



Blossom Valley PONY Baseball



Blossom Valley PONY Baseball League Rules and Regulations

2012





Blossom Valley PONY Baseball
RULES AND REGULATIONS

***** *Effective January 1, 2012* *****

Blossom Valley PONY Baseball Rules, 2012 Edition

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INTRODUCTION

Purpose: The purpose of this document is to outline the League specific amendments and exceptions made to the current Official Rules and the current National PONY League rules.

Intent: It is the intent of these rules to enhance the safety of the game of youth baseball, clarify league specific activity, and to preserve the integrity of the game of baseball while developing baseball players in alignment with the mission of the Blossom Valley PONY League.

Responsibility: It is the responsibility of all Blossom Valley Board Members, Managers and Coaches, Parents and Players to be familiar with and abide by the rules contained in this document and the current Official Rules and National PONY League rules.

1. SIGN-UPS

- A. The Board of Directors ("Board") shall determine the number of player openings for each division.
- B. The Officers of Blossom Valley PONY Baseball ("BVPB") and the Player Agent shall supervise sign-ups.
- C. During open sign-ups, in the event that the maximum capacity for a division is reached, the Player Agent shall maintain a waiting list for each age group within the division. Players wishing to sign-up shall be placed on the waiting list for their age group in the order in which they sign up. After open sign-ups, the Player Agent shall add interested players to the waiting list, in the order in which they are received.
- D. After sign-ups are completed, the Player Agent shall group all players by division and by age for an open draft. During the open draft, teams shall be limited as to the number of players that may be chosen from the upper age group within the division. The number of players registered in the upper age group shall determine the limit.
- E. Any player applying for reduced/waived sign-up fee ("hardship applicants") must submit a written request to the Player Agent. The request shall be subject to a vote by the Executive Board.
- F. Beyond the aforementioned rules and requirements, sign-ups shall follow the procedures outlined in the Official PONY Baseball Blue Book.
- G. Once notified that a player has dropped from a team, the Division Director shall immediately assign the next player on the Wait List to that team.
- H. Fees must be paid in full by 5pm the day of the draft or the child will not be drafted and placed on a team. Exceptions may be granted by the Executive Board.



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2. MANAGER/PLAYER GUIDELINES

A. Field Use and Maintenance - Use of Fields. Managers and coaches, or their designated representatives, shall be responsible for field set up before each game (and practice) and tear down after each game (and practice) according to the following guidelines.

1. Weekday Games

- i. The home team manager/coaches, or their designated representatives, shall be responsible for the field set-up and shall arrive at least one-half (1/2) hour before game time so that the field is ready before the scheduled start time. Field set-up shall include spraying water on the dirt areas of the infield (assuming the areas are not already wet), dragging and raking the dirt areas (base paths, home plate area, and mound) once wet, setting the bases, marking base lines to mark the boundaries, batter's box, and required hash marks, and setting up either the cones or fence in the outfield.
- ii. The visiting team manager/coaches, or their designated representatives, shall be responsible for the field teardown immediately following the game. Field teardown shall include spraying water on the dirt areas of the infield (assuming the areas are not already wet), dragging and raking the dirt areas (base paths, home plate area, and mound) once wet, and storing the bases, cones/fences, and picking up trash.
- iii. By mutual agreement prior to a game, the managers shall be allowed to share the field set-up and teardown responsibilities.
- iv. Any manager or acting manager failing to ensure compliance with his/her field responsibilities shall lose subsequent premier practice field assignment. The manager shall be suspended for one game for a second offense and any offense thereafter.
- v. During interleague play on BVPB fields, the BVPB team shall be responsible for all field maintenance outlined above.

2. Weekend Games

- i. If more than one game is scheduled on a given field, the managers/coaches, or designated representatives of the home team playing the first game shall be responsible for setting up the field, for the first game, as described above in Section 2.A.1.i. The managers/coaches, or designated representatives of the visiting team playing the first game shall be responsible for setting up the field for the next game. If outfield fencing is available, fence set up is mandatory for all weekend games. As in Section 2.A.1.iii, the duties may be shared by mutual agreement.
- ii. For all subsequent games, with the exception of the last scheduled game, the managers/coaches, or designated representatives of both the home team and visiting team shall share responsibilities for setting up the field for the next game, as described above in Section 2.A.1.i.
- iii. For the final scheduled game, the managers/coaches, or designated representatives of both the home team and visiting team shall share responsibilities for field teardown immediately following the game, as described above in Section 2.A.1.ii.
- iv. Any manager or acting manager failing to ensure compliance with his/her field responsibilities shall lose subsequent premier practice field assignment. The manager shall be suspended for one game for a second offense and any offense thereafter.
- v. During interleague play on BVPB fields, the BVPB team shall be responsible for all field maintenance outlined above.

B. Field Set-Up/Equipment Removal



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1. **The dirt areas of the field must be sprayed with water before dragging** (unless already sufficiently wet). This both reduces dust and improves the quality of the field surface.
 2. If soccer goal posts at the Herman fields had to be moved, they must be put back before leaving the field.
 3. At the conclusion of each game **both teams** shall be responsible for picking up any trash in and around the dugouts and bleacher areas.
 4. Both managers after each game (all Divisions), everyday shall be responsible for removing the trash bags from the cans around the field, discarding them in the dumpster located in the parking area, and placing new trash liners into each can.
 5. Managers shall ensure the equipment shed/field storage boxes remain locked. The last manager/coach to leave a field shall be responsible for locking up the field storage boxes. The last manager/coach to leave the school site, regardless of Division, shall be responsible for locking up the equipment shed(s) and port-a-potties.
 6. Any manager or acting manager failing to ensure compliance with his/her field responsibilities shall lose subsequent premier practice field assignment. The manager shall be suspended for one game for a second offense and any offense thereafter.
 7. During interleague play on BVPB fields, the BVPB team will be responsible for all field maintenance outlined above.
 8. Managers shall ensure field mowing is in compliance with school district and/or city parks and recreation policies.
- C. Motor Vehicles: No motor vehicles, including motorcycles and mini-tractor type vehicles shall be allowed on the field or blacktop areas at any of the fields designated for BVPB use, for any reason, unless approved by the school and the League. Exception: Board members responsible for field maintenance when acting in that capacity.
- D. Fundraisers/Snack Shack
1. It shall be the responsibility of the manager to ensure his/her entire team's participation in fundraisers and snack shack duty, and to account for all money and fundraiser merchandise.
 - i. **Snack Shack Shift No-Show:** Any player whose parent (or parent representative who is at least 18 years old) fails to work his/her assigned snack shack shift shall sit out the next scheduled game. If that player's suspension would prevent the team from having enough players for a legal line-up, the player's suspension shall be delayed to the following game. If the parent does not wish to have their player sit out a game for the suspension, the parent will pay a \$60 no show fee to the snack shack within 48 hours of the missed shift.
 - ii. If a manager knowingly allows a suspended player to play, other than to field a minimum number of players, the game shall be forfeited and the player shall be suspended for the next game.
 - iii. The Snack Shack Coordinator shall be responsible to report to the Division Director those parents who did not work their assigned shifts.
 - iv. If a parent needs to make a shift alteration, that parent or the team parent shall be responsible for finding a replacement or the parent will be subject to the penalty in Section D.1.i above.
 - v. Buy-out Option: In the event a parent does not want to work their snack shack shift, the parent may buy out their shift for \$40.
- E. Uniforms/Equipment



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1. It is optional for the managers and coaches to wear full uniforms during a game. Managers shall be responsible for ensuring that players are properly dressed on the playing field, according to baseball rules.
2. Player uniforms shall be the uniforms distributed by BVPB (cap, jersey, and pants). No substitutions shall be made, unless approved by the Board.
3. Players shall not be allowed to wear metal cleats during League play (except the Pony, Colt, and Palomino Divisions). Players found wearing metal cleats shall be ejected. During tournament play, players may be allowed to wear metal cleats with the approval of the PONY Baseball tournament director and the team Manager.
4. Managers shall be responsible for collecting all League equipment and returning it to the Division Director or Equipment Director at the end of the season. Failure to return the equipment by the date designated by the League shall be grounds to deny that manager the opportunity to continue managing within the League. In addition, the manager shall be held liable for the replacement cost of any and all missing items.

