

APB LEAGUE RULES

Article I - General League Rules

The current Official Rules of Major League Baseball and the PONY Baseball Rule Book shall govern all play, except as modified by these Agoura Pony Baseball (APB) Local League Rules for non-interleague divisions (Shetland National, Pinto National and Mustang National) and the **CONEJO VALLEY INTERLEAGUE RULES** for interleague divisions (Shetland American, Pinto American, Mustang American and all of Bronco and Pony) . APB/CONEJO VALLEY INTERLEAGUE rules take precedence, then PONY, then MLB rules. In all cases, the rules are the rules and may not be modified by coaches or umpires without prior approval by the APB Executive Board of Directors.

1. **Primary League Objectives.** The primary objectives of this league are to teach the fundamentals of baseball, sportsmanship and team play. Enlightened adult supervision is essential to attain these goals.
2. **Special Ground Rules.** Special ground rules shall be discussed and resolved among the managers and the umpires prior to start of the game.
3. **Scorebook and Scoreboard.** In the Divisions where an Official Division Scorebook is kept, the home team shall be responsible for it. The home team scorebook shall be the official scorebook (paper or electronic). If the home team is unable to keep (i.e. properly complete a baseball score sheet) an official scorebook, but the visiting team can, then the visiting team's scorebook will be the official scorebook. In games where there is an operational scoreboard, the visiting team shall be responsible for it.
4. **Uniforms & Attire:**
 - a. All players must be in full, matching uniform including jersey, hat and socks. All coaches must wear team jersey and hat.
 - b. Team shirts shall not be covered. Exception: Pitcher, while on base, or players, while in the dugout.
 - c. Metal cleats may be worn only in Bronco American and Pony Divisions.
 - d. Players may not wear jewelry, bracelets, bands or necklaces, except for medical identification.
 - e. All male players must wear a hard cup.
 - f. Runners, batters, and on-deck hitters MUST wear a helmet or they will be called out. Non-Adult base coaches shall also wear a helmet with ear coverings. Helmets shall not be removed until the individual has re-entered the dugout. Batters and catchers' helmets must have a non-glare surface and not be mirror like in nature.
5. **Minimum Number of Players.** A minimum of eight (8) uniformed players and one adult coach constitutes a legal team. A team failing to field 8 uniformed players, including legal substitute players added to the roster pursuant to Section 29 below, within 15 minutes after the scheduled start time will forfeit the game. If a game is forfeited due to lack of players, it is recommended but not required that a practice game be played. If requested by the involved team managers, the scheduled umpires shall remain and umpire the practice game. If umpires remain and umpire the game, all applicable rules shall be enforced as if the game were an official league game. For purposes of clarity, the league obtained written advice from its insurance carrier, Gagliardi Insurance Services, in March 2020, that all umpires, players, coaches and other involved persons are covered by the league's insurance policy during such practice games.

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6. **Coach Helmets.** It is recommended that all persons coaching 1st or 3rd base on an APB field in Mustang American, Bronco National, Bronco American, Pony National and Pony American shall wear coach or batting helmets designed for such use while coaching those bases. Such helmets shall not be required during tournaments or select league play.
7. **Certification and Background Checks.**
 - a. Every manager must complete the Coaches' Certification process the first time he/she manages in a division. Re-certification is not required for the manager's successive years in the same division unless he/she does not manage in that division for two consecutive years. However, re-certification *is* required the first year in each successive division. For example, a manager must be certified the first year he manages in Shetland Division. He need not be re-certified if he manages in Shetland a second or third year. However, he must be re-certified his first year managing in Pinto Division, Mustang Division, Bronco Division and Pony Division or if he returns to a division after not managing in that division for two consecutive years.
 - b. Managers, coaches, umpires and any other adults who will have on-field contact with children playing in the league shall undergo a background check by the league at least once each year.
8. **Sit Out Rules.** No player shall sit out more than two (2) defensive innings of any regulation game or three (3) defensive innings of any extra inning game. In addition, in all Divisions, no player shall sit out twice until every player has sat out at least once. The starting pitcher is exempt from this rule until he/she is removed from the Pitching position. For purposes of this rule, a defensive inning shall be defined as an inning in which either three outs are recorded by the defense or when the maximum runs allowed per inning are allowed pursuant to the Division's rules. No extra inning game may be more than 10 innings in Mustang, Bronco, or Pony. **PENALTY:** Failure to comply with the above sit-out rule will result in the immediate removal of the offending defensive player for the remainder of the inning in which the violation occurs and the suspension of the manager for the remainder of that game. In addition, the manager may be suspended for his/her next game. If this happens a second time, the offending manager will not be eligible for selection as an all-star manager. NOTE: Article II, Section 1, Rule 9, Benching Players, overrides the provisions of this rule (#8).
9. **Continuous Batting Order.** ALL players shall bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness, or any other legitimate reason. The managers will inform each other prior to the game of such reasons. If a player is removed for any other reason, an out shall be recorded for his scheduled time at bat. This out shall be recorded only once per player, per game.
10. **Time limits:**
 - a. **Game Stoppage Due to Darkness, Weather and/or Safety Concerns:**
 - (i) In all divisions, a new inning officially begins at the moment the last out is recorded in the bottom half of the previous inning.
 - (ii) For all games where field lights are not available, ten (10) minutes past the posted sunset time shall be the drop dead time and once this time has been reached, the umpire will call the game for darkness and no further game play shall occur (no exceptions). The sunset time should be agreed to during the plate meeting with the umpires prior to the start of the game. The website www.timeanddate.com/sun can be used as a quick reference at that time. The game score will revert back to the last completed inning (unless the home team is ahead, or tied, at the time of the drop dead). However, if the game is tied at the time of the drop dead, and the home team

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was ahead at the start of the inning, the game score will revert back to the last completed inning.

- (iii) In all divisions, for elimination playoff games (i.e. a game which could result in the elimination of a team from the playoffs and cannot end in a tie), if an inning cannot be completed due to darkness and/or safety concerns, then the game will be resumed at the next available opportunity and shall start at the point at which the game was halted.

b. Shetland Division (National):

- (i) For pre-season, regular season and seeding playoff games, no new inning shall start after 1 hour and 15 minutes from the start of the game.

c. Pinto Division (National):

- (i) For pre-season, regular season and seeding playoff games, no new inning will start after 1 hour and 45 minutes from the start of the game.
- (ii) For elimination playoff games (i.e., a game which could result in the elimination of a team from the playoffs), there are no time limits.

d. Mustang Division (National):

- (i) For pre-season, regular season and seeding playoff games, no new inning will start after 2 hours from the start of the game.
- (ii) For elimination playoff games (i.e., a game which could result in the elimination of a team from the playoffs), there are no time limits.

e. Shetland American/Pinto American/Mustang American:

- (i) Please see the **CONEJO VALLEY INTERLEAGUE RULES.**

f. Bronco Division:

- (ii) Please see the **CONEJO VALLEY INTERLEAGUE RULES.**

g. Pony Division:

- (i) Please see the **CONEJO VALLEY INTERLEAGUE RULES.**

11. Suspended Games / Rain-Outs

- a. A game is considered official if at least four innings have been completed prior to the umpire calling the game because of inclement weather (or 3 ½ if home team is ahead). Any game that does not meet that threshold will be resumed at a future date from the exact point it was stopped.
- b. If an official game is called in the middle of an inning, before three outs are recorded by the home team, then the score shall revert to the last completed inning.
- c. Any player that was not present at the suspended game may be added to the end of the lineup and any player not present at the resumed game would not be treated as an out.
- d. Any pitcher who has been removed in the suspended game shall be ineligible to pitch when the game is resumed. However, the pitchers who were pitching at the time the game was suspended

