



## **2024 Rules and Regulations**

# Indian Wells Valley Youth Baseball

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# **2023 Indian Wells Valley Youth Baseball League Rules**

These league rules cannot be compromised or altered by anyone, including individual board members, managers, and/or umpires without a majority vote of the Indian Wells Valley Youth Baseball Board of Directors. Managers, coaches, and/or umpires CANNOT agree to alter any rule covered in the league rule book, the PONY Baseball Inc. rule book, or the Major League Baseball rule.

**IF A CONFLICT OCCURS BETWEEN THE IWVYB LEAGUE RULE BOOK, THE PONY BASEBALL INC. RULE BOOK, AND THE MAJOR LEAGUE BASEBALL RULE BOOK, THE IWVYB LEAGUE RULE BOOK WILL TAKE PRECEDENCE.**

## **I. Concept**

### **A. Organization**

Indian Wells Valley Youth Baseball (IWVYB) is a volunteer program dedicated to the youth of our community. Its goal is to provide children ages 16 and below with an enjoyable baseball experience, which includes learning the basic skills of baseball, teaching and instructing the rules of baseball, promoting teamwork, and developing skills necessary to play youth baseball safely. The organization aims to instill the values of sportsmanship and competition in youth and to provide lifelong habits of diet, exercise, and health in youth.

## **B. Purpose**

The purpose of IWVYB is to provide the opportunity for as many of our community's youngsters to learn the game of baseball, limited only by the number that are interested and the availability of our facilities and volunteers.

## **C. Objectives**

The primary objective of IWVYB is to promote the growth of baseball at all levels of competition. The IWVYB Board of Directors must strive to attract and develop the best managers, coaches, umpires, and other adult leaders to ensure that our children have an enjoyable learning and playing experience. The development of sportsmanship, teamwork, honesty, courage, respect for authority, and physical fitness are the organization's priorities.

## **D. Field Dimensions**

1. Distance between bases
  - a. Shetland 06U: 50 feet
  - b. Pinto 08U: 60 feet
  - c. Mustang 10U: 60 feet
  - d. Bronco 12U: 70 feet
  - e. Pony 14U: 80 feet
2. Pitching Distance
  - a. Shetland 06U: 38 feet
  - b. Pinto 08U: 40 feet
  - c. Mustang 10U: 46 feet
  - d. Bronco 12U: 50 feet

- e. Pony 14U: 54 feet
- 3. Home Plate to center of 2<sup>nd</sup> Base
  - a. Shetland 06U: 70 feet 8 ½ inches
  - b. Pinto 08U: 84 feet 10 inches
  - c. Mustang 10U: 84 feet 10 inches
  - d. Bronco 12U: 99 feet
  - e. Pony 14U: 113 feet 2 inches
- 4. Home Run Distance
  - a. Shetland 06U: 125 feet
  - b. Pinto 08U: 138 feet down the lines, 140 feet to center field
  - c. Mustang 10U: 175 feet down the lines, 200 feet to center field
  - d. Bronco 12U: 208 feet down the lines, 248 feet to center field
  - e. Pony 14U: 282 feet down the lines, 340 feet to center field

## **II. Code of Ethics**

### **A. Managers and Coaches**

Team officials shall always keep in mind that they may be dealing with players of limited or no baseball experience and that they must be carefully instructed in order to increase their baseball knowledge and abilities. Public embarrassment or excessive criticism of a player by a team official will not be tolerated. The IWVYB organization is intended to increase a players love and desire to play the

game of baseball and is not intended to undermine his or her confidence.

## **B. Players**

All players are required to follow the instructions and directions of their team officials. IWVYB is not a program designed for a few highly skilled athletes; it is designed for the participation of as many players as possible who are sincerely interested in learning and playing the game of baseball. All players will give team officials, league officials, and umpires their respect and cooperation at all times.

## **C. Parents**

Parents who heckle, ridicule or attempt to embarrass the players, managers, coaches, umpires, or opposing team's fans will not be permitted to attend games. The umpire in charge has full league authorization to first warn the offensive individual and then have them removed from the grandstands or playing complex.

## **D. Umpires**

1. The umpire is in charge of running the game and shall be given the cooperation of all team officials, players and parents. They will not attempt to influence the outcome of the game by unjust decisions.
2. Any manager, coach, player, or spectator will be automatically suspended for approaching an umpire aggressively. The umpire will file a grievance with the Infraction Review Board as outlined in Section (III) (A).



## **E. General Conduct**

1. Good sportsmanship is required at all times. Any manager, coach, player, umpire, league official, parent, or spectator who engages in unsportsmanlike conduct may be ejected from the playing complex and subject to further disciplinary action. Unsportsmanlike conduct includes but is not limited to: fighting, publicly audible foul or abusive language, violent displays of temper, or any other form of derogatory language or actions considered detrimental to the best interests of the league. Any manager, coach, player, umpire, league official, parent, or spectator who is ejected during a game will also be suspended from the complex for the team's next game.
2. The use of alcohol or tobacco products of any kind is not permitted during scheduled games or practices associated with IWVYB.

## **III. Rules Infractions / Penalties / Discipline / Protests**

### **A. Infraction Review Board**

1. The Infraction Review Board (IRB) shall consist of the President (Chairman), Executive Vice President, Director of the division involved, Player Agent, and Chief Umpire. If an IRB member is involved in the infraction, they shall be replaced by another board member, at the board chairman's discretion. The committee is responsible for all matters associated with policy/rule violations committed by managers, coaches, players and

- spectators. The IRB will also be responsible for addressing any protests filed by league members.
2. A grievance must be submitted to the IRB within 72 hours of the infraction. Once notified of a policy/rule violation or protest, the Infraction Review Board will meet and render a decision, to include penalties, within a 48-hour period and notify concerned parties.
  3. Decisions and penalties rendered will be based on the circumstances surrounding the infraction and addressed in a consistent manner regardless of the “individuals” involved. ALL DECISIONS WILL BE FINAL AND ARE NOT SUBJECT TO APPEAL.
  4. Ejection- Reviewed by the IRB for disciplinary reasons. Proposed penalty if found at fault, ejection will stand and will remain suspended for next game as well.

## **B. Penalties**

### **1. General Penalties**

The Infraction Review Board may choose to award any of the following general penalties (with the exception of barment) based on the circumstances surrounding the infraction.

- a. Warning: Offending individual is advised in writing of the offense and advised that repetition of the offense may result in a more severe penalty.
- b. Suspension: Offending individual will be barred, in writing, from participating in any league function, to include practices and games, for a period specified by the Infraction Review Board.

- c. Dismissal: Offending individual will be dismissed, in writing, for the remainder of the season. Once dismissed, the offending individual will not participate in league functions in any way.
- d. Barment: Offending individual will be PERMANENTLY PROHIBITED, in writing, from participating in IWVYB. A majority vote by the IWVYB Board of Directors will be required to bar an individual.
- e. Barment and dismissal decisions may be appealed, in writing, to the league after 30 days from the date the decision was issued.

## 2. Must Play Rule Penalties

Any one of the below may be imposed by the Infraction Review Board based on the circumstances surrounding the infraction.

- a. Manager receives a warning; player involved must play the entire next complete game.
- b. Manager suspended for the next game; player involved must play the entire next 2 complete games.
- c. Manager suspended for the next 2 games; player involved must play the entire next 3 complete games.

## 3. Pitching Rules Penalties

Any one or combination of the below may be imposed by the Infraction Review Board based on the circumstances surrounding the infraction.

- a. If discovered during the game:
  - i. Manager will be automatically ejected from the game by the Umpire. The player involved will be removed from the pitching position for the remainder of the game. The IWVYB Board Officer of the Day will be notified and the incident forwarded to the Infraction Review Board for additional review.
- b. If discovered after the game:
  - i. 1<sup>st</sup> offense - Manager suspended from next regularly scheduled game; player involved not allowed to pitch in the next regularly scheduled game that they would be eligible for. The game shall stand as played.
  - ii. 2<sup>nd</sup> offense - Manager suspended for the next 2 regularly scheduled games; player involved not allowed to pitch in the next regularly scheduled game that they would be eligible for. The game shall stand as played.

