

Crestwood Baseball 2010 Rules*

The League

The monthly meetings shall be held on the first Wednesday of each month.

All managers should be in attendance at all monthly meetings. In order to vote in the General Elections, you must attend at least five monthly meetings (August – July). Any manager who fails to attend five (5) regular monthly meetings can be subject to removal upon board review.

The official rules of baseball, as defined in the American League Rule Book, along with these modifications of the Pony Baseball Inc. Rule Book, shall be binding on this league.

The league shall provide as many teams as necessary to provide baseball for all registrants who sign up on time. After the team rosters are filled, late registrants* will go on a waiting list to be held by the player agent until the start of the season. If roster spots are needed to fill out a team these names will then be placed in a hat. The team next in line for a draft pick will draw a name first. The regular draft order will be followed until all names are picked. Any sign ups after this time will be placed on opening day using the same procedure. Anyone that signs up after opening day will be placed on the next team in draft order, or the team with the least number of players.

- Applies only to players not on a previous year's team

The league does not limit participants on the basis of disability as required by Pony Baseball Inc. (let this be known as rule 1)

The league must apply annually, prior to April 15, for a "membership certificate," using the "membership application form" provided by pony baseball.

The membership certificate shall be issued annually to each league, by the division director, subject to conditions as outlined by pony baseball.

Insurance

The league maintains accident insurance coverage as required by pony baseball.

Teams

Teams shall consist of not more than 13 or less than 10 players and should not exceed more than 8 players of the older age. Special situations may incur. The names of these players shall be registered with the league player agent. Age, for league purposes, means "league age", which is that age attained by a player prior to May 1st of the season in question.

* Denotes, rule difference to Crestwood

Legal Players

Birth dates shall be certified by birth certificates, hospital certificates, baptismal certificates, or equivalent religious or legal documents which shall be presented to a league officer prior to the league's first regularly scheduled game (notarized statements from parents are not acceptable).

Players cannot receive money, favors or gratuities for playing baseball. Such acceptance shall not be direct or indirect, through parents, trustees or guardians, or for future payment.

Boundaries – Selection of Players*

Currently, there is no boundary provision in our by-laws. Any legal player will have an opportunity to become a player candidate for the league.

The Line Up / Playing Fields

Our league provides baseball for players of the following ages:

LEAGUE	AGE	DIAMOND	PITCHING
Pinto -	6, 7, 8	50 feet	38 feet
Crestwood*	“ “	60 feet	38 feet
Mustang	8, 9, 10	60 feet	44 feet
Bronco	11, 12	70 feet	48 feet
Pony	13, 14	80 feet	54 feet
Colt	15, 16	90 feet	60 ½ feet

Home plate to center of second base:

Mustang	84 feet, 10 inches
Bronco	99 feet
Pony	113 feet, 2 inches
Colt	127 feet, 3 inches

The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as “home run distances”.

Equipment

No metal cleats will be allowed in the pinto, mustang, or bronco divisions.

It is mandatory for all male players to wear athletic supporters.

All base runners and batters are required to wear protective helmets. Only board approved decals shall be added to the protective headgear. (Any headgear in violation of this rule shall be removed from play).

All players must wear the league issued uniforms.

All equipment belongs to the league and cannot be given to any individual player. Any equipment and/or league property damaged by a player will be billed to the parents of the player. All equipment must be turned in to the league equipment manager at the end of each season. Managers not turning in equipment will not be allowed to manage a team the following season.

Deletion of team's criteria*

1. Teams with no manager will be the first cut. If more than one team is without a manager, the team with the least number of returning players shall be cut.
2. The manager with the least tenure (tenure is defined as the number of years the manager has been a coach or manager in said division) manager shall be cut. In the event two managers have the same amount of tenure, the team with the least number of returning players shall be cut.
3. Board will make all final decisions on manager selection.

