



**REDLANDS BASEBALL/SOFTBALL FOR YOUTH, INC.**  
**OFFICIAL RULES AND POLICIES**  
**TABLE OF CONTENTS**

<b><u>SECTIONS</u></b>	<b><u>PAGE</u></b>
Board of Directors	1
OFFICIAL RULES & POLICIES	
A -Preamble	3
B - Eligibility	3
C - Manager and Coach Selection	3
D - League Organization	4
1 - Team Composition	4
2 - Player Evaluation	4
3 - Player Distribution	4
4 - Waiting List	4
5 - Team Structure	5
6 - Alternate Players	5
7 - Field Dimensions	6
E - General Policies	6
1 - Manager's & Coach's Conduct	6
2 - Illegal Substances	6
3 - Access to Playing Field	6
4 - Protective Equipment	7
5 - Uniforms	7
6 - Field Authority	7
7 - Rules of Conduct	8
8 - Rules Protest	8
9 - Pre-Game Warm-Up	8
10 - Games	9
11 - League Championship Tournament	10
12 - Minimum Play Policy / Substitutions	10
13 - Players	11
14 - Pitching Substitutions	11
15 - Reporting of Suspected Child Sexual Abuse	12
F - Managers, Coaches, Scorekeepers & Umpires	12
1 - Managers and Coaches	12
2 - Scorekeepers	13
3 - Umpires	13
APPENDICES	
Division-specific rules & policies	
1a - Foal 4 Baseball (T-Ball)	13
1b - Shetland 5/6 Baseball (T-Ball)	14
2a - Pinto 7 (Machine Pitch) Baseball	16
2b - Pinto 8 (Player Pitch) Baseball	17
3 - Mustang Baseball	18
4 - Bronco Baseball	19
5 - Pony/Colt Baseball	20
6 - 6U Softball	21
7 - 8U Softball (Player Pitch)	20
8 - 10U Softball	21
9 - 12U Softball	22

10 - 14U/16U/18U Softball	22
11 - Xtreme Division	23

BY-LAWS	23
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**REDLANDS BASEBALL/SOFTBALL FOR YOUTH, INC.  
OFFICIAL RULES AND POLICIES**

**A. PREAMBLE**

Redlands Baseball and Softball for Youth (RBY) will use Pony Baseball and Softball rules for all divisions with modifications to those rules as approved by the RBY Board. Where a conflict exists with any other baseball or softball rules, RBY rules will apply.

The prime consideration of the RBY program is the welfare of the youth involved in the program. These rules are a reflection of this policy even though they may differ from those accepted by any other baseball or softball program. On the occasion that a situation may arise that is not specifically or generally covered by these rules, RBY officials (officers, coordinators and umpires) will take such action as they deem necessary to allow the program to function with this prime consideration in mind.

**B. ELIGIBILITY**

1. A player must reside within San Bernardino or Riverside County to be eligible to play both Regular Season Baseball or Softball and All-Star Baseball or Softball. Any player not residing within Redlands' city limits shall incur a fee designated by the city of Redlands.
2. Baseball – A player must be at least league age 4 years of age and not more than nineteen (19) years of age per current PONY age key.
3. Players who are unable to play for any reason will be granted a full refund of fees less league costs if requested not later than one calendar week after team distribution. Any refund requested after this time shall be petitioned to the board of directors at any regular meeting.
4. Definition: Children – natural, step children, foster, adoptive children, grandchildren, or siblings of a Manager. Nieces or nephews may be considered children at the option of the Board if the Manager concerned has no children as defined above involved in the program.
5. All players are required to participate in RBY fundraising efforts. Players that fail to sell all fundraising items and turn in money by the appointed deadline shall face suspension or disqualification as designated by the RBY board of directors.

**C. MANAGER AND COACH SELECTION**

1. All potential managers coaches, team parents etc. (any persons interacting with RBY participants) shall be required to perform a Live Scan background check. The selection, continuation and removal of Managers and Coaches is at the sole discretion of the custodians of record, as designated by the Board of Directors. All approved volunteers shall obtain and wear an RBY issued identification badge. Badges will only be issued upon completion of a satisfactory livescan check, and badges shall be worn at all times during games. Any custodian of record, may suspend any volunteer for cause until the next scheduled or special RBY board meeting. The entire board will then determine the future status of said volunteer.
2. Coaches are selected by Team Managers from within the team or from outside interested persons. Any conflicts of interest will be determined and decided by the appropriate League Coordinator.
3. Managers are selected from existing manager roster, new volunteers, or non-managers from another team.
4. Team Managers will be designated as such by the League and/or Head Coordinator at the beginning of the practice season. The Head and appropriate League Coordinator must approve any changes to the team manager roster.

## D. LEAGUE ORGANIZATION

### 1. Team Composition

Team rosters may be made up of any combination of players whose age is appropriate for a Division, as follows:

<u>League Age</u>	<u>Division</u>
<b><u>Baseball</u></b>	
4	Foal 4
5 - 6	Shetland 5/6
7	Pinto (Machine Pitch)
8	Pinto (Player Pitch)
9 - 10	Mustang
11 - 12	Bronco
13 - 14	Pony
15 - 16	Colt
17 - 19	Palomino

<u>League Age</u>	<u>Division</u>
<b><u>Softball</u></b>	
4	Shetland 4
5 - 6	Shetland 5/6
6 - 8	8U (Player Pitch)
9 - 10	10U
11 - 12	12U
13 - 14	14U
15 - 16	16U
17 - 18	18U

### 2. Player Evaluation

- All prospective players new to RBY, between league ages 7-14, must attend and participate completely in a player skills evaluation session. Returning players shall be evaluated based on prior season statistics.
- All prospective players will be evaluated in several skill categories. Each prospective player will receive a rating of 1-10; 1=Novice and 10=Outstanding. The ratings will be determined two-fold. First, by previous manager's rating and second, through the skills evaluation session.
- On evaluation day, all players will rotate through and perform skills at all activity stations. Players not completing the entire evaluation may be placed on a waiting list, and will not be included in the player distribution.

### 3. Player Distribution

- Players will be randomly distributed based on their age and skill rating
- In all divisions, the older league age players, from highest rating to lowest rating, will be distributed first; then, the younger league age players, from highest rating to lowest rating will be distributed.
- Managers will have their child/children assigned to the team they will manage in accordance with RBY policy. A Manager's child/children will occupy a roster position equal to their evaluation rating.
- Once all players have been distributed, the player distribution will end.
- Managers and coaches will not be allowed to trade players. If it is discovered that a player has been traded, said player will be returned to his/her original team.
- If it is determined that a manager or coach is involved in the trading of a player or multiple players, he/she will be subject to disciplinary action, up to and including removal from his/her managing or coaching position.

### 4. Waiting List

- Prospective players who do not attend and participate in player skills evaluation sessions, will be placed on the waiting list until rated.

- b. All late sign-ups will be placed on the waiting list until rated.
  - c. Prospective players on a waiting list may attend and participate in a skills evaluation session in order to receive a rating so they may be assigned to a team.
  - d. A prospective player on the waiting list will only be assigned to a team who has lost a player. A player being assigned to a team from the waiting list may only replace a player of similar rating at the discretion of the coordinator, with the objective of placing as many players on to teams as possible from the waiting list.
5. Team Structure
- a. All players will play in the appropriate league for their age, as specified in current RBY and Pony Rules.
  - b. Team roster numbers including minimum and maximum allowable per team and number of teams for all leagues will be determined yearly by the RBY Board.
  - c. RBY has an open enrollment policy.
6. Alternate Players (All Divisions)
- a. Alternate players for all divisions will come from the division immediately below. Examples: Mustang division alternates will come from the Pinto division; 12U alternates will come from the 10U division.
  - b. A player may not play as an alternate if his/her regular division game or practice is in conflict with the game in which he/she would play as an alternate. If such a case should arise, the manager of the team needing the alternate shall confer with his/her division coordinator, in order to determine supplemental team(s) from which to choose the alternate player(s).
  - c. Players are only allowed to practice with teams in the division to which they are regularly assigned.
  - d. An alternate(s) will be brought up to fill out the requesting team's roster to a maximum of ten (10) players and may not be used as a pitcher. Opposing team Managers, home plate umpire and official scorekeeper will be notified of the presence of an alternate player(s).
  - e. Alternate players are not subject to mandatory minimum play rules.
  - f. Alternate player(s) will not play defensively unless the available regular player count drops below nine (9) (ten (10) for Pinto 8/10U and below). Alternate players (Colt and below) must bat in the rotation batting lineup.
  - g. Any particular player may serve as an alternate up to six (6) times during the regular season, but only up to three (3) times for the same team. Prior to bringing up an alternate player, the manager must obtain permission from the league coordinator or, if not available, the board member on duty. Penalty for violation will be removal of the Manager and player. The Manager will be declared ineligible for the next game. League coordinator shall keep a record of all players serving as an alternate.
  - h. A 9th or 10th (Pinto 8 or 10U and below, only) player arriving late, including an alternate player, will be inserted immediately after sufficient time to warm up off the field and his/her name will be placed at the end of the batting order. This player will be considered a starting player. If a regular team roster player arrives after the alternate player, the regular roster player will be inserted into the game defensively. The alternate player will be removed defensively after the regular roster player has had sufficient time to warm up off the field or finish that half of the inning at the discretion of the Manager. The player that was removed defensively will continue to bat in the same position in the batting order.
  - i. An alternate player being brought up will be the receiving Manager's choice based on player's availability (defined below).
  - j. Availability as an alternate player is determined by the eligible player and his parents, not by the receiving/sending Manager.
  - k. The order of alternate player selection is:
    - (1) From a team or teams in the next lower division designated by the Division Coordinator;
    - (3) From a team in the next lower division designated by the board member on duty. Note – the manager should make every effort well ahead of time to determine when and if an alternate player will be needed and to notify the parents of the subject player(s) as early as possible regarding the day, time and location of the game in question.