F. Scorebooks/Line-Up Cards

1. Each manager shall be responsible for submitting a line-up card to the opposing manager and the umpire before the start of the game. When recording player names on the line-up card, the manager shall include the first initial, last name, and correct number of each player on the team's roster.
2. A game shall be allowed to start with a minimum of eight (8) players. If a team does not have at least eight (8) players by the start of the game, the game shall be ruled a forfeit if at least eight (8) are not present fifteen (15) minutes after the scheduled start of the game. Should one of the eight (8) players become injured or ill during a game, and there is no substitute available, the game shall end in a forfeit. When playing with eight (8) players, one spot in the line-up shall be designated a dead ball out. If a ninth player arrives during the game, he/she shall be inserted in the designated spot in the order, provided he/she appears on the line-up card.
3. Reporting scores and pitch counts: All managers, or a designated coach, must report game scores; innings pitched and pitch counts for all pitchers on *both* teams. Season to date pitch counts shall be included in each post game report and available to any division manager upon written request to the division director. Reports must be sent to the division director and the opposing manager within 48 hours from the completion of a game. If only one score is reported within the 48 hour period that score shall be official regardless of subsequently presented information. If no scores are submitted both teams may be given a loss at the discretion of the Division Director.

G. Managers/Coaches/Players/Spectators Rules of Conduct:

1. The manager shall be responsible for the conduct of his/her coaches, fans, and players.
2. Team Meetings: It shall be the responsibility of each manager to hold a team meeting, including the parents, prior to the first game of the season and at any other appropriate time during the season.
3. Spectators shall not bring dogs onto or in the vicinity of the playing fields on school grounds, per the school district rules and the rules pertaining to the BVPB use permit for the fields. Exceptions shall be made for handicapped/service animals. (NOTE: BV PONY Baseball cannot be responsible for the actions of non-league persons who bring dogs into the area of our playing fields.)
4. Each player shall observe the following Player Conduct Rules or be subject to appropriate discipline, which may include immediate ejection from the game, suspension from games or season. All calls regarding player conduct are judgment calls of the umpires and are not reviewable.

Players and coaching staffs shall not:

- i. Throw any item (helmet, bat, glove, etc.) in anger.



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- ii. Use profanity, abusive or derisive language or taunting either in the dugout, on the field, or at any time when representing BVPB. Players caught using profanity, racial slurs, or sexual harassment shall be ejected from the game and suspended for the next scheduled game following the incident. A second incident shall result in an automatic two (2) game suspension. A third incident shall result in expulsion from BVPB.
 - iii. All chanting, singing, yelling, clapping, kicking dirt or similar, whether positive or negative in nature, and any other disruptive actions including the same or similar from base runners, shall cease when the pitcher, having the ball, comes in contact with the pitchers plate.
 - (a) First violation will result in a warning to the coaching staff.
 - (b) The second violation will result in the ejection of the Manager.
 - (c) The third and each subsequent violation will result in the ejection of the remaining coaches until such time as no coaching staff remains. The result would be a forfeit.
 - iv. Use alcoholic beverages or controlled substances at any time.
 - v. Smoke or use chewing tobacco either in the dugout, on the field, or at any time when representing BVPB.
 - vi. Leave the dugout area or playing field during his/her game except in the case of an emergency and with the approval of the manager or coach.
 - vii. Harass or agitate another player, or otherwise disrupt any game in progress, whether acting as a player or a spectator.
 - viii. Fight with any person (player, manager, coach, umpire, official, or spectator) at any time when representing BVPB. Any player caught fighting during a game shall be ejected from the game and shall also be suspended for the next two (2) scheduled games for the first incident. A second incident shall result in expulsion from BVPB.
 - ix. Any player, coach, or manager facing disciplinary action - other than those actions taken automatically (i.e. ejection from a game for fighting) - shall have the right of appeal before the Board. Suspensions may be postponed pending appeal; however, if the suspension under appeal is upheld, the Board may impose an additional one-game suspension.
- H. Discipline of Players: If a player is not allowed to play in a game for any reason, the manager/acting manager shall be required to notify the opposing manager, scorekeeper, and game umpire as soon as the decision is made. The manager shall also notify the Division Director and Player Agent as soon as possible. All disciplinary action must be clearly documented in the team's scorebook. The Board shall have the right to impose further disciplinary action as stated in Section 6.
- I. Managers of both teams shall report postponed (due to weather) and incomplete games to the Division Director that day. The Division Director shall notify the Umpire Director and the Snack Shack Director of any schedule changes as soon as possible. Makeup games shall be scheduled so that players do not exceed the maximum number of allowed "sessions" (combination of practices and games) per week. Managers shall have twenty-four (24) hours to respond to the Division Director regarding the date and time of a proposed make-up game. Managers are required to acknowledge this new time and date with the Division Director. In the event the managers do not accept the first date and time for the schedule for the make-up game, then the Division Director shall schedule a new date or time and it shall thereafter be treated as a regular scheduled game, and failure to field a team shall result in a forfeit.
- J. Manager Discipline: Managers and coaches shall participate in at least 80% of league activities and related responsibilities (e.g. required field work days, practices, games, snack shack duty, fundraising, equipment return, etc.). Failure to meet this requirement may result in the loss of the right to manage or coach the following season.



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1. In accordance with Section 2, the Board, by two-thirds (2/3) vote of a quorum, shall have the authority to suspend or expel a manager for failing to adhere to any of the previously listed manager's guidelines.

K. Coaching and Scorekeeping Clinics: First time managers and coaches shall be required to attend a mandatory coaching and scorekeeping clinic. These clinics are recommended for returning managers and coaches, but not mandatory.

L. Once a game begins only four coaches (manager and three coaches) are allowed in the dugout and/or playing field and are the only ones allowed to interact with the ball players, other than the umpires. If any other parent or coach is in the dugout once play begins, the umpire shall call time and not resume play until the other people have left the dugout and/or playing field.

A team scorekeeper, identified by the manager prior to the start of the game, may be considered the fourth coach. If a manager already has three other coaches in the dugout, the scorekeeper must remain outside the dugout.

3. SELECTION OF MANAGERS AND COACHES

A. A Manager/Coach Screening Committee shall be established consisting of the Player Agent (Chairman of the Committee), President, Division Directors, Fall Ball Commissioner and Coaching Director.

B. The Manager/Coach Screening Committee shall screen applicants for manager and coach positions, determine that the prospective managers and coaches have the qualifications to manage/coach in the division, and provide recommendations to the Board for approval.

C. Previous managers or coaches found to be in violation of minimum participation in League activities, violation of Manager/Player Guidelines, displaying misconduct or unsportsmanlike conduct, or the subject of discipline may be prevented from managing or coaching.

D. Provided there are manager openings, new managers shall be selected using the following criteria, in the order shown:

1. A manager from the previous regular season in the same division.

2. A manager from the previous regular season, in a different division (i.e. Pinto, Mustang, etc.).

3. A coach of record from the previous regular season, in the same division.

4. A coach of record from the previous regular season, in a different division.

5. A person whose child played for BVPB last season and who managed in BVPB prior to last season.

6. A manager from the previous Fall Ball season.

7. A coach of record from the previous Fall Ball season.

8. A person who was not associated with BVPB last season, but who has managed or coached in BVPB prior to last season.

9. In the case of more than one qualified person covered in Nos. 1-8, a vote by the screening committee shall be held to determine a final decision when not enough teams are available to accommodate all requests to manage.