**NOTE** The next game a pitcher would be eligible for is Based on MLB pitch smart pitching guidelines. (Example: If a Pinto pitcher pitches more than the max number of pitches (50) on a Saturday, the next available day that he could pitch would be Tuesday (2 days). If the next game is the following Saturday, the pitcher is ineligible for that game.)

#### 4. Equipment Violation Penalties

Illegal equipment shall be removed from the game.

Players will be removed from the lineup for use of illegal shoes, protective headgear, and catching equipment. Once legal equipment can be obtained as required by these rules the player in violation may be reinstated into the game.

Players who intentionally and maliciously, in the judgment of the umpire; throw a bat, protective headgear, other equipment, or discards protective headgear while batting or running the bases may receive a warning. If a warning is issued, the team manager will also be warned. If, in the umpire's judgment, the incident was extremely malicious the player will be ejected from the game following completion of any play in progress at the time the violation occurs. Such action DOES NOT constitute an out and such players shall be replaced as batters or base runners as appropriate.

##### a. Penalties for use of an illegal bat

- i. If detected before the first pitch of an at-bat, the bat shall be removed from the game. The batter is not out and is required to use a bat that conforms to bat regulations.
- ii. If detected after the first pitch (whether the pitch is swung at or not) the batter is declared out and base runners shall not advance.

- iii. If detected after a ball is hit, the batter is out and base runners shall return to their original base prior to the hit.

## 5. Illegal or Ineligible Player Penalties

Illegal players are those individuals who have not or do not meet the requirements to be a legal member of this league by virtue of the IWVYB Constitution and By-laws. This may include but is not limited to age; legal residence; improper or non-existent Player Application.

Ineligible players are players who meet the legal requirements to be a member of this league, but are restricted from participating in a particular fashion due to previous violations or conditions. This may include but is not limited to: illness; injury; disciplinary action; playing or pitching violations; or non-payment of required registration fees.

Penalty for use of illegal or ineligible players discovered during a game and that can be proven without any doubt on the spot:

- a. Removal from the game of the player in question, ejection of the manager from the game, and forfeiture declared at that point.

If a manager suspects an illegal or ineligible player is being used but cannot prove it on the spot, he or she must file a protest at that point and the game will continue until complete. If the player is then proven to be illegal or ineligible after the game, the game will be

recorded as “forfeiture” and the manager may be subject to disciplinary action.

Illegal players will not be allowed to participate in any other games in that season but may re-apply to the league in future seasons.

Ineligible players will not be allowed to play in any games until their status is made eligible as defined by the IWVYB Constitution and By-Laws.

### **C. Discipline**

1. The team manager has the ability to remove a player from a game at any time for disciplinary reasons. The action(s) of the player must, in the opinion of the team manager, be willful in nature. Actions that justify disciplinary action include, but are not limited to: disregard for the safety of themselves or other players; disrespect to their team, the game, or league officials; disregard for league rules and excessive absenteeism. Team managers must at the end of that game, without delay, document the incident with all of the details and witnesses to support the action taken and forward the report in writing to the IWVYB Board Officer of the Day.
2. A player who WILL NOT appear in a game due to disciplinary reasons must be reported to the opposing manager and official scorekeeper PRIOR to the start of the game.

## **D. Protests**

1. A protest based on a play which involves an umpire's judgment shall not be permitted.
2. When protests are based on an interpretation of the rules, the objecting manager, acting manager or coach shall, at the time the play occurs, notify the head umpire, the opposing manager, and official scorer that the game is being played under protest, and then submit the protest in writing to the Chairman of the Infraction Review Board within 48 hours of the completion of the game. Protests will only be for playoff games, regular season games cannot be protested.
  - a. Umpires will make a public announcement to the crowd when the game is being played under protest.
3. The Infraction Review Board shall meet to consider a protest within 48 hours following submission of a written protest and convey their decision to the team managers involved.
  - a. When protests based on the interpretation of a rule are upheld by the Infraction Review Board, the game concerned shall be replayed from the point of protest
4. A \$40.00 protest fee is due with the filing of a protest. If the protest is upheld the fee will be returned to the manager.



## IV. Responsibilities

### A. Teams

1. Field preparation and tear down are to be performed for each game by the two teams to play that game.
  - a. Maintaining the fields is paramount and a duty that must be shared by all Managers and Coaches within the respective divisions. If a Manager and his coaching staff are unable to do their assigned maintenance on a given game day, they should communicate with the other team Manager or Division V.P. to work out a switch. Simply 'not doing it' will result in the following penalties:

**NOTE:** In the case of severe weather, at a minimum, the pitcher's mound and batter boxes should be raked and watered down. If equipment or water is broken or not available, the Division V.P. should be notified.

- i. First Offense, Warning: Offending Manager is advised by the Divisional V.P. of the offense and advised that repetition of the offense may result in a more severe penalty.
- ii. Second Offense, Suspension: Offending Manager will be barred from participating in their next scheduled game.
- iii. Third and subsequent Offenses, Sent to Infraction Review Board: The Infraction Review Board will review and set penalties based on Section (III) (B) (1).

- b. The Home Team (or 1<sup>st</sup> team to practice each day) is responsible for field preparation, which is to be completed at least 30 minutes before the scheduled game start time and includes the following:
    - i. (If applicable) rake and tamp pitcher's mound and home plate area. DO NOT drag these areas.
    - ii. Drag and/or rake all other dirt surfaces, water all dirt surfaces.
    - iii. (If applicable) chalk the lines and batter boxes.
    - iv. Set bases.
    - v. Entire field of play should be "walked" to search out debris for removal, ground hazards, as well as to check fence and field conditions.
  - c. The Visiting Team (or last team to practice each day) is responsible for field tear down, performed directly upon completion of the game and includes the following:
    - i. Remove bases/base plates and insert foam whiskers into base plates holes.
    - ii. (If applicable) Rake and tamp pitcher's mound and rake and tamp home plate area. DO NOT drag these areas.
    - iii. Drag and/or rake all other dirt surfaces, water all dirt surfaces.
2. Both teams are required to pick up trash on the field, along the fences, in each dugout, and under the bleachers.

3. All teams shall maintain league field equipment to the best of their ability. Care of league field equipment should be taken in removal of and returning to our storage facilities. Storage facilities should be maintained in a neat and orderly fashion by ALL that use them. Storage facilities should not be left unsecured or unattended.

## **B. Managers / Coaches**

1. Each team shall have one manager and a minimum of one coach. All individuals (new and returning) seeking to be managers or coaches must have an application on file and receive approval from the IWVYB Board of Directors.
2. Per California's Youth Protection Law (AB 506), all volunteers are required to get a background check through a fingerprint scan at a Live Scan location. The fingerprint scan is applicable to all managers, coaches, assistant coaches, parent help, umpires, etc. who may be in direct contact with youth players. Each Manager will work with their corresponding Division Director to ensure their entire staff is in compliance.
3. The Manager and at least 1 Coach of every team are required to complete concussion and sudden cardiac arrest courses in accordance with California State Law. **ALL** volunteers will be required to complete an abuse awareness for adults course as required by PONY baseball Inc.

4. Each manager will be responsible for securing one or more approved coaches for the team, a team scorekeeper, and as many team helpers as is necessary.
5. All managers and coaches are strongly encouraged to attend any league-scheduled field maintenance days and/or manager clinics prior to the beginning of the season.
6. Each manager is responsible for communicating with all players on practices, games, and league required functions. It is suggested that every manager make use of email or app-based group chats to communicate instead of phone rosters. Each manager should attend all team practices, games, and team functions if possible. Managers are the responsible link between the league and the team.
7. The manager, coach, or parent help must remain with all players at the completion of team practices, games, or functions until parents have picked up every player. If a player becomes injured the manager and/or coach is responsible for notifying the IWVYB Board Officer of the Day and Division Director as soon as the situation permits.
8. Each manager will be responsible for the conduct of their team's coaches, players, parents, and other team officials.
9. Managers and coaches are strongly encouraged to be attired in team shirts or jerseys and league-issued or

matching team caps at all games. Balance of attire including shoes shall be appropriate at all times.

10. Each manager will exchange lineup cards or equivalent at least 5 minutes before game time. Lineup cards will list all starting players, substitute players, any players not playing due to discipline issues.
11. Managers and team officials are encouraged to support all league functions.
12. Managers shall not discourage participation in other league activities to include, but not limited to; Fall Ball, All-Stars, and fundraising.
13. Managers are responsible for signing the official scorebook at the end of the game and verifying their team's pitch counts.