- l. An alternate player will bat last in the lineup. If any regular players arrive after the alternate player has batted, the regular player(s) will be placed in the lineup below the alternate player.
- m. An alternate player will only be allowed to play an outfield position.
- n. Any manager/coach failing to adhere to these rules is subject to disciplinary action. Second violation is subject to removal from position
- o. No more than two (2) alternate players may be used in any game during the League Championship Tournament.

7. Field Dimensions

	<u>Base Path</u>	<u>Pitching Distance</u>
Foal 4	50'	n/a
Shetland 5-6	50'	38'
6U	55'	n/a
Pinto 7	60'	38'
Pinto 8	60'	40'
8U	55'	30'
Mustang	60'	46'
10U	60'	35'
Bronco	70'	50'
12U	60'	40'
Pony	80'	54'
14U	60'	43'
Colt	90'	60'6"
16U / 18U	60'	43"
Palomino	90'	60'6"

**E. GENERAL POLICIES**

- 1. Manager's and Coach's Conduct
  - a. Displays of temper, use of openly abusive language and/or profanity during games or at practice, abusive conduct, intentional physical contact, or threats of bodily harm, and any other such acts are grounds for ejection and/or dismissal from the program in accordance with Article 2, Section 1 of the RBY Bylaws and/or immediate suspension by any two (2) Board Members.
  - b. Any manager who willfully tells a player to miss a game or similar offense will be subject to dismissal.
  - c. Managers and coaches are responsible for the conduct of their team and the spectators for their team. (Also see Rule F.1.e.)
  - d. Per city guidelines, no music shall be played during any game. This includes player walk up announcing and or music.
- 2. Illegal Substances
  - a. Use of any tobacco product is prohibited on the playing field, in the dugouts, or in the vicinity of the dugouts. The penalty for such use is ejection from the game.
  - b. Use of alcohol or illegal drugs by players, Managers, coaches or spectators during a game or practice is grounds for immediate ejection from the game or field area and/or dismissal from the program.
  - c. Possession and/or consumption of illegal drugs and/or alcoholic beverages is strictly prohibited at Community Field (by Redlands City Ordinance).
- 3. Access to Playing Field
  - a. Only uniformed players, Managers and Coaches, umpires, and RBY officials are permitted within the confines of the dugouts, coaching boxes, and playing field prior to and during games. All players not at bat, on deck, running the bases, or acting as base coaches will remain in the dugout. Home team will use 3rd base dugout; Visiting team will use 1st base dugout.

#### 4. Protective Equipment / Playing Equipment

- a. Batting helmets will be used by batter, on-deck batter, runners and player base coaches.
- b. Catchers will wear full protective gear, including an approved (RBY/PONY) protective catcher's helmet/facemask, a protective cup (baseball only) and a catcher's mitt. Shetland baseball and all softball players may use a fielder's glove in lieu of a catcher's mitt.
- c. A player warming up a pitcher will wear an approved (RBY/PONY) protective catcher's helmet/facemask.
- d. Bats used for league competition must adhere to current PONY bat rules.
- e. Illegal equipment shall be removed from use as soon as it is discovered.
- f. Penalties for illegal bat usage: A batter who becomes a runner while using an illegal bat, shall be declared "out" by the umpire. All runners that have advanced as the result of a hit, hit-by-pitch, base-on-balls, error, etc. will return to their pre-pitch base. The manager of the team using the illegal bat will be removed from the playing area and will not be allowed to coach for the remainder of the game, and the subsequent game.

#### 5. Uniforms

- a. Every player on the field and in the dugout will wear a complete baseball/softball uniform, as applicable. A regular roster player who is unable to play due to injury will be allowed in the dugout only with a partial uniform (usually the team jersey). Definition: Complete baseball uniform – RBY issued team jersey, team hat with bill facing forward, baseball pants and appropriate athletic footwear. Definition: Complete softball uniform – RBY issued team jersey, baseball/softball pants or shorts (to be determined by manager) and appropriate athletic footwear. Note – An exemption for uniformity of color will be made if an alternate player (see Rule D.6.) is used. On all RBY game-approved apparel, in addition to the team name and/or team logo and uniform number, the player's or manager's last name may be affixed. First names, nicknames, etc. will not be allowed.
- b. Managers and coaches in all divisions shall wear team-alike athletic wear. This is defined as team cap worn with the bill facing forward, jersey, leg wear, baseball pants, coaching shorts as approved by the RBY Board of Directors, and appropriate athletic shoes, coaching shoes, baseball/ softball cleats (NO OPEN TOE SHOES ALLOWED). The entire coaching staff shall dress uniformly (all in baseball pants, or matching shorts etc.) for the entire game. If it is necessary for any person to manage or coach in more than one game per day, either uniform will be allowed for both games as long as said uniform adheres to the requirement for uniformity.
- c. Players, Managers and Coaches not in complete uniform will not be allowed on the field or in the dugout.
- d. Team Managers will have the responsibility for equipment return and will ensure that the equipment is returned at the time(s) scheduled by the Equipment Manager.
- e. Baseball shoes with metal cleats are permitted only in the Pony and 14u softball divisions and above.
- f. During inclement weather, jackets will be allowed on the playing field.

#### 6. Field Authority

- a. The RBY Board Member on duty, the Umpire-In-Charge and/or the Umpire calling the game will be the authority at any particular game. Any of these persons has authority to take any of the following actions, in their absolute discretion:
  - 1) Ejecting a player from the game or the premises;
  - 2) Ejecting a manager or coach from the game or the premises;
  - 3) Ejecting a fan from the game or the premises;
  - 4) Suspending a game until appropriate order is restored.

In addition, the RBY Board Member on duty and the Umpire-in-Charge have the discretion to forfeit a game. In the event any person is ejected from a game or from the premises, the head umpire will notify a board member of the nature of the incident, and the parties involved.

- b. There may or may not be a verbal warning prior to any of these steps being taken. There is no right to a prior verbal warning. Further, there is no verbal appeal of any of the actions listed above. Rather, a written protest (in accordance with Rule 8, below) may be filed with the League Coordinator within a reasonable time, not to exceed

48 hours, after the action is taken if someone disagrees with the decision made at the field and would like the matter reviewed.

- c. The Redlands Police Department will be notified, as necessary, to enforce the decision(s) made pursuant to this rule.

(In the event any person is ejected from a game or from the premises, the head umpire will notify a board member of the nature of the incident, and the parties involved.

- d. If the Manager and/or Coach are ejected from a game, leaving no one to manage the team, a Board Member shall be called in to manage the team for the remainder of the game, allowing the game to be completed. A game will not be forfeited by a team due to the absence of the regular managerial staff.

## 7. Rules of Conduct

- 1) Any derogatory or uncomplimentary statement toward any Umpire, coach, player, Board Member, volunteers, or fan, is unacceptable.
- 2) Any intimidation of players by players, managers, coaches of opposing teams is unacceptable. Only positive verbal comments are acceptable.
- 3) Any physical conduct which is hostile, threatening or improper, is unacceptable. This would include, but not be limited to; any form of intimidation such as shaking/striking the fence or striking bench or concrete with bats, etc.
- 4) Any display of temper or use of abusive or profane language during a game or practice is unacceptable
- 5) Any intentional physical contact or any threat of bodily harm is unacceptable
- 6) Any contact with an umpire is unacceptable and grounds for ejection.
- 7) Any violation of the rules of conduct may be grounds for removal or ejection including and up to removal from the league.

## 8. Rules Protest

- a. A protest based on a play which involves an umpire's judgment, is not permitted.
- b. Penalties for violations of RBY policies will be enforced any time documentation or support is provided that a violation has occurred.
- c. Only interpretation of applicable playing rules can be protested.
- d. Protesting Manager will, at the time the play or violation occurs, notify the home plate umpire. The home plate umpire will stop the game (pausing the game clock) and notify the Umpire-In-Charge, or their designee, who will convene a protest committee consisting of himself and/or Board Member available at Community Park to render a decision. The decision of this committee is final.
- e. In the event an RBY Board Member or Umpire in charge is not readily available at the field, the game will continue and the protesting manager will submit the protest in writing to the appropriate league coordinator within 48 hours of the completion of the protested game.
- f. The appropriate Division Coordinator will convene a minimum three-member protest committee. The committee will include the Head Umpire or his representative, the appropriate League Coordinator and one other RBY Board Member. The decision of this committee is final.
- g. The decision of the protest committee will be made known to both Managers involved as soon as possible by the appropriate League Coordinator.
- h. If the protest is upheld, the game will be replayed from the point of the protest or the appropriate penalty imposed on the team in violation.

## 9. Pre-Game Warm-Up

- a. Fifteen (15) minutes of pre-game warm-up time between games – 7 ½ minutes on the field for each team as time permits. Visiting team takes infield/outfield practice first.
- b. A starting pitcher is allowed eight (8) pitches before his/her first batter of the game. A relief pitcher is allowed eight (8) pitches before pitching to his/her first batter. In subsequent innings, the same pitcher is allowed up to five (5) pitches or 1 minute to warm-up.

- c. In order to maximize the playability of the fields for all participants, teams will be allowed on the playing fields no more than one hour prior to the scheduled starting time for their game. All warm-up prior to the 15-minute Pre-game (see above) will only be allowed in the outfield area. Any manager or coach failing to adhere to this rule will be subject to disciplinary action, including ejection.

