

Pinto Kid Pitch Division Rules

REVISED 2/10/2011

GOVERNING RULES AND PHILOSOPHY

It is the belief of PONY Baseball, and Irvine PONY specifically, to offer all youth who desire to play organized baseball the opportunity to fulfill this aspiration. Irvine PONY offers many different types of play to provide as many options as possible to assist in the development of young players, and to make sure the players have fun. Irvine PONY believes that participating in an organized youth baseball program will implant positive attributes of sportsmanship, teamwork, self-reliance, discipline and most of all self esteem. Most importantly, PONY Baseball and its founders believe that this participation should be a family affair.

There are a myriad of opportunities for parents to volunteer in support of their children's team or the league as a whole, and to support their children at the field level. PONY Baseball, and Irvine PONY specifically, is built on experience and direction from its volunteer parents, leaders and appointed board members. From this group of community pioneers we can learn how to build sportsmanship and take this guidance to the roots of our everyday lives.

1.0 ADMINISTRATIVE ITEMS

- 1.1 All Managers must maintain a coaches' notebook containing (1) a team roster complete with the player's name, jersey number, parents' names, home address, home and cell phone numbers, (2) copy of Irvine PONY Pinto KP division rules, (3) signed medical waivers for each player, (4) signed Parent Code of Conduct for each parent/guardian, (5) signed Managers/Coaches Code of Conduct for each manager/coach.
- 1.2 A manager or coach must not leave a practice/game until parents have picked up all players. Always have your notebook updated with parents' contact information.
- 1.3 Be aware of weather conditions. Call the Irvine Mud Line (949-724-MUDD) to check if fields are open for play. Do not play or practice on closed fields. First infraction for playing or practicing on a closed field is the loss of your next practice. Second infraction is forfeit of your next game.
- 1.4 Only managers/coaches and team moms who have completed Irvine PONY background checks are permitted in dugouts or on the field during practices and games.

2.0 EQUIPMENT

- 2.1 All equipment distributed by Irvine PONY is the property of Irvine PONY. Managers are responsible for maintaining all equipment issued to them and must return all equipment to Irvine PONY after their last game or they will be charged.
- 2.2 Shoes with metal cleats are not allowed. Shoes with rubber or plastic cleats are required at this level.
- 2.3 Protective cups are required for all male players at this level. If the player does not have one on, they do not play.
- 2.4 Irvine PONY recommends aluminum bats. Wooden bats are permitted. No bat may have a barrel bigger than 2 5/8.

