

CAMARILLO PONY
BASEBALL ASSOCIATION
2011 BYLAWS

Prepared by:
The Board of Directors of the
Camarillo Pony Baseball Association

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Article I. Guidelines for Parents, League Commissioners, Managers, and Coaches

A. General Responsibilities and Behavior of Parents

Parents are the most influential of all CPBA members on conduct of players, managers, coaches and umpires. It is therefore vital to the success of this program for the parents to maintain good self-control at all times and express positive support for all participants.

The CPBA is a parent-supported organization. All parents must assist the league officers in attaining the objective of the CPBA.

1. Requirements

Parents will be expected to fill one of the following team support functions:

- a. Manager or Coach
- b. Team Scorekeeper
- c. Team Field Preparation and Clean Up
- d. Team Sponsor Liaison
- e. Team Parent
- f. Team Fundraising Coordinator
- g. Team Yearbook Coordinator
- h. League Yearbook Coordinator
- i. League Parent
- j. League Commissioner
- k. CPBA Picture Day Support
- l. CPBA Fundraising Support
- m. Snack Bar Worker
- n. Board of Directors Member

2. Conduct

The conduct of the parents when in contact with the team manager, coaches, players, and especially when at the games will be that of a responsible adult. Any parent or spectator who was ordered to be removed from the field area by the umpire, after one warning, is suspended from attending the remainder of that game. Penalty of up to three subsequent games may be applied upon review by the Board of Directors. Umpires shall submit a written report to the League Commissioner via the Director of Umpires. *Penalty:* If the suspended parent or spectator attends a game involving their team during the suspension period, the game may be forfeited to the opposing team at the discretion of the Board of Directors.

3. Dealing with Managers

Problems between parents, managers and/or coaches should first be discussed between the parties directly involved to attempt a resolution. If an issue cannot be resolved at this level, the manager should arrange a meeting between the parties involved and the League Commissioner. If the issue is still not resolved, the parties should meet with the appropriate Director of Commissioners and finally with the Board of Directors, if necessary. Failure to follow this plan will result in a denial of appeal.

4. Uniforms and Equipment

Parents and managers are responsible for the uniforms and equipment issued to players and managers. Uniforms and equipment must be returned at the end of the season. If uniforms and/or

equipment are not returned, those responsible will be billed at the current rate of replacement and shall be excluded from further participation in the CPBA program until such bill is paid or the uniform and/or equipment is returned.

5. Fund Raising

All parents are responsible for making a reasonable effort to support CPBA fundraisers.

B. General Responsibilities and Behavioral Standards of League Commissioners

Each League Commissioner supports the appropriate Director of Commissioners and shall be responsible for the organization and conduct of their league or league division.

1. League Commissioner's Specific Responsibilities

- a. Conduct an interview of all managerial candidates, which will be provided by the appropriate Director of Commissioners. At the conclusion of these interviews, compile a list of all applicants and present this final list of candidates to the Board of Directors for approval.
- b. Review the Bylaws and submit any proposed changes in writing to the Board of Directors via the appropriate Director of Commissioners.
- c. Attend the skills ratings for their respective leagues (Pinto – Colt).
- d. Work with the Director of Equipment to coordinate the distribution (at the beginning of the season) and collection (at the end of the season) of equipment to team managers for their respective leagues.
- e. Meet with team managers, as required, to keep managers apprised of league operation, schedule of events, and other important issues.
- f. Attend the player selection proceedings.
- g. After player selection, obtain and maintain current team rosters. Ensure that all roster changes are approved by the Director of Players before distributing to the managers.
- h. Attend the proceedings for selecting the all-star players, managers and coaches.
- i. Develop a preseason practice schedule for the assigned league.
- j. After notification, in writing, by the team managers, approve and supervise disciplinary action of players.
- k. If required, initiate disciplinary action or dismissal of managers and coaches as specified in the Bylaws.
- l. Periodically inspect team scorebooks to ensure compliance with the Bylaws.
- m. Inform the Director of Umpires when umpires are late, do not report for games, or demonstrate less than acceptable conduct and skills in officiating or maintaining control of the game.
- n. Provide assistance to the Director of Facilities in the upkeep of fields. This includes preparation, maintenance and clean-up assistance by using the League team personnel. It is the Commissioner's duty to ensure that the managers oversee the cleaning of the dugout, field, and bleachers after all games and practices.
- o. Submit request to reschedule games to the Scheduling Committee Chairperson via the appropriate Director of Commissioners.
- p. Ensure managers obtain medical information sheets for each player and have them during all practices and games.
- q. Maintain and post weekly league standings for Pinto, Pinto AA, Mustang A, Mustang AA, Bronco A, Bronco AA, Pony A, Pony AA, and Colt.

C. Selection of Team Managers and Coaches

1. Team Managers

- a. Managers will be selected by the Board of Directors from a list of candidates provided by the League Commissioner.

2. Team Coaches

- a. After the league player draft, the team manager will recommend a minimum of two coaches and submit their names to the appropriate league commissioner for approval by the Board of Directors within ten (10) calendar days.
- b. At least one coach should be a family member of a player on the team.
- c. In the manager's absence, one of the coaches will be the acting manager.

D. General Responsibilities and Behavioral Standards of Managers

1. Managerial Responsibilities

- a. Teach each player the game of baseball and the meaning of playing together as a team.
- b. Teach each player the meaning of good sportsmanship by precept and example.
- c. Instruct and show by example good safety habits of practice and play.
- d. Develop, to the best of his ability, the overall athletic skill of each player on the team.
- e. Ensure his players' parents carry out the work necessary for the team's function. These job assignments are typically those of Coach, Scorekeeper, Sponsor Liaison, Team Parent, Field Preparation and Cleanup, Refreshment Coordinator, Team Yearbook Coordinator and Snack Bar Worker.
- f. Provide a qualified scorekeeper, except in Quarter Horse and Shetland Leagues, for each scheduled game and be responsible for the submission of game scores to the League Commissioner.
- g. Maintain discipline of the players, parents and spectators of the team at all practices and games.
- h. Notify parents of practices and games.
- i. Ensure player and parent participation in keeping fields and areas around bleachers and dugouts clean. Failure of the manager to comply will warrant forfeiture of the game unless he or she lost, then the last win of that team may be forfeited.
- j. Maintain a current record of player participation, e.g., games, innings played, innings pitched, etc.
- k. Maintain order in the dugout by having a coach or self in the dugout at all times during play.
- l. Be responsible for set-up or take down of the field when designated as the home team in the league schedule.
- m. Ensure that equipment in his possession is in safe and usable condition.
- n. Be accountable for his team's equipment, which must be returned by the last scheduled turn-in date. Failure to comply may result in a fine.
- o. Notify the appropriate League Commissioner if an umpire is late or does not report for a game, or demonstrates less than acceptable conduct and skills in officiating or maintaining control of the game.
- p. All Pony, Bronco, Mustang, and Pinto Managers:
 - i. No one other than players and Board approved Coaches and Manager are to be in the dugout during games. Other children of the Manager or Coaches, or siblings of the players are not allowed in the dugout under any circumstance.
 - ii. A maximum of three (3) Board approved Manager/Coaches are allowed on the field or in the dugout during any game.