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- can continue pitching. As stated in (e) below, their pitch count will carry over to the resumed game.
- e. Pitches incurred during the game will carry over to the resumed game, however pitches will be isolated to each week the game was played.
 - f. Each game will be treated separately in the consecutive games pitched rule (as if they were both two different games).
 - g. Time will not be carried over unless otherwise specified in advance (because of field usage limitations). Sunset rule will still be in play.
12. **Team Support.** All managers, coaches, players, parents, and spectators are asked to support their team and are welcome to cheer. Negative actions, including jeering, chanting, or making noise in an effort to distract the pitcher, batter, or other players on the opposing team are subject to disciplinary action at the discretion of the umpire if deemed by the umpire to be excessive and/or disruptive to the game. Violators shall be warned first and subject to ejection on the second offense.
 13. **Players Remain in the Dugout.** All players on each team not actively involved in the game shall remain in the dugout. Only managers, coaches, scorekeepers and players are permitted in the dugout (or designated dugout area). The home team shall occupy the dugout on the 3rd Base side of the field.
 14. **No Smoking or Animals.** No smoking or other form of tobacco use is permitted at any APB baseball facility. No animals are permitted at any APB facility which is part of a school property.
 15. **Umpire Absence.** Should an umpire fail to appear, the home team manager shall notify the League Director. The game shall proceed utilizing the best available people as umpires.
 16. **Field Preparation and Cleanup.** Both teams shall be responsible for the pre and post game field preparation, unless it is interleague game against a non-APB opponent, in which case the APB home team is responsible. It is the responsibility of both team managers to make sure that all trash and debris in the field, stands and dugouts is picked up and placed in the proper receptacles at the end of their game.
 17. **Standing on Structures.** No standing or climbing on top of the dugout or any other structures on the facilities.
 18. **Tie Games.** Tied games will be awarded a half win and a half loss for each team.
 19. **No Bat Boys or Mascots.** No bat boys or mascots are allowed on the playing field or in the dugout.
 20. **No electronic devises on the field of play.** Electronic devices such as cell phones, pagers, PDAs (personal digital assistant), etc., are banned from use on the field of play by all persons (coaches, players, umpires, etc.) during games, including warm-up time and in between innings.
 21. **No Alcohol or Drugs.** No alcoholic beverages are permitted at any APB baseball facility. It is not permissible to be under the influence of drugs or alcohol while at any APB Facility. Violation will result in immediate removal from premises and possible suspension or expulsion.
 22. **Time Outs** - A team at bat is limited to two offensive time-outs (conferences) per inning. Injuries, defensive time-outs, or time outs called by the umpire are not counted as official offensive time-outs. Only the infielders and one manager/coach may huddle on the playing field at one time.

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23. **No Casts or Splints.** Any player with a hard cast or splint is ineligible to play. Any player unable to bat due to injury becomes ineligible to play.
24. **One Foot in Batter's Box.** Except during time outs, a batter is allowed to remove only one foot from the batter's box between pitches.
25. **Slide or Avoid Contact.** IN ALL DIVISIONS: In order to protect all defensive players on all plays at any base or at home plate, runners must slide or avoid contact. If the runner does not slide, but there is no contact, then no penalty shall be assessed. If the runner does not slide and contact is made that, in the umpire's judgment is not incidental, then the runner shall be declared out. If, in the umpire's judgment, there was intent to injure (e.g. throwing of elbows, stiff arming, etc.) then the runner may also be ejected from the game.
26. **Pinch Runners.**
- Pinch runners or so-called "courtesy runners" shall be allowed to take the place of a runner injured during the course of the game.
 - If a player has an injury that existed prior to the start of the game, no courtesy runner may be substituted for that player; if a pinch runner is substituted for a player with such a pre-existing injury, then that player may not return to the game after the substitution has been made.
 - In every instance, the courtesy runner shall be the player having made the last out prior to the most recent play.
 - A runner replaced by a courtesy runner may reenter the game only one time. Once a player has been replaced by a courtesy runner for the second time, he may not return to the game. The only exception is the same player being run for with 2 outs when playing the catching position, who may reenter the game (see e. below).
 - With two-outs, a courtesy runner for the catcher may be used. The courtesy runner shall be the player that made the previous out. The player that was run for must assume the catching position the next inning (and must complete the inning as the catcher – barring injury that would remove them from the game).
27. **Playoff Tournaments (Pinto National and Mustang National).** All Divisions except Shetland National shall have playoff tournaments. The regular season playing rules as of the last game of the year shall apply to all playoff games. Elimination play-off games must result in a winning team. Pool play play-off games can result in ties. Please see the **CONEJO VALLEY INTERLEAGUE RULES** for Playoff information for Shetland American, Pinto American, Mustang American and all of Bronco and Pony.

Final Regular Season 2 and 3 Team Standings Tie Breaker Rules

If there are more than 1 set of teams tied, i.e. 2 teams tied for 1st and 3 teams tied for 2nd, determine the standings for the teams with the best records first.

a. When two teams within a division have identical win-loss records, the following will apply:

(1.) the winner of the head-to-head competition between those two teams shall be placed ahead of the other team in the standings.

(2.) if the two teams remain tied after consideration of "1" above, the least number of runs allowed by a team in their head-to-head games shall be placed ahead of the other team in the standings.

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(3.) if the two teams remain tied after consideration of "1" and "2" above, the team that has the best run differential in their head-to-head competition shall be placed ahead of the other team in the standings.

(4.) if the two teams remain tied after consideration of "1", "2" and "3" above, the team that has the best record against the 1st place team in their head-to-head competition shall be placed ahead of the other team in the standings, if the two teams remain tied after that, then the team with the best record against the 2nd place team in their head-to-head competition shall be placed ahead of the other team in the standings, etc.

(5.) if the two teams remain tied after consideration of "1", "2", "3" and "4" above, then flip a coin.

b. When three teams within a division have identical win-loss records, the following will apply:

(1.) if the three teams played each other the same amount of games, then the team with the best record of the head-to-head-to-head competition between the three teams shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(2.) if the three teams remain tied after consideration of "1" above and they played each other the same amount of games, then the team with the least number of runs allowed in their head-to-head-to-head games shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(3.) if the three teams remain tied after consideration of "1" and "2" above and they played each other the same amount of games, then the team that has the best run differential in their head-to-head-to-head competition shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(4.) if the three teams remain tied after consideration of "1", "2" and "3" above, then the team with the least number of runs allowed in all games played shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(5.) if the three teams remain tied after consideration of "1", "2", "3" and "4" above, then the team that has the best run differential in all games played shall be placed ahead of the other two teams in the standings. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(6.) if the three teams remain tied after consideration of "1", "2", "3", "4" and "5" above, the team that has the best record against the 1st place team in their head-to-head competition shall be placed ahead of the other teams in the standings, if the three teams remain tied after that, then the team that has the best record against the 2nd place team in their head-to-head competition shall be placed ahead of the other teams in the standings, etc. Revert back to "a." to determine from the other two teams the next placed team in the standings.

(7.) if the three teams remain tied after consideration of "1", "2", "3", "4", "5" and "6" above, then flip a coin.

28. **Age Specific Divisions - Petitions.**

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- a. Unless otherwise approved pursuant to this Section 28, all players must play in age specific divisions based on the age ranges published for each division by the league each year.
 - b. If a player wishes to play in a division lower than his/her age-specific division, his/her parent(s) or legal guardian(s) must submit a written petition to the President on a form designed for this purpose by the league. The Executive Board shall consider and rule on each petition based upon input from division directors, prior coaches and other persons deemed to have relevant information regarding the player's ability both physically and emotionally to play in the lower division.
 - c. If a player wishes to play in a division higher than his/her age-specific division, his/her parent(s) or legal guardian(s) must submit a written petition to the President on a form designed for this purpose by the league. The petitioning player must then try out in both his/her age-specific division and the higher petitioned division. Once the league officially ranks players for purposes of the annual draft, the petitioning player must be officially ranked in the top ten percent (10%) of the entire player population (i.e., American and National players combined) of the higher petitioned division to be eligible for placement in said higher division. If such 10% ranking is achieved, then the Executive Board shall consider and rule on each petition based upon such ranking as well as input from division directors, prior coaches and other persons deemed to have relevant information regarding the player's ability both physically and emotionally to play in the higher division.
29. **Substitute Players.** The following is for Pinto National and Mustang National. (Please see **the CONEJO VALLEY INTERLEAGUE RULES** for Shetland American, Pinto American, Mustang American and all of Bronco and Pony.) For When a team (due to sickness, injury, or absence due to conflicts) would otherwise be forced to start a game with eight (8) or fewer players, the team may add one or more substitution players to reach the required minimum number of eight (8), but no more than nine (9) total players, prior to the start of the game, pursuant to the following rules:
- a. The substitution player must be selected from the list of APB registered **National Division** players in the same division and must not have been drafted in the top two rounds of the current season's draft. For example, an eligible substitute for a Mustang National team would be any APB registered player in the Mustang National Division who was not drafted in the top two rounds.
 - b. The team manager must submit the names of any proposed substitute player(s) to the Division Director or any Executive Board member for approval **prior** to the start of the affected game.
 - c. A substitution player(s) may only play in the **outfield** defensively and must bat last in the batting order. If the team is missing a "qualified" catcher, then a "qualified" substitute player may play catcher.
 - d. If a regular member of the team arrives and is added to the lineup during the game, the substitution player must be removed from the game at the time the regular team member is added.
 - e. A substitution player will play as a regular member of the team and, except as provided for in this Section 28, is bound by the same minimum play requirements. He may not play if his regular team's game conflicts with the substitution game.
 - f. **The manager must inform the opposing manager prior to the start of the game that he/she is utilizing a substitution player.** If these guidelines are not followed, or if a team utilizes an ineligible substitute, then the team may play or finish the game but the game will be considered a forfeit in the standings and the manager will be subject to a one game suspension.