3.0 ROLE OF MANAGERS, COACHES AND PARENTS

- 3.1 Managers and Coaches are expected to be role models for the players, and must remember that the players tend to emulate all actions, positive or negative. Parents are expected to abide by the Parents Code of Conduct, and managers and coaches are expected to abide by the Managers/Coaches Code of Conduct, or else be subjected to disciplinary action.
- 3.2 All actions of the coaches, parents, and players are the sole responsibility of the team manager. If a parent, fan, manager, coach, or player exhibits unsportsmanlike, disrespectful, or otherwise inappropriate conduct, or engages in any outbursts, foul language or confrontations, the manager will be warned one time. The second warning will result in ejection of the manager. In addition, the offending fan, parent, or player may be ejected from the game/ballpark. The next warning will result in ejection of the next coach of record. If the problem persists, the umpire has discretion to call the game and the team causing the problem will be charged with a forfeit. Any coach, parent, or player ejected shall be suspended for the remainder of the game as well as for the following game. This means that the coach, parent, or player cannot be present at the ballpark. Anyone violating the Coaches' or Parents' Code of Conduct, and players who exhibit unsportsmanlike or otherwise inappropriate behavior may be subject to disciplinary action in addition to the penalties set forth above. Inability of the team manager to control the conduct of coaches, players or their parents/fans may result in discipline, including but not limited to removal of the manager from his position. If a manager feels he needs assistance, he should not hesitate to contact the Pinto Division Vice President.
- 3.3 There are no protests at the Kid Pitch level. The umpire is the final decision maker in all cases. If the manager wishes to obtain clarity about an umpire's call or discuss a rule interpretation with the umpire, the team manager only may request that time be called. Any discussion shall only be between the umpire and team manager or, in his absence, the lead coach in attendance at the game (as indicated on the game roster). This discussion will take place away from the parents and children. Assistant coaches may not interact with umpires unless asking for general information (balls and strikes, number of outs etc.). All discussions will take place with the team manager. Any raised voices, angry outbursts, foul language, parent intervention, confrontational behavior, or other inappropriate conduct from parents, coaches, or players shall not be tolerated and may lead to ejection from the game and/or disciplinary action. If the team manager is the source of unsportsmanlike conduct, this will immediately be termed as an infraction.
- 3.4 Players are expected to attend practices and games (including pre-game warm-ups). Players/Parents are expected to notify managers/coaches ahead of time if players cannot attend practices, games or other team activities. Managers may establish team guidelines regarding practices and arrival time prior to games. Players are expected to comply with team guidelines. Managers have the right to penalize players for repeated violation of team guidelines regarding practices and pre-game arrival times. If such penalties will affect a player's playing time, the team guideline and penalties must be approved by the Division Vice President. The opposing coach is to be notified if playing time is affected.
- 3.5 Players will be ejected from games for behavior deemed to be exceedingly unsportsmanlike or violent (e.g., throwing equipment in anger/frustration, verbally abusing other players/coaches or umpires, threatening other players, intentionally causing physical harm to anyone during a game or any other behavior deemed inappropriate by the game umpire or a PONY Board Member in attendance.) Players ejected in this manner will be suspended for the following game their team plays as well. Continuous violations will lead to expulsion from the league.

4.0 OFFICIAL START TIME

- 4.1 A game shall start no later than ten (10) minutes after the scheduled time due to a team not having enough players to take the field defensively. A team must have a minimum of eight (8) players to constitute a complete team. If 8 players are not present when it is time to take the field defensively, the team with the shortage of players will forfeit the game. If 8 players are available, the game may be played. In addition, a team may start the game on offense with only seven (7) batters, but if the three outs are recorded or the eighth position comes up to bat and an eighth player has not yet shown up for the game, the team with seven players shall forfeit. A “home” team with only seven players has the option of becoming the visiting team to take advantage of the seven player rule, but only if the other team has at least nine (9) players.
- 4.2 A game shall start no later than fifteen (15) minutes after the scheduled starting time due to the absence of the umpire. If the umpire does not take his position within 15 minutes of the official start time, both managers must agree to play the game without an official umpire or reschedule the game. An un-biased person may be utilized as the umpire if both managers agree. If a volunteer is selected and the managers agree, this person will take their position behind the pitcher. The calls and decisions made by this person are to be accepted as valid and final. No disagreements or changes will be allowed once the decision has been made to use this person as the umpire unless the official umpire arrives to take over responsibility for the game. If the managers cannot agree on a neutral person, or choose not to play without an official umpire, the Division Vice President must be notified as soon as practicable so that the game can be rescheduled.