E. Managers must be at least 21 years of age and shall be responsible for his/her selection of coaches. Coaches may be under 18, but will require additional Board review.

F. At least two adults (21 or over) must be present at all games, practices, and any other team functions, provided they have not been disqualified by the board for any reason.



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- G. Background checks may be done on all managers and coaches to confirm suitability to perform the duties of the positions. The Board shall take appropriate action if a background check raises concerns.
- H. BVPB shall furnish four (4) caps per team for the manager, coaches or score keeper. A maximum of four (4) coaches/scorekeeper (this includes the manager) shall be allowed in the dugout during games. If a fourth coach is desirable the team manager shall obtain Board approval prior to allowing the extra coach into the dugout.
- I. Managers and coaches shall participate in at least 80% of league activities and related responsibilities (e.g. required field work days, practices, games, snack shack duty, fundraising, equipment return, etc.). Failure to meet this requirement shall result in the loss of the right for the offending manager or coach to freeze his/her child in the following season.

4. DISCIPLINE

- A. The Division Director or, in his/her absence any Board member not directly involved in the game as a parent, coach, or manager shall have the authority to temporarily suspend a manager, coach, or player who engages in acts of physical abuse, verbal abuse, use of inappropriate language, use of tobacco products, or is suspected to be under the influence of alcohol or a controlled substance.
- B. The Board, by a two-thirds vote of a quorum, shall have the authority to discipline, suspend, or expel any member of any class (i.e., player, coach, manager, umpire, Board member) when the conduct of such member is considered detrimental to the best interest of BVPB and/or PONY Baseball. The member involved shall be notified of the nature of the charges and given an opportunity to respond to such charges at a special meeting scheduled for that purpose within 72 hours of the incident. The Board shall have the sole power to make a ruling and assign the consequence.
- C. Any member facing disciplinary action shall have the right of appeal before the Board. Appeal of suspensions must be placed through the Division Director within twenty-four (24) hours of notification of proposed disciplinary action. The Board has the option to postpone a suspension, pending an appeal. However, in the event the suspension is upheld, the Board may impose an additional one-game suspension.
- D. Any manager, coach, or fan ejected from a game shall automatically be suspended from their team's next scheduled game. The suspended or ejected individual shall be restricted from the premises.
- E. A special meeting of the Board may be called to address disciplinary actions or appeals, at the option of the President.
- F. If a manager or coach is expelled, he/she shall not be allowed to manage or coach for BVPB during any subsequent season, at any level, without Executive Board approval.
- G. Use of any obscenity on the field by any manager, coach or parent may result in the following:
 - a. First infraction: The offending manager, coach or parent shall be ejected from the field of play for the remainder of that game.
 - b. Second infraction: The offending manager, coach, or parent will be ejected from that game and suspended for the next game. If the infraction occurs during the last game of the season the suspension will carry over to the playoffs.
 - c. Third infraction: The offending manager, coach, or parent will be ejected from that game, suspended for the season and their eligibility for future League participation will be subject to approval by the Executive Board. Per Section 3.C.
 - d. If a manager, coach, or parent who has been penalized for their conduct chooses to ignore their suspension and remain on or come back to the field or school grounds, their team will receive a forfeit for that game.



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5. TRYOUTS

- A. Tryouts shall be as recommended in the Official PONY Baseball Blue Book.
- B. The Player Agent or designate shall supervise tryouts, with the President and/or Vice President, and/or the Division Director(s) in attendance as observers.
- C. All players – except freezes (Section 6H) - shall be required to participate in the tryout (failure to do so will result in the player becoming a hat pick (random pick after the draft)).
- D. The names of all known potential managers and coaches within that division shall be posted for the duration of tryouts for parental review.
- E. If a player is suspected of “tanking” the tryout, the managers have the right, immediately following the tryout to request that these players be disqualified from draft eligibility and placed into the “hat” as a random selection. This request must be conducted immediately after the tryout and requires at least 50% of the managers (or designated team representative, 1 vote per team) and the agreement of the Division Director in attendance to enact. If enacted, the Division Director shall notify the Player Agent and the Executive Board. The Executive Board will have the final decision on whether to allow the player to remain “draftable” or to be placed in the “hat”. The parent and/or player may appeal the ruling prior to the draft, but the Division Director and the Board will make the final determination and their decision stands.

6. DRAFT PROCEDURES

- A. Proof of Birth shall be verified for each player prior to being eligible for the draft. A copy of a certified birth certificate shall be presented for visual inspection. Proof of birth shall be presented at walk up sign-ups, tryouts, or by special arrangement of the Player Agent or Division Director.
- B. Drafting sequence shall follow the recommended procedure as stated in the Official PONY Baseball Blue Book or as deemed equitable by the Board.
- C. Teams shall be established by a player draft (not applicable to the Shetland, Colt and Palomino divisions). The Player Agent or designate shall supervise the draft, with the President and/or Vice President, and/or the Division Director in attendance as observers. Drafting order shall be established by a random drawing before the start of the draft, with a representative present from each team in the division.
- D. A minimum of ten (10) (eleven (11) for Pinto) to a maximum of thirteen (13) players shall be drafted, depending on the number of sign-ups: EXCEPTION Colt/Palomino. Division Directors shall determine team sizes.
- E. In the event a parent does not want his/her child play to for a given manager or coach, the parent shall be required to notify the Player Agent, in writing, prior to the end of tryouts. Such requests shall be limited to two (2) per season, except in the Pony Division where the limit shall be one (1) request per season. All players affected shall be handled on an individual basis and all requests shall be kept confidential. In applying for this exception the parent must present a valid and compelling rationale. All requests are subject to the approval of the Executive Board. The Player Agent shall notify managers affected by such requests prior to the draft.
- F. Brother/sister option— Although no one is obligated, it is the practice of BVPB to honor requests of parents that brothers and/or sisters be assigned to the same team. Such requests must be directed to the Player Agent prior to the draft. Players failing to participate in tryouts may lose the right to the brother/sister option.
- G. All brother/sister options shall be selected by the second to the last round of the draft.
- H. Each manager shall be entitled to “freeze” up to three (3) players prior to the draft. Each player must be a child, grandchild, or legal guardianship of the manager and coaches. Any other situations shall require Board approval. The only exception shall be for “brother/sister option” as described in 6E. The manager must notify the Player Agent of the team’s freezes by 6:00PM on the Friday immediately preceding the scheduled tryout date. The manager and coaches must freeze their children that are playing within the



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division in which they are coaching. (Exception: Pony player playing on a high school baseball team). Freezes shall result in the loss of draft rounds as described in the following table:

Upper Age Group	Lower Age Group	Rounds Given Up
Three (3) freezes	Zero (0) freezes	2, 3, 4
Two (2) freezes	One (1) freeze	2, 3, 5
Two (2) freezes	Zero (0) freezes	2, 3
One (1) freeze	Two (2) freezes	2, 5, 6
One (1) freeze	One (1) freeze	2, 5
One (1) freeze	Zero (0) freezes	2
Zero (0) freezes	Three (3) freezes	4, 5, 6
Zero (0) freezes	Two (2) freezes	5, 6
Zero (0) freezes	One (1) freeze	5

- H. Managers/coaches choosing to exercise the brother/sister option may freeze a maximum of four (4) players. Freezes shall result in the loss of draft rounds as described in the following table:

Upper Age Group	Lower Age Group	Rounds Given Up
Four (4) freezes	Zero (0) freezes	1, 2, 3, 4
Three (3) freezes	One (1) freeze	2, 3, 4, 6
Two (2) freezes	Two (2) freezes	2, 3, 5, 6
One (1) freeze	Three (3) freezes	2, 4, 5, 6
Zero (0) freezes	Four (4) freezes	3, 4, 5, 6

- I. Following draft day, the Player Agent may assign players, from the appropriate age group waiting list, to fill vacant positions within the division. At no time shall a team be permitted to exceed the maximum number of players in the upper age group. (See 6.A.)
1. Should two or more teams have vacancies concurrently, and one or more players are available, but not enough for each team with a vacancy, the Player Agent shall place the teams' names in a "hat" and select a team name for each available player. The Player Agent shall do this in the presence of another Board member. Teams with ten (10) (eleven (11) for Pinto) or fewer players shall have players added until they have eleven (11) players.
 2. Under no circumstances shall managers be allowed to withhold players from registration, or to "wait" for a specific player to become available from the waiting list, in an effort to assure player placement on a specific team. Exception: Pony division - Should the next available player be a high school player, the manager shall have the option to accept that player or the first available non-high school player. Players' names shall remain anonymous until after the selection.
- J. All players on a waiting list, or players to be placed in a division where there are openings (no list), shall not be considered for placement until there is a completed registration form on file with the Player Agent.
- K. In the event a player refuses the team assignment, the Player Agent shall send to the player's parents, a "Refusal to Play" confirmation letter, signed by the Board President or Vice President. The player shall no longer qualify to be considered for any openings in the division for the remainder of the season.



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- L. At all times, a player’s status shall be the responsibility of the Manager and he shall notify the Division Director within 24 hours of a change in a player’s status. The Division Director shall notify the respective Player Agent within 24 hours of a change in player status.
- M. Any manager/coach violating the spirit and intent of the open draft system by illegally freezing players, withholding players from registration, or otherwise attempting to obtain a specific player by any means other than a legal draft pick, shall be suspended for the balance of the season.
- N. Any parent attempting to manipulate the draft process or results by violating the spirit and intent of the open draft shall have their player relegated to a hat pick and they shall forfeit all consideration of exclusionary letters as outlined in rule 6D.
- O. A maximum of three (3) team representatives of record may attend draft night.
- P. Any player selected to a BVPB All Star team in the previous season that chooses not to participate in tryouts, and is not a freeze, shall be identified in the player draft list and placed in the draft.
- Q. Upon the conclusion of the draft, players may be traded between teams upon the mutual agreement of the particular Managers pending approval of the Player Agent and Division Director. Player trading shall be open for a period not to exceed thirty (30) minutes following the conclusion of the draft.

7. DIVISION STRUCTURE

- A. Team names (and uniforms) shall be selected by the managers as follows:
 - 1. Managers returning to the same division may elect to keep the same team name from the previous year, so long as that team’s uniforms are still available. (NOTE: If the returning manager chooses not to keep the same team name, he/she shall select a new name in accordance with Section 7.A.2.)
 - 2. All other managers shall select from the remaining team names in reverse draft order (i.e., last draft pick has first team selection).
- B. League Schedules
 - 1. The Division Directors shall determine the League game schedule. The schedule shall include the regular season games, as well as playoff and championship schedules for each Division.
 - 2. A team’s draft sequence number shall be used to identify teams on game schedules.
 - 3. Division schedules shall be determined by the Division Directors, with the approval of the Board, and shall be limited as follows:

Division	Time Limit Per Practice Session (hours)	Number of Sessions Per Week (defined as any practice or game)
Shetland	2	2
Pinto	2	3
Mustang	2½	3
Bronco	2½	3
Pony	3	3
Colt/Palomino/Club teams	Team Manager shall determine practice schedule	



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- 4. **Additional Practices** - Managers shall be allowed to schedule additional practices (i.e., batting cages, position practices, etc.). However such practices shall be considered voluntary and players shall not be required to participate or be subject to discipline for failing to participate. A manager who has access to additional fields or equipment is encouraged to share access with other managers. The manager must verify with league officers that BVPB has insurance coverage on the additional practice facilities before using. Field usage shall be coordinated with all Divisions, including Club Teams.
- 5. Managers may start scheduling "additional practices" immediately following scheduled draft. However, Blossom Valley fields will be available on a "first come, first serve" basis until scheduled practices begin. All field reservations must be made through the Division Director for fields prior to scheduled practices.

C. Championship Playoff Format

- 1. All teams shall be included in the playoffs at the end of regular season.
- 2. Final playoff format for each division will be decided, by the board, after divisions are formed.
- 3. Point System: Teams will be seeded based on the following point system. (not wins or percentage)

Win	Loss	Tie
3 points	0 points	1 point

- 4. Tiebreakers within a division shall be determined as follows:
 - i. Head to head record
 - ii. Team that beat the highest seeded team in descending order - Both teams must have played the same top seeded team
 - iii. Coin flip
- 5. There shall be no time limit for playoff games
 - i. Games shall be scheduled 2 ½ hours apart
 - ii. If a game runs beyond the 2 ½ hour limit, play shall be allowed to continue until a winner is determined, subject to all other conditions set forth for length of games, such as inclement weather conditions, safe playing conditions, darkness, etc..

8. PLAYING AND FIELD RULES

- A. All play shall be governed by current **Official Baseball Rules** and by the current **PONY Baseball, Inc. Rules and Regulations**. However, the following BVPB rules shall supersede the others where applicable.
 - 1. Whenever a play is being made at any base, the runner shall make every effort to avoid contact, give themselves up, or slide into the base to avoid colliding with the defensive player.
 - 2. The umpire shall solely make all rulings regarding runner's interference and intentional or unintentional collisions, and such rulings cannot be protested. If it is deemed by the umpire that the runner has intentionally collided with defensive player, the runner shall be declared "out" and may be ejected from the game for unsportsmanlike conduct.
 - 3. A hit ball that lands in fair territory and in the judgment of the umpire, continues past the home run cones or fence it shall be declared a "ground rule double" whether or not a fielder in fair territory touches it or attempts to continue the play. Exception: If the umpire judges the fielder intentionally deflected the ball past the cones or fence, the ball shall remain "live" and play shall continue.



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4. A game may be called due to insufficient daylight. This decision shall be at the sole discretion of the umpire. Managers shall have no input into the decision. If the umpire determines that there is insufficient light to continue play he/she shall stop play. If the visiting team has not tied the game or taken the lead during the current inning and at least five innings (four in Pinto and Mustang) have been completed, the game shall be considered an official game and whichever team is in the lead shall be declared the winner. If the visiting team has tied the game or taken the lead and the inning has not been completed the game shall be considered suspended.
5. A player's parent shall not be allowed to umpire a game, while his/her child is pitching, without the consent of both managers.
6. In the event a manager, coach, or parent umpires a game, that person shall not be entitled to compensation.
7. Tie games- if a game is a tie and is called for any reason (daylight, rain, etc...) prior to completion of a regulation length "complete game", the game shall be considered "suspended". The game will be completed at the earliest possible make-up date. The Division Director will determine make-up game-time. Practice/game weekly limitations will still be in effect (Rule 7.B.3). (Refer to PONY Rules Section 11 – Length of Games, Item E.)
8. If there is a scheduled game to follow on a field in current use then no new inning shall be started 2 hours after the actual start time of the current game. Exception: Playoff games shall have a 2 and 1/2 hour limit.
9. 10 run rule - If a team is leading an opponent by at least 10 runs after five (four in Pinto and Mustang) or more complete innings have been played, or after four and one half innings if the home team shall have a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner. If both managers agree the game may continue (as an unofficial game) to the completion of regulation length, however, the recorded outcome will NOT change.