Addition of teams and selection of new manager's criteria

The selection will be made in order of priority that follows:

1. A manager of a team requesting to become a manager of the same team.
2. Returning manager requesting to manage team in another division, if tie, based on tenure.
3. Based on tenure including: coaches, board members, other league appointed positions in the baseball organization.
4. T-ball/coach pitch managers (does not currently apply)
5. Others for consideration – volunteers at large.

Returning managers requesting to manage same team, verbal request is acceptable, must be made by October 31st.

All others requesting to manage a team must submit letters by October 31st, to the secretary of the board.

All managers will be approved by the Crestwood Baseball Board.

Conduct / discipline

The league officers shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer or other person whose conduct is considered to be detrimental to the best interests of the league.

Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed.

In the event of discipline procedures involving a player or other person under the age of 18, that person's parents shall be invited to attend.

The league officers may impose any one of the following penalties which, in their opinion, appears to match the severity of the offense:

Warning. The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.

Suspension. The offending person is to be advised, in writing, that he or she has been suspended from all league games for a specific number of games or days.

Dismissal. The offending person is to be advised, in writing, that he or she has been dismissed from the league for the remainder of the current year.

Barred. The offending person is to be advised, in writing, that he or she has been banned from present and future participation in the league, permanently, or for a specific number of years.

This would include meetings, drafts, practices, and games. The barred individual can view game from the stands but cannot participate in any way with an individual team.

Abusive language by managers, coaches, umpires, players and fans whether on the playing field, dugouts, or outside the playing area will not be tolerated. This infraction will lead to removal from the game and possible suspension. In the case of a fan being overly abusive, they will be asked to leave the area by the manager or umpire. If they refuse, their particular team will face forfeiture.

Persons, youth or adult, who refuse to comply with the rules may be considered for disciplinary action.

Any manager, coach or player ejected from a game for any violation shall be reported by the umpire-in-chief, to the board immediately following the game. If a manager, coach or player is ejected from a game a second time, he/she will face a one-game suspension. A third offense will require board review.

Managers will be responsible for the conduct of their players and fans. Managers will have the authority to suspend a player for the remainder of a game for conduct detrimental to the team. All such suspensions must be reported to the board immediately. Any manager who recommends suspension of a player for more than one game must have board approval. All suspensions will be ruled on by the board of directors. The player and manager will be heard by the board separate and independent of each other.

If a player is suspended, he/she must be in the dugout in uniform for the duration of the suspension. A suspension will be the next game played. If a player is needed to avoid a forfeit, use the player pool. Suspended players and coaches may practice with their teams but may not be involved in any game during the suspension.

A player can be removed from the roster at the request of the manager and subject to board approval.

Under no circumstances should equipment be thrown in an abusive or reckless manner. A team warning will be given to the teams prior to each game. A second offense by any team member will be grounds for ejection. However, if an overall abusive or reckless offense is committed, that team member may be ejected without warning if the umpire deems necessary. This rule is not subject to protest.

Any manager who, thru negligence, does not field a nine (9) player team for a scheduled game, resulting in forfeiture of that game, can be subject to removal upon board approval.

Any manager can be subject to removal by the board with a majority vote of the board.

Ground and playing rules

The player pool will consist of the last three draft picks of every team. This applies to Pinto, Mustang, and Bronco levels.

The list will be distributed to all managers to select from when a team is going to be short of the required nine (9) players. If a manager uses a player from the player pool, the player pool person cannot be used in a pitching or catching position. (Limit of 3 games per player in player pool). All player pool players must bat last and can be used as an outfielder. If a team calls up a player pool player and team has nine of its own regular team players who can physically play at that time, the player pool player must only play two innings maximum. A team must start the game with nine (9) players; however, a team may finish with eight (8) players or less due to injury or illness (Mustang & Bronco).

The home team will occupy the third base dugout.

The home team in the Pinto, Mustang, and Bronco levels will be responsible to bring two (2) new balls to each game played.

No more than three (3) players shall "huddle" on the playing field at any time during the game. Umpires shall discourage such gatherings.