### **C. Official Scorekeeper**

1. The Home team shall provide the official scorekeeper for each game. Home team manager/head coach are ineligible to keep score.
2. If the home team does not have a scorekeeper 15 minutes after the scheduled start of the game, the home team forfeits, and the game is recorded as a win for the visiting team.
3. The official scorekeeper shall record at-bats, runs, strikeouts, bases on balls, pitch count and innings pitched by each pitcher, and the actual starting time of games in accordance with the Rules of Baseball in the league supplied official scorebook for each division.

4. The official scorekeeper surrenders loyalty to either team and cannot offer or intentionally withhold information in order to create an advantage for either team.
5. The scorekeeper will advise the umpire when the game approaches the playing time limit.
6. The scorekeeper shall procure both managers' signatures in the scorebook at the completion of the game. Both managers need to verify pitch counts before they sign.

#### **D. Parents**

1. Parents are responsible for getting their child to all scheduled practices, games, or team functions. If unable to make a scheduled event, a phone call, text, and/or email informing the manager, coach, or team official is desired.

#### **E. Players**

1. All players must be dressed in the league-issued uniform in order to participate in league games.
2. Players who arrive to a game before the 3<sup>rd</sup> inning may be substituted in under normal substitution rules.
3. Players who arrive to a game after the completion of the 3<sup>rd</sup> inning of play may get little to no playing time and are not guaranteed the minimum playing time as delineated elsewhere in the rule book.
4. Players will not be allowed to participate in league evaluations, practices, or play in games with any temporary medical device (splints, hard casts, etc.). Compression braces/sleeves/soft casts are allowed.

## **V. Player Evaluations / Draft / Playing Up**

### **A. Evaluations**

1. The purpose of player evaluations is to make every effort to identify the range of skill levels players registered to participate in the league possess. The evaluations will be conducted prior to the draft and used to assist managers when drafting their teams.
2. All prospective players, to include the manager's and coach's children, are required to participate in player evaluations.
3. A minimum of 2 evaluation periods will be provided for each division. Every effort will be made to de-conflict with other activities such as the community basketball schedule to ease scheduling conflicts.
4. Players will be evaluated on the baseball fundamentals to include: fielding, hitting, throwing, base-running and effort.
5. Managers/coaches and league representatives will be required to attend each evaluation session for their respective division and be responsible for evaluating all players in their division. The league will assist in evaluating the players; however, managers/coaches are required to conduct their own independent evaluations to prepare for the draft, as well as contribute to the overall draft value for each player. Managers' evaluations will be collected at the end of each evaluation session by the Player Agent.

6. The Player Agent will compile a master list for each division to be used at the draft. The list will be comprised of all players who attended evaluations and also any players who were unable to attend any evaluation time. This list will contain a draft value for every evaluated player. The draft value will be generated in the following manner:

- a. Total evaluation scores from two IWVYB board members (or board-appointed independent evaluators) and an average of all Team Managers' evaluation scores will be added and rounded to the nearest tenth of a point.
- b. Each manager and board evaluator will use a point system. 1-10 points will be given per category (no half points will be acknowledged when scores are tallied). Categories evaluated are listed below:

Infield

Fielding Form  
Throwing accuracy  
Throwing Strength

Outfield

Fielding Form  
throwing accuracy  
Throwing Strength

Hitting

Batting Form  
Hits/Fouled balls

Misc.

Speed  
Effort/attitude



- c. The minimum draft value is 10 and the maximum value is 100 per player (two board evaluator scores added to one averaged manager's score).
  - d. The Effort/attitude category can be left blank unless a player has noticeably poor effort or attitude. If left blank, player/s will be given a 10 in the category.
7. Evaluations of a manager's own child (ren) or a board member's own child (ren) are not used in the calculation of draft value for those players. This also applies to a manager's evaluation of their pre-selected coach's child (ren). If a player only has one board member evaluation score due to this rule, then he/she will have the other board member's score doubled to give them a comparable value to others with two board evaluator scores.
8. Players who do not attend evaluations will be assigned a draft value by the Division Director based on their own previous knowledge of the player's skills. Other board members may be consulted for their assessment of players who miss evaluations. If manager's or coach's children do not evaluate, they will automatically be given the highest possible draft value.
- a) If no board member is aware of the player's skills, they shall be considered a HAT pick at the draft.
9. Once the draft value list is generated by the Player Agent, the Division Director along with another board member have the ability to adjust draft values, based on

previous knowledge of the player's abilities. This is for cases where a player was improperly evaluated, the player was injured, or performing significantly below their known abilities.

## **B. Draft**

1. Each manager and coach will have their child (ren) placed on their team. Both manager's and coach's child(ren) will be placed in whatever round(s) the child(ren) would be selected based on a highest-to-lowest ranking of the draft value numbers generated in section A.
  - a. For example, a manager's or coach's child who ranks 4<sup>th</sup> out of fifty-five players (in a five team draft) based on draft value would have to be taken in the first round. A manager's or coach's child who ranks 36<sup>th</sup> out of thirty-six players (in a three team draft), would have to be taken in the 12<sup>th</sup> round.
2. If a manager's or coach's child(ren) are tied in draft value with other players, and could be possibly placed in either of two rounds due to this tie, the manager's or coach's child (ren) will be placed in the lower possible round.
  - a. Example: Manager's child has a draft value of 45.0 and is tied with another non-manager/coach's player. Having a 45.0 draft value could place the manager's child in either the 1<sup>st</sup> or 2<sup>nd</sup> round, depending on how the tie is broken. Based on the above rule, the manager's child would be taken 2<sup>nd</sup> round.

3. Each team has a maximum of 2 minutes per round to select a player. If a team has not selected a player when their 2 minutes expires for that round, that team forfeits their pick until the end of that round.
4. First round draft position will be determined based on the highest draft value between the manager's and coach's children. A manager with no player of his/her own and no coach's player would have an initial draft value of zero.
5. The manager with the lowest draft value will select first, next lowest second, and so on. In the case of a tie, a coin flip will be used to break the tie. In the case of a three way (or more) tie, positions will be drawn from a hat using folded, numbered pieces of paper.
6. Positions for all subsequent draft rounds will be determined based on total draft value each team has at the conclusion of the preceding round. Ties will be broken by the methods described in section 2 above. If a manager's or coach's child is to be drafted at a later round, their score does not count in the total until after the round in which they are taken.
7. Players that did not evaluate and are unknown to the league, will be HAT picks at the end of the draft. All HAT pick player names will be written on pieces of paper and drawn out of a hat in the same order that teams would have picked based on the rules above.
8. At the conclusion of each draft, the Player Agent will allow Managers no more than 15 minutes to attempt to

execute trade(s). A Manager may trade any player on his/her team with the exception of the child (ren) of the Manager or designated coaches. Both team Managers must approve of the trade. A trade can only involve a player drafted in the same round, or one round prior to or after the round in which the player was drafted. (No multiple trades will be permitted that would violate the 'plus or minus one round' rule). Trades shall only take place during this time and in the presence of the other Managers and Player Agent. All trades must be approved by the Player Agent. Once the Player Agent declares the draft closed, no trades shall be permitted.

9. Parents may request a manager or coach NOT to be affiliated with during registration. Attempts to select a certain manager or coach by requesting NOT to be on the teams of multiple managers or coaches will not be approved.
10. In the event a particular division is filled to capacity, a waiting list will be established and maintained by the Player Agent. Players will be placed on the list in order of registration and assigned in said order as team positions become available.

### **C. Playing Up**

1. The option to request to “play-up” in the recreational league will exist from the first registration date for the upcoming season until the day of the final evaluation period. Parents who desire their child be afforded the opportunity to “play-up” must notify the Player Agent, or

- state their request during registration in their “Special Requests”.
2. Players will only be allowed to “play up” to the next adjacent division (Bronco to Pony, Mustang to Bronco, etc.).
  3. A player requesting to “play-up” must evaluate in both the division they would traditionally participate in as well as the division they are requesting to “play-up” to. Failure to do so, will result in the player playing in the traditional division.
  4. If the player’s draft value falls within the top 12 for the play-up division, then that player will qualify to "play-up" and the player will be placed in the appropriate draft pool. Any player that ties for 12<sup>th</sup> will be allowed to play up.
- NOTE:** Players identified during evaluations as a safety concern shall be allowed to play up/down, regardless of evaluation score, with approval of the board of directors and the players parent/guardian.
5. If a player does “play-up”, they must remain in the upper division for the course of the season. A player cannot participate for a few weeks in the upper division and then request to return to their traditional division. Players playing down for safety reasons are ineligible for all-star/travel team selection.

