



TORRANCE AMERICAN

BASEBALL

RULES OF OPERATION

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Changes from the 2017 Rules are noted by italics

1.0 **DEFINITIONS**

- 1.1 **Program**: The highest organizational level is defined as a program or baseball program.
- 1.2 **Junior Division**: The Bronco League, Mustang League, Pinto League, Shetland League and T-Ball League are organizationally grouped as the Junior Division.
- 1.2.1 **Age by Division and Exception**: Division Ages are outlined on the TABB Registration Form; an exception to this ruling must be agreed to by the Division VP or Player Agent, Executive Board and the player's parent(s). An exception request must be made in writing to the Division VP. The Board must rule on the exception request.
- 1.3 **Round**: Defined as the number of games required for each team to play all other teams a minimum of one time.
- 1.4 **Slaughter Rule**: Mustang, Pinto – If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed the batting in the 4th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- Bronco – If the visiting team is leading by at least 10 runs at the end of 5 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed the batting in the 5th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- 1.5 **Field Critical**: Any team having nine (9) or fewer players on an active roster.
- 1.6 **Definition of Official Games for Each Division**
- 1.6.1 **T-Ball**: A game is limited to 3 innings, with no new inning starting after 50 minutes.
- 1.6.2 **Shetland**: A game is limited to 5 innings, with no new inning starting after 1 hour and 15 minutes.
- 1.6.3 For Pinto, Mustang, and Bronco: No new inning/innings will start after the time limit for each division (see Section 7 for division time limits). Any game that reaches the time limit for no new innings is considered an official game, regardless of number of innings played. If gameplay must stop due to darkness, rain, or emergency, and the time limit has not been reached, the game is considered official if 4 innings (3 1/2 if home team is ahead) have been played, and the score stands. If 4 innings have not been played AND the time limit for no new innings has not been reached, then the game is suspended and made up another day. When gameplay stops, if the current inning is incomplete, the game reverts back to the score at the end of the last completed inning.
- 1.7 **Registered Player**: A player who has returned his signed and completed registration form, birth certificate (if necessary) and with full payment of fees to the Registrar.

2.0 **PROGRAM STRUCTURE**

- 2.1 **Guidelines and Regulations:** This program refers to the latest *Blue Book of Pony Baseball, Inc.*, the Rules and regulations for Bronco League and Mustang League are Official MLB Baseball Rules, and Rules for Operation of Torrance American Baseball.
- 2.1.1 *Blue Book of Pony Baseball, Inc.* is an advisory document containing recommendations and examples. It is referred to in the matter of player selection and tournament team selection.
- 2.1.2 Rules and Regulations for Bronco and Mustang Leagues define league age of participants, playing field dimensions and other topics that follow within this document. The organization of this document follows the outline of the Rules and Regulations.
- 2.1.3 The official MLB baseball rules are invoked as playing rules by the Rules and Regulations for Bronco and Mustang Leagues.
- 2.1.4 **Torrance American Baseball Rules of Operation take precedence over both Rules and Regulations for Bronco and Mustang Leagues and Official MLB Baseball Rules.**
- 2.1.5 The Rules Committee may review and interpret these Rules and make recommended changes or points of discussion for the Executive Board's consideration.
- 2.1.6 Any Player who participates in the draft but is not drafted will be placed on a team in the appropriate Division in a manner prescribed by the Player Agent. It shall be the intent of the Baseball Program not to drop a child to a lower Division except for:
- 2.1.6.1 The child's ability would preclude him/her from safely participating in said Division, as agreed upon by the Player Agent, the Executive Vice President, Division Vice President, and the parent(s) of the child. If the parents do not agree with the Player Agent, Division Vice President and Executive Vice President's decision, the situation will be brought to the Board for a vote. If the parents do not agree with the Board's decision, the Board has the right to refund the child's registration fees and have the child not play at TABB.
- 2.1.6.2 Any player exercising the option of being placed on a lower Division team will play the duration of the season in that Division without chance of moving up.
- Note: Under no circumstances may a second year league-age player be dropped to a lower Division without Pony Baseball and Executive Board Approval.**
- 2.1.6.3 Any player playing in a lower Division will not be permitted to pitch or to participate on any All-Star Tournament Team in that lower division.

3.0 TEAM COMPOSITION

- 3.1 There shall be no carryover membership.
- 3.2 Number of Teams: The Executive Vice President and Player Agent will determine the number of teams in each League based on registration and approved by the Board of Directors. All players will be grouped into their league age groups with exceptions provided for those dropped to a lower Division. However the Player Agent, Division Vice President and Executive Vice President will determine the actual number of players per team (maximum of 12) at the time of the draft.
- 3.3 Waiting Pool: After teams have been drafted, any player who wishes to register after the registration period has ended or if their division is full will be assigned to a waiting list. Late registrants will be assigned to the waiting list in the order of when their application was turned in and fees paid to the Registrar. The Player Agent will then assign them to teams as openings occur, in sequence, as their names appear on the list; this also applies to Field Critical. Only the Registrar and the President of the league will know the players on the list. There shall be no preference to late sign-ups. The Player Agent shall assign the waiting child (or children) to a team if the teams have an unequal number of players shy of a total of 12.
- 3.4 When a team roster drops below the assigned number of players determined at the time of the draft (the lowest number common to each team), the team manager is required to pick up a player from the head of the waiting list within 5 days from the day the opening occurs, provided there is a waiting list. If a list exists, and the manager fails to comply within the allotted time, the Player Agent shall assign the player whose name heads the list to the team with the opening.

EXCEPTIONS: No player(s) will be added to a team after the 1st half of the season or 2nd phase (whichever is applicable) unless a team is designated as "Field Critical."

4.0 PLAYER ELIGIBILITY AND SELECTION

(Reference Sections 3, 4 and 5 of Rules and Regulations for Bronco, Mustang, Pinto, Shetland and T-Ball Leagues and "Selection of Players" section of the Blue Book of Pony Baseball, Inc.)

- 4.1 Eligibility: Any player of an age recognized by a League of Torrance American Baseball who resides within the West Zone boundaries, is eligible to register and participate in the Baseball Program. Players who live outside of the West Zone boundaries may participate in regular season play, but will be ineligible for sanctioned All-Star selection/play. Players who sign up under an assumed West Zone address, but do not actually reside within the TABB District boundary will be subject to being terminated from TABB.

*TABB District boundaries: Boundaries have been expanded to include all cities within the Pony Southern California Division-West Region. These cities include as far North as Pacific Palisades, as far South as Los Alamitos and as far East as Norwalk. If your player resides within this region, they may play TABB as well as be eligible for All Stars.

- 4.1.1 Refunds: No refunds will be provided to parents withdrawing their child/children from the League after the child/children have been drafted on a team. EXCEPTION: Should a child become injured after the draft but prior to Opening Day, and the injury is such

that the child would not likely be able to play during the season, refunds may be considered.

- 4.1.2 Tryouts: Tryouts will be held for all divisions with the exception of T-Ball. Only Registered Players (including waiting list players) are required to participate in tryouts. A waitlist player must try out in order to be considered for an opening. The Registrar and/or Player Agent shall notify each Registered Player of tryout times and location. Tryouts will be conducted in the presence of League managers, at which time every candidate will have the opportunity to run, field, throw and bat. All players must tryout unless excused by the Player Agent and League VP. All players requesting a drop to a lower division must still tryout in their appropriate division according to their age. The Division Vice President, Executive Vice President and Player Agent will approve or disapprove the request.