Innings pitched and pitch count rules still apply. Innings played can be counted toward the minimum playing time requirement.
10. All players must wear helmets while swinging a bat at all times (before, during and after practices and games). This includes, but is not limited to, on deck, at the plate, warming up, taking practice swings, soft toss, poly balls, etc..
11. All Catchers shall wear a helmet/mask, even during pregame warm-ups.
12. A Board member shall be present to attend each playoff game.

B. Shetland Division Rules

1. Each game shall be Seventy-five (75) minutes in length and limited to two (2) hours.
2. Managers and coaches shall be allowed to circulate on the playing field for instructional purposes. Only players shall be allowed to touch the ball when in play.
3. All players shall bat each inning. All players may bat off a tee for the first two games of the season and all preseason practice games. Starting with the third game, the players shall be pitched to by a coach. If a player is unable to hit the ball after five pitches, the player shall be allowed to hit off a tee.
4. Every batter shall be allowed to remain on first base whether the batter is ruled safe or out. Each runner shall be allowed to advance to the next base whether the runner is ruled safe or out. A batter shall be allowed to advance to second base if the batter hits the ball past the outfielders, either on the ground or in the air. Each runner already on base shall then advance two bases. The last batter of



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each inning shall be allowed to run around all the bases. The defensive team shall remain on the field until the last batter crosses home plate.

5. No scores shall be kept during any games.
6. Six year old Shetland traditional age players will be allowed to play up in Pinto if they have already completed 1 (one) year of Shetland division play, upon request from the player's parent or legal guardian and with approval of the Division Director, the previous BVPB season manager, the Pinto Division Director and the Executive Board.
7. It is the Manager's responsibility to ensure that the Players assigned to the position of pitcher or first base shall have the essential defensive skills to protect themselves during play.
8. The final three weeks of the season games shall begin to implement Pinto playing rules by batting the entire of order or three defensive outs; whichever comes first. The Division Director shall determine the date of the rule change.

C. Pinto Division Rules

1. Bases shall be set at 55 feet until May 1st and 60 feet thereafter.
2. Six year old players, who have played one (1) year of Shetland (tee ball), may be allowed to play in the Pinto Division provided they attend a Pinto tryout and are recommended by a majority vote of the managers present regardless of freeze. Should there be a tie vote; the Division Director shall break the tie.
3. In accordance with Current 2011 National PONY Rules, Pinto Managers shall bat the entire roster of players present. Exception:
 - (1) When the roster of players is in excess of twelve (12) players, only twelve (12) players are required to bat.
 - (2) During playoffs the manager may elect to bat ten (10) players as long as minimum playing time is adhered to under Section F, Part 1.
6. Batters shall not be granted a base on balls (walk) after ball four. Instead, should the count reach four (4) balls, the coach-pitcher shall enter to pitch to the batter and shall make a maximum of four (4) pitches. The strike count shall carry forward when the coach-pitcher enters. The umpire shall continue to call balls and strikes. At the end of four (4) pitches or three (3) strikes, whichever occurs first, the batter shall be retired. However, if the fourth coach pitch is fouled off, the player shall continue to receive pitches until he/she strikes out, or fails to swing (regardless of pitch location).
7. The ball is dead and the play shall stop once the pitcher has control of the ball on the dirt portion of the mound. The pitcher cannot put the ball back in play. The ball is dead. Time is out.
8. A halfway line shall be chalked between each base, with the exception of home plate to first base. Any runner that has advanced past the halfway line before the ball is returned to the pitcher on the dirt portion of the mound shall be allowed to proceed to the next base, provided that base is not occupied.
9. Pinto shall be a ten (10) player division. In the event that one team has only nine (9) players available at the start of a game the tenth batter position shall not constitute an out. In the event that a team has only eight (8) players available at the start of a game, the ninth and tenth batter position shall constitute one (1) automatic out. If a ninth or tenth player arrives after the start of a game, he/she must immediately be placed in the lineup.
10. Feet first sliding shall be allowed in the Pinto Division during games. Head first sliding shall not be allowed. Safety bases shall be used in all games and practices.



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11. In the event that a pitcher hits three (3) batters during one inning, or a total of four (4) in a game, that player shall no longer be allowed to pitch in that game.
12. In the event that a pitch hits a batter, that batter shall have the option of either taking first base or having a coach-pitcher pitch to him/her. If, after getting hit by a pitch, the player chooses to keep batting with the coach-pitcher, the four-pitch rule applies (Section C6) and the strike count returns to zero (0).
13. With the exception of the last inning (6th), a team shall be limited to five (5) runs per inning.

D. Mustang Division Rules

1. Bases shall be set at 65 feet for the entire season.
2. A runner is not allowed to steal home plate, or commit to crossing the twenty (20) feet line until the pitched ball has crossed the plate.
3. A line shall be marked on the third base line, twenty (20) feet from third base. A runner shall not be allowed to cross this line until the pitched ball has crossed the plate. In the event the runner crosses the line early, he/she shall be ruled out.

Clarification: This rule is for the safety of the runner. A manager/coach found abusing this rule, whether or not called by the umpire, will face disciplinary action.

4. Dropped third strike: A batter may proceed to first base on a dropped third strike, providing they have not left the field of play. The field of play includes the area within the baselines, foul territory to the face of the dugout screens and backstop areas. A player who leaves the batting box and whose foot touches the dugout floor is out.
5. With the exception of the last inning (6th), a team shall be limited to five (5) runs per inning.
6. Through the first half of the season, if a pitcher commits a balk, the umpire shall issue a warning. Thereafter, a called balk shall result in the base runner(s) advancing.

D. Bronco/Pony Division Rules

1. A runner shall not be allowed to steal home plate during the pitch unless the batter bunts or squares to bunt the ball. In the event the runner runs to home plate but the batter did not bunt or square to bunt the ball, the runner shall be declared out.
2. Dropped third strike: A batter may proceed to first base on a dropped third strike, providing they have not left the field of play. The field of play includes the area within the baselines, foul territory to the face of the dugout screens and backstop areas. A player who leaves the batting box and whose foot touches the dugout floor is out.

E. Colt/ Palomino Division Rules

1. The Colt and Palomino Division shall be an all-year program.
2. Pre-formed teams will be accepted.
3. Pony or Colt traditional age group players will be allowed to play up in Colt or Palomino if they are part of a pre-formed high school team that will participate together in Colt or Palomino regular season play.
4. Players not coming from preformed teams may have tryouts.
5. Players are not guaranteed a spot on a team by registration alone.
6. The Colt and Palomino seasons shall start immediately after the high school season ends.
7. The Colt and Palomino regular seasons shall end with the completion of their All Star season.



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8. Individual Colt and Palomino teams may continue to play beyond All Stars as Colt and Palomino teams.
 9. After All Stars, Colt and Palomino players added to a team roster must register with the BVPB League.
 10. Dropped third strike: A batter may proceed to first base on a dropped third strike, providing they have not left the field of play. The field of play includes the area within the baselines, foul territory to the face of the dugout screens and backstop areas. A player who leave the batting box and whose foot touches the dugout floor is out.
- F. Minimum Playing Time for Players (except Colt/Palomino)
1. Provided a player is not ill, injured, or being disciplined for behavior or unexcused absences, the minimum required playing time for each player shall be as follows:

Full Inning Game – Six (6) innings for Pinto and Mustang; Seven (7) innings for Bronco and Pony. Each player shall play a minimum of nine (9) defensive outs, six (6) consecutively, and have at least one (1) at bat. Extra innings may not be used to satisfy minimum playing time. Failure to meet the minimum playing time requirement shall result in the forfeiture of that game and the manager shall be suspended from the next scheduled game.