## **VI. Managerial / Coaching Selection**

1. The IWVYB Board of Directors must approve all managers and coaches, including returning managers/coaches from

the previous season. All managers and coaches, new and returning must submit a completed application form. It is recommended that all managers wishing to manage a team should submit their manager application form before the first evaluation period.

2. Managers and coaches will be required to complete and have on file a background check in accordance with league directives.
3. The Division Director's may interview any manager candidate prior to submitting the names of all candidates to the Board of Directors, along with their recommendations for approval.
4. Upon receiving the recommendations, the members of the Board of Directors shall exercise independent judgment regarding the approval of the managers. Each candidate, whether recommended or not by the Division Director shall be entitled to individual consideration. The Board of Directors is encouraged to inquire into the credentials of each manager candidate and not just those receiving recommendations.
5. Factors for consideration in manager selection include but are not limited to:
  - a. A completed manager's application form.
  - b. A favorably completed background check on file.
  - c. Compliance with league ideals and support of league activities.
  - d. The ability to communicate with children and parents.

- e. Baseball experience and knowledge.
  - f. Service within IWVYB.
  - g. Demonstrated sportsmanship and fair play.
6. It is the intent of the league to continually evaluate the merits of each candidate. It is not the intent of the league to adopt any automatic right of return for any manager, nor to establish any sort of hierarchy for assignment of managers. Each year every candidate must demonstrate his or her credentials without regard to past status.

## **VII. Equipment**

### **A. Jewelry**

Jewelry is not allowed with the exception of Medical Alert IDs.

### **B. Baseballs**

Shetland division shall use a “safety” or “reduced injury” type of ball designed for use by beginning players. Pinto, Mustang, Bronco & Pony divisions shall use a standard baseball weighing not less than 5 nor more than 5¼ ounces, and measuring not less than 9 nor more than 9¼ inches in circumference.

### **C. Bats**

With the exception of -3 (BBCOR certified), all other 2- 1/4" and 2-5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp (USA Baseball) on the bat in order to be used.

Bats manufactured specifically for use in tee ball play, shall not be used unless using a safety ball.

#### **D. Helmets**

The batter, players in the on-deck batting area, base-runners, and Bronco/Pony players coaching in the base line coaching boxes are required to wear helmets which give protection to the top of the head, temples, both ears and base of the skull. Any player's batting helmet with "painted scenes" on it must be appropriate to the game and our family environment. Objectionable gear will be removed from the game.

#### **E. Catcher's Gear**

Any player in the catcher's position is required to wear a mask with throat guard; headgear which gives protection to the top of the head and both ears; chest protector; shin guards; athletic supporter and protective cup. Hockey style masks are acceptable as proper protection for catchers. Mask extensions are not needed for hockey style masks. Any player serving as a catcher to warm up a pitcher shall wear a mask, headgear, and a protective cup, whether the pitcher is warming up from the mound, in the bullpen, elsewhere on the field, or at a practice.

#### **F. Protective Cups**

All applicable players are required to wear an athletic supporter and protective cup during games and practices.

#### **G. Player's Uniforms**

All players are to wear the league-issued uniform consisting of a jersey and cap. In addition, pants, socks, and belt are to be worn during league play. Players may wear long sleeve shirts or sweatshirts under their jerseys if desired.



## **H. Manager's / Coach's Uniforms**

Managers and Coaches are encouraged to wear team jerseys and either league-issued or other matching team caps. Balance of attire and shoes must be appropriate for the team and the league. It is recommended that managers / coaches wear a protective helmet while coaching the bases.

## **I. Shoes**

Shetland, Pinto, and Mustang division players may only wear "rubber" cleat baseball shoes or other non-cleated athletic shoes. Bronco & Pony division players may wear either "rubber" or metal cleat baseball shoes or other non-cleated athletic shoes. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited. Rubber cleats or other athletic shoes must be worn when pitching from artificial mounds.

## **J. Illegal Equipment**

A player will not be allowed to play with a hard cast. A player may play with a soft cast provided he/she has a doctor's written release.

## **VIII. Pitching Rules**

**A.** All divisions with the exception of Shetland will adhere to the MLB Pitch Smart Guidelines. Pitchers will be restricted to a specific pitch count based on their league age (see chart below); there is no restriction on the number of innings allowed as long as the pitcher has not gone over the allowed number of pitches.

**B.** MLB Pitch Smart defines the number of days rest required dependent on the number of pitches thrown in a day. Rest is calculated as per calendar day. For example, if a pitcher pitches on a Tuesday and is required to have 2 days of rest, then he/she cannot pitch again until Friday.

### 1. Pitch Chart

Age & Daily Max Pitches		NUMBER OF DAYS REST REQUIRED					
		0	1	2	3	4	5
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-15	95	1-20	21-35	36-50	51-65	66+	N/A

2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.

3. Pitchers will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat, provided the pitcher is removed before delivering a pitch to the next batter.
4. Pitchers withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
5. When a batter is walked intentionally, the pitcher will not be charged any pitches towards their pitch count unless they throw any actual pitches to the batter before the Manager decides to intentionally walk the batter.

## **IX. Playing Rules**

### **A. Shetland 06U Divisions**

1. Purpose
  - a. The Shetland division will be split into two divisions; Shetland Minor and Shetland Major. Shetland Minor is designed to be purely instructional. Both divisions place emphasis on teaching players the fundamentals of baseball which include fielding, throwing, hitting, base running, good sportsmanship, and a positive attitude.
2. Eligibility
  - a. Players of league age 4, 5 and 6 are eligible to participate in the Shetland division.
  - b. League age is the age attained by a player prior to May 1<sup>st</sup> of the current year.

### 3. Player Assignment

- a. League age 4 year olds will play in Shetland Minors, while league age 6 year olds will play in Shetland Major. League age 5 players wishing to play Shetland majors must attend one of the Shetland majors evaluations. League age 5 players may be placed on Shetland Minor teams by the Division Director based on the player's performance during evaluations, to help equalize teams. League age 5 players wishing to play Shetland Minors do not have to evaluate.
- b. Players playing in Shetland Minors will be assigned to teams by the IWVYB Player Agent and Shetland Division Director.
- c. Shetland Major Players are required to attend one of the two evaluation sessions. Draft values for each player will be used by managers/coaches at the division draft.

### 4. Schedule

- a. The Shetland division will be limited to 3 outings (practices and/or games) per week in the Major division and 2 outings per week for the Minor division.
- b. Teams will be restricted to 1 outing (practice or game) per day.
- c. Practices will be limited to 1 hour 30 minutes and must end no later than 7:30 PM.
- d. There will be no mandatory practices on Sundays or observed holidays.

- e. Weekday games will begin at 5:30 PM.
5. Length of Games
- a. All games shall be 5 innings for Shetland Major; 4 innings for Shetland Minor. No new inning shall start after 1 hour and 15 minutes with game completion regardless of score at 1 hour and 45 minutes.
  - b. In Shetland Major, teams shall not score more than 5 runs per inning. In Shetland Minor, there is no limit; see 'Batting Rules' below.
6. Playing Criteria
- a. All players will play every inning of every game.
  - b. Nine players constitute a legal line-up. For Shetland Minor, if a team has less than 9 players 15 minutes after the scheduled starting time of the game, every effort will be made to use players from both teams to form two legal line-ups. For Shetland Major, no player swapping shall occur between the two scheduled teams, but substitutes from other 3<sup>rd</sup> party recreational league teams from within the division may be used.
7. Coach / Umpire Participation
- a. 4 coaches may be used offensively; 1 coach operating the pitching machine, 1 coach in the first base coaching box, 1 coach in the third base coaching box, and 1 coach assisting the batter.
  - b. 2 coaches may be used defensively, positioned beyond the baselines to provide verbal instructions to the

defensive team. Coaches shall not interfere with a ball in play.