4.2 Player Draft

- 4.2.1 Manager's Child Ranking: After selecting the draft order at the player draft, each manager will have his/her own child/children ranked based on the child's ability as determined by all managers involved. This determination will be made from a "secret ballot" vote by the managers with the highest and lowest ballots being disregarded. In addition, the Draft Committee, comprised of the Player Agent, Division Vice President and Executive Vice President, will evaluate all of the division manager's children. The managers' ranking will be used to determine the round the child will be drafted.
1. **The managers will be given a 15-minute time limit to determine the rankings.**
 2. **If the managers cannot agree on the rankings, then the Draft Committee will step in and rank the managers' children accordingly.**
 3. **If a manager's child is ranked as a first round draft pick, then his/her child is the first rounder he/she will receive on his/her team.**
- 4.2.2 Siblings: If the player pool for a League contains siblings (or other children that are part of the same household), they may be drafted on separate teams unless the parents have, prior to the draft, requested they be on the same team. If it was requested that they be on the same team, each of the children will be ranked as in Rule 4.2.1. The manager drafting the first child must then draft the sibling in the same manner described in Rule 4.2.1.
- 4.2.3 Managers/Coaches Pairings: The pairing of a coach and a coach's child with a particular manager and manager's child shall only be accomplished in the competitive divisions through normal drafting procedures as outlined in 4.2. There shall be no pre-draft assignment of coaches and players to particular teams in the competitive divisions other than the assignment of a manager's child to a manager as outlined in 4.2.1.
- 4.2.4 Undraftable Player: While not encouraged and on an exception basis only, the President and Player Agent may grant a parent's request to have their child not be drafted by a particular Manager. This request must be a written submission prior to draft night. A maximum of one exception per family will be considered. If any exceptions are granted, the President and Player Agent will communicate directly with

the affected Manager privately and prior to the draft so he/she is informed of an undraftable player.

- 4.2.5 Order of Draft: Drawing lots will determine draft positions on the day of draft. Draft then proceeds from lowest number to highest number and then reverses order through all subsequent rounds (first to last, then last to first, and so on) until all teams have been filled in accordance with the format agreed upon prior to the draft. Teams may not trade their draft order selection.
- 4.2.6 Length of Ownership: A player must play for the team to which he/she is drafted, for the duration of the season, unless that player is traded for another same round player on draft night.
- 4.2.7 Team Notification: Each manager shall notify the members of his/her team within 3 days following the player draft. The league drafting process is intended to balance talent and lead to a more competitive league. At no time should managers discuss the draft order or any other information from the player draft meeting with anyone. The only information to be shared is to inform a player/parent of which team he/she was drafted by and the other players on that team.

4.3 Player Injury / Dropout / Dismissal

- 4.3.1 Injury and Replacement: Should a player, having been selected to a team, suffer an injury which will preclude his/her participation for 3 weeks or longer, he/she can be replaced from the waiting pool only if the team is "field critical" after the 1st half or 2nd Phase. The injured player will remain on the team's roster as a non-playing member, but cannot play for 3 weeks after the injury has been reported to the Player Agent and Division Vice President. No player shall be allowed to play with a cast or splint. **A player cannot return to play until he/she has official medical clearance. The written medical clearance must be given to the team manager, Player Agent and Division Vice President.** The player added to replace the injured player shall remain on the team as an active player with that team's roster being increased by one over the number determined in paragraph 3.1.4.
- 4.3.2 Dropouts: Should a player resign or be dismissed from the program, he/she must remain out of the program for the remainder of the year unless the Board of Directors rules otherwise.
- 4.3.3 Dismissal from a team shall be handled in the following manner:
 - 4.3.3.1 Upon deciding to dismiss a player for disciplinary or non-attendance reasons, the manager shall contact the Player Agent and his/her Division Vice President for approval to continue his/her dismissal proceedings. Non-attendance shall be defined as 50% of all practices and/or games.
 - 4.3.3.2 After giving their approval, the Player Agent and Division Vice President will contact this player and his/her parents to see if they and/or he/she would like an opportunity to appear before the Board of Directors to contest the dismissal.

4.3.3.3 At the next regularly scheduled or special Board Meeting, the parties involved shall be heard, and the Board shall make its ruling.

4.3.3.4 Refusal to Play: If a player refuses to play for the team onto which he/she is drafted or to which he/she is assigned by the Player Agent, the player must be withdrawn from the Baseball Program for the remainder of the year.

5.0 **TOURNAMENT TEAM SELECTION**

(Reference Rules and Regulations for Tournament Play)

5.1 Tournament Team Managers and Coaches Selection

5.1.1 All Divisions: Prior to the draft date, the TABB Board will suggest which manager candidates for each division would be the best suited to manage a tournament team. However at the night of the draft, the suggested manager candidates must have his/her child be selected as one of the first nine players on that team in order to place his/her name on the manager voting ballot. The Board will then vote for the manager of the tournament teams by email. After the announcement of the managers for tournament teams, the voted manager will choose the final three players for his/her team.

Note: If there is not a manager eligible for the specific age division, the All Star Manager position will be extended to the assistance coaches within the age division. These individuals will still have to interview for the position and be voted upon.

5.1.2 Coach and Business Manager: The tournament team manager will select one coach and one business manager. The coach and business manager must be active in the Division and must be approved by the Executive Board.

5.2 Nominations: No later than April 1st, the managers shall provide the parents of his or her team with the All Star Commitment Form. No later than April 15th, the managers shall provide a "watch list" to their respective division VP listing the team name and those children's names whose parent(s) have signed the All Star Commitment Form. Thereafter, managers may not submit nominations from any team(s) without prior approval from the Division Vice President.

5.3 Voting: Voting for tournament teams will be no earlier than the last day of the season or playoffs of each division, whichever comes first. This is to allow the participating managers an opportunity to observe the nominees performance and to consider the list of nominees. All voting shall be by secret ballot. On the occasion of voting, each manager will announce his/her choice of a minimum of 12 players per team.

Players receiving unanimous and one less than unanimous votes will be declared elected. The voting managers will then select the remaining open positions up to the top 9. The All Star manager will select the team's remaining players, which can be a minimum of 12 and a maximum of 15.

If any of the elected players cannot participate in tournament play, the Division Vice President and Player Agent shall select a replacement. At no time should managers discuss the draft order or any other information from the all star player draft meeting with anyone. The only information to be shared is to inform a player/parent of which team he/she was drafted by and the other players on that team.

5.4 Dropouts: Should a player resign from a tournament team he/she must remain out of all tournament play for the remainder of the post-season play. Once the player has formally accepted, there will be no refund.

- 5.5 Refusal to Play: If a player refuses to play for the tournament team onto which he/she is drafted or to which he/she is assigned by the Division Vice President and Player Agent, the player must withdraw from all tournament play for the remainder of the post-season play.
- 5.6 Manager: In order to be eligible to manage an All-Star team, the manager must be one of the suggested manager candidates from the TABB Board and his/her child must be selected as one of the first nine players on that team in order to place his/her name on the voting ballot.