Shortened Game (less than six/seven innings) In the event a game ends early (due to rain, darkness, 10-run rule, etc.), a manager may be unable to meet the requirements for minimum playing time. If that is the case, players who did not receive the minimum playing time shall start the next scheduled game.
 2. The Division Director and/or Player Agent shall conduct periodic reviews of each teams' scorebooks to ascertain compliance with the minimum playing time rule.
 3. Playing time violations must be presented to the Division Director within twenty-four (24) hours of the alleged violation. This time limit shall not prevent the Division Director from acting on a violation discovered during the course of his/her normal audits.
 4. Defensive Free Substitution: All divisions may use Defensive Free Substitution when batting the entire player roster. All minimum playing time rules are in effect at all times (section 8.F.1). Managers are encouraged to use defensive free substitution to provide more playing time to certain players who might otherwise spend more time on the bench.

Definition and Clarification: The Defensive Free Substitution Rule allows managers to freely substitute defensive players each inning. The hardest part to understand for those new to this rule is that defensive players are not tied to the batting lineup. Without this Rule, normal baseball rules apply and only players in the batting lineup can play defense. The intended purpose of this rule is to get less experienced players more defensive innings. Managers using the Rule for its intended purpose will have no problem getting all players more than the minimum play time. However, managers must track play time for each player carefully to meet the minimum play time requirements stated in 8.F.1.
 5. Extra hitters: Managers may use as many extra hitters as desired – up to batting the entire roster. In the event that the manager does bat extra hitters, they will not be charged with an automatic out in the batting order in the event that a player comes out of the game for personal schedule conflicts, injury, suspension, or ejection. The only exception to this is if the player leaving then takes the roster below the playing minimum of nine players (10 in Pinto). If a player leaves and there are no substitutions available, then the player cannot reenter.
- H. Protested Games
1. All protests shall require the payment of a twenty-five dollar (\$25) fee. If the protest is upheld, the fee shall be refunded. If the protest is denied, the fee shall be forfeited to BVPB. All protests shall be submitted to the Division Director within forty-eight (48) hours of a game's completion.



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- 2. A Protest Committee shall be established, as needed, and shall be comprised of the applicable Division Director, the Player Agent, and the Chief Umpire (or any Board member acting as an alternate). The committee shall meet in closed session.
- 3. Protests shall be resolved within seventy-two (72) hours of consideration by the Protest Committee. Decisions of the committee are final.
- I. Complaints (Fans): All complaints from parents/fans shall be submitted, in writing, to the Board through any Board member.
- J. Cancelled/Terminated Games—Safety: The Chief Umpire, Safety Officer or his/her designated representative, game umpire, or Board member shall have the authority to terminate a game whenever, in his/her opinion, conditions of the field are unplayable. A game shall be delayed a minimum of twenty (20) minutes before being called off. In the event that both managers and the umpire agree that the field has become unplayable prior to the twenty-minute limit, the game may be terminated earlier.
- K. Pitch Count Limitations: Pitchers shall not exceed the number of pitches per game or pitches per season (including playoffs) according to the following chart. PONY Innings Pitched rules still apply.

<i>Division</i>	<i># of Pitches per game</i>	<i># of Pitches per season</i>
<i>Pinto</i>	<i>50</i>	<i>600</i>
<i>Mustang</i>	<i>63</i>	<i>750</i>
<i>Bronco</i>	<i>75</i>	<i>900</i>
<i>Pony</i>	<i>85</i>	<i>1000</i>
<i>Colt/Palomino</i>	<i>NA</i>	<i>NA</i>
<i>Enforced:</i>	<i>Regular and playoff season</i>	<i>Regular and playoff season (combined)</i>

- 1. **Player Recovery Time:** A player who exceeds the pitch count limit in one game will not be allowed to pitch in the following game. Once a player has reached the season limit, the player will not be allowed to pitch in any more league games (regular season or post season). Pitch limit does not apply to All-Stars.
- 2. **Manager Penalty:** 1st Offense - manager will receive a warning from the division director and be made aware of the consequences of a second offense. 2nd Offense - manager will be suspended one game. 3rd Offense - manager will be suspended two games and the board will address further disciplinary actions
- 3. **NOTE: If a player exceeds the maximum pitches per game or season the manager is required to pull the pitcher at the last pitch in the limit. Managers found to be in violation of a single game limit or season limit will face consequences per the "Manager Penalty" clause above. Should this section be violated during playoffs, the penalty will be enforced at the beginning of the next season. Violation of this section may impact manager or coach eligibility for subsequent seasons.**

9. SELECTION OF ALL-STAR PLAYERS

- A. The Division Director shall determine the number of All-Star teams to be formed within each division. The Division Director will solicit recommendations from division managers to determine appropriate number of all-star teams. Approval for number of All-Star teams within each division shall rest with the BV Board.
- B. All-Star player selection shall occur prior to All-Star manager selection. Tournament teams shall consist of a minimum of twelve (12) and a maximum of fifteen (15) players (twelve/eighteen for Palomino and Colt-Palomino). Tournament teams that do not list twelve (12) or more eligible players on the tournament team eligibility affidavit shall be disqualified from tournament play.



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- C. The primary objective of the selection process is to identify those players most qualified to play on an All-Star team and to make every reasonable effort to assign each of those players, regardless of age, to a team according to his/her skills, as demonstrated during the regular season.
- D. Any player who continually exhibits unsportsmanlike conduct during the regular season shall not be eligible for an All-Star team. The Board shall make the final determination in accordance with Section 4.
- E. Upon the Division Director's request, each team manager shall nominate sufficient players from the teams in the division. The Managers shall be tasked with selecting sufficient players to fill all of the teams entered in All-Star Tournaments by division. See matrix below. A recommended number of nominations would be a maximum of six (6) and a minimum of four (4) players from each team. The Division Director shall ensure that the number of player nominations submitted is sufficient to fill the tournament teams entered into play. Each manager shall submit his/her list to the Division Director according to the terms (i.e. timing, method) of the request. The Division director shall identify the elements of the detailed summary of qualifications for each nominated player to be included in the list to assist fellow managers in the subsequent selections.

Number of Teams	Core Players	Top Player Lists	Minimum Total Nominees
1	12-15	20	20
2	12-15	21-40	40
3	12-15	41-60	40
4	12-15	41-60	60
5	12-15	61-80	80

- F. Within three (3) days of the managers' deadline to submit the nominations, the Division Director shall consolidate the nominations (player's name and summary of qualifications) into a single list, sorted by team, of all nominated players ["Nominated Players List"] within the Division and provide the List, in ballot format, to each manager within the Division.
 - 1. Using the ballot containing the Nominated Players List, each manager shall select a specified number of players to be considered for selection to the "Top Players List."
 - 2. Pony, Colt, and Palomino rosters are subject to additional PONY Baseball rules.
- G. The Division Director shall tally the votes into a single listing of those players to be considered for the Top Players List. In the event of a tie for the last available spot, the Division Director shall hold a run-off vote, by secret ballot, so the number of players does not exceed the specified limit. Each manager shall cast his/her vote in accordance with the terms of the Division Director's request. Should the run-off vote result in a tie the Division Director shall make the tiebreaker decision in a manner he/she deems reasonable.
- H. A mandatory meeting, facilitated by the Division Director, shall be held to select the Top Players List. One (1) sanctioned representative (manager/coach only) from each team shall attend the meeting and sufficient time shall be allocated in order to ensure the most qualified players are selected to the Top Players List. All of the teams shall be represented at the meeting to constitute a valid election. The Division Director shall ensure a Sanctioned Representative from each team is identified in advance of the meeting.
 - 1. Each Sanctioned Representative shall provide a verbal summary of the qualifications of each player on his/her team who is being considered for the Top Players List. No person other than the team's Sanctioned Representative shall speak on any player's behalf. It shall be the responsibility of each manager to provide an honest assessment of each player's qualifications (demonstrated baseball



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skills, abilities, and achievements) to ensure the final list represents a best effort to identify the most qualified players.