- c. At least 1 adult shall be in the dugout at all times.
- d. For Shetland Minor, managers/coaches or a designated adult shall serve as umpire(s) during the game. For Shetland Major, a league provided umpire will oversee the game. Should an umpire not be available, the game can continue under the supervision of a board member or a manager/coach from a team not playing in that game.

#### 8. Scoring

- a. Shetland Majors games will be officially scored by a league-trained scorekeeper provided by the home team, beginning in week 5.

#### 9. Batting Rules

- a. Shetland Minor teams will bat half the lineup per inning regardless of the number of outs or runs.
- b. Shetland Major Teams shall bat the entire roster present in rotation. Each half inning will be complete upon three outs or when 5 runs are scored.
- c. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- d. Players arriving late will be placed at the bottom of the batting order.
- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be

moved up to fill the vacancy; no out will be recorded for the player exiting the lineup.

- f. Shetland Minor teams will use the hitting tee exclusively throughout the entire season. The tee will be placed in contact with home plate and the batter will get 5 swings to hit a fair ball. If the batter fails to hit the ball in fair territory after 5 swings they shall be called out. If the player fouls the 5<sup>th</sup> swing attempt, they will be given subsequent swings until the ball is hit in play or player swings and misses.
- g. Shetland Major will use a combination of pitching machine and tee as follows:
  - i. Weeks 1-4: A maximum of 4 pitches is sent to the batter unless the last ball is a foul tip, then the batter will continue to be pitched balls. The tee will be used when the batter fails to hit from the machine. Three swings maximum will be allowed using the tee. The last one must be fair ball.
  - ii. Weeks 5 and on (Including Playoffs): the batter will receive a max of 5 pitches unless the last is a foul tip in which they will receive another pitch. If the batter fails to hit the ball an out will be recorded. The batter is only allowed 3 swings and misses if they foul tip the 3rd strike they will continue to be served balls.

- h. Batters are not permitted to bunt or “soft-swing”. If attempted, the pitch will be called a strike, the ball is dead, and no runners may advance.
  - i. A 10 foot arc shall be inscribed in front of home plate, from the first to third base foul line, and any batted ball that does not travel beyond that line will be considered a foul ball.
  - j. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
  - k. If the batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
  - l. The coach operating the pitching machine shall not leave the 9 foot pitching circle to coach in any way on offense. They may not in any way interfere with the defensive players. PENALTY: The coach will receive one warning and the second time he/she must be removed.
10. Pitching Rules
- a. Players are not permitted to pitch.
11. Fielding Rules
- a. When using the batting tee, the catcher shall stand away from the plate until the batter swings then field the position defensively.
  - b. There is no dropped 3<sup>rd</sup> strike rule.
  - c. Managers are required to rotate their players throughout the various defensive positions. A player may only play the 1st base or pitcher position a



maximum of 2 innings per game. Example: if a player plays pitcher for 2 innings he/she will not be eligible to play first base. All players must play at least one inning in the infield.

- d. There shall be a maximum of 4 outfielders positioned at least 15 feet behind the baselines when the ball is pitched or the pitching motion is made when using the batting tee. Players may not be closer than 45 ft.
  - e. Extra infielders will be positioned evenly between first and second base, and second and third base.
  - f. Players at the “pitching” position will stand 5 feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
  - g. There is no infield fly rule.
12. Base Running / Stealing Rules
- a. Base runners are not permitted to steal bases and must remain in contact with the base until the ball is hit. If a runner is off the base and the ball is hit, the runner is out and the ball is in play.
  - b. On a ball hit to the outfield, once it is in possession of an infielder in baseline or at a base, and both hands are raised above their head, the umpire shall call “time” and the ball is dead.
    - i. If the base runner was more than half way to the base he/she was advancing to, he/she may keep that base. If the base runner was not more than half way to the base he/she was advancing to, he/she must return to the previous base.

13. In Shetland Major, the following base running rules apply:

**NOTE:** An overthrow to a base in Shetland Division means a ball throw by a player to a base. The intention is to have players at least attempt to throw the ball to get the out, rather than immediately holding their arms up to stop play.

- a. Weeks 1-4: All infield hits can only be singles. Runners may not advance on an overthrow to any base. If hit to the outfield, a triple is maximum outcome.
- b. Weeks 5 and on (including playoffs): Base running from home is unrestricted, but following half way mark between bases the “hands-up” rules is required and there is still no advancing on an overthrow to any base.
- c. Home runs hit over the fence are always honored.
- d. In Shetland Minor, there is no advancing on an overthrow to any base.
- e. In Shetland Minor, a runner may score from third base in the following ways:
  - i. By a batted ball.
  - ii. Continuation plays on a batted ball.

14. Playoffs

- a. There will be no playoffs for the Minor division.
- b. Majors will be seeded into a single-elimination tournament based on their win percentage from all scored games of the regular season.

- c. Ties are broken by a coin flip administered by a board member.

## **B. Pinto 08U Division**

### **1. Purpose**

- a. The Pinto division is committed to the continued development of baseball fundamentals. However, competitiveness will also be introduced and therefore official scores and league standings will be maintained.

### **2. Eligibility**

- a. Players of league age 7 and 8 are eligible to participate in the Pinto division.
- b. League age is the age attained by a player prior to May 1<sup>st</sup> of the current year.

### **3. Player Assignment**

- a. Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.

### **4. Schedule**

- a. The Pinto division will be limited to 3 league scheduled outings (practices or games) per week.
- b. Teams may schedule practices if fields, cages, etc. are available, but practices not scheduled by the league WILL NOT to be mandatory, and SHALL NOT be used against players to justify disciplinary action (i.e. Not starting, not playing, playing time decreased, etc.).

- c. Teams will be restricted to one outing (practice or game) per day.
- d. Practices will be limited to 2 hours and must end no later than 8:30 PM.
- e. There will be no mandatory practices on Sundays or observed holidays.
- f. Weekday games will begin at 5:30 PM.

#### 5. Length of Games

- a. All games, to include weekdays and Saturdays shall be 5 innings and shall not exceed 9 innings. Weeknight games will adhere to no new inning after 7:30 PM. Saturday games will adhere to no new inning 2 hours and 15 minutes from the start of the game.
- b. If a game is called for any reason, it will be considered a regulation game if 4 innings have been completed or if the home team has scored more runs in 3½ innings than the visiting team has scored in 4 complete innings.
- c. If a game is called, for any reason, prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.
- d. Teams shall not score more than 5 runs per inning except in the 5<sup>th</sup> and subsequent innings, where unlimited runs are allowed.

- e. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the fourth inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
6. Playing Criteria
- a. All eligible players will play a minimum of 3 innings in the field. Managers are strongly encouraged to rotate all players through multiple positions during games.
  - b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.
  - c. 8 players constitute a legal line-up. If a team has less than 8 players 15 minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has 7 or 8 roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an 8<sup>th</sup> and/or 9<sup>th</sup> player(s) who are members of that division, and on the roster of a third party team, in order for the team to comply with the 8 player minimum rule and/or field a team of 9 players. The 8<sup>th</sup> and 9<sup>th</sup> player can play any position on the field except the pitcher and catcher positions and must bat last in the batting order.

Manager may have (1) player refusal if the opposing team is utilizing multiple substitutes.

7. Coach / Umpire Participation

- a. A total of 4 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1<sup>st</sup> base and 3<sup>rd</sup> base. When on defense, only 1 coach is allowed on the field. This defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.
- b. At least 1 adult shall be in the dugout at all times.
- c. If a league umpire is not available, managers/coaches will assume the responsibility for umpiring the game.

8. Batting Rules

- a. The entire roster present shall bat in rotation.
- b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- c. Players arriving late will be placed at the bottom of the batting order.
- d. If a team has only 8 players, an automatic out will be recorded the first time the 9<sup>th</sup> batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their

- official lineup. If a 9<sup>th</sup> player subsequently arrives, that player will be added to the bottom of the order.
- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to 8 players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.
  - f. Batters are permitted to bunt.
  - g. Any time a batter is hit by a player pitch the batter will be awarded first base. When awarding first base, umpires will not invoke their judgment as to whether the batter attempted to avoid the pitch or not. If a batter is hit, they will be awarded first base regardless of their attempt or non-attempt to avoid the pitch.
  - h. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).
9. Pitching Rules
- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).