6.0 EQUIPMENT

- 6.1 Shoes: Rubber or plastic cleated baseball or general-purpose shoes are permitted in Pony, Bronco, Mustang and Pinto Leagues. No metal spikes.
- 6.2 Protective Cups: All players must wear protective cups when playing in every division.
- 6.3 Catchers: Must wear masks when warming up pitchers and must wear helmets and throat protectors when playing catcher. Hockey style masks do not need an additional throat protector.
- 6.4 Adult Coaches: Managers or adult coaches may occupy coaching boxes without wearing baseball uniforms (this rule does not apply to Tournament play).
- 6.5 The Executive Board of Directors must approve jackets, hats and uniforms for regular season and All Star teams prior to purchase. Absolutely no uniform alterations are allowed without prior consent of the Executive Board.
- 6.6 Bats

Wooden and metal bats manufactured for baseball play must be USA certified with a stamp, are round and not more than 2 5/8" in diameter at the thickest part, and not more than 42 inches in length, are acceptable.

If at any time during the season PONY Baseball de-certifies any bat, the bat will immediately become 'Illegal' at TABB.

All 2 3/4" barrel bats are prohibited in all TABB league play and PONY Sanction League Organizations.

Bats manufactured specifically for use in T-Ball play shall not be used when the ball is pitched by a player, coach or pitching machine. Coach-pitch bats will only be used in coach pitch using a safety ball.

Penalties for using a non-conforming bat include ejection for the manager, owner and user of the bat. Penalties for using an altered bat may result in permanent expulsion from TABB for the owner and user of the bat and their parents. In either case, runners return to the base they occupied prior to the at bat.

See TABB website for the current PONY bat rule changes.

6.7 Pitching Helmets

Pitching helmets shall not be required but may be worn. If a player wishes to wear a helmet while pitching, he/she may wear his/her own pitching or batting helmet.

7.0 **PLAYING RULES**

(Reference Sections 8, 9 and 10 of Rules and Regulations for Bronco and Mustang Leagues).

7.1 **Bronco:**

- 7.1.1 **Minimum Play:** Every player present at the start of the game must play at least 3 innings (9 defensive outs in the field and one at bat) per complete game (7 innings, or 6-1/2 if home team is ahead) unless he/she is absent, injured or being disciplined. FURTHERMORE, each player (not absent, injured or being disciplined) must play at least 2 innings (6 defensive outs) prior to the start of the 6th inning.

Failure to comply with the minimum play rule will result in forfeiture of the game and may subject the manager to suspension by the Executive Vice President.

- 7.1.2 **Re-Entry:** Players may be substituted and re-substituted with the following restrictions:

1. A player who is replaced must remain out of the lineup for at least 3 defensive outs, unless re-entry is required to replace an injured player (effective only if exception 7.1.6 occurs).
2. When a player who was replaced re-enters the game, he/she must come to bat at some point after the player who had replaced him/her, or at his/her previous batting position (i.e., a player shall not become a batter or runner twice in any 9 consecutive times at bat for his/her own team). This paragraph is only in effect if exception to 7.1.6 occurs.
3. A pitcher, once removed from the mound, shall not re-enter the game as a pitcher.
4. Violation of these rules shall result in the offending player being declared an "ineligible player" subject to *Section 16 Protest and Penalties in Rules and Regulations for Bronco and Mustang Leagues*.

- 7.1.3 **Minimum Player Rule:** A team with only 8 players may field that team for an official game and the 9th batting position will be omitted; an automatic out will be called each time the 9th batting position is due to bat. A team with fewer than 8 players at any time must forfeit the game but is encouraged to play for practice purposes only. During the regular season, and not during Tournament play, a team that is fielding only 8 players shall do one of the following:

- Borrow the opposing team's last offensive out who is not pitching for the opposing team in the inning and use that player in an outfield position for that defensive inning. During the 1st inning of a game, the borrowed player shall be the last person, not pitching in that inning, in the opposing team's batting order.
- If there is prior knowledge of being short player(s) prior to game time, a manager can call-up a player from a lower division team as long as the player is a second year and has his/her parents' approval.
 - Both Division Vice Presidents must be notified of the call-up.
 - The player(s) called-up from the lower division:

1. Will be taken from the comprised list of second year players that was suggested by the managers at draft night. These players must have parental consent to “play up.”¹
2. Cannot have a scheduling conflict including warm-ups and/or game time.
3. Cannot pitch
4. Cannot play an infield position
5. Must always bat last

7.1.4 *Pitch Counts: Pitch counts and rest times as outlined in Addendum A shall be observed. For the purposes of pitch counts, any ball that leaves the pitcher's hand in the direction of home plate shall be counted as a pitch. The only exception shall be dead balls.*

7.1.5 The batting order shall be continuous through all players that are present. EXCEPTIONS: Only during Tournament play and not during the regular season, when the difference in players numbers two or more over the opposing team, the manager with the greater number of players shall have the option of batting with a minimum of nine (9) players or with a number of players equal to that of the opposing team, whichever is greater (minimum play rule in effect, paragraph (7.1.1).

A player arriving after the start of the game shall be placed at the end of the batting order. If a player is removed from a game by a parent or guardian, and the player is not injured, *the team will take an out each time that player's spot comes up in the lineup.* If a player is removed from the game by a parent or guardian due to injury, there is no out recorded the next time his/her spot comes up in the lineup.

7.1.6 The schedule for the Bronco Division will consist of three phases. The timing (number of games per phase) can be amended at the President or Executive Vice President's discretion in cases when outside forces (weather, etc.) impact the total number of games. Coaches shall be notified of these changes ahead of time via email.

7.1.7 The Bronco season will be split into three phases:

1. Transition Phase
2. Regular Season
3. Playoffs

7.1.8 **Phase 1:** This transition phase will be the first two games of the overall season including practice games. Playing rules for this phase are the same as defined in 7.1.1 through 7.1.7 with the following exceptions:

1. No player shall play any position for more than 3 innings per game.
2. No player shall serve on the bench for more than 2 innings per game.

¹ The Division Vice President will send an email to the parents of the players immediately following the draft asking for consent to “play up” when needed.

3. It is recommended for all players to have at least 1 inning of playing time per game at an infield position (manager's discretion).
4. Time limit - no new inning shall begin after 2 hours of play or 7 innings (6 1/2 innings if home team is ahead). If the game must end due to weather or other factors before that inning has finished, the score reverts back to the last completed inning.

Games played during this phase will be conducted the same as any regular season game (i.e. full uniforms, umpires, adult base coaches, game score being kept, etc.). The results of these games will be considered with the regular season standings and statistics will be kept.

7.1.9 **Phase 2:** This regular season phase will consist of no more than 16 games. Each team will play every other team at least once and play no team more than one additional time more than any other team. The playing rules for this phase are the same as defined in 7.1.1 through 7.1.7 with no exceptions.