2. By way of secret ballot containing the names of the players being considered, each manager shall cast a vote for the top players he/she considers most qualified for selection.
3. The Division Director shall tally the votes in a confidential manner and announce the names of the top players receiving the most votes. In the event of a tie for the final spot, the names of those players shall be included in the announcement.

I. Player Selection by Division

Managers and Coaches will monitor player development throughout the season. The player's skill level will be evaluated leading up to the player nomination process. Managers will confirm their player's availability and willingness to participate in all-stars. The Division Director will facilitate a meeting where managers will nominate all-star caliber players for all-star consideration. A manager may also nominate players from another team that were not previously nominated. At the conclusion of the nomination process, managers will select the top players to represent BVPB during tournament play.

1. Shetland

- i. The Division Director will facilitate a meeting where managers will nominate players to participate in an 'all-star' tryout session on the first Sunday in May. A manager may also nominate players from another team that were not previously nominated. At the conclusion of the tryout, managers will select the top players to represent BVPB during tournament play.
- ii. A Top Player List will be established to identify players for each respective team.
- iii. At the conclusion of the tryouts, managers will select, by secret ballot, a Top Tier Players List comprised of 20 players. These 20 players will represent BVPB on either the 6U-A or 6U-B team.
- iv. Once the Top Tier Player List has been established, a second vote will be held to establish the 2nd Tier Players List (20 players). These 2nd Tier players will represent BVPB on either the 6U-B or 6U-C team.
- v. The Shetland 6U-A, 6U-B, and 6U-C teams will be filled from the Top Tier and 2nd Tier Player List (40 players).
- vi. Additional Player Tiers will be established to identify players for additional teams if necessary.

2. Pinto

- i. A Player Tier will be established to identify players for each respective team.
- ii. At the conclusion of the nomination process, managers will select, by secret ballot, a Top Tier Players List comprised of 20 players. These 20 players will represent BVPB on either the 8U-A or 8U-B team.



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- iii. Once the Top Tier Player List has been established, a second vote will be held to establish the 2nd Tier Players List (20 players). These 2nd Tier players will represent BVPB on either the 8U-B or 8U-C team.
- iv. The Pinto 8U-A, 8U-B, 8U-C teams will be filled from the Top Tier and 2nd Tier Player List (40 players).
- v. Additional Player Tiers will be established to identify players for additional teams if necessary.

3. Mustang

- i. A Player Tier will be established to identify players for each respective team.
- ii. At the conclusion of the nomination process, managers will select, by secret ballot, a Top Tier Players List comprised of 20 players. These 20 players will represent BVPB on either the 10U-A, 9U-A or 10U-B team.
- iii. Once the Top Tier Players List has been established, a second vote will be held to establish the Top 9U Players List (20 players). These 9U players will be candidates to represent BVPB on the 9U-A or 9U-B team.
- iv. Once the Top Tier and Top 9U Player Lists have been established, another vote will be held to establish the 2nd Tier Players List (20 players). These 2nd Tier players will represent BVPB on either the 10U-B, 9U-A, 9U-B, or 10U-C team.
- v. The Mustang 10U-A, 10U-B, 10U-C, 9U-A, and 9U-B teams will be filled from the Top Tier, Top 9U, 2nd Tier, 3rd Tier, and 4th Tier (80 players).
- vi. Additional Player Tiers will be established to identify players for additional teams if necessary.

4. Bronco

- i. A Player Tier will be established to identify players for each respective team.
- ii. At the conclusion of the nomination process, managers will select, by secret ballot, a Top Tier Players List comprised of 20 players. These 20 players will represent BVPB on either the 12U-A, 11U-A or 12U-B team.
- iii. Once the Top Tier Player List has been established, a second vote will be held to establish the Top 11U Players List (20 players). These 11U players will be candidates to represent BVPB on the 11U-A or 11U-B team.
- iv. Once the Top Tier and Top 11U Player Lists have been established, another vote will be held to establish the 2nd Tier Players List (20 players). These 2nd Tier players will represent BVPB on either the 12U-B, 11U-A, 11U-B, or 12U-C team.
- v. The Bronco 12U-A, 12U-B, 12U-C, 11U-A, and 11U-B teams will be filled from the Top Tier, Top 11U, 2nd Tier, 3rd Tier, and 4th Tier (80 players).
- vi. Additional Player Tiers will be established to identify players for additional teams if necessary.



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5. Pony

- i. A Player Tier will be established to identify players for each respective team.
- ii. At the conclusion of the nomination process, managers will select, by secret ballot, a Top Tier Players List comprised of 20 players. These 20 players will represent BVPB on either the 14U-A, 13U-A or 14U-B team.
- iii. Once the Top Tier Player List has been established, a second vote will be held to establish the Top 13U Players List (20 players). These 13U players will be candidates to represent BVPB on the 13U-A or 13U-B team.
- iv. Once the Top Tier and Top 13U Player Lists have been established, another vote will be held to establish the 2nd Tier Players List (20 players). These 2nd Tier players will represent BVPB on either the 14U-B, 13U-A, 13U-B, or 14U-C team.
- v. The Pony 14U-A, 14U-B, 14U-C, 13U-A, and 13U-B teams will be filled from the Top Tier, Top 13U, 2nd Tier, 3rd Tier, and 4th Tier (80 players).
- vi. Additional Player Tiers will be established to identify players for additional teams if necessary.

10. SELECTION OF ALL-STAR MANAGERS AND COACHES

- A. It is the intent of this section to select the highest quality coaching staff to represent BVPB in Tournament play. Managers and Coaches should consider the privilege of Managing or Coaching during All-Stars a natural extension of their commitment to BVPB and its players.
- B. The Board shall approve the nominations of the All-Star managers and coaches.
- C. Any Manager or Coach who continually exhibits unsportsmanlike conduct during the regular season shall not be eligible for an All-Star position.
- D. Any Manager who blatantly disregards the integrity of scorekeeping throughout the season shall not be eligible for an All-Star position and may be prevented from managing or coaching in BVPB in the future.
- E. To be eligible for managing an All-Star team in a given division, a manager shall have managed or coached in that division during the regular season. **If a manager is not available, then a coach from that division may be selected.** The selection of All-Star managers shall take place during the mandatory meeting described in Section 9, by way of simple majority, peer vote.
- F. The Manager of any given All-Star team shall be selected from the same tier as their player. (e.g. to be eligible to Manage an 'A' team, the Manager's child shall hold a position in the Top Tier Players List for their age group as outlined in Section 9I.) In an effort to expedite the process, the subsequent Managers shall be selected from the correlating Players Tier lists that their player occupies. Should a 'B' Team Manager or Younger Age group Manager have a player in the Top Tier Players List, they may elect to accept a Manager position pending the completion of the 'A' team selection process. Should their player be selected to the higher team, the Division Director shall solicit the nomination and subsequent selection of an alternative Manager from within the Player Tier that contains the Managing vacancy. It shall be the responsibility of the Division Director to complete this selection process within 24 hours of the known vacancy.
- G. In the event there is a tie in any manager selection process, the Division Director shall break the tie.