Article II – Code of Conduct, Discipline and Protests

Code of Conduct - No Tolerance Policy

APB maintains a “no tolerance policy” which prohibits any manager, coach, player, parent or spectator from any form of physical abuse, verbal abuse, or any other conduct that is deemed to be unsportsmanlike towards umpires, players, opposing players, managers, coaches, spectators, or league officials. Team managers shall be responsible for the conduct of their coaches, players, parents and fans during games.

Section 1: Discipline

- A. **Disciplinary Committee.** A disciplinary committee shall be seated on an annual basis. The league President shall select a minimum of two (2) and a maximum of three (3) board members to sit on the disciplinary committee. At least one member of the Disciplinary Committee shall be a current member of the Executive Board. This committee shall serve a one-year term. The members of the Disciplinary Committee shall be responsible for:
1. Reviewing the league's disciplinary policies and procedures on at least an annual basis and making suggestions to the Executive Board regarding changes the committee feels are needed.
 2. Conducting reasonable investigations and due diligence regarding reported disciplinary cases.
 3. Handling all forms of discipline other than those that fall within the purview of the umpires and the Division Directors, including determination of the appropriate penalty for the offense.
 4. Keeping the Executive Board apprised of and, where necessary, involved in, disciplinary matters handled by the Disciplinary Committee.
 5. Documenting, as appropriate, the facts surrounding and resolution of all disciplinary matters handled by the Disciplinary Committee.
- B. **Disciplinary Action.** Disciplinary action may be taken against any offending individual including, but not limited to, players, parents, coaches, managers and spectators, who engages in one or more violations of APB rules, unsportsmanlike conduct, fighting, profane, foul or abusive language, violent display of temper, or any other action or conduct which is otherwise deemed by the Disciplinary Committee to be detrimental to the best interests of APB.
1. **Penalties.** The Disciplinary Committee shall have the authority to impose sanctions and penalties commensurate with each offense, which may include one or more of the following:
 - a. **Warning.** The Committee may provide a Warning to the offending person, including advisement that repetition of the offense will result in a more severe penalty.
 - b. **Probation.** The Committee may provide a Warning to the offending person accompanied by probation for a specified period of time, which can be up to the remainder of the season. The terms of Probation may include a pre-determined specific penalty for further violations.
 - c. **Ejections.** Any person ejected from any APB facility must leave the premises immediately and without further incident. Persons not doing so will be subject to additional penalties and disciplinary action by the Disciplinary Committee, and will be considered as trespassing and subject to removal and possible arrest by the Sheriff's Department.

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- d. **Suspensions.** The Committee may impose a suspension from all league activity on the offending person for a specific number of games or days.
 - e. **Dismissal or Expulsion.** The Committee may dismiss or expel the offending person from the league for the remainder of the current year.
 - f. **Barred.** The Committee may bar the offending person from present and future participation in the league permanently, or for a specific number of years.
2. **Managers, Coaches, & Players.** Any manager, coach or player violating the Code of Conduct is subject to immediate ejection from the game by the umpire in charge and may also be subject to subsequent and further disciplinary action from the Disciplinary Committee.
 3. **Parents & Fans.** The umpire shall notify the manager of the offending team if a parent or fan is violating the Code of Conduct. Upon being notified of such violation, the manager shall inform the offending parent or fan that they are in violation of the league's rules and could be ejected if they do not cease and desist. In the event of a second violation during the same game, the offending party may be subject to ejection. No warning is required for an ejection of a parent or fan. In the event that the offending individual(s) refuse to comply, the manager of the offending team shall be primarily responsible for compliance. Failure by the manager or the offending individual(s) to comply will result in a forfeiture of the game and subject the involved individual and the manager of the offending team to disciplinary action by the Disciplinary Committee. The umpire shall make every effort to avoid communication directly with the offending parent or fan.
 4. **Post-Ejection Suspension.** Any individual, be it a manager, coach, player, parent, fan, or other involved individual, who is ejected from a game shall automatically be suspended for at least one additional game for the first infraction, at least two additional games for a second infraction, and dismissal for the remainder of the season for a third infraction. The ejection of any such individual shall be reported by the umpire to either the chief umpire, or to the game umpire's scheduler within 24 hours following the game. Managers are responsible for reporting the ejection of players to their Division Director within 48 hours of the end of the game in which the player was ejected.
 5. **Line-Up Card Notation Required.** Suspended players must be listed on the manager's official line-up card during the period of suspension and the length of their suspension should be noted. Suspended individuals shall not be present at ANY official APB game until his/her suspension has ended. Once a player has served his/her suspension, he/she shall again be eligible to participate in league games.
 6. **Board Member Observations.** Any board member who observes inappropriate behavior or unsportsmanlike conduct on the part of any player or adult shall so advise the respective Division Director who shall determine appropriate discipline, if any.
 7. **All Star Ineligibility.** Any player with three disciplinary actions (ejection or suspension) shall not be eligible for All-Star selection. Any manager or coach with three disciplinary actions (ejection or suspension) shall not be eligible for All-Star managing or coaching.
 8. **Physical Abuse.** The league has a zero tolerance policy for any form of physical abuse towards umpires, players, managers, coaches, and league officials. Any physical contact that is deemed inappropriate will result in immediate ejection and suspension for a minimum of two games and possible dismissal from the league. Physical abuse shall be defined as pushing, shoving, striking, spitting, or kicking another person or his property.
 9. **Benching Players.** A manager may bench any player for disciplinary reasons at any time, but he/she must notify the League Director in writing within 48 hours of such action. If a player is benched

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during a game, the manager must notify the scorekeeper immediately and the player may not reenter that game. No manager shall have the authority to remove any player from the team without approval from the League Director. The benched player's spot in the batting order will be an automatic out each time it comes during the remainder of the game.

10. **Equipment Throwing Penalty.** Any manager, coach or player who MALICIOUSLY throws or abuses any equipment may be subject to ejection from the game by the umpire without prior warning.
11. **Unsportsmanlike Ejection Penalty.** Any player, who, in the umpire's judgment, intentionally tries to injure another player and, as a result, is subsequently ejected from the game for unsportsmanlike conduct, shall also be recorded as an "out" on the play. In addition, any manager, coach, or parent who instructs a player to behave in any manner that is considered unsportsmanlike shall be subject to ejection and a minimum one game suspension. Based on the report filed by the umpire, the Disciplinary Committee may take further action against any or all offending persons.
12. **Forfeited Games.** A game may be forfeited to the opposing team when a team employs tactics palpably designed to delay or shorten the game (e.g. purposely making contact with a player to cause an out, or repeatedly making a pitching change or excessive team meeting to purposely delay the game).
13. **Appearance at Disciplinary Committee Hearing.** The league may demand the presence of an offending player, manager, coach, parent, or fan at a disciplinary meeting to discuss issues arising from that individual's behavior. Failure to appear may result in dismissal or such other disciplinary action as the Disciplinary Committee deems appropriate.
14. **Appeals.** Any offending person(s) subjected to disciplinary action by either the Division Director or the Disciplinary Committee may appeal such decision in writing to the Board of Directors. Appeals must be received by the league President or his/her designee in writing within 72 hours of the incident. The appeal shall be either accepted or rejected for consideration by the President within 24 hours of receipt. If the appeal is accepted for consideration, the Disciplinary Committee shall conduct an investigative hearing with the oversight of the Executive Board and shall rule on the appeal within 48 hours. If the appeal is rejected by the President, the appeal shall be considered as denied and the initial disciplinary action of the Disciplinary Committee shall stand.

Section 2: Protests.

APB follows major league rules and Pony National rules regarding the when and how a protest may be filed. Those rules are supplemented or modified by the following:

1. **Filing of Protest.** In the event of a rule interpretation, time will be taken by the Chief Umpire to consult with the managers to resolve the rule in question. If a resolution cannot be reached, a manager may protest the game. A protest must be filed at the time of the incident prior to the next pitch, with the umpire, official scorekeeper, and the opposing manager. Protests cannot be made on an umpire's judgment call. Scorekeepers must note the exact point in the game in the official scorebook at which a protest is made and the reason for the protest.
2. **Division Director Notification.** The protesting manager must contact the Division Director within 24 hours of the completion of the game in which the protest is made. If the manager is unable to contact the Division Director, another league official may be contacted in his/her place.
3. **Written Report and Deposit.** A written report along with a \$50.00 deposit must be given to the Division Director within 48 hours of the completion of the game in which the protest is made. The report should cite the rule in question, the ruling by the umpire, and why the protesting party believes that the ruling was incorrect.