- iii. While on offense, there is to be only one third base Coach, one first base Coach. The remaining Coach or Manager is to be in the dugout or near the dugout entrance.

2. Manager Behavioral Standards

The manager, to exhibit proper behavior in the CPBA program, must:

- a. Demonstrate good sportsmanship at all times.
- b. Appropriately discipline players when necessary without attacking the player's character.
- c. Never imply, directly or indirectly, by action or comments that any particular player was personally responsible for the win or loss of a game.
- d. Never solicit votes for an all-star team player or managing position prior to the all-star team or manager selection meeting.
- e. Never use alcohol or tobacco products of any kind during games, or practices, or at any time while in contact with any CPBA player or CPBA player's family.

E. Reasons and Procedures for Disciplining or Dismissing a Manager or Coach

If a manager or coach is not discharging his responsibilities, he may be disciplined or dismissed only by approval of the Board of Directors.

1. Disciplinary Measures for Rules Violation or Misconduct

- a. The League Commissioner, with approval of the Board of Directors may suspend managers and/or coaches for one game because of violations of the CPBA Bylaws.
- b. The League Commissioner shall notify the appropriate Director of Commissioners in writing of any violation and disciplinary action proposed.
- c. A manager, coach or spectator ordered removed from the game by the umpire shall not instruct or manage his team for the remainder of that game. Penalty of up to three subsequent games may be applied upon review by the board of directors. During any suspension period, the Manager or Coach shall not instruct or manage his team in any manner from the stands or sidelines, including but not limited to, speaking with or giving instructions to players or fellow coaches on his team, or using any other member of his team or general public to communicate instructions to his players or fellow coaches. During his suspension, the Manager or Coach may conduct regular practices with his team, but may not manage or coach during any game, including pre-game warm-ups, as noted above.
- d. The umpire shall submit a written report to the appropriate League Commissioner via the Director of Umpires, within 24 hours of ejection and in all cases at least 4 hours prior to the next scheduled game for the team in question. All appeals of suspensions must follow the same procedures as a protest. If sideline coaching, or umpire harassment continues, the manager, coach or spectator shall be subject to dismissal by the Board of Directors in addition to the forfeiture of the game.
- e. Any manager, coach or spectator who inappropriately touches or exhibits inappropriate behavior with or toward an umpire or League Official may be suspended for the balance of the season, subject to an appeal, if any. The umpire shall submit a written report within 24 hours to the Director of Umpires. The manager, coach or spectator shall also submit a report in writing within 24 hours to the appropriate Director of Commissioners. The Board of Directors shall review the matter.

2. Procedures for Dismissal

- a. The League Commissioner shall first discuss the violation with the manager and/or coach and attempt to correct the violation.
- b. If the League Commissioner is unable to correct the violation, the manager and/or coach will then, together with the League Commissioner, meet with the appropriate Director of Commissioners in a further attempt to resolve the violation.
- c. If it becomes necessary, the Director of Commissioners and the League Commissioner will bring the manager and/or coach before the Board of Directors.

Article II. Assignment of Players to Teams, Replacement, Reassignment, and Disciplining or Transferring Players

A. Assignment of Players to Quarter Horse & Shetland

1. When assigning players to teams, parity is the main objective. The Director of Players will attempt to form and assign all teams in Quarter Horse & Shetland using geographical location of players. Team assignments will include the manager's son or daughter unless otherwise requested. The number and ages of players on each team will be at the discretion of the board.

B. Assignment of Players to Teams in all other Leagues

The Pinto, Mustang, Bronco and Pony leagues will be divided into two leagues – AA and A.

1. The Board of Directors will determine the number of players on a roster based upon the recommendation of the Director of Players.
2. All proposed managers shall attend the skill ratings for his league and rate each player. A panel consisting of Board Members and qualified volunteers will also rate all players. These scores will be used as an additional source of information.
3. The parent of a player may request in writing that a particular manager not select his child. Only one (1) request will be considered and it must explain the reason for the request. This request cannot be used in an attempt to increase the probability of being selected by a more preferred manager. The request must be provided to the Board of Directors President or his designee 48 hours prior to any draft. The President with two other Board Members will approve or reject the request. If approved, the affected manager will be informed prior to the draft.
4. The AA teams will be formed first by using the player draft procedures.
5. Following the formation of the AA teams, the A teams will be formed by the same procedures.
6. The number and ages of players on each team will be at the discretion of the board.
7. Any player not attending Skills Ratings will not be eligible to play in any AA League, subject to a waiver by the Board of Directors. The player's parent must petition the Board for said waiver prior to Skills Ratings.

C. Player Draft Procedures

In selection of players, the basic goal of CPBA is to achieve league balance.

1. At least 48 hours prior to the draft, the appropriate league commissioners will make available to all managers a list of all eligible players. This list will be obtained from the appropriate Director of Players.
2. A Board Member will be responsible for the draft proceedings.
3. The appropriate Director of Players and appropriate Director of Commissioners shall assist the Board Member and serve with him as a three member Team Formulation Review Committee to resolve any unforeseen problems.
4. No one other than Managers, League Commissioners, and Board Members shall be allowed at any draft proceedings.