5.0 LENGTH AND COMPLETION OF GAMES

- 5.1 Each game shall be six (6) innings or two hours and 15 minutes (2:15), whichever comes first. No new inning shall begin more than two hours (2:00) after the start of the game. After an inning has begun, the umpire shall complete the inning if it appears the game may finish without affecting other non-PONY scheduled games (e.g. adult softball). If it appears to the umpire that a team is purposely delaying the game to reach drop dead status, the umpire can speed up the game, call players out, or declare a forfeit after issuing one warning. At the discretion of the league, these time limits may be modified or removed for purposes of tournament or all-star play. To avoid confusion and disputes, the official scorekeeper shall record the start time of the game, using the umpire’s watch or, if he has none, a timepiece agreed to by both managers.
- 5.2 Games ending in a tie will be recorded as a tie unless it is less than two hours since the start of the game. Once the time limit has been reached a tie will be a tie and recorded as such. This rule may be altered for playoffs and tournaments.
- 5.3 An inning is complete when (a) three outs are recorded or (b) the offensive team has scored five (5) runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and the umpire shall agree on the final inning. If managers cannot agree, then the umpire shall decide.
- 5.4 The game shall be mercied if after the first half of the 5th inning or thereafter it becomes mathematically impossible for the team with the lower score to win by the end of the 6th inning.
- 5.5 A game will be considered complete for recording purposes after four innings. If a game cannot be completed through four innings due to weather or other circumstance, it will be up to the Division Vice President to reschedule the game so it can be completed. The team managers from each team are expected in such circumstances to retain all scorebook information, including start time and the time the game was called, so that the game can

resume when rescheduled. Time limitations do not apply until a game is considered a complete game.

6.0 PLAYING FIELD

- 6.1 The playing field shall have sixty (60) foot base paths.
- 6.2 Pitching distance shall be thirty-eight (38) feet.

7.0 GAME ROSTER

- 7.1 All drafted players must be listed on the game roster. If a player is absent or injured and not available to play, the roster must reflect this issue.
- 7.2 All rosters must be given to the opposing manager and the home team score keeper prior to game time with the correct game lineup. Once the game has started, no changes may be made to the lineup, except for late arrivals. Late arrivals will be placed at the bottom of the active batting order.
- 7.3 The game roster must also indicate the name of the manager or, in his absence, the lead coach.
- 7.4 All players are eligible to bat each inning regardless of whether they played in the field that inning.

8.0 BATTING

- 8.1 There are strikeouts commencing at the start of the season. A batter who strikes out shall be recorded as an out and shall not take a base.
- 8.2 There are walks commencing at the start of the season.
- 8.3 Bunting is not allowed at any time.
- 8.4 Batters may be ejected for intentionally (determined at the discretion of the umpire) throwing a bat. No out shall be recorded. One warning per player must be given, unless the bat makes contact with a person, in which case no prior warning must be given.
- 8.5 All players must bat in the regular line-up even if they are not in the defensive line-up at the time of their turn at bat. Managers are encouraged to rotate their batting order each game giving all players equal opportunity to bat at all positions in the order throughout the season.
- 8.6 If a player bats out of order, the proper procedure is as follows: permit the out-of-order batter to complete his at-bat, then initiate an appeal to the umpire prior to the next pitch or play (whichever comes first). If the batter's plate appearance was improper, any advances or scores due to the improper batter's action are nullified (although any outs made against runners other than the improper batter stand), the improper batter is removed from the bases (if he reached any), the proper batter (defined as the player whose name follows the previous actual batter in the written batting order) is called out, and the batter that follows the proper batter who was declared out shall be the next batter to come to the plate. If the proper batter is already on base, then the next batter in order is the proper batter. If the improper batter is discovered by the offensive team during the improper batter's at-bat, the offensive team shall rectify the situation by replacing the improper batter with the proper batter, who then assumes the improper batter's current count.