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4. **Protest Committee Meeting.** A protest committee shall meet as soon as practical to review all evidence and to interpret the decision in accordance with the applicable rules. Evidence will consist of the protesting manager's report, the report of the umpire in charge of the game, the report of the opposing manager (if submitted), and any oral presentation by those three parties.
5. **Protest Committee Members.** The protest committee shall consist of:
 - a. The V.P. of Baseball Operations or his designee;
 - b. The Division Director(s) of the involved division;
 - c. The Umpire Division Director of the involved division; and
 - d. The Head Umpire Director.
6. **Protests Upheld.** If the protest is upheld, then the game shall be continued from the point of the protest using the same lineups. The \$50.00 deposit shall be returned.
7. **Protests Denied.** If the protest is denied, the game results shall be official and the \$50.00 deposit is forfeited.
8. **Playoff Games.** If a protest occurs during a playoff game, the protest shall be referred to the V.P. of Operations for expeditious consideration and resolution without committee. The V.P. of Operations shall consult with any individuals he/she deems necessary for such consideration and resolution.

Article III - Shetland Division Rules

	SHETLAND National	SHETLAND American
Rules	APB	<u>CONEJO VALLEY INTERLEAGUE*</u>
Time Limit	1h 15 min	1h 15 min
Innings	5	5
Max. Runs per inning	4	5
Mercy	No	No
Pitching Distance	38'	38'
Pitching Machine	Yes	Yes
Base Distance	50'	50'
Balk	N/A	N/A
Infield Rotation Rule	Yes	Yes
Bunting	No	No
Infield fly	No	No
Lead-offs/Stealing	No	No
Defensive Coaches on field	2	1

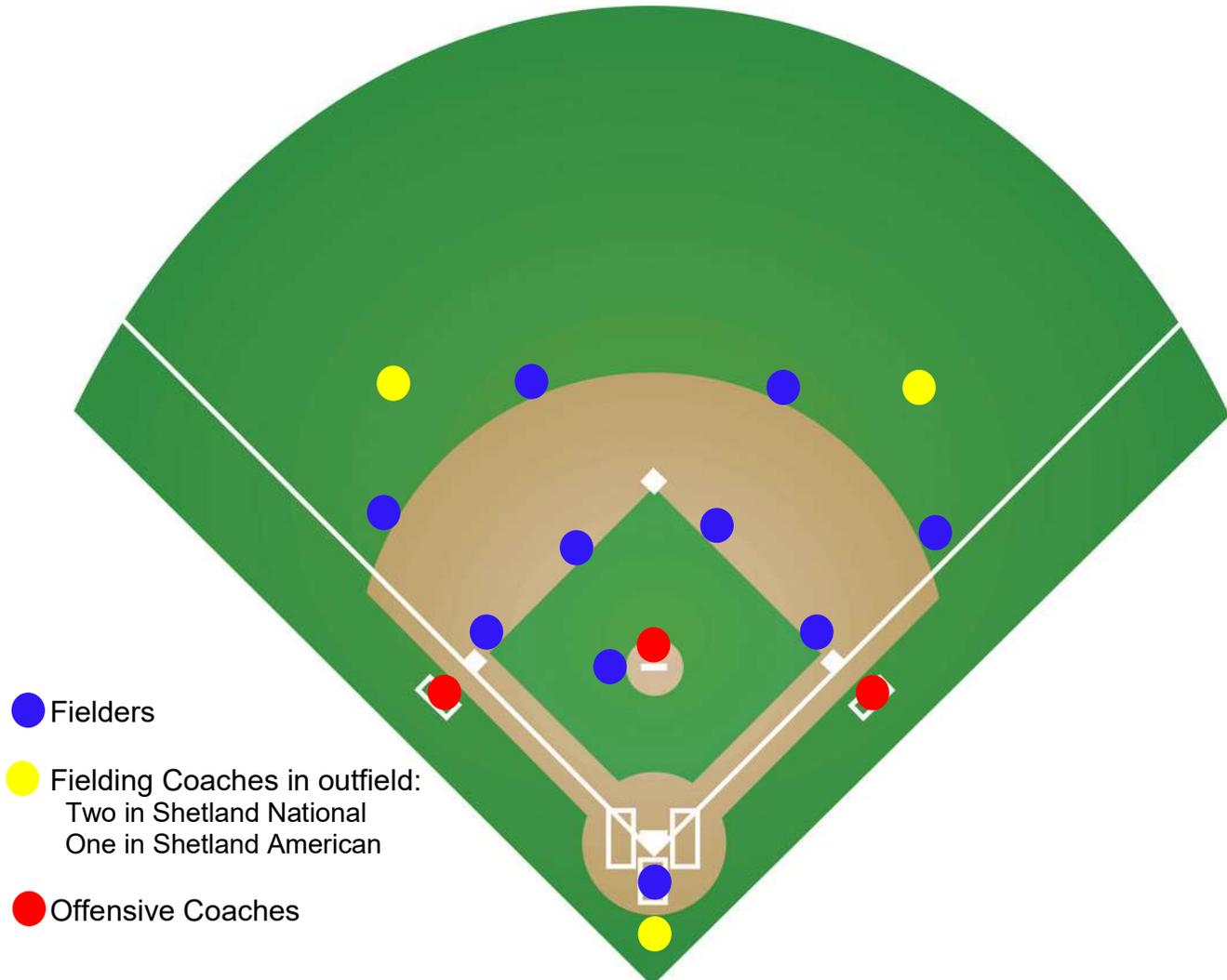
*See 3 below

1. **Age Range.** The Shetland division will be open to children who will be age 4 to 6 as of August 31 of the playing year.
2. **The Field.** Bases shall be fifty (50) feet apart. The pitching distance will be 38 feet.
3. **Interleague Rules.** If Shetland American participates in Interleague play then such **CONEJO VALLEY INTERLEAGUE RULES** shall supersede any conflicting APB local rules contained in this Article III.
4. **Regular Season Playing Rules:**
 - a. A complete game will be five (5) full innings. There are no extra innings, even in the event of a tie.
 - b. Catchers:
 1. Catchers must wear catcher's gear (mask, chest protector, shin guards). While recommended, catchers do not need to wear catcher's mitts.
 2. A catcher is not required when a team is forced to field less than ten (10) players.
 - c. Positioning:
 1. Infielders may not play more than six (6) feet in front of an imaginary line extending between the bases, until the ball has been hit. Infielders cannot start a play on the infield grass. They must be on the dirt (on a regulation Shetland-size field).

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2. The outfielders may not play closer than ten (10) feet behind the imaginary line extending between the bases, until the ball has been hit. Outfielders cannot start a play on any part of the infield dirt. They must remain on the outfield grass (on a regulation Shetland-size field).
3. The kid pitcher shall keep at least one foot on the pitcher's mound (dirt) prior to each "Coach Pitch".

Minimum starting defensive playing positioning:



- d. No stealing or leading off before the ball is hit fair or foul. If ball is not hit, runners shall not advance. Penalty – Runner is out; ball is dead if hit fair or foul and all runners return to their base.
- e. There is no infield fly rule
- f. There are no mercy rules in the Shetland Division.