5. The manager's child shall be drafted automatically, unless declared a free agent prior to the draft.
6. Based upon the Board's relative rating of the managers' children, the order of draft selections will be determined prior to Round 1. The manager with the lowest rated child shall have the first opportunity to choose his position for Round 1, either A, B, C, D, E, or F, in a six team serpentine draft. The manager with the next lowest rated child shall choose his position next, and so on until all Managers have been positioned. A chart, showing the serpentine draft order will be provided, with the Manager in position A making the first selection in Round 1, the Manager in position B making the second selection, the Manager in position C the third selection, the Manager in position D the fourth selection, the Manager in position E the fifth selection, and the Manager in position F the sixth selection. In Round 2, the process reverses, with position F making the first selection, position E making the second selection, and so on until the Manager in position A makes the sixth selection in Round 2. The process continues to reverse itself each round until the draft is concluded.
7. All players that have attended skills ratings will be drafted prior to those who did not attend tryouts.
8. A manager without an automatic draft pick will choose a player whose value is equal to or greater than the average of the ratings of the other players in the automatic draft as his first round selection.
9. The sibling of a selected player will be automatically drafted to the same team during their natural round, based upon the ratings of the panel, unless specified by the parents.
10. Pony AA managers shall each draft an equal number of players, and a minimum of four (4) thirteen-year-old players.
11. After all rosters are full, each manager may initiate **ONE** trade and be involved in no more than two trades. The Director of Players or his designee must approve all trades. All trades must occur at the draft.
12. All Managers are to attend the Draft selection meeting.

D. Roster Control

1. In all AA Leagues, Managers are expected to maintain a full roster of 11 or 12 players as determined by the Board of Directors for each year. In all other Leagues, Managers will maintain a full Roster as determined by the Board of Directors, and as long as replacement players are available on the waiting list. Injured or sick players who are expected to resume playing before the conclusion of the season may be retained on the roster.
2. Managers must immediately notify the League Commissioner of any player who might not resume playing before the conclusion of the season. The League Commissioner will notify the appropriate Director of Players.
3. All proposed changes in a team's Roster shall be communicated to and approved by the Board of Directors, prior to said change taking place.

E. Replacement and Reassignment

1. When an AA Roster opening occurs, the AA manager in need of a replacement player will select three eligible players for prospective transfer and notify the Director of Players. A Roster opening is deemed to occur when a player is not expected to return to his team. No Manager or Parent may contact any prospective replacement player or their parent(s). The Director of Players will contact the prospective replacement players' parents (in order of manager's preference), as well as the AA League Commissioner. Immediately upon acceptance by the prospective replacement player's parent to the AA team, the AA Manager is then permitted to, and shall, contact that player and invite him to the next practice and arrange for a proper uniform. The A League Commissioner will then notify the A League Manager that he is losing the player. A final decision by the replacement player's parent must be made before the AA team's next game.
2. Only one player will be moved from each A team until all A teams in the league have given up a player. If an A team gives up a player to an AA team, but receives a player from that same AA

team (trade), that will not constitute a movement of a player to a AA team. (This will be subject to Board approval).

3. If an A team roster falls below the approved number, the appropriate Director of Players will contact the next person on the waiting list.
4. Players who move to an AA team will be eligible for all-star play in either league if the move happened after the halfway point of the season.

F. Acceptable Reasons for Disciplinary Action

1. The manager has the responsibility of maintaining a high standard of behavior among the players on the team. If the manager feels that a player is behaving in a manner not consistent with good sportsmanship or not in the best interest of the team, he or she may request, through the League Commissioner, that the appropriate Director of Players remove the offending player from the team roster.

G. Notification of Disciplinary Action

1. A player shall not be benched for disciplinary reasons such as missing practice, being late for practice or other "non-game" reasons until the League Commissioner has been notified and given his approval. The League Commissioner will then notify the appropriate Director of Commissioners. The appropriate Director of Commissioners may act in the place of the League Commissioner if the latter is unavailable.

H. Reasons for Removing a Player from a Game

1. If it is the opinion of the manager that a player's participation in a game may result in injury either to himself, or to another, that manager may, with the concurrence of the umpire, remove said player from the game. The umpire must make note of any player removals in the affected team's scorebook. There is no penalty unless the affected player's team falls below nine (9) players, at which time an out will be recorded for the removed player in his spot in the batting order for the first time only.
2. Subsequent missed at-bats by the removed player will be skipped and no penalty will be assessed.

I. Player Ejected from a Game

1. A player ejected from a game by the umpire is suspended for the remainder of that game. Penalty of up to three subsequent games may be applied upon review by the Board of Directors.
2. The umpire shall submit a written report to the Director of Umpires within 24 hours. The Director of Umpires shall forward a copy of the ejection report to the League Commissioner prior to the Ejection Board convening.
3. A suspended player may attend the game as a spectator only. If a player is found to have violated the suspension, the game in which the violation occurred will be forfeited at the discretion of the Board of Directors.
4. In the event of an ejection, the ejected player's spot in the batting order will be recorded as an out in all subsequent at-bats; as well as that at-bat, if the ejection occurs while the player is batting.
5. All ejections shall be evaluated by the Ejection Review Board to determine disciplinary actions and suspensions. The board is comprised of Director of Umpires (Chairman), President, and Vice President. The board may invite the Director of Commissioners, Director of Players, and/or League Commissioners involved to determine the appropriate actions against such player. The board shall make every effort to convene prior to the next scheduled game of the ejected player.
6. If the Vice President manages a team and is involved in the ejection, the appropriate Director of Commissioners will act on the Ejection Board in their place.

Article III. Practice and Game Guidelines

A. Practice Schedule

1. Pre-season practices may not exceed three per week with a maximum practice time of two hours per practice. Pre-season practices may be adjusted with the approval of the Board of Directors.
2. During the season, the combination of games and practices may not exceed four per week.

B. Game Schedule

1. The Scheduling Committee is responsible for having a game schedule prepared and distributed to each League Commissioner. The League Commissioner is responsible for distributing the schedule to each manager. Each manager is responsible for distributing the game schedule to each player on his/her team.

C. Game Rescheduling

1. All games schedules are final when distributed. Games will not be rescheduled except for reasons of weather, field conditions, schedule errors, or if the Board of Directors determines a change would benefit CPBA. Requests to reschedule games must be submitted by the League Commissioner to the appropriate Director of Commissioners at least 48 hours prior to the original scheduled game time. The Scheduling Committee will approve or disapprove the requested schedule change. If the schedule change is approved, the Scheduling Committee chairperson will provide the revised written schedule to the appropriate Director of Commissioners and Director of Umpires. The appropriate Director of Commissioners will provide the revised schedule to the League Commissioner. The League Commissioner will notify the team managers.

D. Special League Rules

The game rules are governed by PONY Baseball Rules except as follows below; Quarter Horse rules have been revised completely.