9.0 **PITCHING**

- 9.1 There are no balks, but instruction will be provided by the umpire when a balk situation has occurred.
- 9.2 The dropped third strike rule shall not be in effect. A third strike is recorded as an out even if the catcher drops the ball.
- 9.3 Each pitcher shall be permitted 8 warm-up pitches per inning.
- 9.4 The strike zone will be artificially large: knees to shoulders vertically; one ball width to either side of the plate horizontally. Umpires shall be particularly liberal with the strike zone during the first five games of a team's season.
- 9.5 A pitcher must be replaced if he hits 3 batters, even if in different innings.
- 9.6 Pitchers shall not pitch more than 2 innings in any calendar day, nor more than 4 innings per calendar week. For purposes of this rule, the calendar week starts each Sunday at 12:01 a.m. Pitchers are considered to have pitched one full inning for purposes of pitching restrictions if they (1) throw warm-up pitches from the mound, whether or not they throw any pitches during the same inning, or (2) throw at least one pitch in any inning of play.
- 9.7 Pitchers shall throw a maximum of 40 pitches in a game. If a pitcher reaches 40 pitches before completing the current at bat, then he shall be permitted to complete the at bat, even though it places the pitcher over 40 pitches. However, at the completion of the at bat, the pitcher shall be immediately removed from the game.
- 9.8 A pitcher who pitches 31 pitches or more in one game is prohibited from pitching in the team's next scheduled game, regardless of within which calendar week that next game falls. This is a mandatory rest period and is not related to the number of innings pitched.
- 9.9 Once a pitcher has been removed from the mound, he may not pitch again for the remainder of the game, even if he has not reached his maximum innings or pitch count.
- 9.10 Pitchers are not permitted to throw curve balls (including safety/football curves). It is the position of the Irvine PONY Board of Directors that throwing a curveball is hazardous to a young player's health and the Board will take disciplinary action against managers that allow players to throw such a pitch. Managers encouraging extraordinary pitches, such as curveballs, will not be considered for future manager/coaching positions.
- 9.11 At the start of each game, each team manager shall designate an individual to keep track of the pitch count for all pitchers (both teams) during the game. This person may be the team's scorekeeper or a separate individual. At the end of each half inning, or whenever a pitching change is made, whichever is sooner, this designated individual shall report the pitch count to their team's scorekeeper. Then, at the end of each half inning, the scorekeepers from each team shall confer with each other to make sure there are no pitch count discrepancies. In the event there are discrepancies that cannot be resolved, the home team's pitch count shall control.
- 9.12 Pitch counts shall be reported to the league's score reporting program at the same time the final score of the game is reported. The reported information must include the last name of the pitcher, the number of innings pitched, and the total number of pitches thrown. Failure to report accurate pitching information may result in suspension of the team manager.

10.0 BASE RUNNING

10.1 Leading off and stealing.

10.1.1 For the first rotation of the game schedule (i.e. first five games, so that each team plays every other team one time), stealing will not be allowed, and base runners will not be permitted to lead off from any base. Base runners must remain in contact with the base until the ball has been hit or the pitch crosses home plate. A player who leaves a base before then shall be called out, and the pitch shall be considered a dead ball.

10.1.2 After the first rotation of the game schedule (i.e Regular Season Game 6), stealing shall be allowed. However, base runners are not permitted to lead off from any base and must remain in contact with the base until the ball has been hit or the pitch crosses home plate. A player who leaves a base before then shall be called out, and the pitch shall be considered a dead ball.

10.1.3 Home plate shall be locked. A base runner may not steal home.

10.2 Wild Pitches and Passed Balls

10.2.1 For the first rotation of the game schedule (i.e. first five games, so that each team plays every other team one time), runners may not advance on a wild pitch or passed ball.

10.2.2 After the first rotation of the game schedule (i.e. Regular Season Game 6), runners may attempt to advance on a wild pitch or a passed ball and defensive players may attempt to tag such runners out, EXCEPT, home base remains locked. Once a runner reaches third base safely, he cannot attempt to score on a wild pitch, passed ball, or overthrow. To clarify: A runner starting at first may steal second and/or third, but cannot score, and remains open to being put out by a defensive player at any time the player is off base. A runner starting at second may steal third, but cannot score, and remains open to being put out by a defensive player at any time the player is off base. A runner starting at third cannot steal home and cannot score on a wild pitch, passed ball, or overthrow by the catcher. Such runner at third remains open to being put out by a defensive player at any time the player is off base. If the runner at third leaves the base after the ball crosses the plate and draws a throw from the catcher, then if the runner is put out by a defensive player, he shall be out. However, if the runner reaches home plate safely, he shall be safe, but shall be returned to third base, as it is not permissible to score from third base on a steal, passed ball, wild pitch, or overthrow. Base runners can only score from third base (1) on a batted ball or continuation plays on a batted ball, or (2) on bases loaded with the batter being walked or awarded a base (e.g. after being hit).