10. Games

- a. For all leagues excepting therefrom the Foal division, a game may be started and finished with no fewer than eight (8) players. The lack of eight (8) players at any time during a game will result in a forfeit. If both teams lack eight (8) players, a loss will be charged to both teams.
- b. Prior to a game, each team Manager will supply the opposing team Manager and the official scorekeeper with a line-up card complete with last names and numbers of starters and substitutes. Any changes in the starting line-up will be given to the official scorekeeper prior to the start of the game. Changes in the availability of subs (injury, illness, absence, etc.) will be given to the official scorekeeper as soon as possible.
- c. Game length is determined according to the following:

<u>League</u>	<u>Innings</u>	<u>Time</u>
Foal 4	5	75 Min.
Shetland 5/6 / 6U	5	75 Min.
Pinto 7	6	90 Min.
Pinto 8	6	90 Min.
8U	6	90 Min.
Mustang / 10U	6	90 Min.
Bronco	7	2 Hours
Pony	7	2 Hours
Colt	7	2 Hours
12U/14U/16U/18U	7	90 Min.
Xtreme	6	90 Min.

Fall season games are Drop dead times. Once the time limit is called, the umpire will let the current batter finish the at-bat, and/or let the play finish before the game is ended.

- d. Time consumed due to attending to a serious injury will be added to game time.
- e. A game called due to the time limit is a complete game, regardless of the number of innings played. Any team winning by 10 or more runs after the completion of the 4<sup>th</sup> inning shall be declared the winner.  
For Bronco, Pony, 12u Softball & 14u Softball, any team winning by 15 or more runs after the completion of the 3rd inning shall be declared the winner.
- f. In the event that time expires, and a team mathematically cannot tie or win based on limiting scoring to a maximum of 5 runs per inning (8u, 10u, pinto & mustang divisions), the game shall be declared complete.
- g. Suspended Games
  - 1) A game will be considered a suspended game if:
    - a. If it is called for any reason other than lack of a sufficient number of players or time limit before it is a complete game as defined in Section 11.e of the PONY rulebook.
  - 2) If a player(s), who was in the rotation batting line-up of a game that was suspended for any reason, is not able to appear in the make-up for that game before his/her first at bat, his/her position in the rotation batting line-up will be deleted without penalty. Any defensive vacancy caused by this absence will be filled by an otherwise eligible substitute. If all subs have entered the game defensively prior to game suspension, the last player removed from the game will be placed in that defensive vacancy in the rotation batting order.
  - 3) A player(s) who was absent from a game suspended for any reason may not be included in the rotation batting or defensive line-up for the make-up game. If there are fewer than nine (9) (10 in Mustang/10U and below) defensive players from the suspended game available for the make-up game, but there are available regular roster players who would otherwise be ineligible due to absence from the suspended game, then the

team manager would be allowed to select enough of these players to make up the nine (9) (10 Mustang/10U and below) player defense. These names will be added to the end of the original rotation batting line-up and the absent player(s) name(s) deleted.

- 4) In the event of a suspended game, any game played beyond 2/3 of the time considered "game length" per E. 10 c. shall be declared a complete game. The time duration shall be established at the home plate umpire's discretion.
- h. For all leagues, a fifteen (15) minute delay from the scheduled or rescheduled starting time of a game is allowed, in order to wait for an 8th player. Time delay will be deducted from game time.

#### 11. League Championship Tournament

- a. Will include at least 50% of the teams in the division.
- b. Format for the tournament will be determined by the League coordinator.
- c. All teams in a league will be ranked together to determine tournament seeding. The criteria for seeding are:
  - 1) Best regular season winning percentage (ties = 1/2 win, 1/2 loss).
  - 2) If two (2) or more teams have same regular season winning percentage, the best record of head-to-head regular season completion among those tied will prevail.
  - 3) If still equal, a coin flip will determine seeding.
  - 4) Schedule permitting, teams that are tied for the last tournament seed with identical regular season win/loss percentages will play a tie breaker game to determine the award of the last seed.
- d. High seed in any tournament game will be the home team.
- e. Rotation batting and minimum play policies are in effect.
- f. PONY, Inc. tournament rules concerning pitching will apply, except as follows:
  - 1) Colt and Pony –PONY pitch count rule applies, no threshold allowed.
  - 2) 18U and 16U – Unlimited pitching.
  - 3) 14U – 5 innings/game maximum w/ no more than 3 consecutive.
  - 4) Bronco –PONY pitch count rule applies, no threshold allowed.
  - 5) 12U – 5 innings/game maximum w/ no more than 3 consecutive
  - 6) Mustang –PONY pitch count rule applies, no threshold allowed.
  - 7) 10U – 3 innings/game maximum.
  - 8) Pinto –PONY pitch count rule applies, no threshold allowed.
  - 9) 8U – 3 innings/game maximum.
- g. Time Limits
  - 1) Game time limits are the same as the regular season except the championship game which has no time limit.
- h. Regular season policy for alternate players will be in effect for championship tournament competition except that alternate players may be brought up as often as necessary, but no more than once for any given team, without prior approval from the Board.
- i. The 5<sup>th</sup> inning and beyond shall be open innings (no run limit) for all divisions, in the championship game only.

#### 12. Minimum Play Policy / Substitutions (All divisions except Foal, Shetland and 6U softball)

- a. Pinto 7/Pinto 8/8U/Mustang/10U – No player shall sit out more than two (2) defensive innings in any game.
- b. Bronco, Pony, Colt, 12U, 14U, 16U, 18U – Player must play a minimum of three (3) complete defensive innings (9 outs). Substitutes must be entered before the first out recorded in their team's 3rd defensive inning.
- c. Open substitution policy shall prevail (Subs may be re-entered).
- d. All pitching substitutions must be reported by the manager or his/her designee to the official scorekeeper prior to the first official pitch being thrown.
- e. Penalties for violation of minimum play (a. and b., above):
  - 1) Forfeiture of the game by offending team.

- 2) Game charged to loss column if forfeited.
  - 3) Both teams will forfeit if both do not comply.
  - 4) If the minimum play rule is violated, the offending manager will be removed from the dugout, playing field and capacity as manager for the remainder of the game in which the violation occurred. Said manager will not be allowed to participate in his/her team's subsequent game. In the event that the minimum play rule is violated, it is mandatory that the game be completed. The team's remaining coach(es) will assume the managerial duties for the remainder of the game in which the violation occurred and for the subsequent game from which the manager is suspended. If no coach from said team is available, an RBY Board Member shall be located and shall manage the remainder of the game in question.
  - 5) Failure by any coaching staff or team to complete a game in which a minimum play violation occurs, will result in an additional game suspension for the manager/coaches involved, as well as a disciplinary hearing.
  - 6) Any player who is adversely affected by a violation of the minimum play policy, shall start and play defensively during his/her team's entire subsequent game.
- f. Penalties for failure to report a player substitution (does not apply to pitching substitutions):
- 1) First violation: The violation shall be noted by the scorekeeper on the official score sheet. The manager or coach acting as manager shall be given an official warning by the coordinator of his/her respective division. Said coordinator will make a note of all managers who receive a warning.
  - 2) All subsequent violations: The violation shall be noted by scorekeeper on the official score sheet. The game shall be completed. The manager of the team in violation will serve a one-game suspension during a subsequent game, to be determined by the appropriate division coordinator and or Head Coordinator. The division coordinator will make a note of all managers who are ejected.
  - 3) It shall be the responsibility of the managers and coaches of both teams to see that all requisite substitutions are reported to the scorekeeper.
- g. Exceptions:
- 1) Time runs out with less than four (4) innings played or if the game extends into extra innings (Shetland N/A)
  - 2) Termination of the game by mercy rule.
  - 3) Termination of the game that meets the definition of a complete game for any reason.
  - 4) Disciplinary Action by a Manager or Coach against a Player. The Division Coordinator shall be notified of the disciplinary circumstances 1 calendar day prior to the start of the game in which disciplinary action restricting playing time of a player will be effective. The opposing manager, home plate umpire and official scorekeeper will be notified of the disciplinary action prior to the start of the game.

### 13. Players

- a. A player required to leave the game for any reason will have his/her position in the rotation batting order deleted for the remainder of the game without penalty (unless it causes the number of players to fall below the minimum required, which will result in forfeiture of the game).
- b. If a team does not have an eligible defensive substitute for a player who must leave the game for any reason, the last player removed from the defensive line-up who is otherwise eligible to play, will be used as a sub for that player (pitching rules apply).
- c. A player who arrives to a game after lineups have been turned in to the scorekeeper shall have his/her name added to the end of the rotation batting line-up. If a player is listed on the lineup, and is unable to complete his/her first official at-bat, that player shall be declared out, and his/her name removed from the lineup.
- d. A Manager in violation of Pony Rule 18-D (Use of an ineligible player) will be penalized as stated in the rule; however, the player will be eligible to continue in any non-pitching position and for the next scheduled game.
- e. If a player is injured while on base, the previous recorded out shall be the pinch runner.
- f. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

### 14. Pitching Substitutions

- a. All pitching substitutions shall be reported by the manager or his/her designee to the official scorekeeper, prior to the first official pitch of the inning in which the pitching substitution occurs. If a pitching substitution occurs during the middle of an inning, the substitution must be reported prior to the next official pitch.
- b. Failure to properly report any pitching substitution will result in:
  - 1) First and all subsequent offenses – Removal of manager (or coach, if manager is otherwise unavailable) from game.
  - 2) Second and all subsequent offenses – Removal of manager (or coach, if manager is otherwise unavailable) from current game and suspension of offending manager/coach from his/her team's subsequent game.
  - 3) The unreported pitcher shall be ineligible to pitch in the current game, but shall remain eligible to play in any other position on the field.