1. Game and Inning Length

a. All Leagues

- (1) No inning shall begin within 30 minutes of scheduled start time of the next game on that field, or as daylight permits.
- (2) Forfeiture is 15 minutes after scheduled starting time of the game.

b. Quarter Horse & Shetland

- (1) No inning can begin 1-1/2 hours after the scheduled start time.

c. Pinto A & Pinto AA

- (1) Runners may steal bases but no leading off. Runner shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed home plate. Once the pitcher has stepped on the rubber with possession of the ball, runner who leaves the base before the pitched ball reaches or passes home plate shall be called out and the pitch shall be considered as a dead ball. Runner may advance only one base per pitch.
- (2) On instance of a walk, the ball becomes dead.
- (3) Runner at third may not steal home. If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back to third if they are

successful. However, if the runner is called out, the out will stand. No runner may advance and are in jeopardy of being put out.

- (4) No inning can begin 1-1/2 hours after the scheduled start time.
- d. Mustang A and Mustang AA
 - (1) No inning can begin 2-1/4 hours after the scheduled start time or as daylight permits.
 - (2) Runners may lead off and steal bases as in Official Baseball Rules.
- e. Bronco A, Bronco AA, Pony A, Pony AA, and Colt
 - (1) No inning can begin 2-1/4 hours after the scheduled start time.

2. Pitching and Special rules

- a. Pinto Pitching
 - (1) Players shall not throw more then 50 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the maximum per league. Days rest will apply to league maximum.
- b. Mustang Pitching
 - (1) Players shall not throw more then 60 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the maximum per league. Days rest will apply to league maximum.
- c. Bronco Pitching
 - (1) Players shall not throw more then 70 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the maximum per league. Days rest will apply to league maximum.
- c. Pony Pitching
 - (1) Players shall not throw more then 85 pitches in a calendar day. A pitcher may finish the batter that is hitting even though he has reached his limit. Pitch count will stop at the maximum per league. Days rest will apply to league maximum.

**Appropriate Rest Days
All Division**

<u>Pitches Thrown</u>	<u>Days Rest</u>
21-35	1 (24 hours)
36-50	2 (48 hours)
51-65	3 (72 hours)
66 +	4 (96 hours)

Note* Rest is calculated from the start time of the previous game in which player Pitched, to the start time on next game in which player pitches.

PITCH COUNT VIOLATION POLICIES

- (1) First Infraction –A written warning will be issued to the Manager.
 - a. The Violation of any pitching rule may result in the forfeiture of the game in which the violation occurred. When the use of a pitcher who is ineligible or about to become ineligible is evident, It is the Managers responsibility to check with the home scorekeeper on the total pitches thrown. The home scorekeeper may notify the umpire and both Managers when the pitch count is within 10 on the maximum allowed.
- (2) Second Infraction- 1 Game Suspension.
 - a. See above.

RAINOUT AND RESCHEDULES.

- (1) In the event of a rain out or reschedule of the game that would effect a team due to pitch count. The executive board will make a ruling in the pitching issues.

3. Five Run Rule

- a. In Shetland, Pinto and Mustang A, a team may score a maximum of five runs in an inning.

4. Six Run Rule

- a. In Mustang AA, Bronco A, and Pony A, a team may score a maximum of six runs in an inning.

5. Batting

- a. Round robin batting will apply in all leagues. Any player arriving late will be inserted at the end of the batting order.
- b. No Bunting or fake bunting shall be allowed in Quarter Horse, Shetland, Pinto A & AA leagues.

6. Metal Cleats

- a. Metal cleats will be permitted in Pony A, Pony AA and Colt Leagues only.

7. Plays at Home Plate, or any Base

- a. If a play is being made at home plate, or at any base, the runner must slide or attempt to avoid collision with the fielder, or he is out. Determination of whether a play was being made, and whether the runner could have reasonably known a play was being made, shall be made solely by the umpire(s) and shall be the basis for determining whether the runner is safe or out. If the umpire decides a runner intentionally collides with the fielder while not attempting to slide, the runner is out and ejected from the game. **THIS IS NOT A MUST-SLIDE RULE!** If in the opinion of the umpire, the runner could not have reasonably known a play was being made on him, and a collision occurs with the fielder and the runner, the runner is out if put out, and safe if ruled safe (e.g. the play stands as played) without risk of penalty.

8. Number of Players

- a. A team must have a minimum of eight players at the start of the game to play a game. When a team has only eight players, an out shall be recorded when the missing ninth player is due to bat

the first time at bat only; subsequent at-bats by the missing ninth player shall be skipped without penalty.

- b. The names of all players absent from a league game shall be noted on the lineup card before it is given to the opposing manager and scorekeeper.

9. Quarter Horse League Rules

- a. This league has optional Tee-ball, Coach pitch rules (you are to use your discretion based on each individual player).
- b. Batter and runners will advance one base at a time. (No lead offs, take off when the ball is hit)
- c. All players will bat to complete an inning. No outs are recorded.
- d. If a coach pitches he can only throw 5 pitches to a batter. At that point a Tee will be used.
- e. All players will play defense and 3 coaches and 1 coach pitcher can be on the field. (Up to 4 offensive coaches, up to 3 defensive coaches on the field at one time).
- f. The last batter and all runners on base will run around the bases.

10. Shetland League Rules

A. Playing Field

- a. Pitching distance: 35 feet (Machine Pitch)
- b. A two foot vertical line will be drawn halfway between each base.

B. Equipment

- a. It is recommended that "rubber molded cleats" or "tennis shoes" be used for Shetland play.
- b. The Louisville Slugger UPM 45 Pitching Machine .

C. Playing Rules

- a. Once the batting order is submitted to the scorekeeper, it will not be changed, except for injury or ejection.
- b. A minimum of nine (9) players shall be used defensively with a maximum of ten (10).

D. Pitching

- a. Pitching Machine only. See Equipment 10.B above.
- b. The player fielding the pitcher's position shall take place five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach using the pitching machine.
- c. If the batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a strike and no runners shall advance.
- d. If the batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- e. If a 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.
- f. The coach who is feeding the pitching machine shall not give coaching instructions to the batters or the runners. They may not in any way interfere with the defensive players.

E. Batters

- a. A tee shall not be used.
- b. The batter is out if after failing to hit a fair ball after five swings.
- c. The batter is out if there are three strikes before the fifth swing or pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the fifth swing.

F. Runners

- a. On a batted ball, runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up. Note: This is a judgment call of the umpire. At this point, the ball becomes dead. The umpire will then determine where to place the runners based on a halfway line between the bases. If a player has advanced beyond the halfway line, they will advance to the next base. If they do not advance beyond the halfway line, the runner will return to the prior base.
- b. Runners may score from third only on a batted ball or continuation of a play of a batted ball.