10.3 All runners may advance on a hit ball at their own risk. Once the ball is under the control of an infielder and the forward progress of the lead base runner has been stopped, the umpire shall call "time out." Players may ask for a time out at any time, but the umpire shall not call a time out until the progress of the lead base runner has been halted. If the fielding team attempts to make a play on a runner before time out is called, then the umpire shall not call time out until active pursuit of a baserunner has stopped. (Example: Base runners are advancing to second and third. The throw goes to the third baseman, but he is too late in trying to tag the sliding runner. Before time out is called, the third baseman tries to throw out the runner advancing to second. Time out will not be called by the umpire because the defensive player kept the ball in play, rather than letting the umpire call time out.) Once time out is called by the umpire, play is "dead" and no play can be made on any baserunner. The lead baserunner shall return to the base from which

his forward progress has been stopped. All other base runners shall proceed or return to the base to which they were nearest when time out was called, unless that base is occupied by the lead base runner.

- 10.4 Players MUST slide or avoid contact with defensive players when approaching second, third or home plate. If a base runner chooses to slide, the runner must slide directly to the base or away from the play. The runner must make every attempt to avoid contact with the defensive player. No sliding with cleats above the fielder's knees. If the base runner chooses not to slide, he must avoid contact with the defensive player or (if the defensive player is in the act of making a play) avoid causing the defensive player to alter his action. If the base runner does not abide by the above slide or avoid contact rules, the runner may be called out for interference if the defensive player has the ball or is in the act of receiving the ball. In addition, if the failure of the runner to slide or avoid contact disrupts a defensive play that would have, in the opinion of the umpire, resulted in another out, the umpire has discretion to call the other runner out as well. Moreover, if a base runner makes contact with a defensive player and the umpire determines that a base runner's contact with a defensive player was intended to harm a defensive player (e.g. cleats above the knee, unnecessarily rough, elbows out, etc.), then it shall be considered malicious contact and the runner will be recorded out and ejected from the game.
- 10.5 The catcher or other defensive player may not block any base or home plate without possession of the ball or being in the act of receiving the ball. Such action shall be considered "obstruction" if it causes the runner to alter his normal running path. The penalty for obstruction is as follows: (1) if the obstruction occurs when the obstructed runner is being played upon by a defensive player, the ball is immediately declared dead, and all runners are awarded the base that, in the umpire's opinion, the runners would have reached had the obstruction not occurred (minimum of one base for each runner); (2) if the obstruction occurs when the obstructed runner is not being played upon, the ball shall not be immediately dead, the umpire shall signal obstruction, the play shall continue, and the umpire shall (while play continues) privately determine what base the obstructed runner should have reached without the obstruction and, when play action stops, the ball shall be declared dead and the umpire shall award the runner the base that the umpire felt the runner should have reached, if he has not reached it. If the runner was put out before he reaches that predetermined base, the out will be nullified and the runner will be awarded that base. If the runner reaches the predetermined base safely, the obstruction is ignored. If the runner continues past the predetermined base, he does so at his own risk. If, in the umpire's opinion, the defensive player recklessly endangered the runner by obstructing the base/plate, the umpire has discretion to eject the defensive player from the game.
- 10.6 Pinch runners may be used in the event of an injury to a player. The player who recorded the last out will be used as the pinch runner for the injured player. This does not remove the injured player from the written batting order or defensive play.
- 10.7 In an effort to speed up the game, courtesy runners may be used for the pitcher and/or the catcher when there are two outs in the inning. The player who recorded the last out will be used as the courtesy runner.

11.0 FIELDING

- 11.1 Ten (10) defensive players can be on the field. The extra defensive player must play in the outfield (i.e., there can be no more than 6 infielders, including the pitcher and the catcher). This may be changed to nine (9) after half of the season, or if one of the teams on game day has nine (9) or less players.