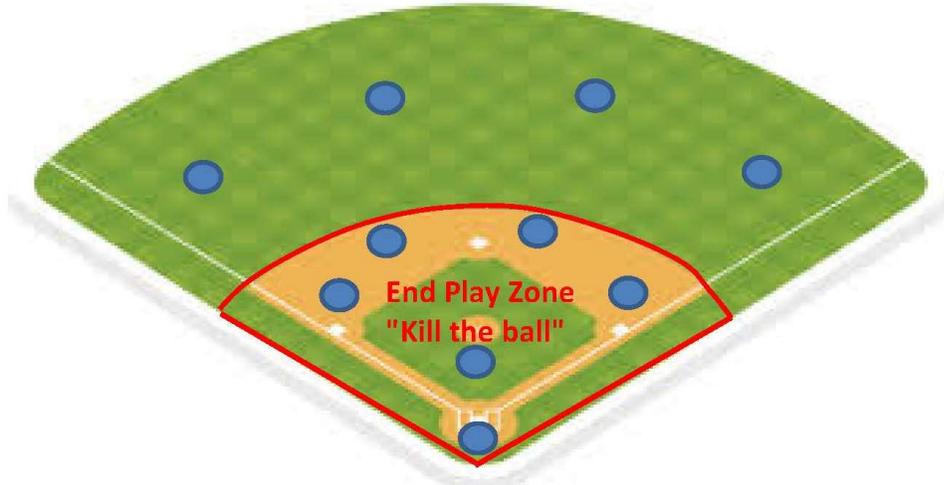
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5. **Batting.**

- a. Pitching machines shall be used in both Shetland National and Shetland American.
- b. **Bunting.** Batters are not allowed to bunt the ball in both Shetland National and Shetland American. A 10 foot arc should be marked in front of home plate extending from the first base line to the third base line, and any ball which does not travel beyond that line will be considered a foul-strike, the ball is dead and no runners may advance.
- c. Umpires on the field are a part of the field.
- d. If a bat is unintentionally thrown by a batter during an at-bat in such a manner that, in the opinion of the umpire, is a danger to players on the field or the umpire himself, the umpire shall issue a warning to that player. If a bat is thrown by the same player a second time and in a similar manner during the game, the umpire shall call the player out.
- e. Runners may not throw off/remove their helmets while running the bases.
- f. If the player steps on the plate during his/her "at bat", then he/she will NOT be called out.
- g. Number of Pitches per at bat:
 1. SHETLAND NATIONAL - Players will be given 5 pitches. The batter will be given an additional pitch each time he/she fouls off the 5th pitch.
 2. SHETLAND AMERICAN – Please see the **CONEJO VALLEY INTERLEAGUE RULES.**

6. **Defense.**

- a. As soon as an infielder has possession of the ball in the infield, and elects not to make any further play, the umpire shall call "Time;" the ball is then "dead," and no further "action" is to be permitted. All runners, including the batter/runner, shall return to the last base that was in the judgment of the umpire, legally touched when "Time" was called, unless the lead baserunner has advanced at least half-way to the next base, in which case the lead runner shall be allowed to advance to said "next base." *(Please note that an infielder holding up the ball high in their hand does assist with showing the umpire that they have possession and that the players does not want to many any further play.)*
- b. A fielder shall have "possession of the ball" as soon as he/she has control of the ball, either in his/her hand or glove.
- c. "Possession of the ball" is to be determined by the umpire, and is a judgment call that cannot be appealed or protested.
- d. The outer limit of the "Infield" is the infield/outfield grass line; this "grass line" also extends into foul territory, up to the fences or fence lines.



- e. Whether a runner has advanced at least half way to the next base is to be determined by the umpire, and is a judgment call that cannot be appealed or protested.

7. Coaching

- a. Four coach rule: **Four uniformed** coaches are allowed in the dugout/on the playing field during games: three on the field on offense and the fourth as the dugout coach.
- b. Offensive coaching shall consist of a first base coach and a third base coach and a coach-pitcher. All other offensive coaches must remain in the dugout (not outside of it).
- c. In Shetland National, two (2) defensive coaches are permitted and must remain in the outfield at least five (5) feet behind the baselines and coach outfielders only. In Shetland American, only one (1) defensive coach is permitted and must remain in the outfield at least five (5) feet behind the baselines and coach outfielders only. Coaches must not interfere with or impeded players in any way. A coach may also direct his infield from the dugout area.
- d. The coach who is pitching can coach the batter only; not the base runners.
- e. A defensive coach may stand behind home plate to back up the catcher, but may not instruct any offensive or defensive players. He/she is to be silent and essentially a ball retriever.
- f. A coach physically assisting a base runner will cause the base runner to be called out.
- g. Player rotation is an important element of instructional baseball. **To this end, coaches are expected to rotate players between infield and outfield to the maximum extent. The use of dedicated player positions is prohibited in Shetland.** It is acknowledged that some children are physically unprepared to protect themselves at various defensive positions (i.e., pitcher, first base). Our utmost concern must be safety and doing our best to make sure no children get hurt. To this end, managers should use their best judgment in placing players in defensive positions.

Defensive Rotation Rule

- i. The use of dedicated player positions is not permitted.
 - 1. No Player shall play Infield twice until each Player plays the Infield once. No Player shall play Infield three times until each Player plays the Infield twice. For the purposes of this Rule, the Infield is defined as Pitcher, First Base, Second Base, Third Base & Shortstop only.

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2. No Player shall play Outfield twice until each Player plays the Outfield once. No Player shall play Outfield three times until each Player plays the Outfield twice.

3. Players are not permitted to play Pitcher or Catcher more than two (2) innings of any Regulation Game.

ii. Managers are required to use their judgment when positioning Players at various defensive positions (i.e., Pitcher, 1st Base). SAFETY FIRST.

iii. Managers are required to provide a Rotation Sheet to the opposing Scorekeeper prior to the start of each game.

h. There is a ZERO TOLERANCE policy of any abuse toward all umpires, especially youth umpires.

8. **Rules for Use of Pitching Machines.**

- a. Pitching machines shall be used only in both Shetland Divisions. NO coach-pitch.
- b. The pitching machine shall be located approximately 35 feet from the front edge of home plate.
- c. The pitcher shall take his/her position, ALWAYS TO THE REAR OF THE PITCHING MACHINE and to the left or the right side of the pitching machine with at least one foot on the dirt portion of the mound.
- d. If a batted ball strikes the pitching machine and remains in fair territory, the ball shall be considered in play.
- e. If a batted ball strikes the pitching machine and proceeds untouched into foul territory, then the ball shall be considered dead, the batter shall be awarded first base, and all base runners shall advance one base.
- f. The coach operating the pitching machine shall not direct or coach his/her team (other than the batter pursuant to 6(f) above) in any way while operating the pitching machine. PENALTY: Upon the first violation of this rule during the game, the offending coach shall receive an umpire warning. Upon the second violation during the game, the umpire shall have the discretion to remove the coach from the game.
- g. If a batted ball hits the coach-pitcher or the coach operating the pitching machine, the ball shall be considered dead. The pitch shall be considered a foul ball / strike and base runners may not advance.
- h. If a live thrown ball hits the coach-pitcher or the coach operating the pitching machine; or if, in the umpire's judgment, said coach interferes in a fielder's attempt to make a play (irrespective of whether said coach is hit by the ball), the ball shall be considered dead and the lead runner shall be declared out.

9. **The following applies to SHETLAND NATIONAL Division play:**

- a. Each half inning consists of 3 outs or 4 runs, whichever occurs first. Offensive players who "get out" will remain on the bases.
- b. The maximum number of defensive players on the field shall be ten (10), including (6) infielders and (4) outfielders. The outfielders shall be in left field, left-center, right-center, and right field (no rover). No "Shetland Shortstop" (player in front of 2B) is permitted. The eleventh+ player(s) must remain in the dugout but may be subbed in mid-inning.

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- c. If the batter fails to hit the ball after five (5) pitches, then they will be given three (3) chances to hit off of a tee. If the batter fails to hit the ball off of the tee, then the third pitch will be treated as “run on anything,” meaning even if the batter fails to put the ball in play on the third swing, then the batter will run to first base anyway and any other runners will advance one base.
 - d. There are NO walks and NO strikeouts.
 - e. If a batted ball does not leave the infield (as defined in Section 5), then players on base will be allowed to advance only one base on the hit.
 - f. Any and all plays shall be limited to one overthrow, and subject to the following:
 - (i) The ball is in play when an overthrow occurs, unless the ball enters “dead ball” territory.
 - (ii) All runners shall be allowed to advance at their own risk only one base on any such overthrow; therefore, said runners may be tagged “out” before reaching their next base, but may not advance beyond said “next” base.
 - (iii) The “Half-Way” rule (as described in Rule 5(a), above) applies to all overthrow situations.
 - g. Coaches are encouraged to have players take **appropriate** extra bases when balls are hit to the outfield. This does not mean taking advantage of players’ inability to make outs at a base and automatically sending runners to the next base. It means that on balls that are hit to the fence or beyond the outfielders, players may go to second base, third base, then home IF APPROPRIATE. The main purpose of this is to teach the players how to run the bases properly.
 - h. There will be no standings and no playoffs in this Division.
10. **The following applies to the SHETLAND AMERICAN Division play:**
- a. For number of innings and run maximums per inning please see the ***CONEJO VALLEY INTERLEAGUE RULES***.
 - b. The maximum number of defensive players on the field shall be ten (10), including (6) infielders and (4) outfielders. The outfielders shall be in left field, left-center, right-center, and right field (no rover or “Shetland Shortstop”). The eleventh+ player must remain in the dugout but may be subbed in mid-inning.
 - c. For number of pitches and swings please see the **CONEJO VALLEY INTERLEAGUE RULES**.
 - d. Base runners may advance until the umpire has declared the ball dead pursuant to the rules of Section 5 above.
 - e. Any and all plays shall be limited to one overthrow, and subject to the following:
 - (i) The ball is in play when an overthrow occurs, unless the ball enters “dead ball” territory.
 - (ii) All runners shall be allowed to advance at their own risk as many bases on any such overthrow; therefore, said runners may be tagged “out” before reaching their next base.
 - (iii) The “Half-Way” rule (as described in Rule 5(a), above) applies to all overthrow situations.
 - f. There are standings and playoffs for this division.
 - g. No stealing.