G. Coaches

- a. For the offensive team, one (1) adult coach will pitch and two (2) adult coaches will be positioned in the 1st and 3rd base coaching boxes.

11. Mercy Rules

- a. Shetland , Pinto and Mustang : Ten (10) run lead after four (4) or more innings for the visiting team and three and a half (3 ½) or more innings for the home team.
- b. All other Leagues: Ten (10) run lead after five (5) or more innings for the visiting team and four and a half (4 ½) or more innings for the home team.

12. Miscellaneous Rules

- a. Home Team occupies the THIRD BASE dugout, regardless of which team arrives to the game first.
- b. Home Team is responsible for all field setup before the game (putting in bases as needed, chalking lines, raking & watering as needed, etc); and take down after the game (raking the mound and home plate), and in the case of the final game of the day, putting away the bases and any benches/equipment used in the game.
- c. Visiting Team takes Infield Pre-Game FIRST (in leagues where Pre-Game IF-OF is done) for 10 minutes, followed by the Home Team for 10 minutes. The Visiting Team will commence their Pre-Game Routine at 30 minutes before game time (for 10 minutes); the Home Team will then commence their Pre-Game Routine at 20 minutes before game time (for 10 minutes). This will leave the final 10 minutes for Umpire meetings at home plate. In the event that the Visiting Team is delayed in starting their Pre-Game routine due to delays in field set-up, their Pre-Game routine time shall not be reduced. Instead, the Home Team's Pre-Game Routine time shall be reduced by the amount of time of the delay, such that the Home Team will have as much time as is available to them before the umpire meeting at home plate.

E. Minimum Defensive Playing Requirements

For every inning a player is absent, it will be considered an inning played.

1. Quarter Horse

- a. All players will play all innings.

2. Shetland,

- a. All players will play at least half the defensive innings, subject to Article II, Item H of these By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning

3. Pinto A ,Pinto AA.

- a. All players will play at least half the defensive innings, subject to Article II, Item H of these By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. *In the event that the starting pitcher has not sat one inning prior to another player sitting out for their second inning , as soon as this player is removed from pitching they must sit out the next following inning.*
- b. Each player will play at least one inning in the infield.

3. Mustang, Bronco, and Pony

- a. All players will play at least half the defensive innings, subject to Article II, Item H of these By-Laws. No player will sit out two consecutive innings, nor shall any player sit two innings until all players have sat one inning. *In the event that the starting pitcher has not sat one inning prior to another player sitting out for their second inning , as soon as this player is removed from pitching they must sit out the next following inning.*

4. Colt

- a. Free substitution will be allowed with all players playing at least half the defensive innings, subject to Article II, Item H of these By-Laws. In a shortened game, players that have not played the required amount of innings ***will*** play the first three innings of the following game.

5. Penalty for Non-Compliance

A manager who violates this rule:

- a. Must have the player who was denied his field time, play the entire next game.
- b. Possible forfeiture of game in question may result. The manager may also be subject to suspension or dismissal from the league upon review by the Board of Directors.

F. Protests

A manager may protest a game after he perceives that the umpire has misinterpreted a rule against his team. Protests based on judgment decisions by the umpire are not permitted.

1. Protest Board

- a. The Protest Board will consist of the Director of Umpires (Chairperson), Director of Procedures, the appropriate Director of Commissioners, the President and Vice President. At least five

members of the Protest Board must be present to render a decision. In the event the Protest Board is unable to convene five members, the appropriate League Commissioner will act as a Protest Board Member for the protest then under consideration on a temporary basis. The appropriate League Commissioner will attend all Protest Board meetings, participate in all aspects of the meeting, but shall only have the power to vote on any protest in the event that he or she is duly called to act as the fifth Protest Board Member. The Protest Board shall concern itself only with the game being protested and may solicit testimony from any source that it chooses, but actual decisions shall be based on majority vote. Decisions of the Protest Board are final, are not subject to appeal, and will be submitted to the Secretary for recordation purposes.

2. Protest Procedures

- a. When a protest occurs, the objecting manager must, at the time of the play, notify the plate umpire, the opposing manager, and the official scorekeeper that the game is being played under protest.
- b. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as described above.
- c. Umpires should make a public announcement to the crowd when a game is being played under protest.
- d. The umpire shall submit a written report immediately.
- e. The protest must be submitted in writing within 48 hours of the completion of the game to the Protest Board in care of the Director of Umpires. A check for \$10.00 payable to the Camarillo Pony Baseball Association must be included. If the protest is upheld, the check will be returned. If the protest is not upheld, the money will become part of the CPBA treasury.

3. Decision Time

- a. The Protest Board will make every effort to render a decision within five calendar days of the receipt of the protest from the protesting manager.

4. Game Replay Considerations

- a. Any game in which a protest is upheld will be replayed from the point of the protest with each team having the same lineup in effect at the time of protest. Pitchers' eligibility shall be determined by the number of innings pitched during the game at the time of protest.
- b. In leagues using round-robin batting and free substitution, the lineup will remain intact except that an absent player may be deleted from the lineup.