- 11.2 There shall be free player substitutions at each half inning. Defensive players (except pitchers) should not be removed during an inning unless due to injury. Defensive players who are already on the field may be moved from position to position at the coach's discretion, as long as rules 11.3 and 11.4 are not violated.
- 11.3 No player may be required to sit out two innings in a row. Nor may a player be required to sit out two innings in a game until every other player on his team has sat out at least one inning. Exceptions: (1) an issue with discipline, in which case the manager must notify the opposing manager of his decision, or (2) Memorial Day or All-Star tournament play. If it is found that a manager/coach has inadvertently violated this rule, the manager immediately must rectify the situation and it needs to be brought to the attention of the Division Vice President. However, if it is determined that the manager/coach (1) "suggested" that a player miss a game in order to gain an advantage or (2) purposefully benched a player in order to gain an advantage, then, at the discretion of the Division Vice President, the game shall be subject to forfeit and the manager/coach(es) involved shall be subject to disciplinary action.
- 11.4 It is recommended that each player play a minimum of two (2) complete innings at an infield position and two (2) complete innings at an outfield position as game lengths permit. The catcher position will be considered an infield position. Regardless, every player must play at least one complete inning in the infield within the first four innings, and any violation of this rule must be immediately rectified. Pitching less than a complete inning (e.g. one pitch or one batter) does not constitute a complete inning of infield play for purposes of this rule.
- 11.5 Outfielders must play no closer than 20 feet behind the base paths. (At Harvard Park, this is generally regarded as the edge of the outfield grass.)
- 11.6 The infield fly rule is not in effect.

12.0 FARM TEAM

To avoid a team having to play a game short with 8 players in a game, a farm system has been established. The sole purpose of the farm team is to assist a team to legitimately avoid a forfeit, not to bring in "ringers" or better talent. In order for the farm team option to be utilized without abuse the following rules will apply:

- 12.1 Only sanctioned and appointed teams by the Division Vice President may be utilized for farm team activity. Mustang American League must farm from Pinto Kid Pitch. Pinto Kid Pitch teams must farm from Pinto Machine Pitch.
- 12.2 A manager may not go to a farm team unless all of the following criteria is in place:
- 12.2.1 The manager has reason to believe his team will fall to 9 players or less at or during a scheduled game.
- 12.2.2 The manager contacts the Pinto Division Vice President in advance of the game, and receives approval from the Pinto Division Vice President to utilize a player from a farm team.
- 12.2.3 The manger notifies the opposing manager, prior to the start of the game, of the name(s) of the farmed player(s), the name(s) of the absent player(s), and the date of approval by the Division Vice President.
- 12.3 As many farm players as necessary to complete a 9-person roster for the game may be acquired through the approved channels. The farm team should supply the most talented player(s) from their team. The player must be available and willing to be farmed, and the farming opportunity must not conflict with the farmed player's own team's practice or game schedule.

- 12.4 The Pinto Division Vice President is the only person other than the rules committee that may assign farm team status.
- 12.5 The farm player may be brought up only after confirmation that there will be no more than 9 players at the game. If a 10th player shows up prior to game time unexpectedly, the manager will discuss the situation with the child's parents and be sure that there is an understanding of commitment to game schedules. This child may play in the game, however, he/she will not be allowed to play more than every other inning for the duration of the game. If a child shows up after the first pitch has been thrown and a farm player is in place, this child is not allowed to play for the duration of the game. Again, the child's parents need to be spoken with.
- 12.6 A farm player MUST play at the least every other inning. However, the team manager cannot play a farm team player more than anyone else on his roster. This may be accomplished by rotating the farm player in and out every other inning.
- 12.7 The farm player MAY NOT PITCH under ANY circumstances. In addition, he may not play the infield more than two consecutive innings.
- 12.8 The farm player(s) must be put at the bottom of the batting order...no exceptions.
- 12.9 If the opposing manager suspects that any infractions of these farm rules has occurred, he must notify the manager of the farming team immediately and attempt to rectify the issue. If the situation is not corrected, the game will be subject to forfeit, at the discretion of the Division Vice President, by the team utilizing the farm advantage.
- 12.10 Any manager or coach found to be discouraging players from playing in order to utilize farm players shall be prohibited from farming and be subjected to disciplinary action.