- b. Managers shall be responsible for knowing the pitch count for their pitchers.
- c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) of this rule book.
- d. Player pitchers are restricted to throwing “fastballs” only; curve balls, change ups, or breaking balls are not permitted.
- e. If a player pitcher hits 2 consecutive batters with a pitched ball in 1 inning or 3 total batters the pitcher will be removed from the pitchers position.
- f. There are no balks.
- g. There are no pick offs allowed.

10. Fielding Rules

- a. 10 defensive players will be allowed on the field, 4 of whom will be positioned in the outfield.
- b. Defensive substitutions can be made at any time; the re-entry rule does not apply.
- c. There is no dropped 3<sup>rd</sup> strike rule.
- d. There is no infield fly rule.

11. Base Running / Stealing Rules

- a. Base runners are not allowed to lead off, but may leave the base once the ball is released from the pitchers hand.
- b. Base runners are not allowed to steal, but can be back picked for an out, and may take the next base if a back pick is attempted.



- c. On a ball hit to the outfield, once it is in possession of the pitcher in/around the pitcher's mound, and in the umpire's judgment, all play on the runner(s) has ceased, the umpire shall call "Time".
- d. When a play is being made at any base and in the umpire's judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
- e. A runner may score from third base in the following ways:
  - i. By a batted ball.
  - ii. Bases loaded on a hit/walked batter.
  - iii. Continuation plays on a batted ball.
- f. Runners who reach first base on a hit or error may only take one extra base on overthrows to first base.
- g. A player may only advance one base on an overthrow. If they try for an additional base and are deemed out, the call will stand. If they successfully reach the additional base, they will be sent back to the one allowed base.

Example: a base hit single and an overthrow to first base; the base runner is allowed to try and reach second base. However, if the base

runner attempts to go to third and they are tagged out, they will be considered out. If the base runner makes it to third successfully, they will be sent back to second base.

## 12. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.
- c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs with the exception of the following:
  - i. A team may substitute 1 player from a 3<sup>rd</sup> party recreational league team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.
  - ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 8:00 PM in order to facilitate this requirement. If the game is not complete

following the final inning based on the no new inning after 8:00 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

### **C. Mustang 10U Division**

1. Purpose
  - a. The Mustang division is committed to the continued development of baseball fundamentals. However, more advanced baseball elements such as base stealing will be introduced. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.
2. Eligibility
  - a. Players of league age 9 and 10 are eligible to participate in the Mustang division.
  - b. League age is the age attained by a player prior to May 1<sup>st</sup> of the current year.
3. Player Assignment
  - a. Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.
4. Schedule

- a. The Mustang division will be limited to 4 league scheduled outings (practices and/or games) per week.
  - b. Teams may schedule practices if fields, cages, etc. are available, but practices not scheduled by the league WILL NOT to be mandatory, and SHALL NOT be used against players to justify disciplinary action (i.e. Not starting, not playing, playing time decreased, etc.).
  - c. Teams will be restricted to 1 outing (practice or game) per day.
  - d. Practices will be limited to 2 hours and must end no later than 8:30 PM.
  - e. There will be no mandatory practices on Sundays or observed holidays.
  - f. Weekday games will begin at 5:30 PM.
5. Length of Games
- a. All games shall be 6 innings and subsequent innings and shall not exceed 9 innings. Weekday games will adhere to no new inning after 8:00 PM. Saturday games shall adhere to no new inning 2 hours and 45 minutes from the start of the game, and drop dead time shall be 3 hours and 15 minutes from the start of the game.
  - b. If a game is called for any reason, it will be considered a regulation game if 4 innings have been completed or if the home team has scored more

runs in 3½ innings than the visiting team has scored in 4 complete innings.

- c. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.
- d. Teams shall not score more than 5 runs per inning except in the 6<sup>th</sup> and subsequent innings, where unlimited runs are allowed.
- e. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played, or after 3½ innings or before the completion of the 4<sup>th</sup> inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- f. If a team is leading an opponent by at least 15 runs after 3 or more complete innings have been played, or after 2½ innings or before the completion of the 3<sup>rd</sup> inning if the home team has a 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

6. Playing Criteria

- a. All eligible players will play a minimum of 3 innings in the field.
- b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.

- c. 8 players constitute a legal line-up. If a team has less than 8 players 15 minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has 7 or 8 roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an 8<sup>th</sup> and/or 9<sup>th</sup> player(s) who are members of that division, and on the roster of a third-party team, in order for the team to comply with the 8 player minimum rule and/or field a team of 9 players. The opposing manager may have 1 refusal when multiple substitutes are used. The 8<sup>th</sup> and 9<sup>th</sup> player can play any position on the field except the pitcher, catcher, and first base positions and must bat last in the batting order.
7. Coach Participation
    - a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1<sup>st</sup> base and 3<sup>rd</sup> base. When on defense, only 1 coach is allowed on the field. The defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.
    - b. At least 1 adult shall be in the dugout at all times.

## 8. Batting Rules

- a. The entire roster present shall bat in rotation.
- b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- c. Players arriving late will be placed at the bottom of the batting order.
- d. If a team has only 8 players, an automatic out will be recorded the first time the 9<sup>th</sup> batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9<sup>th</sup> player subsequently arrives, that player will be added to the bottom of the order.
- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to 8 players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.
- f. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

## 9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- b. Managers shall be responsible for knowing the pitch count for their pitchers.
- c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) of this rule book.
- d. Pitchers will be given one warning concerning balks. In the event of a warning, the play is dead (no pitch) and all runners will return to their original base at the time of the balk. Subsequent balks by the same pitcher will be enforced in accordance with the official rules of Major League Baseball and Pony Baseball Inc. rules.

#### 10. Fielding Rules

- a. Defensive substitutions can be made at any time.
- b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award 2 bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.
- c. The dropped 3<sup>rd</sup> strike rule will be enforced.
- d. The infield fly rule will be enforced.

#### 11. Base Running / Stealing Rules

- a. Runners at 1<sup>st</sup> and 2<sup>nd</sup> bases may lead off and steal bases, as in the Official Rules of Major League



Baseball. Runners at 3<sup>rd</sup> base may lead off, but SHALL NOT steal except on a passed ball. Once the pitcher has the ball and is in the pitching circle (9' diameter circle around pitching mound), the runner must return to 3<sup>rd</sup> base.

- b. If there is an attempt to throw the runner out or there is an overthrow back to the pitcher, the ball is considered live, the runner is free to advance, and can be thrown out.
- c. When a play is being made at any base and in the umpires judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
- d. Walked batters may only take first base. Rounding the base is permissible, but a walked batter cannot take second base until the next pitch is thrown, or on an overthrow from the catcher to the pitcher. Once the ball is back to the pitcher in the pitching circle, the play is dead.

## 12. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single elimination or double elimination, as determined by the board of

directors, based on number of teams in the division and time constraints due to make-up games.

- c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs with the exception of the following:
  - i. A team may substitute 1 player from a 3rd party recreational league team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense. Opposing manager gets refusal of (1) player.
  - ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 8:30 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:30 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday

playoff games will be played in their entirety and do not have a no new inning after time.

#### **D. Bronco 12U Division**

1. Purpose
  - a. The Bronco division is committed to the continued development of baseball fundamentals and an increased understanding of the game, to include rules and strategies. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.
2. Eligibility
  - a. Players of league age 11 and 12 are eligible to participate in the Bronco division.
  - b. League age is the age attained by a player prior to May 1<sup>st</sup> of the current year.
3. Player Assignment
  - a. Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.
4. Schedule
  - a. The Bronco division will not be limited to a set number of outings (practices and/or games) per week. Common sense on the part of the managers / coaches is expected.
  - b. Practices will be limited to 2 hours 30 minutes and must end no later than 9:00 PM.