Article IV – Pinto Division Rules

	PINTO National	PINTO American
Rules	APB	<u>CONEJO VALLEY INTERLEAGUE*</u>
Time Limit	1h 45 min	1h 45 min
Innings	6	6
Max. Runs per inning	5 (innings 1-5) 6 th inning is “open”	5 (innings 1-4) 5 th /6 th are “open”
Mercy	No	12 runs mercy after 4 innings 10 runs after 5 innings
Pitching Distance	40’	40’
Base Distance	60’	60’
Infield Rotation Rule	Yes	No
Balk	No	No
Dropped 3 rd Strike	No	No
Bunting	No	Yes
Infield fly	No	Yes
Lead-offs/Stealing	No	Yes, after the ball is released from the hand of the pitcher

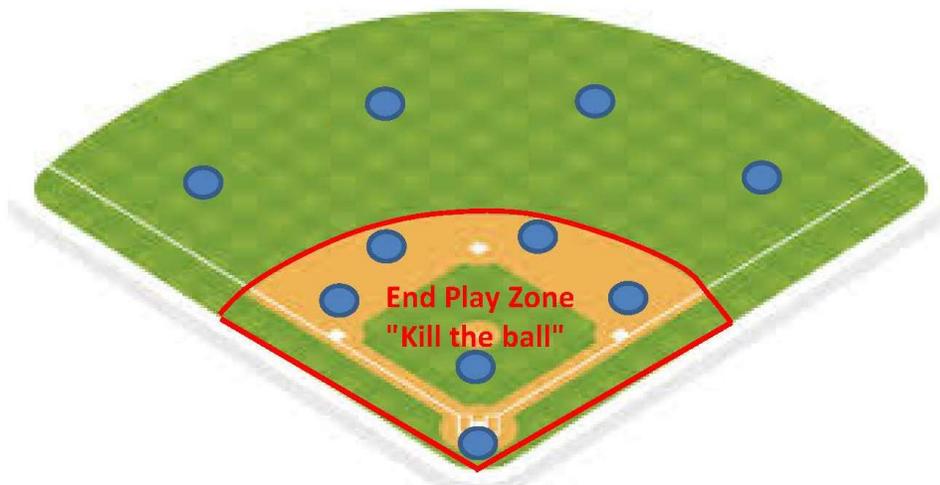
*See 3 below

1. **Age Range.** The Pinto Division will be open to children who will be ages 7 or 8 as of August 31 of the playing year.
2. **The Field.** Bases will be **sixty (60)** feet apart. Pitching distance will be 40 feet.
3. **Interleague Rules.** If Pinto American participates in Interleague play then such **CONEJO VALLEY INTERLEAGUE RULES** shall supersede any conflicting APB local rules contained in this Article IV.
4. **Regular Season Playing Rules for National:**
 - a. During the first part of the season the games will be played but scores will not be recorded for the standings. Starting the first Monday in April, scores will be recorded for the standings.
 - b. Game length shall be six (6) innings. There will NOT be extra innings.
 - c. **Defensive Rotation Rule**
 - i. The use of dedicated player positions is not permitted.
 1. During the first 4 innings of a regulation game, each player must play at least one (1) full inning of "infield" (Catcher, Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base). During the first 5 innings of a regulation game, each player must play at least two (2) full innings of "infield" (Catcher, Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base). As related, only one inning of playing catcher per game will count as an "infield" inning. In a 5 inning game each player must play at least one inning at either Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base. Any violation of this rule section

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may result in a manager's suspension from the next game. The only exception to this rule section can be made by the Manager if he/she concludes that it would be a safety issue for the subject player to play a minimum number of innings in an infield position.

- ii. Managers are required to provide a Defensive Rotation Sheet to the opposing Scorekeeper prior to the start of each game.
- d. The 5-run limit per inning is enforced, except during the 6th inning, which is an open inning.
- e. If a bat is unintentionally thrown by a batter during an at-bat in such a manner that, in the opinion of the umpire, is a danger to players on the field or the umpire himself, the umpire shall issue a warning to that player. If a bat is thrown by the same player a second time and in a similar manner during the game, the umpire shall call the player out.
- f. Four coach rule: Four uniformed coaches are allowed in the dugout for Pinto National. The fourth coach may help in the dugout and support bullpen pitcher warm-ups.
- g. As soon as an infielder has possession of the ball in the infield, and elects not to make any further play, the umpire shall call "Time;" the ball is then "dead," and no further "action" is to be permitted. All runners, including the batter/runner, shall return to the last base that was in the judgment of the umpire, legally touched when "Time" was called, unless the runner (and any preceding runner that is therefore forced to advance) has advanced at least half-way to the next base, in which case the runner shall be allowed to advance to said "next base." *(Please note that an infielder holding up the ball high in their hand does assist with showing the umpire that they have possession and that the players does not want to many any further play.)*
- h. A fielder shall have "possession of the ball" as soon as he/she has control of the ball, either in his/her hand or glove.
- i. "Possession of the ball" is to be determined by the umpire, and is a judgment call that cannot be appealed or protested.
- j. The outer limit of the "Infield" is the infield/outfield grass line; this "grass line" also extends into foul territory, up to the fences or fence lines.



- k. Whether a runner has advanced at least half way to the next base is to be determined by the umpire, and is a judgment call that cannot be appealed or protested.
- l. Any and all plays shall be limited to one base on an overthrow, and subject to the following:

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- i. The ball is in play when an overthrow occurs, unless the ball enters “dead ball” territory.
- ii. All runners shall be allowed to advance, at their own risk, only one base on any such overthrow; therefore, said runners may be tagged “out” before reaching their next base, but may not advance beyond said “next” base.
- iii. The “Half-Way” rule (as described in Rule 6, above) applies to all overthrow situations.
- m. The coach who is pitching can coach the batter only; he cannot instruct the base runners.
- n. If a Coach is pitching, the kid pitcher must keep at least one foot on the pitcher’s mound prior to the pitch. The Coach Pitcher must pitch overhand and from the pitching rubber.
- o. While recommended, catchers do not need to wear a catcher’s mitt.
- p. During the first half of the season, one defensive coach is permitted in the outfield to instruct all fielders. The coach must remain mid to deep outfield and is should only instruct as needed.
- q. Pitching Rules for National

Daily Max (Pitches)	Required Rest (Pitches)				
	0 Days	1 Day	2 Days	3 Days	4 Days
40	1 to 20	21-35	36+	N/A	N/A

- (i) The official scorekeeper of each Pinto game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.
- (ii) The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter. [EXAMPLE: If a pitcher starts their final batter with 34 pitches and pitches 4 pitches to the next batter and then is promptly removed after that at-bat is completed, that pitcher will only need to rest two calendar days as their first pitch to the last batter was pitch 35. 35 should be entered into the electronic record keeping.]
- (iii) No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 40 per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
- (iv) If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 40 pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. Repeat violation of this rule by a coach will be subject to disciplinary action, as

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determined by the Disciplinary Committee, including ejection, suspension and/or removal as coach.

- (v) A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
- (vi) A catcher who has caught at least one regulation pitch in a game and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
- (vii) The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 36 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 2 days and would be eligible to pitch starting Tuesday.
- (viii) It is prohibited for any player in the Pinto Division to appear in a game as a pitcher in more than three consecutive games (rainout or bye weeks do not count as a game). This rule is in addition to other pitching rules in place which cover number of pitches, rest time and innings pitched per game. The three game mark will reset after spring break and will not be enforced during the playoffs (only normal pitching rules and limitations will be in place for the playoffs). The penalty for any infraction will result in **an automatic forfeit of the game** and a one game suspension of the manager.

