher for excessive hitting of batters or for deliberately throwing at a batter. If a pitcher has hit **3 batters in one inning**, that pitcher will automatically be removed from pitching.

Balks - No balks will be issued. Any runners that are thrown out when the pitcher balks are not out and will return to the base they came from. If a pitcher balks and a runner advances to another base without being thrown out, the runner stays at that base.

RULES SPECIFIC FOR

Mustang League

Ages 9 and 10

60* bases, 44* pitching 6* high

No Player may sit out 3 defensive innings until every other Player has sat out at least 1 inning.

Free substitution of defensive players with the exception of the pitcher and subject to the above shall be allowed.

Failure to comply with the individual minimum playing time requirements is grounds for a forfeit. Managers violating the defensive playing and positions rules will forfeit that game and will be suspended from the next scheduled game.

A league provided Matrix and batting order is required at the start of each game.

All Players in attendance shall bat.

Game is 6 innings, no new inning can start after 2 hrs following start of the game, a game is considered complete after 4 innings or 3.5 if the home team is ahead. The Umpires decision to call a game is not subject to appeal.

Runners at first and second bases may lead off and steal bases, **but runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the ball leaves the pitchers hand.** Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave base before the ball leaves the pitchers hand shall be called out and the pitch shall be considered as a dead ball.

2008 Tustin Pony Baseball General Playing & Tournament Rules

Leading off from third base is permitted at the start of the **second** round of regular season play.

Batters cannot advance to 1st base on dropped third strike by catcher until the start of the **second** round of regular season.

No stealing home, even on a pass ball. The only way to get home is a walk(bases would be loaded),batted ball, or an advancement due to the ball going out of play, until the **second** round of regular season.

Must slide or avoid rule is in effect.

Mercy rule 10 runs after 4 complete or 3 * innings if the home team is ahead.

Any Player throwing a bat while hitting shall receive on warning. Next time will be considered an out.

Batter must keep at least one foot in the batters box at all times during his/her at bat. First offense is a warning; second offense is an automatic called strike.

PITCHING RULES

The number of warm-up pitches between innings shall be limited to a maximum of 8. The maximum number of warm-up pitches by a relief pitcher will be 10 when relieving another pitcher. There is no limit to practice pitches when replacing an injured pitcher.

A League provided pitching log is required from each Manager at the start of each game, and when requested by opposing manager, it is to be signed by the Umpire and Opposing Manager at the end of each game to be considered complete. If the pitching log is not up to date or incomplete it will be a forfeit for that team for that game. The game will still be played.

Only Fast Balls, Knuckle Balls or Straight Change Ups will be permitted.

No Curve balls thrown are allowed. If an illegal pitch is made, the Umpire will give a warning and the pitch will be considered a ball. If an Illegal pitch is made the Umpire will give one warning and the pitch will be considered a ball. Another occurrence and the pitcher can no longer pitch that game. The player may continue to play at another defensive spot. If the batter hits an illegal pitch that benefits the offense, the result of the play stands. The umpire shall have the ability to remove a pitcher for excessive hitting of batters or for deliberately throwing at a batter. The definition of excessive shall be left to the umpire to determine as the situation may warrant.

Balks - 1st round ball is dead 2nd round Ball is dead and a called Ball is awarded, 3rd round no warning is given, base is awarded to the batter.

Any runners that are thrown out when the pitcher balks are not out and will return to the base they came from. If a pitcher balks and a runner advances to another base without being thrown out, the runner stays at that base.

Pitching rules are a maximum of **3 innings in 1 day. Maximum of 6 innings in 1 week. 40 hours rest required following 3 innings.**

One pitch in an inning is considered a full inning. The rest period starts at the conclusion of the game pitched and must be completed before the start of the next game to be pitched by that player.

2008 Tustin Pony Baseball General Playing & Tournament Rules

RULES SPECIFIC FOR

Bronco League

Ages 11 and 12

70* bases, 48* pitching 6* high

No Player may sit out 4 defensive innings until every other Player has sat out at least 1 inning.

Free substitution of defensive players with the exception of pitcher and subject to the above is allowed. Failure to comply with the individual minimum playing time requirements is grounds for a forfeit. **Managers violating the defensive playing and positions rules will forfeit that game and will be suspended from the next scheduled game. A League approved Matrix and Batting order are required at the start of each game**

All Players in attendance shall bat.