7.1.10 No new inning will start after 2 hours or 7 innings (6 1/2 innings if home team is ahead), unless the game is in a tie score. The home plate umpire will determine the official start time of the game. If the game ends in a tie after the completion criteria is satisfied, then the teams can play 1 inning of California Tie Breaker if daylight and time schedule permits only. The inning will begin with the visiting team at bat, starting with a runner on second base and no outs. The runner on second base must be the last offensive out/last completed batter of the previous inning. After 3 outs, the Home team will bat with the same situation. If at the conclusion of this inning the game is still tied, then each team will be awarded 1/2 point each towards their standings. This rule will apply to regular season games only.

7.1.11 All teams will advance to the playoffs. These teams will be seeded according to their relative point total (i.e. highest point total is seeded #1, second highest is seeded #2, etc.). In the event of a tie for any position, the following tiebreaker will apply:

1. Head to head
2. Runs allowed
3. Coin flip

7.1.12 **Phase 3:** The playoffs will be a double elimination tournament. The playing rules for this phase are the same as defined in 7.1.1 through 7.1.5.

7.1.13 Tournament Director & Tournament Game Protests: A Tournament Director will be appointed by the Division Vice President and will be required to be on site. The Tournament Director's responsibilities will include overseeing score keeping duties, game ball distribution, game protest resolution and other tournament responsibilities as necessary. A manager wishing to protest must notify the plate umpire, official scorekeeper, opposing manager and the tournament director at the time the disputed play occurs. The Tournament Director shall resolve the dispute immediately upon notification. Tournament Director's decision is final.

7.1.14 The playoff system will be determined by the Division Vice President and Executive Board. The winner's bracket team in the championship game shall be the Home team,

regardless of tournament seeding. In the loser's bracket games, the higher seeded team shall be the Home team.

- 7.1.15 In Phase 3, if at the conclusion of 2 hours or 7 innings the game is in a tie score, the California Tie Breaker will be in effect until a winner is determined. The inning will begin with the visiting team at bat, starting with a runner on second base and no outs. The runner on second base must be the last offensive out/last completed batter of the previous inning. After 3 outs, the Home team will bat with the same situation. In Phase 3 games, the California Tiebreaker Rule will continue until a winner has been determined.

7.2 Mustang:

7.2.1 Minimum Play: Every player present at the start of the game must play at least 3 innings (9 defensive outs in the field and one at bat) per complete game (6 innings, or 5-1/2 innings if home team is ahead) unless he/she is absent, injured or being disciplined. FURTHERMORE, each player (not absent, injured or being disciplined) must play at least 2 innings (6 defensive outs) prior to the start of the 5th inning. Failure to comply with the minimum play rule will result in forfeiture of the game and may subject the manager to suspension by the Division Vice President.

7.2.2 All runners may lead off and steal bases as in Official MLB Baseball.

7.2.3 The batting order shall be continuous through all players that are present at the time. EXCEPTIONS: Only during Tournament play and not during the regular season, when the difference in players numbers 2 or more over the opposing team, the manager with the greater number of players shall have the option to bat with a minimum of 9 players or with a number of players equal to that of the opposing team, whichever is greater (minimum play rule in effect, Paragraph 7.2.1).

A player arriving after the start of the game shall be placed at the end of the batting order. If a player is removed from the game by a parent or guardian, and the player is not injured, *the team will take an out each time that player's spot comes up in the lineup.* If a player is removed from the game by a parent or guardian due to injury, there is no out recorded the next time his/her spot comes up in the lineup.

7.2.4 Re-entry: Players may be substituted and re-substituted at any time except when exception to Rule 7.2.3 occurs, then Rule 7.1.2 applies.

7.2.5 Minimum Player Rule: A team with only 8 players may field that team for an official game and the 9th batting position will be omitted; an automatic out will be called each time the 9th batting position is due to bat. A team with fewer than 8 players at any time must forfeit the game but is encouraged to play for practice purposes only. During the regular season, and not during Tournament play, a team that is fielding only 8 players shall do one of the following:

- Borrow the opposing team's last offensive out who is not pitching for the opposing team in the inning and use that player in an outfield position for that defensive inning. During the 1st inning of a game, the borrowed player shall be the last person, not pitching in that inning, in the opposing team's batting order.
- If there is prior knowledge of being short player(s) prior to game time, a manager can call-up a player from a lower division team as long as the player is a second year and has his/her parents' approval.
 - Both Division Vice Presidents must be notified of the call-up.
 - The player(s) called-up from the lower division:
 1. Will be taken from a comprised list of second year players that was suggested by the managers at draft night.

These players must have parental consent to “play up.”²

2. Cannot have a scheduling conflict including warm-ups and/or game time
3. Cannot pitch
4. Cannot play an infield position
5. Must always bat last

7.2.6 *Pitch Counts:* Pitch counts and rest times as outlined in Addendum A shall be observed. For the purposes of pitch counts, any ball that leaves the pitcher's hand in the direction of home plate shall be counted as a pitch. The only exception shall be dead balls.

7.2.7 During the first two games in Phase 1, pitchers will be given unlimited balk warnings as needed. Coaches will be allowed onto the field to instruct the pitcher when a balk is called. This will not be considered an official trip to the mound. In Phases 2 and 3, balk rules will be enforced without any warnings given.

7.2.7.1 The dropped third strike rule is in effect throughout the season

7.2.8 The schedule for the Mustang Division will consist of three phases. The timing (number of games per phase) can be amended at the President or Executive Vice President's discretion in cases when outside forces (weather, etc.) impact the total number of games. Coaches shall be notified of these changes ahead of time via email.

1. Transition Phase
2. Regular Season
3. Playoffs

7.2.8.1 **Phase 1:** This transition phase will be the first two games of the overall season. Playing rules for this phase are the same as defined in 7.2.1 through 7.2.8.1 with the following exceptions:

1. No player shall play any position for more than 3 innings per game.
2. No player shall serve on the bench for more than 2 innings per game.
3. It is recommended for all players to have at least 1 inning of playing time per game at an infield position (manager's discretion).
4. Time limit - no new inning shall begin after 1 hour and 50 minutes of play.

Games played during this Phase 1 will be conducted the same as any regular season game (i.e. full uniforms, umpires, adult base coaches, game score being kept, etc.). The results of these games will be considered with the regular season standings and statistics will be kept.

7.2.8.2 **Phase 2:** This regular season phase will consist of no more than 16 games. Each team will play every other team at least once and play no team more

² The Division Vice President will send an email to the parents of the players immediately following the draft asking for consent to “play up” when needed.

than one additional time more than any other team. The playing rules for this phase are the same as defined in 7.2.1 through 7.2.8.1 with the following exceptions:

1. No player shall play any position for more than 3 innings per game.
2. No player shall serve on the bench for more than 2 innings per game.
3. It is recommended for all players to have at least 1 inning of playing time per game at an infield position (manager's discretion).
4. Time limit – no new inning shall begin after 1 hour and 50 minutes of play.

7.2.8.3 No new inning will start after 1 hour and 50 minutes unless the game is in a tie score (see 7.2.11). This rule will apply to regular season games only. If the game is still tied within the 1 hour and 50 minute time limit, then the teams can play 1 inning of the California Tiebreaker if daylight and time schedule permits only. The home plate umpire will determine official start time of game and if the California Tie Breaker will go into effect. The inning will begin with the visiting team at bat, starting with a runner on second base and no outs. The runner on second base must be the last offensive out/last completed batter of the previous inning. After 3 outs, the Home team will bat with the same situation. If the game is still tied at the conclusion of this inning the game will result in a tie. Tie games will count as one-half (1/2) point for purposes of standings. This rule will apply to regular season games only.