5. Game Replay Date

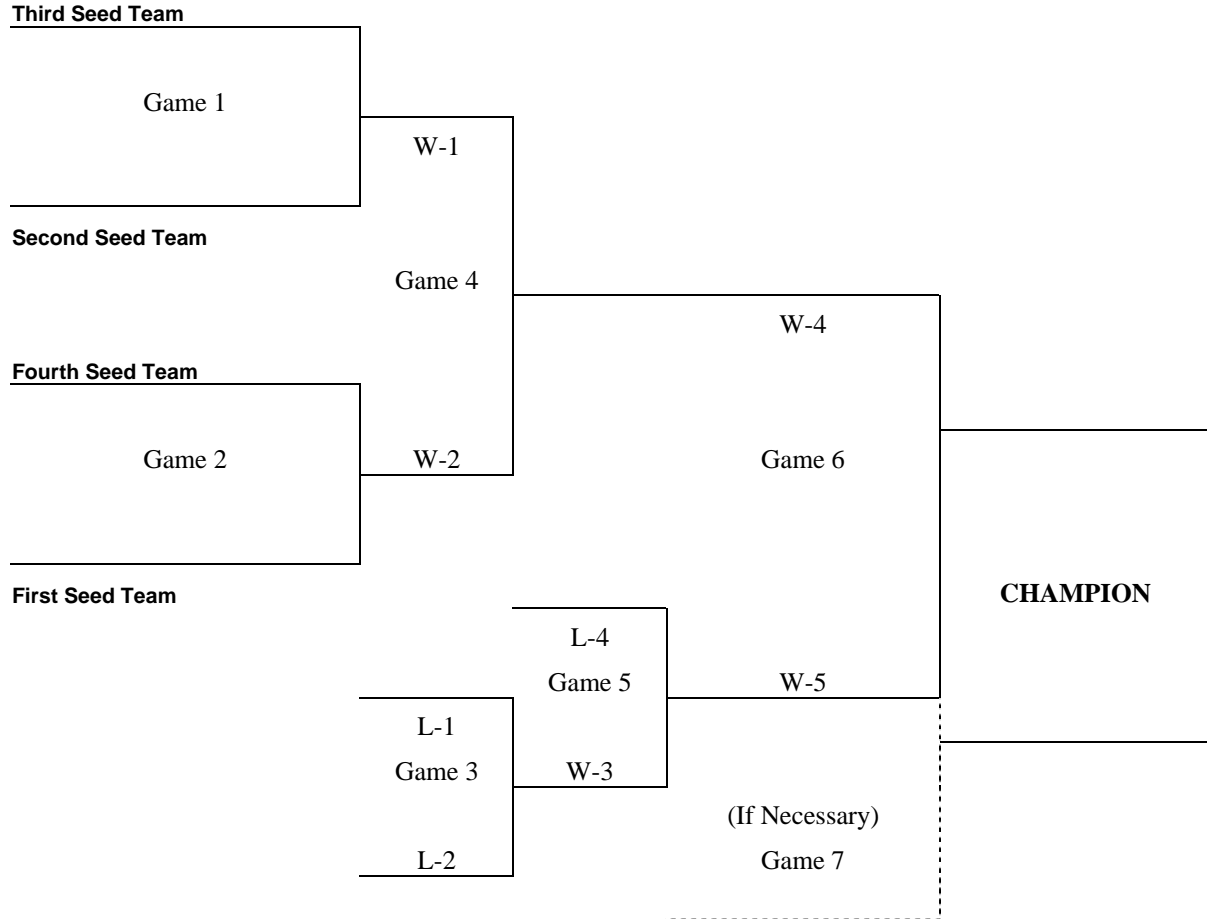
- a. If a protested game is replayed, it will be replayed as soon as possible. The Scheduling Committee shall schedule replayed games.

Article IV. Post-Season Tournament, and Player Awards

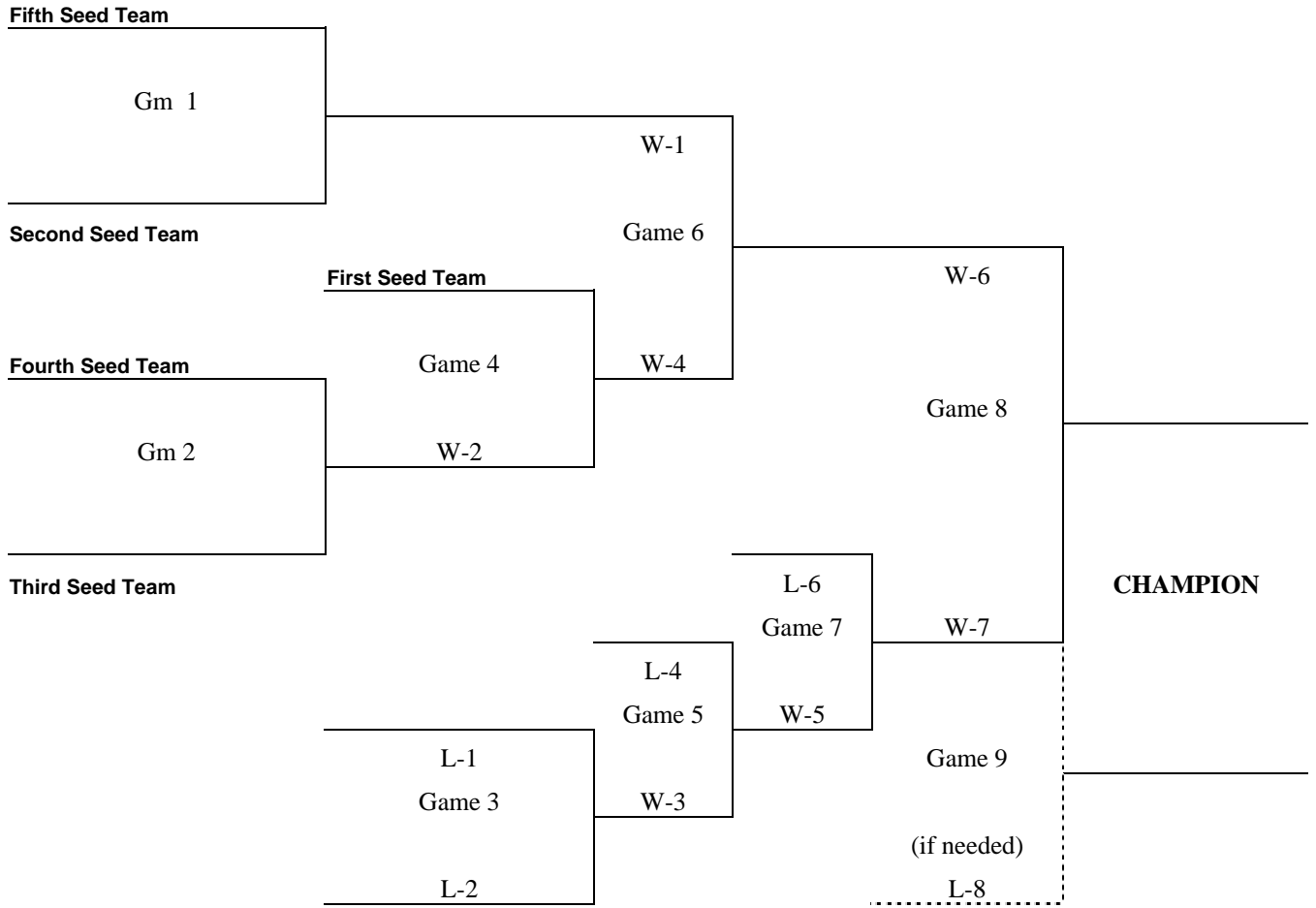
A. Post Season Tournament

The Pinto A, Pinto AA Mustang A, Mustang AA, Bronco A, Bronco AA, Pony A, Pony AA, and Colt leagues shall have a post-season double elimination tournament in which all teams participate. Seeding of the teams in the tournament will be based on the results of the league games. Leagues with more than eight (8) teams will be divided into two divisions: American and National. The following are the tournament brackets to be used:

FOUR TEAM BRACKET
Double Elimination Tournament

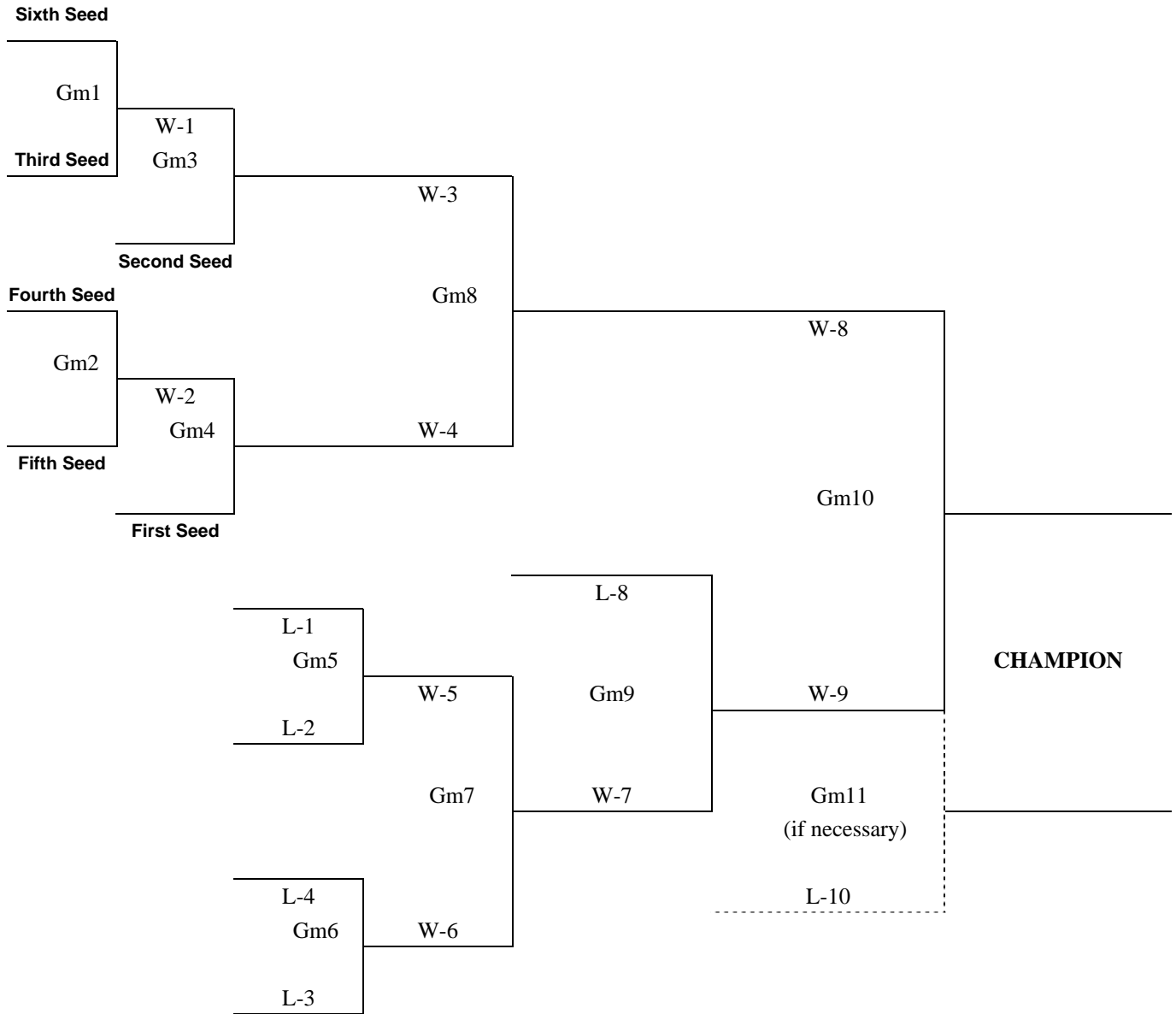


FIVE TEAM LEAGUE Double Elimination Tournament



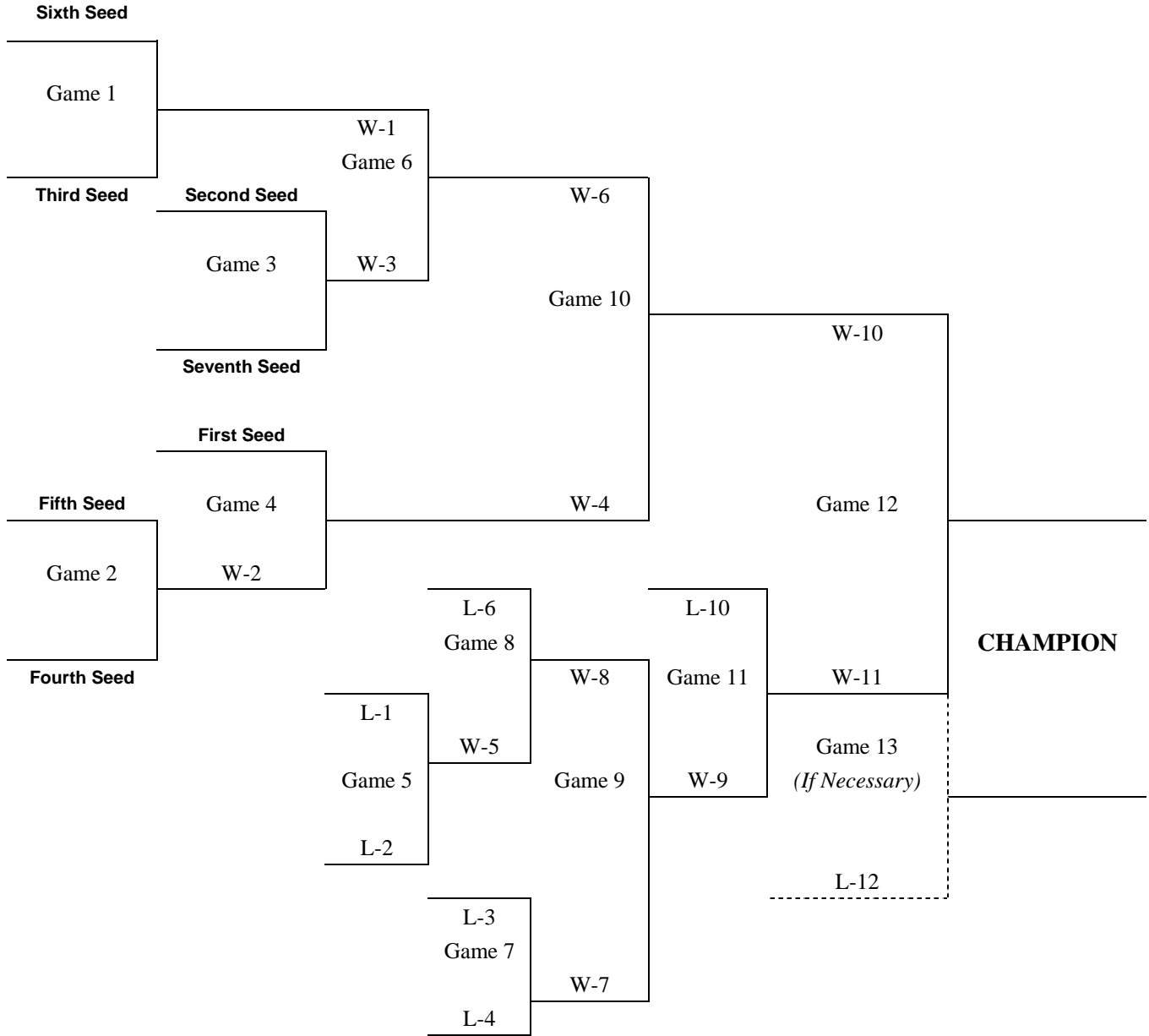
SIX TEAM LEAGUE

Double Elimination Tournament

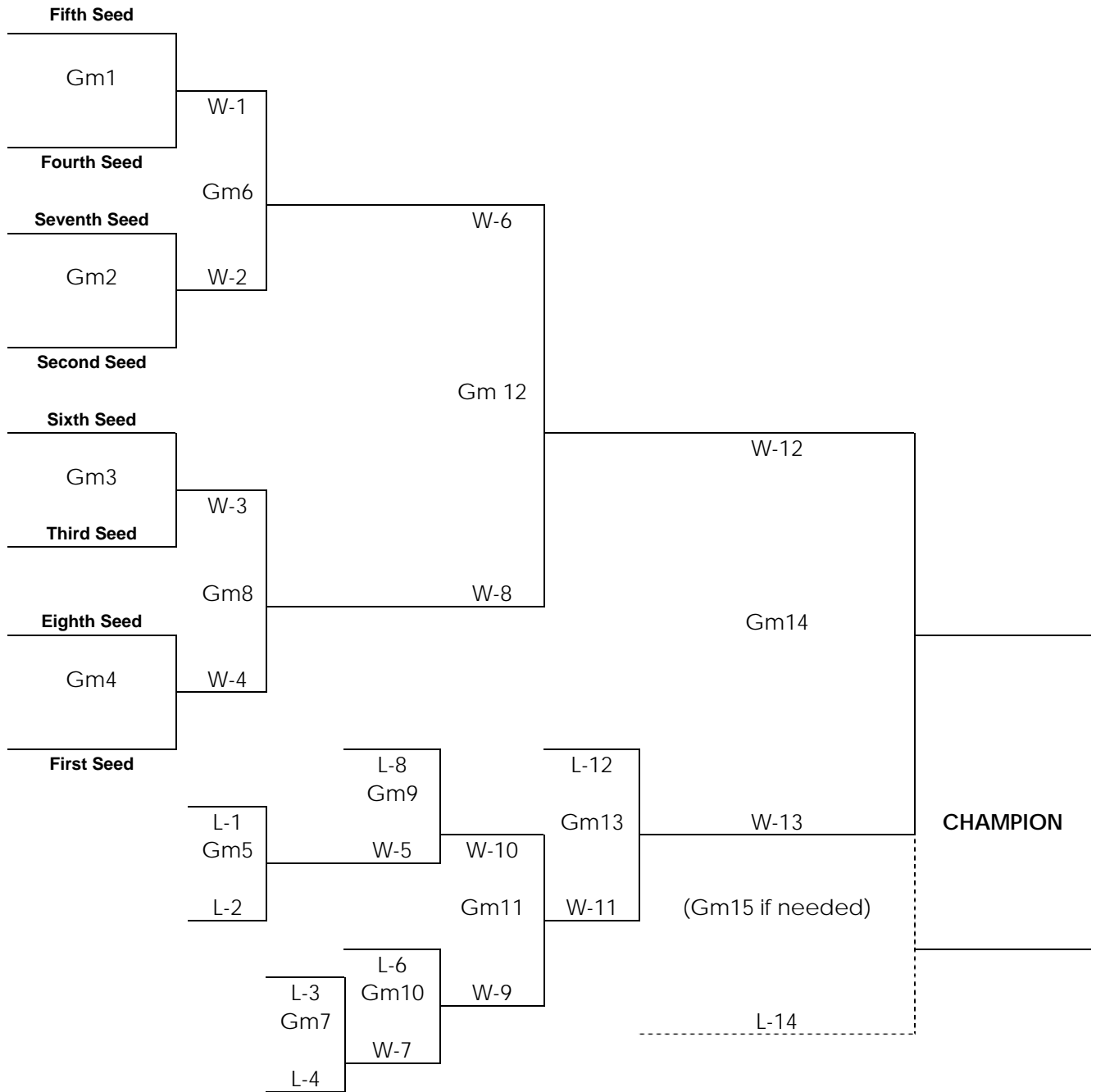


SEVEN TEAM LEAGUE

Double Elimination Tournament



Eight Team League Double Elimination Tournament



1. We will be using team record of wins and losses. If there is a tie in the league standings, the head-to-head results will be used. If this does not result in a champion, the following tiebreakers will be used. Only league games between the tied teams will be considered.

- a. Least runs scored against
- b. Most runs scored
- c. A coin toss

B. Player Awards

1. Pinto A , Pinto AA, Mustang A, Mustang AA, Bronco A, Bronco AA, Pony A, Pony AA, and Colt Leagues

- a. The team finishing with the best record, or in the case of equal records, the team with the best record in head-to-head league games, shall be declared the league champion. If this tie-breaking procedure does not yield a single champion, each such team will be declared co-champions. Each player on a championship team will be given an award. Other awards are at the discretion of the Board of Directors.

2. Quarter Horse & Shetland

- a. League standings will not be compiled and all players will receive participation awards.