No persons other than rostered players, manager, two coaches, and scorekeeper will be allowed in the dugout or playing area at anytime during the game.

All players will remain in their dugouts when not directly involved in the game.

There will be no food allowed in the dugouts during the game.

Each manager is responsible for cleaning their respective dugouts after each game.

Lineup cards will be required to be given to the opposing manager and umpire. Before each game, listing the last names of the starting team, position played and player number, also, substitutes on the bench. No game will start without this information being exchanged.

In the Mustang division, each eligible player shall play at least two consecutive defensive innings with a continuous batting order throughout the game.

In the Bronco division, each eligible player shall play at least two defensive innings with a continuous batting order throughout the game.

Mustang Level – No player shall pitch more than 3 innings in a game and a maximum of 5 innings in a 40 hour period. Nor shall any player pitch more than 9 innings in a week. Only one player may pitch 3 innings in a regulation 6 inning game. In the event a game goes extra innings another player may pitch the maximum 3 innings.

No automatic walks – pitcher must throw four (4) balls.

Bronco Level – No player shall pitch more than 4 innings in a game and a maximum of 7 innings in a 40 hour period. Nor shall any player pitch more than 11 innings in a week. Only one player may pitch 4 innings in a regulation 7 inning game. In the event a game goes extra innings another player may pitch the maximum 3 innings.

No automatic walks – pitcher must throw four (4) balls.

Pitchers shall have at least 40 hours rest after pitching on the same calendar day as follows: Mustang – three (3) innings, Bronco – four (4) innings.

Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game, one pitch constitutes an inning. A week is from 12:01 am Monday to 12:00 midnight the following Sunday.

The 40-hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

In the Mustang and Bronco divisions, a pitcher hitting three (3) batters in one inning must be replaced.

A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff or postponed games or suspended games, tie games or exhibition games.

Balk rules (does not apply to Mustang) will be followed as stated in the official American League rule book. One warning will be issued in 1st half for Bronco level. (1st half being first 10 scheduled games, specific dates will be posted on the schedules).

To expedite play, the umpire will allow no more than five (5) warm up pitches between innings. A player who replaces a pitcher during an inning will be allowed a maximum of ten (10) warm-up pitches.

Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in rule 18-penalties.

The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness, which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

There will be a maximum of two (2) minutes between innings.

In the Pony division, all players, except the designated hitter (10th batter), must play six outs and bat once at a minimum. No player can be used more than twice a season as the dh, or 10th batter. The designated hitter cannot be pinch hit for. He can only be taken from the game due to injury to another player. No automatic walks pitcher must throw four (4) balls.

In Mustang and Bronco – any runner will be out when he does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. If any runner or batter runner, maliciously runs into a fielder he will be out and/or ejected from the game.

Malicious contact is a judgment call by the umpire. As such, it is not a protest call.

Hurdling is not permitted. A batter runner or a runner who hurdles a fielder will be called out. Stepping over or jumping over the outstretched glove of a fielder holding the ball on or near the ground waiting to make the tag is legal.

In the Mustang league only – stealing runners may steal any base providing he does not leave his base until the pitched ball has reached or passed the catcher. The penalty for violating this rule is, the runner is out and the pitch is a no pitch. Each runner, while attempting to steal, may only advance one base per pitch.

A player who over slides or over runs the base may be tagged out.

Player substitution – any starter who has batted once and has played his six defensive outs and is removed from the game, may re-enter the game provided the player that replaced him has batted once and played his six defensive outs (Mustang only).

Length of games and schedule

No inning (Mustang and Bronco) shall start after 8:00 pm on any given day. On weekends, there will be a two (2) hour playing time limit for Mustang games and a two and a half (2 ½) hour playing time limit for Bronco games. No inning shall start after the time limit has expired.

No game shall begin after 9:30 pm and no inning should begin after 11:00 pm. local time in the Pony division. In the Colt division, no game shall begin after 10:30 pm and no inning should begin after 12:00 midnight, local time.