7.2.8.4 All teams will advance to the playoffs. These teams will be seeded according to their relative point totals (i.e. highest point total is seeded #1, second highest is seeded #2, etc.). In the event of a tie for any position, the following tiebreaker will apply:

1. Head to Head
2. Runs allowed
3. Coin flip

7.2.8.5 **Phase 3:** The Division Vice President and Player Agent will determine the playoff format. The playing rules for this phase are the same as defined in 7.2.1 through 7.2.8.1.

1. No player shall play any position for more than 3 innings per game.
2. No player shall serve on the bench for more than 2 innings per game.
3. It is recommended for all players to have at least 1 inning of playing time at an infield position (manager's discretion).
4. Time limit – no new inning shall begin after 1 hour and 50 minutes of play.

7.2.8.6 **Tournament Director and Tournament Game Protests:** A Tournament Director will be appointed by the Division Vice President and will be required to be on site. The Tournament Director's responsibilities will include overseeing score keeping duties, game ball distribution, game protest resolution and other tournament responsibilities as necessary. A manager who wishes to protest must notify the plate umpire, official scorekeeper,

opposing manager and the tournament director at the time that the disputed play occurs. The Tournament Director shall resolve the dispute immediately upon notification. The Tournament Director's decision is final.

7.2.9 The Division Vice President and the Executive Board will determine the playoff system. The winner's bracket team in the championship game shall be the Home team, regardless of tournament seeding. In the loser's bracket games, the higher seeded team shall be the Home team.

7.2.10 If at the conclusion of 1 hour and 50 minutes or 6 innings the game is in a tie score, there will be 1 extra inning allowed. The California Tiebreaker rule goes into effect. The inning will begin with the Visiting team at bat starting with a runner on second base and no outs. The runner on second base must be the last offensive out from the previous inning. After 3 outs, the Home team will hit with the same situation having a runner start on second base and nobody out. In Phase 3 games, the California Tiebreaker Rule will continue until a winner has been determined.

7.3 Pinto:

- 7.3.1 **Minimum Play:** Every player present at the start of the game must play at least 3 innings (9 defensive outs in the field and one at bat) per complete game and (6 innings, or 5-1/2 innings if home team is ahead) unless he/she is absent, injured or being disciplined. FURTHERMORE, each player (not absent, injured or being disciplined) must play at least 2 innings (6 defensive outs) prior to the start of the 5th inning. Failure to comply with the minimum play rule may subject the manager to suspension by the League Vice President
- 7.3.2 The season will be divided into four phases as follows. The timing (number of games per phase) can be amended at the President or Executive Vice President's discretion in cases when outside forces (weather, etc.) impact the total number of games. Coaches shall be notified of these changes ahead of time via email.

Phase 1: Two Games (first 2 games)

Phase 2: Three Games (games 3-5 of the regular season)

Phase 3: Remaining Regular Season Games

Phase 4 Tournament/Play-Offs: Phase 3 rules apply for all tournament and playoff games.

Phase 1: The first phase of Pinto will be kid pitch for all six (6) innings. A Player will pitch to the opposing team; the umpire will record all swinging and called strikes. During the first phase, there will be no walks. After a fourth ball is recorded, the offensive Coach will pitch to the batter for the remaining strikes of the count. (Example: Count is 3 balls and 1 strike and ball 4 is delivered. The hitter will have 2 strikes to put the ball in play from the Coach pitch). Even if the batter fails to put the ball into fair territory with the number of strikes allowed, the batter will be allowed to continue to bat until he/she hits a ball in fair territory or the foul ball is caught by the opposing team. NO bunts shall be allowed.

If the batter does put the ball in play when hitting against Coach Pitch, they can only advance to second at their own risk. If they do so successfully and if there are other runners on base, their advancement will be the same as if the batter hit a ground rule double. There will be no stolen bases permitted during this phase. The runner must remain in contact with the base until the pitcher releases the ball. Base runners will not be allowed to advance bases on errant throws from any position; however, base runners will be permitted to advance on fair hit balls until the play is declared dead by the Umpire/Coach.

There shall be no set defensive positions (i.e., one or a number of select players continuously playing the same position). No player can play the same defensive position for more than 3 innings in a game. A maximum of 5 runs per inning are allowed. Phase 1 and Phase 2 are instructional phases; therefore, Managers are encouraged to develop all players at all positions. No standings or scores will be

recorded in Phase 1 and Phase 2. During Phases 1 and 2, Coaches are encouraged to position themselves in the outfield to assist with defensive plays.

Phase 2: The second phase of the season will be kid pitch as well. Walks will be allowed. Umpires/Coaches will call games from behind home plate during Phase 2. One base advancement by the runner will be allowed on errant throws; runners cannot advance to home. The runner must remain in contact with the base until the pitcher releases the ball and only 1 base may be stolen at a time, regardless of errant throws by the catcher. A maximum of 5 runs per inning are allowed. Each player must play at least 1 inning (3 defensive outs) as an infielder unless there is an exception (7.3.17). Furthermore, the 1 inning (3 defensive outs) must take place prior to the start of the 5th inning. The necessity to rotate a player after 3 innings is excluded from this round. Failure to comply with this rule may result in suspension of the manager by the Division Vice President. During Phase 2, game scores and standings will not be recorded.

Phase 3: Walks will be allowed. Umpires will call games from behind the plate. Base runners will be allowed to advance bases, regardless of errant throws during play, and the ball is live until the play is declared dead by the Umpire. No leading off. The runner must remain in contact with the base until the pitcher releases the ball and only 1 base may be stolen at a time, regardless of errant throws by the catcher. **PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave the base before the pitcher has released the ball and the pitch is hit, the runner is out, and the ball is in play.** If the pitch is not hit the runner must return to the base and the ball is dead. A maximum of 5 runs per inning are allowed through the first 3 innings, all subsequent innings are open. (No 5 run rule). Each player must play at least 1 inning (3 defensive outs) as an infielder unless there is an exception (7.3.17). Furthermore, the 1 inning (3 defensive outs) must take place prior to the start of the 5th inning. The necessity to rotate a player after 3 innings is excluded from this round.

Phase 4: All teams will advance to the playoffs. These teams will be seeded according to their point totals for tournament play. The tournament will be a single elimination playoff. The Home team is responsible for score keeping duties during play-off games. There will be two umpires for the Championship game. The Championship game will play six innings unless the Mercy rule needs to be applied.

- **Mercy Rules**

- If the visiting team is leading by 15 runs at the end of 3 complete innings or 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner.
- If the home team is leading by 15 runs at the end of 3 complete innings or 10 runs after the visiting team has completed batting in the 4th inning or later, the game shall be complete and the home shall be declared the winner.
- Maximum five (5) runs per half inning.
 - No maximum run applies in the 5th and all subsequent innings.

7.3.3 (A) Pitchers will pitch from a distance of 40 feet from home plate.

(B) Bases will be 60 feet apart.