## 15. Reporting of Suspected Child Sexual Abuse

- a. The Executive Board of Directors shall be responsible for receiving reports of sexual abuse or other inappropriate conduct and for taking appropriate action upon receiving such a report.
- b. All volunteers with direct contact with players must pass a background check (done through RBY.org) prior to player contact.
- c. All volunteers, parents and program participants are directed to report any incident of abuse or suspected abuse that they witness or that is reported to them to the designated representative or any other member of the Board of Directors. Volunteers, parents and program participants also may directly notify the proper law enforcement agencies.
- d. The notified member of the Board of Directors will promptly notify the proper law enforcement agencies that an incidence of possible abuse has been reported.
- e. In the event that a suspected incidence of abuse is reported, the coach/volunteer in question may be temporarily suspended from duties while an investigation takes place.
- f. The Board of Directors, when appropriate, shall communicate reports of child sexual abuse to the league members. The confidentiality of any who makes such a report will be protected.

## F. MANAGERS, COACHES, SCOREKEEPERS & UMPIRES

### 1. Managers and Coaches

- a. Team managers will work with individual teams to instruct and supervise. They will have the responsibility to make decisions concerning team activities during practices and games. They will notify team members of changes in game or practice schedules, verify game postponements with game umpire or appropriate coordinator and will follow all PONY and RBY policies and rules that cover RBY league play and program participation.
- b. They will be responsible to maintain a positive image towards their players and player's families, and ensure that players' conduct at games and practices is maintained in accordance with RBY policies and rules.
- c. They are requested to recruit a Team Parent to coordinate any outside team activities, including candy sales, etc.; however, lack of a Team Parent does not relieve them of the candy sales requirement.
- d. Coaches will assist team managers in performing team duties. They may be assigned team manager duties temporarily in the absence of the assigned team manager.
- e. Managers will be responsible for the clean-up of the dugout and bleacher areas by their team prior to dismissal of their team after all games that they play.
- f. A person may not hold the position of Manager for more than one (1) team in the program. He/she may assist in coaching another team, but shall not assume the Manager's position of that team for any reason. Exception – The manager of a Pony or 14U team may manage a Colt or 16U/18U team, with Coordinator approval.
- g. The Home team Manager for the first game of any particular day is responsible for bringing bases to the field prior to the warm-up before the game.

- h. The Visiting team Manager for the last game of any particular day is responsible for returning bases from the field after the game has ended.
  - i. Any Manager failing to adhere to g. and h., above is subject to a warning upon the first offense and a one-game suspension upon any subsequent offense.
  - j. For Shetland, Pinto 7, Pinto 8, Softball 7 and Softball 8 a maximum of 5 “coaching” personnel will be allowed in the combined dugout / field area, with no more than 4 “coaching” personnel allowed on the field during actual play. This includes the coach pitcher, or pitching machine operator. At all higher levels, no more than 5 “coaching” personnel will be allowed in the combined dugout / field area, with no more than 2 “coaching” personnel allowed on the field during actual play.
  - k. Failure of the “coaching” staff to adhere to the maximum coaching personnel restrictions specified, shall result in the removal of the manager and one coach for that game.
2. Scorekeepers
- a. Scorekeepers will be recruited, trained, assigned, and supervised by the Head Scorekeeper.
  - b. Scorekeepers Will keep the official scorecard, pitch count, batting orders, player participating records, official statistics of the game and game start times as announced by home plate umpire.
  - c. Scorekeepers Will record protest information to include time and basis of protest, time for injury time-outs, time and inning for suspended games and rain delays.
  - d. Scorekeepers Will be responsible for cleaning up any trash in the scorekeeper booth/area. He/she will report any debris left from a previous game to the Director of Scorekeepers.
  - e. Scorekeepers will refrain from needless conversation while performing his/her duties. Only the assigned scorekeeper(s) for a game are allowed in booth.
  - f. Continual failure to satisfactorily perform any of the assigned duties may result in removal from the list of eligible scorekeepers by the Director of Scorekeepers.
  - g. If asked by an umpire, manager or coach involved in the game, the scorekeeper will report a batter out of order.
  - h. If there is no score booth, the scorekeeper will advise the home plate umpire and both Managers as to where he/she will be located during the game.
  - i. At the conclusion of the game, the scorekeeper will have each team Manager/Coach and the plate umpire sign the official score sheet attesting to score of the game.
  - j. Scoreboards are used as a courtesy to the fans only, are only for informational purposes and have no bearing on the ball/strike count, the inning number, or the official score.
3. Umpires
- a. Umpires Will be recruited, hired, trained, scheduled, and supervised by the Director of Umpires for the RBY program.
  - b. Umpires Will attend periodic training clinics. All umpires must attend at least 3 clinics annually or face possible dismissal from the RBY program.
  - c. Umpires Have the authority to eject any player, Manager, coach or spectator from the field area for misconduct as described in the RBY General Rules. Ejecting umpire will complete ejection report and file with the Director of Umpires, Head Coordinator and respective league coordinator within 24 hours.
  - d. All umpires will be required to complete an application, and submit a photograph, which will become part of said application. A background check will be performed on all umpires. Failure of any umpire to submit an application and/or photograph will be grounds for removal from the program.

**– APPENDIX 1a –**

**FOAL 4 BASEBALL RULES AND POLICIES**

**A. GAME**

- 1. The game will consist of two (2) innings.
- 2. On defense, each team will field its entire roster both innings.

3. On offense, each team will bat its entire roster both innings.
4. Put outs will not be recorded.
5. Score will not be recorded.

#### **B. BATTER**

1. A batting tee will be used for all hitters. Each batter will be given five (5) swings to put the ball into play.
2. A batter's turn at bat ends when the ball is hit into fair territory.
3. A batted ball coming to rest on the ten (10) foot arc (chalk line) or beyond in fair territory is in play.
4. A batted ball coming to rest within the ten (10) foot arc in otherwise fair territory will be ruled a foul ball.

#### **C. BATTING TEE**

1. The batting tee will be removed by a designated person from the offensive team for all plays at home plate. The tee must be removed before the runner reaches the spot where the arc and the baseline intersect.
2. The person moving the tee shall not interfere with the catcher.

#### **D. RUNNER**

1. Base stealing is not permitted.
2. Runner may not lead off or leave a base until the ball is hit.
3. A play is terminated after the first valid attempt at an out is made by the defensive team in the infield or an attempt is made to control the ball in the mound area. The umpire will call "time" and runners will not advance past the last base occupied.
4. Once "time" is called by the umpire, all play is stopped until the next batter puts the ball in play.

#### **E. PITCHER**

1. The pitcher must remain on the rubber until the batter hits the ball.

#### **F. DEFENSIVE PLAYER ROTATION**

1. All players on the roster will play defensively during both innings.
2. Managers and Coaches are required to rotate players through all the positions during the season.

#### **H. COACHES**

1. No more than four (4) adult coaches may be stationed on the playing field, and shall remain anywhere in the short outfield to provide verbal defensive instruction.
2. If the on-field coach is deemed by the umpire to have interfered with play on the field, he/she will be restricted to sideline coaching for the remainder of that game and no other coach may take his/her place.

### **– APPENDIX 1b –**

## **SHETLAND 5/6 BASEBALL RULES AND POLICIES**

#### **A. GAME**

1. The defensive team will field ten (10) players, four (4) of which will be positioned in the designated outfield area (except when the game is played with eight (8) or nine (9) players.)
2. No new inning shall start after 75 minutes have elapsed.
3. An offensive inning will consist of three outs or 5 runs scored, whichever occurs first.
  - a. Standard rotation batting shall apply.
  - b. Ten (10) run rule shall not apply in Shetland.
4. There is no post-season tournament in Shetland.

## **B. BATTER**

1. Batting tee will be placed directly over home plate and used to hold the ball in the strike zone for the batter. The batter will be declared out after three swinging attempts at the ball. A fouled third strike will not be considered a strike-out.
2. Batter or coach may adjust the height of the tee.
3. Batter's feet must remain in the batter's box while hitting the ball.
4. Bunting is not allowed. If a bunt is attempted, the ball is dead and a strike called. (Third strike and batter is out.)
5. If the batter throws the bat and it falls outside the arc, the umpire will declare a dead ball and warn the batter if he/she throws the bat again he/she will be called out.
7. If a batted ball is popped up within the arc it may be caught for an out.
8. A batted ball coming to rest on the ten (10) foot arc (chalk line) or beyond in fair territory is in play.
9. A batted ball coming to rest within the ten (10) foot arc in otherwise fair territory will be ruled a foul ball.
10. Once a batter steps in the batter's box, the catcher will remain behind home plate until the batter puts the ball into play.

## **C. BATTING TEE**

1. The batting tee will be removed by a designated person from the offensive team for all plays at home plate. The tee must be removed before the runner reaches the spot where the arc and the baseline intersect. Failure to do so will result in an out for the runner attempting to score.
2. The person moving the tee shall not interfere with the catcher.

## **D. RUNNER**

1. Base stealing is not permitted.
2. Runner may not lead off or leave a base until the ball is hit. Penalty: the umpire will call dead-ball, runner(s) return to base occupied when play started, and the pitch is replayed.
3. A play is terminated after the first valid attempt at an out is made by the defensive team in the infield or an attempt is made to control the ball in the mound area. The umpire will call "time" and runners will not advance past the last base occupied.
4. Once "time" is called by the umpire, all play is stopped until the next batter puts the ball in play.