5. The following applies to Pinto National Division play:

- a. Coach pitch only except during the following:
 - (i) First one-third of the season, Kid pitch during the 3rd inning.
 - (ii) Middle one-third of the season, Kid pitch during the 3rd and 4th innings.
 - (iii) Last one third of the season, Kid pitch during the 2nd, 3rd, and 4th innings.
- b. During Coach pitch innings:
 - (i) Five pitches per batter.
 - (ii) After the 5th pitch, the batter is out. A batter receives an additional pitch each time he fouls off his last pitch.
- c. During Kid pitch innings:
 - (i) No walks allowed. Batter can strike out.

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- (ii) When a batter receives ball 4 during Kid pitch, the coach will pitch to the batter up to an additional 3 pitches. After the 3rd pitch, the batter is out. A batter receives an additional pitch each time he fouls off his last pitch.
 - (iii) Batter remains when hit by Kid pitch; Coach pitch occurs as in 5b. above.
 - (iv) If a Kid pitcher hits batters with pitches three (3) times during a game, he must be removed as a pitcher in that game immediately after the third such hit batter. For purposes of clarity, the hit batter count shall be irrespective of whether the Kid pitcher hits individual batters multiple times or multiple batters once. For example, the pitcher must be removed whether he hits one batter three times or three batters one time each.
 - (v) On the third trip to the mound in the same inning, the pitcher must be replaced.
- d. Stealing/Lead-offs - No stealing or leading off before the ball is hit fair or foul. If ball is not hit, runners shall not advance. Penalty - Runner is out, ball is dead if hit fair or foul and all runners return to their base.
 - e. Ten (10) defensive players are permitted on the field. If ten defensive players are used, then four must be positioned in the outfield (LF, LCF, RCF, RF).
 - f. A coach may stand behind home plate to back up the catcher but may not instruct any offensive or defensive players.
 - g. For the first half season only: One (1) defensive coach is permitted and must remain in the outfield at least ten (10) feet behind the baselines and coach outfielders only.
 - h. Batters are not allowed to bunt the ball.
 - i. Defensive position lineups must be available upon request and are recommended to be exchanged with the opposing manager during the umpire meeting before the game.
6. **The following applies to Pinto American Division play (Play by the CONEJO VALLEY INTERLEAGUE RULES even if games are APB vs. APB teams):**
- a. Kid pitch shall be played during the season, subject to the following:
 - (i) On the second trip to the mound in the same inning, the pitcher must be replaced.
 - b. Pitching Rules regarding Daily Pitch Count Maximums and rest days are listed in the **CONEJO VALLEY INTERLEAGUE RULES.**
 - c. Nine (9) defensive players are permitted on the field.
 - d. A coach may stand behind home plate to back up the catcher but may not instruct any offensive or defensive players.
 - e. Base Stealing
 - (i) All base stealing will be in accordance to Pony Sanctioned rules. This includes stealing more than one base per batter and an open third base.

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- (ii) The base runner shall remain in contact with the base until the ball is released from the hand of the pitcher. PENALTY: If runner is off the base before the ball is released by the pitcher, THE RUNNER IS OUT and the ball shall be declared dead

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Article V - Mustang Division Rules

	MUSTANG National	MUSTANG American*
Rules	APB	<u>CONEJO VALLEY INTERLEAGUE*</u>
Time Limit	2h	2h
Innings	6	6
Max. Runs per inning	5 (innings 1-4) 5 th /6 th innings are "open"	N/A
Mercy	13 runs after 4 innings	10 runs after 4 innings 8 runs after 5 innings
Pitching Distance	46'	46'
Base Distance	60'	60'
Infield Rotation Rule	Yes	No
Balk	No	Yes
Bunting	Yes	Yes
Dropped 3 rd Strike	No	Yes
Infield fly	Yes	Yes
Lead-offs/Stealing	Yes, after the ball reaches the catcher	Yes

*See 3 below

1. **Age Range.** The Mustang Division will be open to children who will be age 9 or 10 as of August 31 of the playing year.
2. **The Field.** Bases will be 60 feet apart. Pitching distance will be 46 feet.
3. **Interleague Rules.** If Mustang American participates in Interleague play then such **CONEJO VALLEY INTERLEAGUE RULES** shall supersede any conflicting APB local rules contained in this Article V.
4. **Regular Season Playing Rules for National:**
 - a. Pitching Rules:

	Required Rest (Pitches)				
	0 Days	1 Day	2 Days	3 Days	4 Days
Daily Max (Pitches)					
50	1 to 20	21-35	36-50	51+	N/A

- (i)The official scorekeeper of each Mustang game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.

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- (ii) The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter. [EXAMPLE: If a pitcher starts their final batter with 34 pitches and pitches 4 pitches to the next batter and then is promptly removed after that at-bat is completed, that pitcher will only need to rest two calendar days as their first pitch to the last batter was pitch 35. 35 should be entered into the electronic record keeping.]
 - (iii) No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 50 per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (iv) If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 50 pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (v) A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vi) A catcher who has caught at least one regulation pitch in a game and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vii) The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 50 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 2 days and would be eligible to pitch starting Tuesday.
 - (viii) It is prohibited for any player in the Mustang Division to appear in a game as a pitcher in more than three (3) consecutive games (rainout or bye weeks do not count as a game). This rule is in addition to other pitching rules in place which cover number of pitches, rest time and innings pitched per game. The three game mark will reset after spring break and will not be enforced during the playoffs (only normal pitching rules and limitations will be in place for the playoffs). The penalty for any infraction will result in **an automatic forfeit of the game** and a one game suspension of the manager.
- b. If a bat is unintentionally thrown by a batter during an at-bat in such a manner that, in the opinion of the umpire, is a danger to players on the field or the umpire himself, the umpire shall issue a

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warning to that player. If a bat is thrown by the same player a second time and in a similar manner during the game, the umpire shall call the player out.

- c. The Infield Fly Rule applies.
- d. Three coach rule: Three uniformed coaches are allowed in the dugout. A fourth, ununiformed, coach may support bullpen pitcher warm-ups.
- e. Second trip to the mound in same inning replaces the pitcher.
- f. Hidden ball trick:
 - (i) American Leagues – A balk will be called when the pitcher steps on the pitching apron without the ball.
 - (ii) National Leagues – No balk will be called but runner may not be put out using hidden ball trick.

5. **The following applies to Mustang National Division play only:**

- a. Runners, specific to lead-off and base stealing:
 - (i) Starting at the beginning of the season and ending on the last game before Spring Break runners may steal bases but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave their base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.

Starting the first game back from Spring Break, runners may lead off and steal bases, as in Official Baseball Rules. Home Plate is still frozen including for balks.
 - (ii) A runner on 3rd cannot advance home on a steal. Should the 3rd base runner attempt to advance to and or reach home on a steal, he is subject to being tagged out. If the player should leave the field of play after reaching home, he is out.
 - (iii) A runner occupying third base is frozen and can only advance based upon a ball put in play or a walk. The runner cannot advance after a called ball which does not result in a base on balls or a strike. The runner may not advance to home on a wild pitch, on a passed ball, or on either the catcher's return throw to the pitcher or to any base after a pitched ball. With runners at 1st and 3rd, if the runner at 1st attempts to steal, the runner on 3rd is frozen and cannot advance on a throw from the catcher to any base. If the runner attempts to leave third base when frozen, the runner may be tagged out.
- b. The dropped third strike rule will not apply. A batter will be 'out' after the third strike whether the catcher catches or drops the third strike.
- c. A 13-run mercy rule will apply after four innings. The 5-run limit per inning is enforced, except during the last two innings, fifth and sixth, which are open innings.
- d. Starting at the beginning of the season and ending on the last game before Spring Break no balks will be called. Starting the first game back from Spring Break one balk warning per pitcher per game and then balks will be called as in Official Baseball Rules.
- e. After a walk, the batter cannot advance directly to second base before the pitcher pitches to the next batter. The ball is live as to other runners.
- f. All players must play a minimum of two (2) innings in an infield position in a game that lasts at least five (5) innings, and all players must play a minimum of one (1) inning in an infield position

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in a game that lasts four (4) innings. Infield positions are Pitcher, Catcher, First Base, Second Base, Shortstop, and Third Base. Any violation of this rule section may result in a manager's suspension from the next game. The only exception to this rule section can be made by the Division Director if the Division Director concludes that it would be a safety issue for the subject player to play a minimum number of innings in an infield position.

- g. Defensive position lineups must be available upon request and are recommended to be exchanged with the opposing manager during the umpire meeting before the game.