It is recommended that local league playing schedules continue into late June.

If an umpire is more than 15 minutes late for any game it will be up to the managers of both teams to agree to start the game or reschedule it. If the game starts with the agreement of both managers, the 8:00 pm rule will still apply. Weekend games will still have the two hour Mustang and 2 ½ hour Bronco time limits from the start of games.

In order to speed up the game, a courtesy runner will be allowed to run for the catcher. Such runner should be used as soon as the catcher reaches base and there is two (2) outs. Such runner must be the player that made the last out. The fact that a player was used as a courtesy runner does not satisfy any part of the playing time requirement, but is a manager's option.

Umpires will record start of game times and conclusion of games times on roster sheet. Umpires will also adhere to the two minutes between innings rule to help speed up games.

Mustang games shall be six (6) innings and Bronco, Pony, and Colt games shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

Mustang complete games: Mustang games shall not exceed nine (8) innings in any one day. If a game is called for any reason, it shall be a complete game if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and a fraction innings than the visiting team has scored in four (4) completed innings.

Bronco complete games: Bronco games shall not exceed nine (9) innings in any one day. If a game is called for any reason it shall be a complete game if five (5) innings have been completed, or if the home team has scored more runs in four and one half (4 ½) innings than the visiting team has scored.

If a game is called for any reason before it is a complete game, as described in the above section, or when the score is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the league officials.

All rescheduled games will be done by the umpire in chief.

Described above, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by league officials.

10-run rule: If a team is leading an opponent by at least ten (10) runs after five (5) (four in Mustang) or more complete innings have been played or after four and one half innings (4 ½) 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.

Pinto, Mustang, Bronco, Pony and Colt: Under no condition shall league officers set up a schedule of games which would require a team to play more than two games in one day.

Make-up games and forfeiture

All league games must be played according to the published league schedule. Only the field maintenance manager or in his absence a designated board member, will have the authority to postpone a game (provided said member is not involved in game). A game may only be rescheduled by the Board President and must be rescheduled at the earliest date possible.

Rescheduling: The Board President will contact both managers within 48 hours with a makeup date. Failure by either one or both teams to field nine (9) players on the rescheduled date shall constitute a forfeit.

Forfeitures: A team failing to field at least nine (9) eligible players within 15 minutes after the scheduled starting time of a game shall constitute forfeit.

Note: Using the player pool should avoid forfeits for this reason.

Umpires

Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing managers, preferable in writing.

The use of tobacco in any form by umpires on the field is prohibited.

Scorekeepers

The official scorekeeper shall record at-bats, hits, runs, errors, strikeouts, bases on ball, innings pitched in by each pitcher and scheduled starting time of games, or actual starting time if game is delayed more than two hours.

It is recommended that in order to be considered the winning pitcher, pitchers should complete at least three (3) (two in Mustang) full innings (retire nine batters, Mustang six batters) and leave a lead that stands up for the remainder of the game.

The official scorer should notify the manager concern if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.

Sponsors

Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.

Specifically, no firm or company who advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program.

Managers and coaches

Adult coaches, if properly dressed in uniform specified by the league may be used in either or both the first and third base coaching boxes. Only players in baseball uniform shall be used as base coaches when adult coaches are not used. Player coaches must wear a helmet.

A coach or coaches shall not switch coaching boxes during an inning.

Players, managers and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.

If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury.

Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

The use of tobacco, alcohol, or illegal drugs in any form by players or adult leaders in the dugout, on the benches, or on the playing field shall be permitted.

League Decisions Committee and Protests

A Protest will only be allowed on a "Rules Interpretation" situation. No protest may be made on an umpire's judgment call. If a rule was misinterpreted, the manager must put the game under protest at the time the infraction occurred, before the next pitch is thrown. The umpire must sign both scorebooks, asserting that a protest has been filed. At this time, the umpire notifies the opposing manager and the fans that the remainder of the game is being played under protest. The game should then continue. The protesting manager then has 24 hours to submit a written protest to the board. All board members will be notified of the protest and determine if a special meeting is necessary. When feasible, a decision on the protest will be made within 48 hours of receipt of the protest in written form.