## **E. PITCHER**

1. The defensive pitcher must remain on the rubber until the batter hits the ball.

## **F. UMPIRE**

1. At least one (1) umpire will be used in all games.
2. Work behind and to the side of the catcher.

## **G. DEFENSIVE PLAYER ROTATION**

1. A player will not sit out more than one defensive inning per game.
2. A player will not remain in the same defensive position for more than two (2) innings.
3. A player may not play an infield position for more than three (3) innings in a game. The catcher's position will be considered an outfield position.
4. Since the primary object of this league is to teach the fundamentals of baseball in a positive atmosphere, managers and coaches are required to completely shuffle and rotate the defensive lineup during each game so as to encourage participation, foster camaraderie, and promote understanding of each of the positions.

## **H. COACHES**

1. No more than three (3) adult coaches may be stationed on the playing field, and shall remain anywhere in the short outfield to provide verbal defensive instruction.
2. If any on-field coach is deemed by the umpire to have interfered with play on the field, he/she will be restricted to sideline coaching for the remainder of that game and no other coach may take his/her place.

## **- APPENDIX 2a - PINTO 7 (MACHINE PITCH) BASEBALL RULES AND POLICIES**

### **A. GAME**

1. The defensive team will field ten (10) players, four (4) of which shall be positioned in the designated outfield area (except when the game is played with eight (8) or nine (9) players).
2. No new inning shall start after 90 minutes have elapsed.
3. An offensive inning will consist of 3 outs or 5 runs scored, whichever occurs first.
4. Ten (10) run rule does not apply.
5. Rotation batting
6. There is no infield fly rule.

### **B. BATTER**

1. Batter will be declared out after failing to hit a fair ball after 4 pitches. (Exception: If the 4th pitch is hit foul; the batter will be awarded a fifth and final pitch.)
2. Fifth (5th) pitch is an out if not hit in fair territory.
3. There is no "base on balls" nor hit by pitch. In the event that batter is hit by machine pitch, they are awarded one extra pitch for that at bat.
4. Bunting is not allowed. The umpire will count an attempted bunt as a pitch.

### **C. RUNNER**

1. Base stealing is not permitted.
2. Runner may not lead off or leave a base until the ball is hit. Penalty: the umpire will call dead-ball, runner(s) return to base occupied when play started, and the pitch is replayed.
3. A play is terminated after the defensive team makes the first valid attempt at an out in the infield or makes an attempt to control the ball in the infield, and "time" is granted. The umpire will call "time" and the runner(s) will not advance past the last base occupied when time was called. (Exception: If there is an opportunity for the defensive team to make a double or triple play during one continuous play, the umpire may allow the play to proceed.)
4. Once the umpire calls "time", all play is stopped until the next batter puts the ball into play.
5. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

### **D. PITCHER**

1. Machine Pitch – The manager or other designated coach will pitch to their own team via machine pitch from 38 feet. This coach shall not give coaching instructions to batters or baserunners. However, they may provide verbal instructions to the batter to adjust the batter's position in the batter's box. The coach operating the pitching machine may only use one hand to feed the ball. No other contact shall be made with the pitching machine. The speed of the pitching machine shall remain 32 miles per hour at all times.
2. Each offensive team shall be allowed 3 pitches prior to their first batter hitting to ensure proper pitch location adjustment.

3. The defensive player/pitcher shall be positioned within 5 feet of the vicinity of the rubber
4. If a hit ball strikes the coach that is pitching, the ball shall be declared “dead”, the batter shall be placed at first base, and all runners advance 1 base.
5. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
6. If a batted ball strikes the pitching machine and goes in foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

#### **E. UMPIRE**

1. At least one (1) umpire will be used in all games.
2. Prior to the pitch, the umpire should position himself/herself so as to best observe and least infringe upon play.

#### **F. DEFENSIVE PLAYER ROTATION**

1. A player will not sit out more than two (2) defensive innings per game.
2. A player will not remain in the same defensive position for more than three (3) innings per game.
3. Exceptions: Teams with less than a complete roster available for the game, are exempt from rule F-2 but will rotate players as much as possible to satisfy the rule.
4. All players shall play a minimum of one inning per game in the infield during the regular season. If any manager feels that a specific player is unsafe to play any infield position, they shall declare this assessment to the division coordinator 48 hours prior to their next game. The division coordinator shall evaluate the manager’s concern and determine if the player shall play infield or not. If the game is completed in four innings or less, there will be no penalty for failure to comply with this rule. This rule shall not apply in the post season tournament. For purposes of this section, catcher shall be considered an infield position.
5. Failure of a manager to comply with player rotation will result in discipline of the manager pursuant to section C Manager and Coach Selection, subsection 1, and may result in game suspension up to and including removal from their managerial position.

### **– APPENDIX 2b – PINTO 8 (PLAYER PITCH) BASEBALL RULES AND POLICIES**

#### **A. GAME**

1. The defensive team will field ten (10) players, four (4) of which shall be positioned in the designated outfield area (except when the game is played with eight (8) or nine (9) players).
2. No new inning shall start after 90 minutes have elapsed.
3. An offensive inning shall consist of 3 outs or 5 runs scored, whichever occurs first.
4. Ten (10) run rule does not apply.
5. Rotation batting
6. There is no infield fly rule.

#### **B. BATTER**

1. If a batter receives four (4) balls prior to being legally put out or reaching first base on a hit, hit by pitch, or error, the coach/manager will be allowed to throw two (2) pitches to complete the at bat. The coach shall be in contact with the rubber when delivering a pitch. If a hit ball strikes the coach that is pitching, the ball shall be declared “dead”, the batter shall be placed at first base, and all runners advance 1 base. The defensive pitcher shall remain within 5 feet of the rubber during this time.
2. If the second pitch from the coach/manager is hit “foul”, the coach/manager will be allowed one additional pitch, which must be hit “fair”. Otherwise, the umpire will declare the batter “out”.

3. There is no “base on balls” during the regular season. Base on balls will be granted during postseason play only.
4. Bunting is not allowed. The umpire will call an attempted bunt a strike.
5. If a “player pitched” ball hits the batter, he/she will be awarded first base.

### **C. RUNNER**

1. Base stealing is only allowed while a player is pitching and only between 1st base and 2nd base and between 2nd base and 3rd base. A runner may only steal one base per pitch and may not advance on an overthrow. A runner is not allowed to steal Home. A runner may only advance from third to home on a ball batted in play, hit by pitch, or base on balls.
2. Runner may not lead off and must remain in contact with the base until after the pitched ball crosses the plate. If the ball is hit fair, any runner leaving his/her base early shall be declared “out” by the umpire. If the ball is not hit fair, any runner leaving his/her base early shall cause the umpire to declare a “dead ball” situation, and send all base runners back to the base that they occupied at the time of the pitch, without jeopardy of being tagged out.
3. A play is terminated after the defensive team makes the first valid attempt at an out in the infield or makes an attempt to control the ball in the infield, and “time” is granted. The umpire will call “time” and the runner(s) will not advance past the last base occupied when time was called. (Exception: If there is an opportunity for the defensive team to make a double or triple play during one continuous play, the umpire may allow the play to proceed.)
4. Once the umpire calls “time”, all play is stopped until the next batter puts the ball into play.
5. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

### **D. PITCHER**

1. The pitcher will deliver the ball, overhand only, from 40 feet.
2. The pitcher will begin the pitch with at least one foot in contact with the pitcher’s plate (rubber).
3. Player may pitch the maximum number of pitches allowed Per PONY rules section 10. Pitchers are to adhere to pitching chart provided by RBY for league and tournament play. No “threshold” will be allowed.

### **E. UMPIRE**

1. At least one (1) umpire will be used in all games.
2. Prior to the pitch, the umpire shall work behind the catcher. Once the ball has been put into play by the batter, the umpire should position himself/herself so as to best observe and least infringe upon play.

### **F. DEFENSIVE PLAYER ROTATION**

1. A player will not sit out more than two (2) defensive innings per game.
2. A player will not remain in the same defensive position for more than three (3) innings per game.
3. All players shall play a minimum of one inning per game in the infield during the regular season. If any manager feels that a specific player is unsafe to play any infield position, they shall declare this assessment to the division coordinator 48 hours prior to their next game. The division coordinator shall evaluate the manager’s concern and determine if the player shall play infield or not. If the game is completed in four innings or less, there will be no penalty for failure to comply with this rule. This rule shall not apply in the post season tournament. For purposes of this section, catcher shall be considered an infield position.
4. Failure of a manager to comply with player rotation will result in discipline of the manager pursuant to section C, Manager and Coach Selection, subsection 1, and may result in game suspension up to and including removal from their managerial position.

## **A. GAME**

1. The defensive team will field nine (9) players, three (3) of which will be positioned in the designated outfield area (except when the game is played with eight (8) players).
2. Rotation batting.
3. An offensive inning will consist of 3 outs or 5 runs scored, whichever occurs first.
4. No inning shall start after 90 minutes have elapsed.

## **B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

## **C. PITCHER**

1. Player may pitch the maximum number of pitches allowed Per PONY rules section 10. Pitchers are to adhere to pitching chart provided by RBY for league and tournament play. No "threshold" will be allowed.
2. Any pitch that articulates the elbow during delivery (i.e. curveball, slider, etc.) shall be declared an illegal pitch. The determination of the type of pitch, which was thrown, is the responsibility of the umpiring crew.
  - a. Opposing manager has the option of accepting the play that occurs when the illegal pitch was thrown or having the illegal pitch declared a "ball".
  - b. Violation after one warning by an umpire will cause a pitcher to be removed from the mound but not the lineup for the remainder of the game.
4. Manager or coach may make one trip to the mound per inning to confer with the pitcher. Any subsequent trip in the same inning with the same pitcher will require the pitcher to be removed from the mound. It is considered a trip to the mound if, in the judgement of the umpire, a Manager or coach leaves the dugout and steps onto the playing field (fair or foul ground) to specifically confer with the pitcher or catcher on the field.
5. Balks shall be enforced as described by major league baseball.