6. **The following applies to Mustang American Division play. Play by the CONEJO VALLEY INTERLEAGUE RULES even if games are APB vs. APB teams)**

- a. Runners may lead off and steal bases, as in Official Baseball Rules.
- b. The dropped third strike rule applies.
- c. The 10-run mercy rule applies after four innings or an 8-run mercy rule applies after five innings.
- d. Pitching Rules regarding Daily Pitch Count Maximums and rest days are listed in the **CONEJO VALLEY INTERLEAGUE RULES.**
- e. Balks:
 - (i) Balks will be called as in the Official Baseball Rules.
 - (ii) The first infraction of the game by an individual will receive an instructional warning.
 - (iii) A player will only receive one (1) warning per game. Penalties will be invoked as defined in the Official Baseball Rules.
 - (iv) No warnings will be given during the playoffs.

Article VI – Bronco Division Rules

	BRONCO National	BRONCO American
Rules	<u>CONEJO VALLEY INTERLEAGUE*</u>	<u>CONEJO VALLEY INTERLEAGUE*</u>
Time Limit	2h 15m	2h 15m
Innings	7	7
Max. Runs per inning	5 (innings 1-5) 6 th /7 th innings are “open”	N/A
Mercy	10 runs after 5 innings 8 runs after 6 innings	10 runs after 5 innings 8 runs after 6 innings
Pitching Distance	50’	50’
Base Distance	70’	70’
Infield Rotation Rule	Yes (APB Rule)	No
Balk	Yes	Yes
Bunting	Yes	Yes
Dropped 3 rd Strike	Yes	Yes
Infield fly	Yes	Yes
Lead-offs/Stealing	Yes	Yes

*See 3 below

1. **Age Range.** The Bronco Division will be open to children who will be ages 11 or 12 as of August 31 of the playing year.
2. **The Field.** Bases will be 70 feet apart. Pitching distance will be 50 feet.
3. **Interleague Rules.** If Bronco teams participates in Interleague play then such **CONEJO VALLEY INTERLEAGUE RULES** shall supersede any conflicting APB local rules contained in this Article VI.
4. **Regular Season Playing Rules:**
 - a. Pitching Rules:

	Required Rest (Pitches)				
Daily Max (Pitches)	0 Days	1 Day	2 Days	3 Days	4 Days
70/85*	1 to 20	21-35	36-50	51-65	66+

* Starting at the beginning of the season and ending on March 31st the total pitch count will be 70. Starting April 1st the pitch count will be increased to 85.

(i)The official scorekeeper of each Bronco game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.

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- (ii) The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter. [EXAMPLE: If a pitcher starts their final batter with 34 pitches and pitches 4 pitches to the next batter and then is promptly removed after that at-bat is completed, that pitcher will only need to rest two calendar days as their first pitch to the last batter was pitch 35. 35 should be entered into the electronic record keeping.]
 - (iii) No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 70/85 per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (iv) If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 70/85 pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (v) A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vi) A catcher who has caught at least one regulation pitch in a game and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vii) The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 75 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 4 days and would be eligible to pitch starting Thursday.
- b. If a bat is unintentionally thrown by a batter during an at-bat in such a manner that, in the opinion of the umpire, is a danger to players on the field or the umpire himself, the umpire shall issue a warning to that player. If a bat is thrown by the same player a second time and in a similar manner during the game, then the umpire shall call the player out.
 - c. Three coach rule: Three uniformed coaches are allowed in the dugout. A fourth, ununiformed, coach may support bullpen pitcher warm-ups.
 - d. The dropped third strike rule applies.

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5. **The following applies to the Bronco National Division only:**
- a. A 10-run mercy rule will apply after five innings or an 8-run mercy rule will apply after six innings. The 5-run limit per inning is enforced, except during the sixth and subsequent innings which are open innings.
 - b. During the first 4 innings of a regulation game, each player must play at least one (1) full inning at Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base. (APB Rule)
 - c. Balks:
 - (i) Balks will be called as in the Official Baseball Rules.
 - (ii) The first infraction of the game by an individual will receive an instructional warning.
 - (iii) A player will only receive one (1) warning per game. Penalties will be invoked as defined in the Official Baseball Rules.
 - (iv) No warnings will be given during the second half of the season.

Article VII – Pony Division Rules

	PONY National	PONY American*
Rules	<u>CONEJO VALLEY INTERLEAGUE*</u>	<u>CONEJO VALLEY INTERLEAGUE*</u>
Time Limit	2h 15m	2h 15m
Innings	7	7
Max. Runs per inning	N/A	N/A
Mercy	10 runs after 5 innings 8 runs after 6 innings	10 runs after 5 innings 8 runs after 6 innings
Pitching Distance	54'	54'
Base Distance	80'	80'
Infield Rotation Rule	No	No
Balk	Yes	Yes
Bunting	Yes	Yes
Dropped 3 rd Strike	Yes	Yes
Infield fly	Yes	Yes
Lead-offs/Stealing	Yes	Yes

*See Rule 3 below

1. **Age Range.** The Pony Division will be open to children who will be ages 13 and 14 as of August 31 of the playing year.
2. **The Field.** Bases will be 80 feet apart. Pitching distance will be 54 feet.
3. **Interleague Rules.** If Pony teams participates in Interleague play then such **CONEJO VALLEY INTERLEAGUE RULES** shall supersede any conflicting APB local rules contained in this Article VII.
4. **Regular Season Playing Rules:**
 - a. Pitching Rules:

Daily Max (Pitches)	Required Rest (Pitches)				
	0 Days	1 Day	2 Days	3 Days	4 Days
80/95*	1 to 20	21-35	36-50	51-65	66+

*Starting at the beginning of the season and ending on March 31st the total pitch count will be 80. Starting April 1st the pitch count will be increased to 95.

- (i) The official scorekeeper of each Pony game shall maintain a pitch count for each pitcher by marking down in the official scorebook every pitch delivered to every batter. Such scorekeeper will notify manager when their pitcher has reached the allowable number of pitches.

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- (ii) The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter. [EXAMPLE: If a pitcher starts their final batter with 34 pitches and pitches 4 pitches to the next batter and then is promptly removed after that at-bat is completed, that pitcher will only need to rest two calendar days as their first pitch to the last batter was pitch 35. 35 should be entered into the electronic record keeping.]
 - (iii) No pitcher will pitch to a new batter nor pitch any more that calendar day after the pitch limit of 80/95 per day has been reached; however, the pitcher shall be allowed to finish pitching to a batter if the pitch limit has been reached during that at-bat. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (iv) If a pitcher is discovered to have started a new batter when the pitch count was at, or above, the maximum pitch limit of 80/95 pitches per day, then the pitcher will be pulled immediately upon discovery as determined by the official score keeper. A new pitcher will assume the count. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (v) A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vi) A catcher who has caught at least one regulation pitch in a game and is put in as a pitcher in the same game cannot exceed 39 pitches in that day. If the pitcher reaches the 39 pitch limit while facing a batter, the pitcher must be removed and cannot finish pitching to the batter. **If, upon notification, the opposing manager refuses to take out the pitcher after this limit and pitches them anyway, then upon official review, the game will be deemed a forfeit (if validated a violation occurred) and the manager will receive a one-game suspension. Penalty for ignoring this rule will also be ejection of the manager from the game.**
 - (vii) The pitching rules are also in effect during the playoffs and do not start over once the regular season ends and the playoffs begin. For example, if a pitcher throws 85 pitches in the last regular season game on Saturday and the playoffs begin on Monday, that pitcher is ineligible to pitch that playoff game. He will need to rest the required 4 days and would be eligible to pitch starting Thursday.
- b. **15 Year Old Eligibility.** A player with a league age of 15 may register and play in the Pony Division if the player is not participating and has not participated in High School baseball within CIF, Southern Section, LA City, or other High School federation.
 - c. -3 BBCOR certified bats are not required to be used by players. Players may use any PONY approved baseball bat.
 - d. If a bat is unintentionally thrown by a batter during an at-bat in such a manner that, in the opinion of the umpire, is a danger to players on the field or the umpire himself, the umpire shall issue a

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warning to that player. If a bat is thrown by the same player a second time and in a similar manner during the game, the umpire shall call the player out.

- e. Three uniformed coaches are allowed in the dugout. A fourth, ununiformed, coach may support bullpen pitcher warm-ups.

Article VIII - Colt Division Rules

1. The Colt Division will follow the PONY Baseball Rules and Regulations for the Colt League, subject to annual review and amendment by the APB Board of Directors.

Article X - Amendments

Section 1 - These League Rules may be amended by a 2/3 majority vote of the voting members present at a legal meeting of the total Board of Directors.

Section 2 - The presiding officer shall not be considered a voting member for the purposes of this Article.

Section 3 - A qualified Board member shall be considered present for the purposes of this Article if said member is physically present at the meeting or said member has submitted a vote in writing in absentia pursuant to Article III, Section 7 of the Bylaws.