- 7.3.4 Only 7 or 8 year olds (LEAGUE AGE) are eligible to pitch.
- 7.3.5 There shall be no more than 3 Coaches (Manager & 2 assistant coaches) on the field at any time during the game. Unlimited Coaches can be on the field during Pre-game warm-ups/stations³.
- 7.3.6 The batting order shall be continuous and made from the roster of all players present at the game. 5 runs scored or 3 outs, whichever occurs first, constitutes, an inning. A player injured or removed from a game by a parent or guardian shall be removed from the batting order with no out recorded.
- 7.3.7 Adult coaches may not coach out on the playing field (fair territory) during play. They must call time out to approach the pitcher or batter.
- 7.3.8 Duration of Pinto League games are limited to 6 innings. No new innings can start after 1 hour and 40 minutes, *and a drop-dead time of 2 hours shall be observed. If the game is called due the drop-dead time – darkness, game schedule, or any other factor – the score shall revert to what it was at the end of the last inning completed.*
- 7.3.9 During Phase 1 and 2, third base is dead. There will be no stealing home or advancing home from 3rd on a throw from the catcher to any base or a passed ball. The runner on 3rd base must be walked in when permitted or batted in. During Phase 3 and Tournament Play, runners may steal bases and home plate is open. Players shall not leave the base they are occupying at the time of the pitch until the pitcher has released the ball. **PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave the base before the pitcher has released the ball and the pitch is hit, the runner is out, and the ball is in play.** If the pitch is not hit, the runner must return to the base and the ball is dead; however, if the runner is put out trying to steal, the out will supersede the dead ball.
- 7.3.10 Infield fly rule is in effect during Phase 3 and Tournament play. There is no balk rule.
- 7.3.11 There is no dropped third strike rule.
- 7.3.12 Bunting is not allowed in Pinto Division during Phase 1 and 2. A full swing is required. During Phase 3 and Tournament, bunting is allowed.
- 7.3.13 The Home Team will keep game scores; however, no standings will be kept in Phases 1 and 2. There will be unlimited runs allowed in any inning after the conclusion of the 3rd inning of all Phase 3 games, including Tournament play-off games (No 5 run rule).
- 7.3.14 Any player a manager deems a safety risk in playing an infield position must be approved by the Division Vice President, Player Agent and the player's parent(s). If

³ If a manager/ coach is needed to warm up a pitcher for the inning, the manager may call upon a parent (who is Live Scanned) to be present in the dugout to help maintain order.

approval is granted, the manager must announce this safety risk player to the opposing manager prior to game time.

7.3.15 For Phase 3 REGULAR SEASON games, if the game is in a tie score at the conclusion of 1 hour and 40 minutes or 6 innings, there will be 1 inning of California Tie Breaker if daylight and time schedule permits only. *A drop-dead time of 2 hours shall be observed. If the game is called due the drop-dead time – darkness, game schedule, or any other factor – the score shall revert to what it was at the end of the last inning completed.* The home plate Umpire will determine official start time of game, and if the California Tie Breaker will go into effect. The inning will begin with the Visiting team at bat starting with a runner on second base and no outs. The runner on second base must be the last offensive out from the previous inning. After 3 outs, the Home team will hit with the same situation having a runner start on second base and nobody out. If at the conclusion of this inning the game is still tied, each team will be awarded 1/2 point towards their standings. In the play-off games, the California Tiebreaker Rule will continue until a winner has been determined.

7.3.16 Pitch Counts: *Pitch counts and rest times as outlined in Addendum A shall be observed. For the purposes of pitch counts, any ball that leaves the pitcher's hand in the direction of home plate shall be counted as a pitch. The only exception shall be dead balls.*

7.4 Shetland:

7.4.1 The season will be divided into three (3) phases as follows. The timing (number of games per phase) can be amended at the President or Executive Vice President's discretion in cases when outside forces (weather, etc.) impact the total number of games. Coaches shall be notified of these changes ahead of time via email.

7.4.2 **Phase 1:** Will consist of the first half of the season. The Batter will have 5 attempts to hit the machine-pitched ball. Failing to do so, the Batter will then have 3 attempts to hit the ball off the tee. If 8 swings do not result in a fair ball, the Batter is out. An offensive Coach, who will remain at home plate and be responsible for his/her batters, will set a tee upon home plate. There shall be no set defensive positions (i.e., one or a number of select players continuously playing the same position). No player can play the same defensive position for more than 2 innings in a game. The entire team will play defensively. Only 6 players including the Pitcher and Catcher may be positioned in the infield. All other defensive players must be positioned in the outfield on the grass (No "stacked" or "shifted" alignments in the outfield).

During the first half of the season, the entire line-up for both teams will bat once per inning, regardless of the number of outs. Batters/runners thrown, forced or touched out will not be allowed to remain on the bases.

During the first half of the season, base runners may not advance on an overthrow at first base; however, base runners may advance on balls hit beyond the infield until the ball is back into the infield and an infielder has possession of the ball, at which point the Coach shall call "TIME-OUT."

7.4.3 **Phase 2:** The second half of the season. During Phase 2, the Batter will have 3 attempts to hit the machine-pitched ball. Failing to do so, the count will continue and the batter will then hit against a coach-pitched ball for the balance of the at-bat. There is no hitting off the tee in Phase 2. During the second half of the season, each inning will consist of 3 outs or 5 runs, whichever comes first. Base runners will be allowed to advance bases until the ball is declared dead by the Coach. There will be no coaches in the outfield during Phase 2. The final game of the regular season will follow the rules of Tournament play.

7.4.4 **Phase 3:** All teams will advance to the playoffs. These teams will be seeded according to a blind draw. The tournament will be a single elimination play-off. The Home team is responsible for score keeping duties during play-off games. The Championship game will play five innings unless there is a tie at the end of the fifth. There will be no coaches in the outfield during Tournament play.

- **Playing Fields**

- A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.

- **Tournament Pitching**

- If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a foul strike and no runners shall advance.

- If a live ball hits the coach operating the pitching machine or the coach interferes in the fielders attempt to make a play, the ball is dead and the lead runner is out.
- **Playing Rules**
 - All players present will bat.
 - A batted ball becomes dead when an infielder has possession and control of the ball in the infield or at a base and holds the ball over his/her head.
 - Offensive coaches will be stationed in the coach's box and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. One defensive coach will be behind the catcher. The other defensive coaches must remain in the dugout or designated area (not along the fair/foul lines).
- **Batters**
 - The batter is out if failing to reach base after a maximum of six (6) pitches or three (3) strikes from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the subsequent pitch that is a foul ball.
 - The batter is out on a foul tip if it is also the 3rd strike regardless of pitch number.
- **Runners**
 - On a batted ball, runners may advance until an infielder has control of the ball or at a base and holds the ball up. Once the ball has become dead and the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.
- **Mercy Rules**
 - If the visiting team is leading by 15 runs at the end of 3 complete innings or 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner.
 - If the home team is leading by 15 runs at the end of 3 complete innings or 10 runs after the visiting team has completed batting in the 4th inning or later, the game shall be complete and the home shall be declared the winner.
 - Maximum five (5) runs per half inning.
 - No maximum run applies in the 5th and all subsequent innings.