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- H. An All-Star manager shall select his/her coach and business manager (hereinafter "coaches") from candidates within the Player Tier List in alignment with section 10.F. Any exceptions shall require Board approval.
- I. No person shall be allowed to manage/coach for more than one (1) All-Star team without board approval.
- J. No manager/coach selections shall be final until confirmed by the Board. The Division Directors shall notify All-Star managers of the Board's decision within 5 days of the completion of the mandatory meeting as described in Section 9. Until that confirmation is received, neither the All-Star manager nor his/her coaches shall select players nor notify any players of their selection status. Failure to abide by this rule shall result in the disqualification of the offending manager/coach.
- K. Eligibility for selection as an All-Star manager/coach may be forfeited for failure to participate in at least 80% of league activities and related responsibilities (e.g. required field work days, practices, games, snack shack duty, fundraising, equipment return, etc.)
- L. All-Star managers/coaches shall have no authority to incur any debts on behalf of Blossom Valley Pony Baseball.
- M. All-Star managers/coaches shall always represent BVPB in a professional, sportsman-like manner.
- N. All-Star teams are encouraged to obtain sponsorship money to offset costs. All-Star managers shall be responsible for the proper allocation of any money obtained for his/her All-Star team, and shall be required to furnish receipts to the Board. Sponsorship money shall only be used for team functions and expenses. All fundraising activities shall have prior Board approval.
- O. An All-Star manager shall not impact any remaining playoff games or players involved in those games by scheduling conflicting practices. Optional-only practices are allowed before the end of the season and no mandatory practices shall be held. The Division Director shall coordinate and schedule field use for All-Star practices.

11. SELECTION OF ALL-STAR TEAMS

- A. There are two methods of selecting All Star teams. Managers shall vote on the preferred method for their respective division prior to beginning the All Star Player selection process. Tie votes shall be broken by the Division Director for that division.
 - 1. Method 1 (Allow younger All Star teams to pick first):
 - i. Select all younger players from the Top Tier Player List.
 - ii. The balance of the roster can be made up from lower Player Tier Lists.
 - iii. The "A" team then selects the remaining Top Tier players and completes the team roster following completion of the balance of the procedures referenced in these rules.
 - 2. Method 2 (Traditional method):
 - i. The "A" team manager shall select a minimum of 12 (twelve) and a maximum of 15 (fifteen) players from the Top Tier Player list.
 - ii. The "A" team manager shall verify player availability/ residency as soon as possible and immediately notify the Division Director of the final "A" team selections.
- B. Players selected to an All-Star team must provide the manager with proof of residency within the BV boundaries and birth certificate. (E.g. PG&E bill, property tax) according to PONY eligibility rules.
- C. Any player who declines to play on the team for which he/she was selected relinquishes his/her right to All-Star consideration and shall not be placed on another All-Star team. The only exception to this rule shall be as follows: A player selected to the A-Team shall be allowed to join the B-Team or C-Team so long as his/her parent/legal guardian is the manager of that team. A player selected to the B-Team shall



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be allowed to join the C-Team so long as his/her parent/legal guardian is the manager of that team. A player shall not be allowed to move in the other direction (i.e. from B-Team to A-Team).

- D. All players who are nominated for All-Stars but were not selected must be notified within 48 hours of the completion of All-Star team selections. Method of notification shall be the responsibility of the Division Director.
- E. Team Selection by Division

1. Shetland

- i. Team 6U-A manager will select the first 12-15 players. Team 6U-A roster will be comprised of 12-15 players from the Top Tier Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top Tier Players on the 6U-B team.
- ii. Team 6U-B manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 6U-B roster will be comprised of 12-15 players from the Top Tier and 2nd Tier Players List.
- iii. Shetland 6U-A and 6U-B rosters will be finalized within 7 days of Player Selection meeting.

2. Pinto

- i. Team 8U-A manager will select the first 12-15 players. Team 8U-A roster will be comprised of 12-15 players from the Top Tier Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top Tier Players on the 8U-B team.
- ii. Team 8U-B manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 8U-B roster will be comprised of 12-15 players from the Top Tier and 2nd Tier Players List.
- iii. Pinto 8U-A and 8U-B rosters will be finalized within 7 days of Player Selection meeting.
- iv. Team 8U-C manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 8U-C roster will be comprised of 12-15 players from the 2nd and 3rd Tier Players List.

3. Mustang

- i. Team 10U-A manager will select the first 12-15 players. Team 10U-A roster will be comprised of 12-15 players from the Top Tier Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top Tier Players on the 10U-B team.
- ii. Team 9U-A manager will select the first 12-15 players. Team 9U-A roster will be comprised of 12-15 players from the Top 9U Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top 9U Players on the 10U-B or 9U-B team.
- iii. Team 10U-B manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 10U-B roster will be comprised of 12-15 players from the Top Tier and 2nd Tier Players List.



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- iv. Team 10U-C manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 8U-C roster will be comprised of 12-15 players from the 2nd and 3rd Tier Players List.
- v. Mustang 10U-A, 10U-B, 10U-C, 9U-A, and 9U-B rosters will be finalized within 7 days of Player Selection meeting.

4. Bronco

- i. Team 12U-A manager will select the first 12-15 players. Team 12U-A roster will be comprised of 12-15 players from the Top Tier Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top Tier Players on the 12U-B team.
- ii. Team 11U-A manager will select the first 12-15 players. Team 11U-A roster will be comprised of 12-15 players from the Top 11U Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top 11U Players on the 12U-B or 11U-B team.
- iii. Team 12U-B manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 12U-B roster will be comprised of 12-15 players from the Top Tier and 2nd Tier Players List.
- iv. Team 12U-C manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 12U-C roster will be comprised of 12-15 players from the 2nd and 3rd Tier Players List.
- v. Bronco 12U-A, 12U-B, 12U-C, 11U-A, and 11U-B rosters will be finalized within 7 days of Player Selection meeting.

5. Pony

- i. Team 14U-A manager will select the first 12-15 players. Team 14U-A roster will be comprised of 12-15 players from the Top Tier Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top Tier Players on the 14U-B team.
- ii. Team 13U-A manager will select the first 12-15 players. Team 13U-A roster will be comprised of 12-15 players from the Top 13U Players List. Manager has 72 hours to contact players and submit roster to the Division Director. Replacement players will be pulled from among the remaining Top 13U Players on the 14U-B or 13U-B team.
- iii. Team 14U-B manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 14U-B roster will be comprised of 12-15 players from the Top Tier and 2nd Tier Players List.
- iv. Team 14U-C manager will select the next 12-15 players. Manager has 72 hours to contact players and submit roster to the Division Director. Team 14U-C roster will be comprised of 12-15 players from the 2nd and 3rd Tier Players List.
- v. Pony 14U-A, 14U-B, 14U-C, 13U-A, and 13U-B rosters will be finalized within 7 days of Player Selection meeting.



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12. Selection of Memorial Day Teams

1. BVPB Club Teams have priority to represent BVPB in Memorial Day tournaments.
2. Division Directors shall facilitate a meeting with Managers in order to nominate and select a Manager(s) or Coach(s) interested in forming additional BVPB teams to participate in Memorial Day tournaments.
3. The Division Director shall provide Manager and Team recommendations to the Board for approval.
4. Player and Manager participation on Memorial Day tournament teams is strictly optional and is not mandatory or a prerequisite for consideration to selection for All-Star teams.
5. Players and Coaches are responsible for all costs associated with participation in a Memorial Day Tournament (i.e. tournament fees, uniforms, gate fees, snacks, spirit wear, etc). Assistance from the Tournament Director and BVPB Treasurer is highly encouraged. It is recommended that the Manager collect, well in advance, those player expenses associated with tournament play and turn those funds over to the BVPB Treasurer for payment of said expenses. This removes any potential tax liability from the Manager or Team Parent. Should a team choose to utilize the BVPB Treasurer to pay Tournament Fees and uniform invoices, all funds shall be turned in to the Treasurer no later than 5 days in advance of the Tournament. Should a team fail to fund their incurred expenses, upon notification from the BVPB Treasurer, the Tournament Director shall have the authority to withdraw the team from the tournament, thereby recouping any unreimbursed expense to the League.

-----End of rules-----