- c. There will be no mandatory practices on Sundays or observed holidays.
  - d. Teams may schedule practices if fields, cages, etc. are available, but practices not scheduled by the league WILL NOT to be mandatory, and SHALL NOT be used against players to justify disciplinary action (i.e. Not starting, not playing, playing time decreased, etc.).
  - e. Weekday games will begin at 5:30 PM.
5. Length of Games
- a. Each game shall be 7 innings. Weekday games will adhere to no new inning after 8:15 PM. Saturday games will adhere to no new inning after 3 hours, 15 minutes from the start of the game
  - b. When a game is tied at the end of regulation play (7 innings) it shall go into extra innings until a decision is reached or the game is suspended by the umpire.
  - c. If a game is called for any reason, it will be considered a regulation game if 5 innings have been completed or if the home team has scored more runs in 4 and a fraction innings than the visiting team has scored in 5 complete innings.
  - d. If a game is called for any reason prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.

- e. If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played, or after 4 and one half innings or before the completion of the fifth inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
  - f. If a team is leading an opponent by at least 15 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the fourth inning if the home team has a 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
6. Playing Criteria
- a. All eligible players will play a minimum of 3 innings in the field.
  - b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.
  - c. 8 players constitute a legal line-up. If a team has less than 8 players 15 minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has 7 or 8 roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an 8<sup>th</sup> and/or 9<sup>th</sup> player(s) who are members of that division, and on the roster of a third-party team, in order for the team to comply

with the 8 player minimum rule and/or field a team of 9 players. The opposing manager will have 1 refusal when multiple substitutes are being used. The 8<sup>th</sup> and 9<sup>th</sup> player can play any position on the field except the pitcher and catcher position and must bat last in the batting order.

7. Coach Participation

a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1<sup>st</sup> base and 3<sup>rd</sup> base. When on defense, only 1 coach is allowed on the field. The defensive coach will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.

8. Batting Rules

a. The entire roster present shall bat in rotation.

b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.

c. Players arriving late will be placed at the bottom of the batting order.

d. If a team has only 8 players, an automatic out will be recorded the first time the 9<sup>th</sup> batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their

official lineup. If a 9<sup>th</sup> player subsequently arrives, that player will be added to the bottom of the order.

- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to 8 players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to return and bat as long as the batting spot was not vacated.
- f. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

## 9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- b. Managers shall be responsible for knowing the pitch count and innings pitched for their pitchers.
- c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) of this rule book.
- d. Balks will be called in accordance with the Official Rules of Major League Baseball and Pony Baseball Inc rules.

10. Fielding Rules
  - a. Defensive substitutions can be made at any time.
  - b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award 2 bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.
11. Base Running / Stealing Rules
  - a. Base runners may lead-off and steal bases as in the Official Rules of Major League Baseball.
  - b. When a play is being made at any base and in the umpires judgment, the base runner approaches the base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.
12. Playoffs
  - a. Teams will be seeded for the playoffs based on regular season standings.
  - b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.
  - c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added,



modified, or deleted for the playoffs with the exception of the following:

- i. A team may substitute 1 player from a 3rd party team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.
- ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 8:45 PM in order to facilitate this requirement. If the game is not complete following the final inning based on the no new inning after 8:45 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

#### **E. Pony 14U Division**

##### **1. Purpose**

- a. The Pony division is committed to the continued development of baseball fundamentals and an increased understanding of the game, to include

rules and strategies. Preparation for High School Baseball will also be a goal of the division. Competitiveness will continue to be applied and therefore official scores and league standings will be maintained.

2. Eligibility
  - a. Players of league age 13, 14, 15 and 16 are eligible to participate in the Pony division. League age 15 and 16 year olds are only eligible to play in the Pony division if no Colt division is available.
  - b. League age is the age attained by a player prior to May 1<sup>st</sup> of the current year.
3. Player Assignment
  - a. Players will be assigned to teams in accordance with the Player Evaluation/Draft rules delineated in Section V of this rule book.
4. Schedule
  - a. The Pony division will not be limited to a set number of outings (practices and/or games) per week. Common sense on the part of the managers/coaches is expected.
  - b. Practices will be limited to 2 hours and must end no later than 9:00 PM.
  - c. There will be no mandatory practices on Sundays or observed holidays.
  - d. Weekday games will begin at 5:30 PM.
5. Length of Games

- a. Each game shall be 7 innings. Weekday games will adhere to no new inning after 8:30 PM. Saturday games will adhere to no new inning after 3 hours, 15 minutes from the start of the game.
- b. When a game is tied at the end of regulation play (7 innings) it shall go into extra innings until a decision is reached or the game is suspended by the umpire.
- c. If a game is called for any reason, it will be considered a regulation game if 5 innings have been completed or if the home team has scored more runs in 4 and a fraction innings than the visiting team has scored in 5 complete innings.
- d. If a game is called for any reason (to include a tie) prior to being considered a regulation game as described above, it shall be considered a suspended game and be resumed from the point of curtailment at a time scheduled by league officials.
- e. If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played, or after 4 and one half innings or before the completion of the 5<sup>th</sup> inning if the home team has a 10 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
- f. If a team is leading an opponent by at least 15 runs after 4 or more complete innings have been played, or after 3 and one half innings or before the completion of the 4<sup>th</sup> inning if the home team has a

15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

6. Playing Criteria

- a. All eligible players will play a minimum of 3 innings in the field.
- b. If a game is suspended and a player fails to play the required minimum innings, that player shall start the next game.
- c. 8 players constitute a legal line-up. If a team has less than 8 players 15 minutes after the scheduled starting time of the game or at any time during the game, that team shall forfeit the game. If a team only has 7 or 8 roster players present when the game is scheduled to start, with the concurrence of both managers involved in the game, a team may substitute an 8<sup>th</sup> and/or 9<sup>th</sup> player(s) who are members of that division, and on the roster of a third-party team, in order for the team to comply with the 8 player minimum rule and/or field a team of 9 players. The 8<sup>th</sup> and 9<sup>th</sup> player can play any position on the field except the pitcher position and must bat last in the batting order.

7. Coach Participation

- a. A total of 3 coaches may be used. When on offense, only 2 coaches are allowed to be on the field and they should be positioned within the coach's box at 1<sup>st</sup> base and 3<sup>rd</sup> base. When on defense, only 1 coach is allowed on the field. The defensive coach

will position himself no closer to home plate than the forward edge of the dugout and no closer to the outfield than the back edge of the dugout. The defensive coach will remain within 5 feet of the dugout fence.

8. Batting Rules

- a. The entire roster present shall bat in rotation.
- b. The batting order shall be set at the beginning of the game and may not be changed for the duration of the game.
- c. Players arriving late will be placed at the bottom of the batting order.
- d. If a team has only 8 players, an automatic out will be recorded the first time the 9<sup>th</sup> batting spot in the order would come to the plate. No additional outs will be given, as the batting order of 8 will be their official lineup. If a 9<sup>th</sup> player subsequently arrives, that player will be added to the bottom of the order.
- e. Should a player need to exit the batting order for any reason (injury, illness) the entire batting order shall be moved up to fill the vacancy. The vacated spot will not be considered an out unless the player's departure takes the line-up to 8 players. If the manager decides not to remove the player from the line-up and also chooses not to bat the player, then the team will take an automatic out in the player's batting spot. The player will be eligible to

return and bat as long as the batting spot was not vacated.

- f. The one-foot in the batter's box rule shall be enforced as stated in the official rules of Major League Baseball (Rule 6.02 (d)).

9. Pitching Rules

- a. Pitchers will be restricted to the rules defined by MLB Pitch Smart as described in Section (VIII).
- b. Managers shall be responsible for knowing the pitch count for their pitchers.
- c. Violations of the pitching rules will be addressed according to rules delineated in Section (III) (B) (3) of this rule book.
- d. Balks will be called in accordance with the Official Rules of Major League Baseball and Pony Baseball Inc rules.

10. Fielding Rules

- a. Defensive substitutions can be made at any time.
- b. If a ball passes under the outfield fence the outfielder closest to the ball shall raise their arms over their head immediately to notify the umpire. The umpire will award 2 bases to the batter and base runners. If the fielder makes any attempt at the ball, play will continue at the discretion of the umpire.

11. Base Running / Stealing Rules

- a. When a play is being made at any base and in the umpires judgment, the base runner approaches the

base with the intent of making contact with the defensive player in an effort to dislodge the ball, the base runner will be called out, ejected, and any additional runners will return to the base they last safely occupied when the play (collision) occurred.