## **- APPENDIX 4 -**

### **BRONCO BASEBALL RULES AND POLICIES**

## **A. GAME**

1. Rotation batting.
2. No inning shall start after 2 hours have elapsed.

## **B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

## **C. PITCHER**

1. Player may pitch the maximum number of pitches allowed Per PONY rules section 10. Pitchers are to adhere to pitching chart provided by RBY for league and tournament play. No "threshold" will be allowed.
2. Any pitch that articulates the elbow during delivery (i.e. curveball, slider, etc.) shall be declared an illegal pitch. The determination of the type of pitch, which was thrown, is the responsibility of the umpiring crew.
  - a. Opposing manager has the option of accepting the play that occurs when the illegal pitch was thrown or having the illegal pitch declared a "ball".
  - b. Violation after one warning by an umpire will cause a pitcher to be removed from the mound but not the lineup for the remainder of the game.
3. Manager or coach may make one trip to the mound per inning to confer with the pitcher. Any subsequent trip in the same inning with the same pitcher will require the pitcher to be removed from the mound. It is considered a trip to

the mound if, in the judgement of the umpire, a Manager or coach leaves the dugout and steps onto the playing field (fair or foul ground) to specifically confer with the pitcher or catcher on the field.

4. Balks shall be enforced during the entire season.

**– APPENDIX 5 –  
PONY/COLT BASEBALL RULES AND POLICIES**

**A. GAME**

1. Rotation batting
2. No inning shall start after 2 hours have elapsed.

**B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

**C. PITCHER**

1. Player may pitch the maximum number of pitches allowed Per PONY rules section 10. Pitchers are to adhere to pitching chart provided by RBY for league and tournament play. No “threshold” will be allowed.
2. Manager or coach may make one trip to the mound per inning to confer with the pitcher. Any subsequent trip in the same inning with the same pitcher will require the pitcher to be removed from the mound. It is considered a trip to the mound if, in the judgement of the umpire, a manager or coach leaves the dugout and steps onto the playing field (fair or foul ground) to specifically confer with the pitcher or catcher on the field.

**– APPENDIX 6 –  
6U SOFTBALL RULES AND POLICIES**

6U softball is not currently offered at RBY.

**– APPENDIX 7 –  
8U SOFTBALL (MACHINE PITCH)  
RULES AND POLICIES**

**A. GAME**

1. The defensive team will field ten (10) players, four (4) of which shall be positioned in the designated outfield area (except when the game is played with eight (8) or nine (9) players).
2. No new inning shall start after 90 minutes have elapsed.
3. An offensive inning will consist of 3 outs or 5 runs scored, whichever occurs first.
4. Ten (10) run rule does not apply.
5. Rotation batting
6. There is no infield fly rule.

**B. BATTER**

1. Batter will be declared out after failing to hit a fair ball after 4 pitches. (Exception: If the 4th pitch is hit foul; the batter will be awarded a fifth and final pitch.)
2. Fifth (5th) pitch is an out if not hit in fair territory.
3. There is no “base on balls” nor hit by pitch. In the event that batter is hit by machine pitch, they are awarded one extra pitch for that at bat.

4. Bunting is not allowed. The umpire will count an attempted bunt as a pitch.

### **C. RUNNER**

1. Base stealing is not permitted.
2. Runner may not lead off or leave a base until the ball is hit. Penalty: the umpire will call dead-ball, runner(s) return to base occupied when play started, and the pitch is replayed.
3. A play is terminated after the defensive team makes the first valid attempt at an out in the infield or makes an attempt to control the ball in the infield, and "time" is granted. The umpire will call "time" and the runner(s) will not advance past the last base occupied when time was called. (Exception: If there is an opportunity for the defensive team to make a double or triple play during one continuous play, the umpire may allow the play to proceed.)
4. Once the umpire calls "time", all play is stopped until the next batter puts the ball into play.
5. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

### **D. PITCHER**

1. Machine Pitch – The manager or other designated coach will pitch to their own team via machine pitch from 30 feet. This coach shall not give coaching instructions to batters or baserunners. However, they may provide verbal instructions to the batter to adjust the batter's position in the batter's box. The coach operating the pitching machine may only use one hand to feed the ball. No other contact shall be made with the pitching machine. The speed of the pitching machine shall remain 32 miles per hour at all times.
2. Each offensive team shall be allowed 3 pitches prior to their first batter hitting to ensure proper pitch location adjustment.
3. The defensive player/pitcher shall be positioned within 5 feet of the vicinity of the rubber
4. If a hit ball strikes the coach that is pitching, the ball shall be declared "dead", the batter shall be placed at first base, and all runners advance 1 base.
5. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
6. If a batted ball strikes the pitching machine and goes in foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

### **E. UMPIRE**

1. At least one (1) umpire will be used in all games.
2. Prior to the pitch, the umpire should position himself/herself so as to best observe and least infringe upon play.

### **F. DEFENSIVE PLAYER ROTATION**

1. A player will not sit out more than two (2) defensive innings per game.
2. A player will not remain in the same defensive position for more than three (3) innings per game.
3. Exceptions: Teams with less than a complete roster available for the game, are exempt from rule F-2 but will rotate players as much as possible to satisfy the rule.
4. All players shall play a minimum of one inning per game in the infield during the regular season. If any manager feels that a specific player is unsafe to play any infield position, they shall declare this assessment to the division coordinator 48 hours prior to their next game. The division coordinator shall evaluate the manager's concern and determine if the player shall play infield or not. If the game is completed in four innings or less, there will be no penalty for failure to comply with this rule. This rule shall not apply in the post season tournament. For purposes of this section, catcher shall be considered an infield position.
5. Failure of a manager to comply with player rotation will result in discipline of the manager pursuant to section C Manager and Coach Selection, subsection 1, and may result in game suspension up to and including removal from their managerial position.

**– APPENDIX 2b –**  
**8U SOFTBALL (PLAYER PITCH)**  
**RULES AND POLICIES**

**A. GAME**

1. The defensive team will field ten (10) players, four (4) of which shall be positioned in the designated outfield area (except when the game is played with eight (8) or nine (9) players).
2. No new inning shall start after 90 minutes have elapsed.
3. An offensive inning shall consist of 3 outs or 5 runs scored, whichever occurs first.
4. Ten (10) run rule does not apply.
5. Rotation batting
6. There is no infield fly rule.

**B. BATTER**

1. If a batter receives four (4) balls prior to being legally put out or reaching first base on a hit, hit by pitch, or error, the coach/manager will be allowed to throw two (2) pitches to complete the at bat. The coach shall be in contact with the rubber when delivering a pitch. If a hit ball strikes the coach that is pitching, the ball shall be declared “dead”, the batter shall be placed at first base, and all runners advance 1 base. The defensive pitcher shall remain within 5 feet of the rubber during this time.
2. If the second pitch from the coach/manager is hit “foul”, the coach/manager will be allowed one additional pitch, which must be hit “fair”. Otherwise, the umpire will declare the batter “out”.
3. There is no “base on balls” during the regular season. Base on balls will be granted during postseason play only.
4. Bunting is not allowed. The umpire will call an attempted bunt a strike.
5. If a “player pitched” ball hits the batter, he/she will be awarded first base.

**C. RUNNER**

1. Base stealing is only allowed while a player is pitching and only between 1st base and 2nd base and between 2nd base and 3rd base. A runner may only steal one base per pitch and may not advance on an overthrow. A runner is not allowed to steal Home. A runner may only advance from third to home on a ball batted in play, hit by pitch, or base on balls.
2. Runner may not lead off and must remain in contact with the base until after the pitched ball crosses the plate. If the ball is hit fair, any runner leaving his/her base early shall be declared “out” by the umpire. If the ball is not hit fair, any runner leaving his/her base early shall cause the umpire to declare a “dead ball” situation, and send all base runners back to the base that they occupied at the time of the pitch, without jeopardy of being tagged out.
3. A play is terminated after the defensive team makes the first valid attempt at an out in the infield or makes an attempt to control the ball in the infield, and “time” is granted. The umpire will call “time” and the runner(s) will not advance past the last base occupied when time was called. (Exception: If there is an opportunity for the defensive team to make a double or triple play during one continuous play, the umpire may allow the play to proceed.)
4. Once the umpire calls “time”, all play is stopped until the next batter puts the ball into play.
5. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

**D. PITCHER**

1. The pitcher shall deliver the ball in accordance with PONY rules.
2. See PONY, Inc. Softball Rule 7 for specific details.
3. A player may pitch a maximum of three (3) innings per game and no more than two consecutive innings, See rule F.2

4. Any pitcher may re-enter as a pitcher only one time per game. See rule D.3

#### **E. UMPIRE**

1. At least one (1) umpire will be used in all games.
2. Prior to the pitch, the umpire shall work behind the catcher. Once the ball has been put into play by the batter, the umpire should position himself/herself so as to best observe and least infringe upon play.