7.4.5 Offensive Coaches will pitch in front of the pitching machine either on one knee or in a standing position.

7.4.5.1 If a batted ball strikes the coach pitcher, the ball is dead; the pitch counts and no runners shall advance.

7.4.5.2 The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher.

7.4.5.3 Bases will be 50 feet apart.

- 7.4.6 Three Coaches may be positioned in the outfield to help with defensive play but may not interfere with any play.
- 7.4.7 No stealing is allowed. A base runner must have a foot on the base until the ball is hit. Base runners may not lead-off from any base.
- 7.4.8 There is NO bunting allowed in this division. If a bunted ball occurs, the Batter shall be called back to the plate; the swing will count, the ball is dead and no base runners may advance.
- 7.4.9 A batted ball becomes dead when an infielder either inside of baselines or at a base and has possession of the ball holds the ball over his/her head calling "TIME-OUT." Once the ball becomes dead and in the judgment of the coach and 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.
- 7.4.10 No scores or standings will be kept in the Shetland division.
- 7.4.11 There is no infield fly rule.
- 7.4.12 The pitching Manager/Coach will umpire the games.
- 7.4.13 A game is limited to 5 innings. No new innings can start after 1 hour and 15 minutes, and a drop-dead of 1 hour 30 minutes shall be observed.
- 7.4.14 **Shetland is an instructional division; therefore, Managers/Coaches are encouraged to develop all players at all positions.**
- 7.4.15 The Division Vice President will provide an addendum to all managers referencing the current Pony Rules.
- 7.4.16 The Louisville Slugger UPM Pitching Machine is the Official Pony Baseball Pitching Machine for Shetland.
- 7.4.17 The pitching machine shall be located approximately 38 feet from home plate.
- 7.4.18 The pitcher shall take position, ALWAYS TO THE REAR OF THE PITCHING MACHINE, and on the left or right side with one foot on the dirt portion of the mound.
- 7.4.19 If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- 7.4.20 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.

7.5 **T-Ball:**

- 7.5.1 T-Ball will be played in 2 phases during a season. The first phase will be games 1 through 4. The second phase will be games 5 through the end of the season. The timing (number of games per phase) can be amended at the President or Executive Vice President's discretion in cases when outside forces (weather, etc.) impact the total number of games. Coaches shall be notified of these changes ahead of time via email.
- 7.5.2 **Phase 1:** All players will hit solely off the tee. There will be no pitching to the batters. Every player will bat every inning, and no outs will be recorded. The last batter will clear all the bases. Regardless of where a batter hits a ball, they will only be allowed to advance one base at a time during this phase with the exception of the last batter. All defensive players should be encouraged to field the ball and throw to first base. Even if the ball beats the batter to first base, the batter remains on first, and no outs are ever recorded.
- 7.5.3 **Phase 2:** The Manager or Coach of a team will begin to pitch to his/her batters. They take 5 safety balls to the mound area and from one knee toss the balls to the batter one by one in rapid succession until the batter puts the ball in play. If after 5 pitches the batter has not put the ball in play, a Coach at home plate shall immediately place the tee on home plate with the ball on it and let the batter hit it. The batter will also be permitted to take extra bases on a ball hit to the outfield. He/she may continue to advance until the ball is back into the infield area. The last batter will still clear all the bases and no outs will be recorded.
- 7.5.4 At no time should there be more than 7 players in the infield on the defensive team including the pitcher and catcher.
- 7.5.5 Every player will take the field defensively every inning leaving no players on the bench.
- 7.5.6 Games are 3 innings with no new inning starting after 50 minutes.

8.0 SPECIAL RULES – ALL LEAGUES

- 8.1 Incomplete Games: The Division Vice President will assign the completion of the game upon becoming aware of the incomplete game situation. The completion of the game shall be scheduled at the first available open date or as a doubleheader the next time the two teams are scheduled to meet, whichever comes first. No team will be required to play more than 2 games in a 48-hour period. Pinto games ending in a tie will not be completed.
- 8.2 Playoff Games: Playoff games will sometimes be necessary to determine a season champion. They will be scheduled to allow participating teams to perform at full strength with all players eligible to pitch the maximum number of innings at the start of the playoff. No post-season games may be played until regular season including playoffs, is completed. For the purpose of this rule, a new league week will start 40 hours after the last game of the season. (This rule does not apply to playoff games necessary to break ties for half or round winners).
- 8.3 Sliding at Home Plate: On plays at home plate, if the runner does not slide and if contact is made with the catcher or other defensive player covering home plate, the runner will be called out and the ball declared dead.
- 8.4 Players must participate in 75% of scheduled games to be considered for All-Star nomination, except for games missed due to injury. Games missed due to discipline shall be considered a non-participating game.
- 8.5 Every effort will be made to start games on time. If a game extends into another game's scheduled start time, those teams involved in the delayed game will forgo taking infield warm-ups and will begin their game within 10 minutes of the completion of the previous game.
- 8.6 There will be no live batting practice before any league game at TABB fields including the St. Lawrence (Pinto) field. Live pre-game batting practice will be allowed at the TABB batting cages.
- 8.7 The one-foot in the batters box rule shall be enforced as stated in the Official Rules of Major League Baseball.
- 8.8 Pitch Counts - all divisions shall adhere to the Pitch Count and rest day guidelines outlined in Addendum A. For the purpose of pitch counts, any ball that leaves the pitcher's hand in the direction of Home Plate shall count as a pitch. The only exception to this shall be dead balls; these shall not be counted as a pitch.

9.0 SCOREKEEPERS

(Reference Section 13 of Rules and Regulations for Bronco, Mustang, and Pinto Leagues). Each Home Team will provide official scorekeepers and shall maintain the official score book for games. The Visiting Team shall maintain the pitch count. The Division Vice President will establish the program.

10.0 MANAGING AND COACHING

(Reference Section 15 of Rules and Regulations for Bronco, Mustang, Pinto and Shetland Leagues).

10.1 Home Team Duties:

- A. Reference the Field Preparation Document as provided by the Head of Facilities (located on the TABB website)
- B. Raise the US flag (Mustang, Bronco)
- C. Install Portable Pitching Mound
- D. Provide the game balls
- E. Maintain the Official Scorebook

10.2 Visiting Team Duties:

- A. Reference the Field Preparation Document as provided by the Head of Facilities (located on the TABB website)
- B. Place Portable Pitching Mound over home plate and cover with tarp (if you are the last scheduled game of the day)
- C. Bring down the flag (if you are the last game of the day)
- D. Bronco/Mustang – If last game of day, responsible for closing duties and to close down the facilities.
- E. The Visiting Team shall maintain the Official Pitch Count.
- F. The Field Parents shall open/setup the restrooms and stock any necessary items.

10.3 Manager/Umpires:

- A. Both managers should meet with the umpire prior to each game.
- B. Managers must request time out and have it granted by the umpire before entering the playing field (EXCEPTIONS are Shetland and T-Ball Leagues).
- C. Managers may protest an umpire decision only if it relates to interpretation of a rule.
- D. Each team shall be allowed 2 adults on the playing field.

10.4 Base Coaches: Adults may occupy both the first and third base coaching boxes. Adult base coaches are not required to wear uniforms.

10.5 Sportsmanship - Managers, Coaches, Players and other League Members: The Division Vice Presidents, appointed by the Executive Board of Directors, monitor all League activities with respect to sportsmanship and enforces all regulations governing it. The Division Vice Presidents shall appoint a monitor for all fields to assist him/her in carrying out these duties.