A Game is 7 innings, no new inning can start after 2 hrs and 15 minutes following start of the game, and a complete game is 5 or more innings or 4.5 if the home team is ahead. The Umpires decision to call a game is not subject to appeal.

Base stealing is permitted. Leading off is permitted. Batters can advance to 1st base on dropped third strike by catcher.

Stealing home is permitted.

Must slide or avoid rule is in effect.

Mercy rule 10 runs after 5 complete or 4 * innings if the home team is ahead.

Batter must keep at least one foot in the batters box at all times during his/her at bat.

PITCHING RULES

The number of warm-up pitches between innings shall be limited to a maximum of 8. The maximum number of warm-up pitches by a relief pitcher will be 10 when relieving another pitcher. There is no limit to practice pitches when replacing an injured pitcher.

After the first round of play curve balls are allowed, in regular season, tournament and All-Stars.

2008 Tustin Pony Baseball General Playing & Tournament Rules

The umpire shall have the ability to remove a pitcher for excessive hitting of batters or for deliberately throwing at a batter. The definition of excessive shall be left to the umpire to determine as the situation may warrant.

During the first round of play, the balk rule is warning first offense, and observed thereafter, per pitcher. The balk rule will be fully in effect after the first round of play. Only Fast Balls, Knuckle Balls or Straight Change Ups will be permitted in the **first** round of play. (Play each team in division once)
If an Illegal pitch is made the Umpire will give one warning and the pitch will be considered a ball.

Another occurrence and the pitcher can no longer pitch that game. The player may continue to play at another defensive spot. If the batter hits an illegal pitch that benefits the offense, the result of the play stands.

Pitching rules are per Pony Baseball Rules. **Maximum 5 innings in 1 day.** Maximum 10 innings in 1 week. 40 hours rest required following 4 or more innings. **One pitch in an inning** is considered a full inning. The rest period starts at the conclusion of the game pitched, and must be completed before the start of the next game to be pitched by that player.

All- Star Tournament Rules- Mustang and Above

1. The All-Star team for each division shall consist of 12 players and four alternates, selected as follows:
 - a. Interested players and their parents must complete and sign the All-Star contract in order to be considered. All-Star contracts will be due by the end of the first round of play.
 - b. At the end of the second round of play, each team will nominate no fewer than five candidates from the pool of interested players by direct vote of the players on that team. In case of a tie for the fifth nominee, the selection shall be made by the manager and named coach of the team. The vote of each team shall be overseen by the Division Commissioner and at least two other neutral board members (President, Player Agent, Vice President, Keeper of the Rules and Tournament Director(s) shall be preferred).
 - c. If a team has fewer than 5 candidates, then all the qualified candidates from that team automatically become All-Star nominees. The managers of the remaining teams in the division will then draw numbers. Starting with the lowest number drawn, each manager will place one qualified player on to the nominee list until it has the requisite number of players (equivalent to 5 players per team).
 - d. A meeting will be held where a ballot with the names of all the nominees (prepared by the division commissioner) will be presented to all the managers of the division. Each manager will vote for 12 players. The top 12 vote getters will form the All-Star team, with the next 4 making up the alternate pool. The voting process will be as follows: After the initial vote, the players will be divided into groups according to the number of votes received. The 12 All-Star team slots will be populated in descending order of votes received. If there is a group that has more members than All-Star slots available, the managers will vote on the group, each manager having the same number of votes as open All-Star slots. This process will be followed until all All-Star and alternate slots are filled. The vote shall be overseen by the Division

2008 Tustin Pony Baseball General Playing & Tournament Rules

Commissioner and at least two other neutral board members (President, Player Agent, Vice President, Keeper of the Rules and Tournament Director(s) shall be preferred). The only persons qualified to cast votes are the team managers, and the decision is final.

- e. In no case do all the teams in a division have to be represented on the All-Star team.
- f. The team will be announced by the division commissioner at the closing day ceremony.

2. All-star Manager Selection

- a. The manager of the first place team at the end of the season will be named manager of the All-Star team. In the event that manager is unable or unwilling to perform those duties, the position will be offered to the manager of the second place team, and so on. The manager will select two official coaches from the pool of available managers and named coaches from within the division. The manager and coaches are not required to have a player on the team.

All Managers/Coaches and Players will be dressed in identical uniforms. Anyone not dressed appropriately will not be allowed to participate.