#### **F. DEFENSIVE PLAYER ROTATION**

1. A player will not sit out more than two (2) defensive innings per game.
2. A player will not remain in the same defensive position for more than three (3) innings per game.
3. All players shall play a minimum of one inning per game in the infield during the regular season. If any manager feels that a specific player is unsafe to play any infield position, they shall declare this assessment to the division coordinator 48 hours prior to their next game. The division coordinator shall evaluate the manager's concern and determine if the player shall play infield or not. If the game is completed in four innings or less, there will be no penalty for failure to comply with this rule. This rule shall not apply in the post season tournament. For purposes of this section, catcher shall be considered an infield position.
4. Failure of a manager to comply with player rotation will result in discipline of the manager pursuant to section C, Manager and Coach Selection, subsection 1, and may result in game suspension up to and including removal from their managerial position.

### **– APPENDIX 8 – 10U SOFTBALL RULES AND POLICIES**

#### **A. GAME**

1. The defensive team will field ten (10) players, four (4) of which will be positioned in the designated outfield area (except when the game is played with eight (8) players).
2. Rotation batting.
3. An offensive inning will consist of three outs or 5 runs scored, whichever occurs first.
4. No inning shall start after 90 minutes have elapsed.

#### **B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

#### **C. PITCHER**

1. Player may pitch a maximum of four (4) innings per game, no more than 3 consecutive.
2. The manager or coach may make one trip to the circle per inning to confer with the pitcher. Any subsequent trip in the same inning with the same pitcher will result in the removal of the player from the pitcher's position, but not the field. Any partial inning pitched by said player will count as a full inning in relationship to the total number innings allowed. It is considered a trip to the pitcher's circle if, in the judgment of the umpire, a Manager or coach leaves the dugout and steps onto the playing field (fair or foul territory) to specifically confer with the pitcher or catcher on the field.
3. There is no 40-hour rest rule, nor maximum innings allowed per week in 10U Softball.

**– APPENDIX 9 –**  
**12U SOFTBALL RULES AND POLICIES**

**A. GAME**

1. The defensive team will field nine (9) players, three (3) of which will be positioned in the designated outfield area (except when the game is played with eight (8) players).
2. Rotation batting.
3. No inning shall start after 90 minutes have elapsed.

**B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

**C. PITCHER**

1. Player may pitch a maximum of five (5) innings per game, of which no more than three (3) innings may be pitched consecutively
2. The manager or coach may make one trip to the circle per inning to confer with the pitcher. Any subsequent trip in the same inning with the same pitcher will result in the removal of the player from the pitcher's position, but not the field. Any partial inning pitched by said player will count as a full inning in relationship to the total number innings allowed. It is considered a trip to the pitcher's circle if, in the judgment of the umpire, a Manager or coach leaves the dugout and steps onto the playing field (fair or foul territory) to specifically confer with the pitcher or catcher on the field.
3. There is no 40-hour rest rule, nor maximum innings allowed per week in 12U Softball.
4. Any pitcher may re-enter as a pitcher only one time per game.

**– APPENDIX 10 –**  
**14U/16U/18U SOFTBALL RULES AND POLICIES**

**A. GAME**

1. Rotation batting
2. No inning shall start after 90 minutes have elapsed.

**B. RUNNER**

1. A catcher may be pinch-ran for in any inning provided there are 2 outs in said inning. The previous recorded out shall be the pinch runner.

**C. PITCHER**

1. Player may pitch a maximum of five (5) innings per game, of which no more than three (3) innings may be pitched consecutively in 14U Softball. Player may pitch an unlimited number of innings in 16U and 18U Softball.
2. The manager or coach may make one trip to the pitcher's circle per inning to confer with the pitcher. Any subsequent trip to the pitcher's circle in the same inning to confer with the same pitcher will result in the removal of the player from the pitcher's position, but not necessarily from the field. Any partial inning pitched by said player will count as a full inning in relationship to the total number and/or consecutive number of innings allowed. It is considered a trip to the pitcher's circle if, in the judgment of the umpire, a Manager or coach leaves the dugout and steps onto the playing field (fair or foul territory) to specifically confer with the pitcher or catcher on the field.
3. There is no 40-hour rest rule, nor maximum innings allowed per week in 14U/16U/18U Softball.
4. Any pitcher may re-enter as a pitcher only one time per game.

**– APPENDIX 11 –**  
**XTREME DIVISION RULES AND POLICIES**

## **A. GAME**

1. Coach pitch / T-ball option.
2. Base paths – 50 feet.
3. Coed Teams.
4. Game duration - No inning may start after 90 minutes have elapsed.
5. Parents / volunteers are umpires.
6. Teams are formed prior to game time.

## **REDLANDS BASEBALL/SOFTBALL FOR YOUTH, INC. BYLAWS**

### **ARTICLE I – NAME**

**Section 1** - This organization shall be known as Redlands Baseball and Softball for Youth, Inc. (hereinafter referred to as the “Program”), a member of PONY Baseball, Inc., a non-profit Pennsylvania corporation.

### **ARTICLE II – MISSION STATEMENT**

**Section 1** - The Program’s purposes are to organize and supervise the playing of baseball and softball under specialized rules and regulations, to secure suitable and adequate financial backing for these purposes, and to own, lease, or otherwise provide suitable playing facilities and equipment for these purposes.

### **ARTICLE III - STATEMENT OF POLICIES**

**Section 1** - The Program shall conduct its activities in a manner that the physical and moral welfare of the young people, for whose benefit it is organized, shall remain paramount, and all policy matters shall be determined on that basis.

**Section 2** – No elected officer shall benefit financially from the Program. No board member may hold a contract with the Program, which may provide financial gain to the board member, without officially submitting a bid during the annual RFP process. Any board member who wishes to bid for a contract as a service provider, must recuse himself/herself from any discussion regarding contract preparation, the bidding process, and/or vendor assignment. Said board member must not be present during the voting/ratification process for the vendors of any service/contract on which he/she has placed a bid, or plans to place a bid.

**Section 3** - No person who is employed by, or who is in any way connected with the Program, shall receive any personal financial benefit therefore beyond the reasonable value of the services in carrying out the Program’s purpose.

**Section 4** - In securing suitable and adequate financial backing to carry out the purpose of the Program, the Program’s policy is to permit only such sponsorship as is consistent with the Program’s purpose, and to select sponsors who are interested in the Program, solely or principally, as a means of contributing to the welfare of young people.

**Section 5** - The Program’s policy prohibits any direct advertising of alcoholic beverages or tobacco products in connection with the Program.

**Section 6** - All policies and rules governing the playing of baseball and softball, the legality of players, and related questions, shall be in accordance with the Policies, Rules, and Regulations of: 1) Redlands Baseball and Softball for Youth, Inc. 2) Pony Baseball, Inc. for players in Shetland, Pinto, Mustang, Bronco, Pony and Palomino baseball divisions, and for players in 6U, 8U, 10U, 12U, 14U, 16U and 18U softball divisions, together with such modification adopted by the Board of Directors of Redlands Baseball and Softball for Youth, Inc. 3) the Official Baseball Rules, as published by the Major League Baseball.

### **ARTICLE IV - PLAYER PARTICIPATION**

**Section 1** - All players, except for Extreme Team players, must reside within the boundaries of the Southeast Region of the West Zone of Pony Baseball/Softball, as determined by Pony Baseball/Softball.

**Section 2** - All players, except for Extreme Team players, must be between the ages of 3 and 19. Palomino League reserves the right to change the age offering based on the guidelines set forth by Pony Baseball.

**Section 3** – There is no geographic or age limitation for Extreme Team players.

**Section 4** – Extreme Team players will not be charged a registration fee.

## **ARTICLE V - BOARD OF DIRECTORS**

**Section 1** - The government of the Program shall be under the direct supervision of the Board of Directors.

**Section 2** - The Board of Directors shall consist of five or seven (5 or 7) elected officers and up to twenty-five (25) appointed positions.

**Section 3** - Board member application process: Prospective Board members must attend three consecutive Board meetings in order to be eligible to serve on the Board of Directors. At the third consecutive meeting, a prospective Board member will appear before the Board for the purpose of explaining their views and their desire to serve the Program as Board member. A vote of the present Board of Directors members will determine ratification of the proposed new member's voting status.

Existing Board Members are encouraged to recruit prospective Board Members and provide them with a verbal or written reference.

**Section 4** - All Board members must complete an application process (Article V, Section 3 above). In addition, a background check will be performed on all Board members. Failing the background check will result in automatic removal from the Board. Board member background checks are paid for by the program, and must be completed within 30 days of a member joining the Board.

**Section 5** - New Board members who have fulfilled the application process, and successfully completed the background check process, shall only be elected by the current Board members at any regular or special meeting in the manner provided for in the by-laws of the Program.

**Section 6** - The Board of Directors' authority includes, but is not limited to, the following:

- Purchasing, or otherwise acquiring for the Program, any property, right, or privilege that the Program is authorized to acquire by the Board of Directors at such price or consideration and upon such terms as the Board of Directors deems expedient;
- Appointing, removing, or suspending subordinate agents or volunteers, and determining their duties and establishing their salaries;
- Determine who shall be authorized, on behalf of the Program, to sign the following: bills, notices, receipts, acceptances, endorsements, checks, releases, contracts, and any other instruments;
- Delegating any of the powers of the Board of Directors to any standing committee, special committee, or any officer or agent of the Program;
- Generally doing all such lawful acts and taking actions as may be necessary and proper.

**Section 7** - The Board of Directors shall decide all matters pertaining to the finance of the Program, bearing the responsibility to conduct the financial affairs of the Program in a sound, businesslike manner.

**Section 8** - The Board of Directors shall strive to equalize the benefits of the Program for all participating teams; therefore, solicitation of funds shall be for the treasury of the Program.