10.5.1 All matters of poor sportsmanship by any League member shall be reported to the Player Agent.

- A. Managers shall notify the Player Agent of any persons being ejected from a ball game by an umpire.
- B. Other displays of poor sportsmanship not resulting in immediate suspension from a game are also to be reported. Examples of such unsportsmanlike conduct include, but are not limited to:
 - Throwing of hats, helmets or any other visible gesture of temper.

- Profanity or obscene gestures.
 - Under the influence of alcohol or drinking alcoholic beverages on League premises.
 - Smoking in the dugout or on the field of play.
 - Undue harassment of umpires, players, managers or coaches.
- 10.5.2 The Player Agent, advised by his/her assistants, shall determine and enforce the action to be taken on cases reported to and investigated by him/her.
- A. Incidents of unsportsmanlike conduct by a participating member may be cause for temporary suspension from playing, coaching or managing in future games.
 - B. The party or parties may appeal all actions taken by the Player Agent. Notification of such appeal must be made in writing to the Executive Vice President within 48 hours of the action. The appeal will then proceed in accordance with ARTICLE XI, Section 6 of the Bylaws, and shall be reviewed by the Executive Vice President, Player Agent, and Division Vice President.
- 10.5.3 **Any manager/coach/player or fan removed from a game by an Umpire or Torrance American Baseball Board Member will be suspended from his/her next 3 games. A review board comprised of the Executive Vice President, Player Agent and the Division Vice President will meet within 48 hours of the incident. An appeal in writing may be presented for review at that time. *The suspended person will not have any contact with his/her team including but not limited to, games, practices or League functions.* A second removal of a manager/coach/player or fan during their association with Torrance American Baseball will result in expulsion from the League.**
- A. The Player Agent shall take action on any written report to him/her within 72 hours after being notified.
 - B. Failure of the Player Agent to act within 72 hours after being notified of the report shall result in the ineligible member being automatically reinstated to full eligibility status.
 - C. Participation of an ineligible player in a League game will subject the team to penalties for using an ineligible player as described in the Rules for Pony Baseball. The Player Agent may impose other sanctions, as he/she deems necessary.
- 10.5.4 The Executive Vice President may suspend managers or coaches for any of the following reasons:
- A. Violation of the minimum play rule;
 - B. Violation of the pitching rule;
 - C. Failure to field a team for a scheduled game;
 - D. Conduct which brings discredit upon himself/herself or his/her team;
 - E. Failure to comply with current operating rules for TABB

10.5.5 Dismissal of Managers/Coaches: The President may dismiss a manager/coach immediately for any of the following reasons until the board/committee makes final recommendations:

- Physical or verbal abuse of the players
- Fighting
- Being under the influence of alcohol
- Indecent exposure

10.6 Managers Dealing with Players:

10.6.1 A player may be held from a game for disciplinary reasons with his/her innings being accounted for in that manner prescribed in the minimum play rule, provided that prior approval was obtained from the Player Agent and Executive Vice President. When possible, the approval should be requested at least 24 hours before the affected game.

10.6.2 The manager shall notify the Player Agent and Division Vice President within 24 hours after he/she knows that a player has quit the team.

10.6.3 Failure to comply with the above rules will subject the manager to suspension by the Executive Vice President or President. The Board of Directors may consider invalidation or forfeiture of the games that are involved.

10.7 Eligibility: The Division Vice Presidents shall not manage or coach in the League that they represent as the Vice President. In as much as there is only 1 Player Agent for the entire organization, he/she may also desire to participate as a manager or coach. In the event this does occur, the Player Agent shall be restricted to participating in a managerial or coaching capacity in no more than 1 division, and all Player Agent duties as they pertain to that League following tryouts will be assumed by the Division Vice President in question. The Umpire-in-Chief will delegate responsibility pertaining to actions associated with teams and leagues in which his/her child is involved. The President shall approve this delegation in advance.

10.8 ALL MANAGERS MUST SIGN AN AFFIDAVIT THAT STATES THEY HAVE READ AND AGREE TO ABIDE BY THE CURRENT OPERATING RULES OF TABB. THE DIVISION VICE PRESIDENTS SHALL PRESENT SUCH AFFIDAVIT TO THE EXECUTIVE BOARD PRIOR TO THE INDIVIDUAL MANAGER'S CONFIRMATION.

10.9 Coaches' Clinics: Attendance is mandatory for any scheduled coaches' clinic. Division VP must approve attendance exemption.

10.10 Live Scan: All Team Managers, Coaches and any parent who has interaction with a player: (1) on the TABB playing fields, (2) during all games, including pre and post-game activities, (3) on the permitted or insured practice areas/fields, (4) at the batting cages, (5) at team workouts. In addition, the President, Executive Vice President and Secretary shall be Live Scan certified. It is the responsibility of the team manager to monitor the adults at his or her team events and to report directly to the TABB Live Scan Director.

10.11 No practice can start until the league's first, official practice start date (which is typically the first Monday in February). Managers shall conduct team field practices at fields for which the league has a permit or where no permit is required (such as a batting cage). The Player Agent and Division Vice Presidents shall determine the selection of team practice times and locations.

10.12 There shall be no more than 3 Coaches (Manager & 2 assistant coaches) on the field at any time during the game. Unlimited Coaches can be on the field during pre-game warm-ups/stations.

10.13 Team Practices⁴

Bronco - Each team gets 2 fielding practices (4 hours max per week) and 1 day of hitting (at an outside facility or at the TABB batting cages).

Mustang - Each team gets 2 fielding practices (3 hours max per week) and 1 day of hitting (at an outside facility or at the TABB batting cages).

Pinto - Each team gets 2 fielding practices (3 hours max per week) and one 1 day of hitting (at an outside facility or at the TABB batting cages).

Shetland - Each team gets 1 fielding practice (1.5 hours max per week) and 1 day of hitting (at an outside facility or at the TABB batting cages).

T-Ball - Each team gets 1 fielding practice (1 hour max per week).

Field practices on the day of a game are prohibited. Violation of this rule will result in the forfeiture of the next game.

PENALTY:

1st Violation - manager is suspended for 2 games of the season.

2nd Violation - manager is suspended for the rest of the season.

11.0 PROTESTS AND PENALTIES

(Reference Section 16 of Rules and Regulations for Bronco, Mustang, Pinto and Shetland Divisions).

11.1 A Manager who decides to play under protest must notify the plate umpire, official scorekeeper and opposing manager at the time that the disputed play occurs. The Manager must also submit the protest in writing to the Division Vice President, together with a \$100 deposit (which goes to the League), within 48 hours of the completion of the game or the protest will not be considered. The sum will be returned to the protesting manager only if his protest is upheld. The protest decision will be rendered by a committee comprised of the appropriate Division Vice President, the Player Agent and the Umpire-in-Chief.

⁴ Teams will be allowed to run a hitting practice at the TABB batting cages during the regular season. Teams will be allowed to sign up for the batting cages through an online sign up. Each division will be allotted one week a month at the TABB batting cages.

Original Signed
Ryan Nakanishi, President

Original Signed
Shane Daywalt, Executive Vice President

Original Signed
Candace Edwards, Executive Secretary