All rules of PONY baseball covering Tournament Play are in effect.

All-Star trophies or plaques will be awarded after completion of the All-Star tournaments.

Any Player not fulfilling their All-Star contract will not receive an All-Star trophy or Plaque.

Pinto League Only:

Each Manager shall nominate four (4) Players for All-Stars. This list will be provided to and voted on by the respective Managers or Coaches at the designated date and time. They shall also vote on a Manager. The selected Manager shall select his/her Coaches

2008 Tustin Pony Baseball General Playing & Tournament Rules

Parental Code of Conduct

I hereby pledge positive support, care and encouragement for my child participating in TUSTIN PONY BASEBALL Baseball by following this Parental Code of Conduct:

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other TUSTIN PONY BASEBALL events.
2. I will place the emotional and physical well being of my child and other children ahead of my personal desire to win.
3. I will insist that my child play in a safe and healthy environment.
4. I will support managers, coaches and officials working with my child to encourage a positive and enjoyable experience for all.
5. I will demand a sport environment for my child that is free of drugs, tobacco and alcohol and will refrain from their use at all games.
6. I will remember that the game is for the player and not the adults.
7. I will do my best to make the TUSTIN PONY BASEBALL experience fun for my child.
8. I will ask my child to treat with respect other players, managers, coaches, fans, umpires and officials.
9. I will ask my child to treat with respect TUSTIN PONY BASEBALL's facilities and Property. I will do the same.
10. I agree without condition to honor this Code of Conduct.

In the event that I should violate this Parental Code of Conduct, I understand that I may be disciplined in any manner that the TUSTIN PONY BASEBALL Board determines including, but not limited to, suspension or termination of my membership in the Tustin Youth Baseball Association.

2008 Tustin Pony Baseball General Playing & Tournament Rules

Manager/Coach Code of Conduct

All Managers and Coaches, as a condition of their selection and continued service as Managers and Coaches, are expected to adhere to the following Code of Conduct:

1. Managers are to recognize that they are role models for the players and should conduct themselves accordingly:
 - a. Show good sportsmanship at all times;
 - b. No swearing or abusive language
 - c. No ridicule or harassment of umpires – if a manager wishes to question the interpretation of a rule or needs to discuss a situation with the umpire, he must first ask for a time out and if granted, then discuss or question in courteous manner. At no time will a manager or coach have the right to challenge a ball or strike call;
 - d. No throwing or kicking bats, gloves, helmets or any other items in anger;
 - e. No verbal abuse or ridicule of any player on his or her team or on the opposing team;
 - f. No threats of physical abuse or pushing, shoving or grabbing of shoulders or similar acts of discipline;
 - g. No use of alcohol or tobacco at any games or practices;
 - h. The manager is responsible for any and all prohibited activity, such as described above, on the part of his or her coaches, players and parents. All players, coaches and parents are to be advised that the Manager can be ejected or suspended for their conduct.
2. The Manager must recognize that he/she is representing TUSTIN PONY BASEBALL at all times.
3. Once a game begins, the Manager or Coach must remain inside or in front of the dugout at all times, except when coaching a base or when time out is requested and granted for a conference with a pitcher or umpire or for an injury.
4. A Manager should be familiar with all the rules for his/her division, including the official Rules of Baseball, PONY League rules and particular TUSTIN PONY BASEBALL rules. Violation of these rules can result in warnings, suspensions or expulsions from the manager position.
5. The Manager is responsible for his/her team's parents and supporters. The Manager should make all reasonable efforts to keep the crowd under control; verbal comments behind the backstop to batters, umpires or the catcher are not to be tolerated.
6. The Manager is responsible for the conduct of the players on his/her team.
7. The home team manager is responsible for field maintenance and setup prior to a game, keeping the official score of the game and field clean-up after the game.

2008 Tustin Pony Baseball General Playing & Tournament Rules

8. A completed game matrix is to be provided to the opposing manager prior to the game, unless last minute changes need to be made, at which time the matrix should be provided whenever possible.
9. The manager is responsible for all TUSTIN PONY BASEBALL provided equipment. Please return all league equipment as soon as possible after the last game of the season.
10. The manager should exhibit a positive attitude toward field maintenance, preservation of equipment, and all league events.
11. No more than four “events” (practices, games, etc) are to be scheduled per week (Sunday through Saturday).
12. The Manager should encourage active participation by all the players on his/her team.