**Section 9** – The Board of Directors shall institute policy relative to the preparation and acceptance of an annual budget, periodic and annual presentation of financial reports, and an annual reconciliation review or audit of the books of the Program; whichever is deemed appropriate by the Board of Directors and at the end of each Fiscal year. Any expenditures not budgeted for shall be approved by the Board of Directors at any regular meeting.

**Section 10** - Board members missing three (3) consecutive Board meetings, and/or over 50 percent of the Board meetings for the budget year are subject to removal from the Board pursuant to Article V Section 12.

**Section 11** - Board Member Hiatus Provision. Board members who wish to remain a part of the Board of Directors, but find it necessary to take a leave of absence, must obtain verbal consent of the Executive Board. This "Hiatus" will continue for as long as deemed appropriate and approved by the Executive Board. While a Board member is on Hiatus, his/her voting rights are suspended and he/she does not count against the quorum number in force. If at any point, the Board member on Hiatus wishes to be removed from the Board of Directors, he/she will communicate that intention to the Executive Board, who in turn will make that known to the Board of Directors. If the Member on Hiatus does not return at the pre-agreed to time and fails to communicate with the Executive Board, refer to Article V Section 10 above. The maximum duration of this leave of absence shall be 6 months.

**Section 12** - At any regular or special meeting, the Board of Directors may, by two-thirds vote of all members present, suspend, discharge, or otherwise discipline any Board member, manager, coach, player, league official, umpire, or other person whose conduct is detrimental to the best interests of the Program. The person shall have the right to appear on his or her own behalf (without legal representation) at any regular or special meeting called for that purpose to respond to the charges, and shall be given not less than 24 hours' notice of such meeting.

**Section 13** - Board members may be assigned and/or expected to participate in other duties necessary to meet Program needs. Board members who are unable to fulfill the requirements of participation, as defined by the Board of Directors, may be subject to discipline or removal.

## **ARTICLE VI - ELECTED OFFICERS**

**Section 1** -- The elected officers of the Program are President, one or two Vice Presidents, Secretary, and Treasurer.

**Section 2** -- The elected officers are members of the Board of Directors.

**Section 3** -- The election of officers is held at the last meeting in the month of June, in odd-numbered years.

**Section 4** -- Each officer shall be elected by a majority vote of the Board of Directors.

**Section 5** -- The term of office for all officers shall be two years, beginning August 1<sup>st</sup>,

**Section 6** -- All officers shall be eligible for re-election.

**Section 7** -- In the event of the death, resignation, or inability to perform the duties of office for any reason, of any officer, the Board of Directors, by two-thirds vote of the entire Board, may select a replacement for such officer.

## **ARTICLE VII - DUTIES OF ELECTED OFFICERS**

**Section 1** - The President shall: preside over all meetings of the Board of Directors, serve as the Chairperson of the Board of Directors; perform such other duties as are normally associated with the office of President,; appoint any special committee(s) that the Board deems necessary to carry out all the functions of the Program; transmit all records and correspondence to any person elected to succeed him or her in that office.

**Section 2** - The Vice President(s) shall: perform such duties as may be assigned by the President; otherwise assist the President in the performance of the President's duties; preside at meetings in the absence of the President; transmit all records and correspondence to any person elected to succeed him or her in that office.

**Section 3** - The Secretary, or acting President's designee shall: have custody of the Program's Bylaws and other records of the Program; keep and distribute an accurate recording of the meeting minutes and other activities of the Program and of the Board of Directors; be responsible for Program correspondence; transmit all records and correspondence to any person elected to succeed him or her in that office.

**Section 4** - The Treasurer shall: receive and disburse all funds; keep an accurate account of all funds received and disbursed for the Program; submit a financial report at all regular meetings and at such other times as may be requested by the President; compile an annual report of Program finances; provide the books of the program and such other documentation for reconciliation, review, or audit when requested by the Board of Directors; transmit all financial records to any person elected to succeed him or her in that office.

## **ARTICLE VIII – EXECUTIVE BOARD APPOINTED BOARD POSITIONS**

**Section 1** – Members of the Board of Directors who are not serving in as an elected officer may serve as the manager or coordinator of a specific aspect of the Program.

**Section 2** – Additional Board positions are to be determined based on the Program’s needs.

**Section 3** - Examples of positions to which Board members may be assigned or appointed include, but are not limited to:

- Head Coordinator (Baseball or Softball)
- Division Coordinators (Shetland, Pinto, Mustang, Bronco, Pony, Colt, 6U, 8U, 10U, 12U, 14U)
- Equipment Manager
- Publicity Coordinator
- Registration Coordinator
- Sponsorship Coordinator
- Parliamentarian
- Snack Bar Liaison
- Facilities Coordinator
- City/Parks and Recreation Liaison
- Coaching Development Coordinator
- Player Evaluation Coordinator
- Fundraising Coordinator
- Evaluation Coordinator
- Statistics and Standings
- Fall ball Coordinator

## **ARTICLE IX – DUTIES OF SELECTED APPOINTED POSITIONS**

**Section 1** - The Head Coordinator shall oversee and direct the activities of all division coordinators to ensure compliance with the Program’s by-laws, policies, and rules of play; and assist division coordinators as appropriate in accomplishing their assigned responsibilities.

**Section 2** - The division coordinators shall: oversee and direct the activities of managers and participants in their respective divisions to ensure compliance with the Program’s Constitution, by-laws, policies, and rules of play; identify and review the credentials and qualifications of all persons who apply for coaching positions in the Program; actively seek out a sufficient number of applicants to meet the needs of the Program; assist in player evaluations and team composition; ensure team roster strengths are maintained across the league; be responsible for scheduling of make-up games with Umpires, scorekeepers, and coaches; coordinate post-season tournaments.

**Section 3** - The Sponsorship Coordinator shall be responsible for identification of team sponsors, collection of sponsorship fees, and coordination of sponsorship awards.

**Section 4** - The Facilities Coordinator shall be charged with the development and improvement of all playing or practice facilities owned, leased, or used by the Program. He/she shall make recommendations to the Board for improvements in this area of operation.

**Section 5** – The City/Parks & Recreation Liaison shall: secure all needed facilities; file with the City of Redlands and Redlands Unified School District all field use requests; assign practice field locations for all leagues.

**Section 6** - The Equipment Manager shall be charged with: the responsibility of ordering, purchasing, maintaining inventory records, and maintaining uniforms and playing equipment for the Program; the distribution of equipment among the teams; the collection, inventory and storage of uniforms/ equipment/field supplies during the off-season.

**Section 7** - The Registration Coordinator shall be responsible for all registration activities including rosters, statistical reports, waiting lists, as well as communications with coordinators, parents, and managers regarding team placements.

**Section 8** - The Publicity Coordinator shall be responsible for developing publicity strategies, making contact with the media for special events, and any other arrangements or contacts deemed necessary by the Board.

## **ARTICLE X – NON-VOTING PROGRAM PERSONNEL**

**Section 1** – Non-voting personnel may assist the Board of Directors in the operation of the Program. Such personnel are not members of the Board of Directors.

**Section 2** - The Director of Umpires shall: be charged with obtaining suitable umpires for the Program as directed by the Board of Directors; conduct training clinics; schedule umpires for games; consider all complaints relative to umpires; and make suitable recommendations to the Board of Directors. An annual contract will be executed between the Head Umpire and the Board of Directors.

**Section 3** - The Snack Bar Manager shall be responsible for the general operation of the snack bar to include procurement of merchandise, cooking, arrangements for maintenance, cleaning, collection of monies and supervision of volunteers. An annual contract will be executed between the Snack Bar Manager and the Board of Directors.

**Section 4** -- The Head Scorekeeper shall: be charged with obtaining suitable scorekeepers for the Program as directed by the Board of Directors; conduct training clinics; schedule scorekeepers for games; consider all complaints relative to scorekeepers; and make suitable recommendations to the Board of Directors. An annual contract will be executed between the Head Scorekeeper and the Board of Directors.

**Section 5** - The Board of Directors may establish other non-voting positions as deemed necessary for the efficient operation of the Program.

## **ARTICLE XI - MEETINGS AND VOTING**

**Section 1** - The Board of Directors shall meet at least monthly at such time and place determined by the President.

**Section 2**- Special meetings of the Board may be called by the President, by majority vote of the Board of Directors, or upon written request to the Secretary by not less than a majority of the Board. Notice of time and place of special meetings of the Board shall be made known to all Board members at least 24 hours before the meeting time. No business other than that stated as the purpose of the special meeting shall be conducted at the special meeting.

**Section 3** - The presence of at least a majority of Board members shall be required to constitute a quorum for the transaction of business at any regular or special Board meeting.

**Section 4** - At each regular or special Board meeting, every Board member with current voting rights present, shall be entitled to vote. There shall be no proxy voting and all voting will occur in person at scheduled Board meetings.

**Section 5** - The Board of Directors shall hold an annual strategic planning session near the end of the fiscal year, to establish and recommend goals, budgets, program changes, and other matters for the next budget year.

**Section 6** – All public participation engagements at board meetings shall be less than 5 minutes in duration.

## **ARTICLE XII - SPECIAL COMMITTEES**

**Section 1** - Special Committees may be appointed by the acting President, and are subject to Board approval for such special purposes as deemed necessary. Committee duties, responsibilities, and duration are to be outlined at the time of the appointment.

## **ARTICLE XIII – AMENDMENT**

**Section 1** – These Bylaws may be amended by a two-thirds vote of the Board of Directors at any regularly scheduled Board meeting with at least ten (10) days' notice to the Board or at a special Board meeting called for that purpose.