The board may solicit testimony and advice from any source it chooses, but actual decisions shall be based on majority vote of the members of the board only. If a board member is directly involved in the protest, no vote will count by same member. If a special meeting is deemed necessary, no other business is to be discussed except for the protest at hand.

If needed, Pony baseball field directors may be contacted by a board member, for guidance on the intent and interpretation of a rule. If needed, and deemed necessary by a majority board vote, an official written interpretation shall be provided by the headquarters staff of Pony baseball upon receipt of a written request from the board, outlying the protest under consideration.

When the protest of a rule is upheld by the board, the game concerned shall be replayed from the point of protest.

Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

Decisions of the board of directors are final and are not subject to appeal.

Penalties – Rule 18

Violation of Rule 1, or general failure of the league to comply with the concept of league organization as defined by the Pony rule book, may result in refusal to accept the league membership application or a revoking of the membership status of the league if the violation occurs after membership for the current season has been granted. Please refer to Pony baseball Rule 1A concerning Pony's policy on disabilities.

A team failing to field at least nine (9) eligible players within 15 minutes after scheduled starting time of a game shall forfeit the game.

Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league because the player does not meet the requirements as to age and/or residence as stated in the age and residence sections of these rules. This includes any non-eligible players.

Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be

ineligible to participate in the next scheduled game played by the team. Please refer to the policy on disabilities.

1. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these rules and regulations, or as the result of a previous rules violation or disciplinary action.
2. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
3. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
4. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.

Illegal equipment shall be removed from the game.

1. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained or postponed and rescheduled by the umpire in chief.
2. Penalty for use of illegal shoes shall be removal of the shoes from the game and if no other legal footwear is available, removal of the affected player or players from the lineup.
3. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
4. Players who intentionally in the judgment of the umpire, throw bats or protective headgear or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

Tryouts

All registrants with a league age of 6, 7, 8, 11, 13 and all new registrants must attend the required number of tryout sessions as defined by the board in a given year. Anyone, as indicated above, failing to attend half of the scheduled tryouts will not be allowed to be in player pool but will be allowed to be in the supplemental draft, after the league draft if concluded.

Draft for Mustang, Bronco, and Pony Leagues

All returning roster players will remain on their previous year team and will not have to tryout, unless they move up to a different league based on their age. No player will be allowed to move up to the next league unless their age dictates as such.

The drafting order will be in reverse order of the previous year's regular season's standings. Draft order ties will be determined by a coin toss immediately before draft begins. At least two board members must be present for coin toss, exception: village champion will draft last.

The teams that are short returning players as compared to the other teams that have more returning players, will receive a bonus pick at the end of each drafting round beginning with the third round, until such time as all teams have an equal amounts of players. Example: team “a” has eight (8) returning players and team “b” has four (4) returning players. After the third round is completed team “b” will receive a bonus pick.

If more than one (1) team is to receive a bonus pick, it will be done in the order of the draft.

If a new team is added, a freeze of returning players concept will be initiated at the board’s discretion.

If a team is dropped, the returning players of that team will be selected by a lottery. All teams will participate in the lottery and this will be done before the draft begins, following the draft order.

Trades must be concluded 30 minutes after the final draft selection has been made. All trades require board approval. Extenuating circumstances should be brought before the board.

All known draft options must be declared prior to the actual draft process. Draft options include:

1. Manager option – the selection under the manager’s child option must be exercised in the second round or the child will go back into the draft pool. **A manager using a manager’s option must commit to manage that team for two consecutive years. If the manager cannot fulfill this commitment, the optioned player will go back into the player draft. The player will be frozen for the first round to all the teams except the team who originally drafted the player. Only that team has the option to draft the player in the first round. In the second round, the player will go into the regular draft pool.**
2. Brother option – the selection of the brother previously on team – if a brother with a brother option is selected, the option must be executed by the second round or the player will go back into the draft pool.
3. Brother option without having brother previously on team – if a brother with a brother option is selected, the option must be executed on the next draft round or the player goes back into the draft pool.
4. Multiple options – the first option must be exercised by the second round and the other options must follow on the next draft round.