## 12. Playoffs

- a. Teams will be seeded for the playoffs based on regular season standings.
- b. The playoff format will be single elimination or double elimination, as determined by the board of directors, based on number of teams in the division and time constraints due to make-up games.
- c. Regular season playing rules as defined in this rule book will remain in effect. No rules will be added, modified, or deleted for the playoffs with the exception of the following:
  - i. A team may substitute 1 player from a 3rd party team from within the division only if they have 7 players. If a team has 8 players, they will play with those 8; no substitutions are allowed. If a team has fewer than 7 players, the team will forfeit the game. The substitute player will bat last in the line-up and is not allowed to play pitcher or catcher on defense.
  - ii. Weeknight playoff games will be played to completion. The no new inning after time will be moved to 9:00 PM in order to facilitate this requirement. If the game is not complete

following the final inning based on the no new inning after 9:00 PM rule, it will be suspended and resumed from the point of curtailment at a time scheduled by league officials. The resumption must occur prior to either participating team beginning their next regularly scheduled playoff game. Saturday playoff games will be played in their entirety and do not have a no new inning after time.

## **X. All-Stars/Travel Team Structure**

### **A. Philosophy / Expectations**

1. The goal of All-Stars/Travel Team is to formulate the best teams possible that will represent IWVYB and the city of Ridgecrest. The teams shall consist of the top players in each division based on their baseball skills, knowledge of the game, and ability to contribute on a competitive team during tournament play. Fielding teams that have the ability to progress through the Pony All-Star Tournament or Travel Tournaments play will be the top priority.
2. Players, parents, coaches, and managers must realize that playing time may not be equal throughout tournament play in order to facilitate success.
3. The league reserves the right to field more than one team per division if there are enough qualified players and managers/coaches/parents to support a second team. The second team will be solely responsible for all costs



associated with that second team (i.e. uniforms, tournament fees, etc.). However, IWVYB will provide the facilities and insurance needed.

## **B. Manager / Staff Selection**

1. Managers will submit their request to the IWVYB email no later than the 1<sup>st</sup> Saturday in April. A request to manage an all-star/travel ball team will be accompanied by the names of a head coach and an assistant coach/business manager that each potential manager intends to have on their coaching staff.
2. If desired, volunteers requesting to manage All-stars/travel ball can be interviewed by a panel comprised of IWVYB board members.
3. All-star/travel ball managers and their intended staff will be selected and approved by the IWVYB board no later than the 2<sup>nd</sup> Saturday in April.
4. IWVYB Board approval of the All-Star/Travel Team managers will be based on the following criteria:
  - Compliance with IWVYB league ideals.
  - Baseball knowledge and development plan.
  - Ability to effectively communicate with IWVYB, tournament officials, parents, players, and umpires.
  - Sportsmanship and personal conduct during practices and competition.

- Prior experience with IWVYB Pony All-Stars and Travel Tournaments.
- Coaching Staff presented for IWVYB Concurrence (Max 2 official Coaches, can have additional Parent Help as needed)

### **C. Player Evaluations and Selection:**

1. Only players that played in at least half of their recreational league team's games are eligible for all-stars/travel ball.
2. All managers within each division will nominate 5 players from their own team to evaluate for the all-star/travel team. The IWVYB board may ask for more or less nominations based on number of teams in the division.
3. If desired, the selected all-star/travel team manager will be allowed to add up to 3 players from the division who were not nominated by their rec season team manager.
4. All nominated players are expected to participate should they be selected. Rec team managers should communicate with potential all-star player's POCs prior to nominating them.
5. All-star/travel teams shall consist of the 12-15 players. The selected all-star/travel manager will decide how many players are selected.

6. By the last Sunday in April, all managers within each division, the player agent, and the division director will get together to discuss and select the all-star team from the nominated players.
7. All-star/travel team managers shall contact the point of contact for each selected player by the 1<sup>st</sup> Saturday in May.

#### **D. Team Schedule (Practice / Tournament)**

1. The Team Manager will work with the Division Director to develop the schedule electronically via the leagues website for Team distribution.
2. Practices will be limited to one per day, not to exceed 2½ hours in duration.
3. For the All-Star Team/Travel Team, the season will run through July 31<sup>st</sup> or until the Manager informs IWVYB they are complete.

**NOTE:** If Teams continue to advance in the Pony All-Star tournament, IWVYB will continue to support as needed.

#### **E. Team Conduct**

1. All-Star/Travel Team participation exposes players, parents, managers, coaches, and fans to many other organizations who are also affiliated with PONY Baseball Inc. and other Tournaments. Therefore, it is the expectation of the league that all Teams conduct themselves in a manner that admirably represents IWVYB.

2. While the primary objective of the All-Star program is to win; sportsmanship, character, motivation, and fair play shall remain at the forefront of those involved.
3. The IWVYB Board of Directors reserves the right to take applicable action should any participant (players/parents/managers/coaches/fans) not represent IWVYB in the appropriate manner.

#### **F. Financial Responsibility**

1. Jerseys and caps will be provided by the league to the players, Managers, and Coaches selected to represent IWVYB during All-Star/Travel Team competition. The cost allowance per jersey and cap will be determined by the IWVYB board based on current finances available. Additional items may be provided by the league as approved. Any additional team gear logos must be approved by the IWVYB board for continuity (examples: practice jerseys, jackets, warm ups, etc).
2. The league will provide payment for any PONY Baseball Inc. sanctioned elimination tournament entry fees and at least one Pony Baseball Inc. sanctioned pre-tournament, as determined by the IWVYB board.
3. If an all-star/travel team chooses to play Travel baseball instead of Pony all-stars, the league will pay the same

amount for jerseys and caps and will provide up to \$2,000 for tournaments held by other organizations.

4. All tournament fees and uniform items shall be paid for through IWVYB by the leagues treasurer or other authorized board member.
5. All other tournament expenses, to include travel, lodging, food, etc. will be the responsibility of the parents/guardians of the All-Star/Travel Team players. Fund raising and/or sponsorships are highly encouraged to help offset costs.
6. In order to facilitate accurate accounting and receipt distribution, funds raised by All-star/travel teams will be collected, maintained, and distributed by the IWVYB treasurer. **All sponsorship checks shall be made payable to IWV Youth Baseball Inc.** In the event that the treasurer is unavailable when needed, the league President or Vice President shall accommodate.

## **XI. Fall Ball**

### **A. Philosophy / Expectations**

1. The Fall Ball program is intended to be an instructional league. Therefore, emphasis will be placed on teaching players the fundamentals of baseball to include; fielding, throwing, hitting, base running, rules of the game, strategies, good sportsmanship, and a positive attitude. Fall Ball is a stand-alone program developed by IWVYB and is not

recognized by PONY Baseball Inc. or any other sanctioned baseball league. Despite not being PONY, the league follows PONY rules as laid out in the PONY rule book and this rule book unless superseded in this section.

## **B. Player Selection**

1. Fall Ball is available for players in all IWVYB divisions (Shetland through Colt).
2. To be eligible to participate in the Fall Ball program, players must register.
3. Players are not required to participate in the spring recreational league in order to register and participate in the Fall Ball program.
4. There will be no evaluations for fall ball.
5. Players will be distributed amongst teams by the division director and at least 1 other IWVYB board member. Other persons with knowledge of the players in the division may be consulted to ensure that teams are created as evenly as possible.
6. Every attempt will be made to separate Bronco and Pony divisions. In the event that there are not enough players to accommodate at least 2 teams in either division, the divisions may be combined.

## **C. Staff Selection**

1. Coach's applications will be reviewed and approval from the IWVYB Board of Directors must be received in order to participate as a Fall Ball coach.

2. Applicants are encouraged to have a strong understanding of baseball fundamentals and be willing to work with all players in developing both individual and team skills.

#### **D. Team Schedule**

1. The actual length of the Fall Ball program may vary and will be determined on a real time basis. Below are general guidelines to help frame the actual program length. The Program may begin as early as August and will conclude no later than the first week of December.
2. Practice schedules will be determined by the Division Director with inputs from coaches. Typically, 2 outings are held per week.
3. At the discretion of the participants, scrimmage games may be organized and played.

#### **E. Financial Responsibility**

1. Participants will be required to pay the Fall Ball registration fee. Typically there are no other costs associated with the Fall Ball program.
2. Fall Ball t-shirts will be provided to the participants.