** The board strongly recommends that all options are exercised**

Village Round Robin Tournament (Mustang – Bronco)*

After completion of the regular scheduled season, the village championship series and round robin tournament will take place. All teams, except the two (2) teams involved in the Village Championship series, will participate. The team with the best record will play the team with the worst record. The team with the second best record will play the team with the second worst record. In case of ties, head-to-head record will prevail. If still a tie, a toss of a coin will decide. Home team will be decided by the toss of a coin for each game.

Exception if Bronco has less than five (5) teams, they will play a Round Robin Tournament and the winner will be the Village Champion.

Village Championship (Mustang – Bronco)*

The first half winner plays the second half winner in a best of three series to determine the Village Championship. If the same team wins both halves, that team will be declared the Village Champion. If two (2) teams tie for a particular half, a one game tie breaker will decide the champion for the half. If three (3) teams tie, a coin toss will determine which team gets a bye to player the winner of the other two. For the first half only, a tie breaker game will be the second Monday after the first half is finished.

Round Robin & Village Championship Pitching Rules

1. A tournament pitcher is allowed to pitch:
Mustang – Three (3) innings in one calendar day
Bronco – Five (4) innings in one calendar day
2. There will be no limit to total innings pitched during the tournaments. (This is to allow for possible double elimination tournament.)
3. 40 hour rest rule will be waived for tournament play (this will allow for easy scheduling)

Length of Games

Once play has begun in a tournament game. The game shall be played to regulation length, (7) innings Bronco, Pony, & Colt, (6) innings Pinto, Mustang or a fraction innings if the home team is leading, unless called because of the 10-run rule or forfeited by the decisions committee. Games called for any other reason shall be continued as suspended games at the next available date.

Tournament Teams

Participation in national and local tournaments are at the board's discretion. Managers whom wish to coach a tournament team shall submit their request within 5 days of completion of the first half of the season. The selection will be made by a majority vote of the current board members. Each team manager will then choose their coaching staff for the tournament.

All-Star Team Selection

A meeting of all managers and rostered coaches will be conducted by the player agent for the purpose of selecting all-star teams. Each manager can nominate five (5) players maximum from his team for each age level. All players nominated will be listed on the all-star ballot. Before voting each manager will provide verbally, reasons why each player of his team was nominated. Voting will then take place by the managers. Each manager may note for ten (10) players. The ten (10) players receiving the most votes will be placed on the all-star team. If there is a tie for the tenth spot, then those players tied will automatically be put on the team, as long as they would not increase the roster beyond twelve (12) players. If this happens, those players tied will be voted on until the twelve (12) player roster is filled. If by a tie vote, the roster is brought up to twelve (12), the manager would then be able to use the manager picks.

For a player to make the all stars, the player must be registered and have played in at least fifty percent of the in-house season.

If the manager uses his two (2) picks, the roster will increase to a maximum of fourteen (14). If there is a clear vote of ten (10) players, then the manager may use his picks to bring the roster to a maximum of twelve (12). If the vote comes to eleven (11) players being selected, then the manager has the option of increasing his roster size only if there are more than ten (10) players selected.

If the league decides to have two (2) all-star teams at a particular division, the remaining players left off the first team would constitute the ballot for the second team. The rules as above will be followed, with the exception that if a team does not have representation on the first team, the manager must use one of his picks to make sure all teams are represented. This rule does not apply if only one tournament team is chosen.

Any and all rules listed are subject to change with 2/3 majority vote by the board of directors. Anytime a board decision is needed on any matter, it will be required that all board members are contacted, regardless of their status and informed of such meeting.