13.0 ADDITIONAL PLAYING RULES

- 13.1 Offensive coaches must remain in the coaching box areas next to first and third base. Defensive coaches will not be permitted on the field and must remain in the dugout.
- 13.2 Two offensive time outs per inning are permitted, if granted by the umpire. More than two timeouts will be considered a delay of game. Two such infractions will constitute an out. The batter at the plate at the time of the second infraction will take the out in the score book. An offensive timeout is considered to be taken when play is stopped by the team at bat for any reason other than injury or to fix equipment or a uniform. The umpire has discretion to charge an offensive time out if, in the umpire's opinion, the offensive coach or manager is delaying the game.
- 13.3 Two defensive time outs per inning are permitted, if granted by the umpire. On the third time out the pitcher must be removed from the mound. A defensive time out is considered to be taken when a coach or manager steps past the first or third base line and goes on to the playing field for any reason except injury or to fix an equipment problem. The umpire has discretion to charge a defensive time out if, in the umpire's opinion, the defensive coach or manager is delaying the game.
- 13.4 Players leaving the field or game:
 - 13.4.1 In a non-injury situation: Defensive players should not disrupt the game by leaving the field during the game. However, if necessary (for an emergency bathroom break or because the player must leave the game for personal reasons), the manager may replace the player until the player returns or, if not returning, until the end of the inning. On offense, if a batter due up to bat is not available to bat due to a non-injury reason, an out will be recorded at that batter's position in the batting order for the balance of the game unless the manager (1) notified the opposing manager, the umpire, and the official scorekeeper prior to the start

of the game, and (2) placed that player at the bottom of the batting order. If this protocol is followed, no out shall be recorded for this absent batter.

13.4.2 In an injury situation: If a player suffers an injury during the game and is unable to bat, an out will be recorded at the batter's position in the batting order the first time the player is unable to bat. Subsequent absences during scheduled batting appearances shall not be counted as outs for that player. If the injured player is able to return to the game, he shall assume his original batting order position.

13.5 Catchers must wear a hard protective cup.

13.6 Metal cleats are not allowed.

13.7 Protests: There are no protests at this level.

14.0 ALL-STAR SELECTIONS

14.1 Eligibility for Irvine PONY Memorial Day tournament teams (including residency rules) is governed by Irvine PONY tournament rules (including residency rules established by the Irvine PONY Memorial Day Tournament Director). Eligibility for the Pinto Kid Pitch All-Star teams is governed by National PONY rules (including residency requirements). Selection of coaches and players is governed by the Irvine PONY Admin Plan and these rules.

14.2 Irvine Memorial Day tournament team selection and All-Star selection for the Pinto Kid Pitch Division shall be voted on by the Pinto Kid Pitch division coaches and the Pinto Division Vice President.

14.2.1 Each manager, when requested, shall submit to the Pinto Division Vice President, in rank order from highest to lowest, the names of who he believes to be the top thirty players in the Pinto Kid Pitch Division.

14.2.2 Coaches should take into consideration factors such as eligibility to play, ability, versatility, attitude, sportsmanship, and positive behavior demonstrated throughout the season by the player and their parents. Poor behavior by parents during the season can adversely impact a player's selection to an All-Star or Memorial Day Tournament team.

14.2.3 The Pinto Division Vice President shall collect each coach's ranked list and assign a corresponding value to the player based on his rank by the coach. (E.g. the top ranked player on a coach's list will be assigned 30 points, and the lowest assigned 1 point.) The Pinto Division Vice President will then calculate the overall score for each player

14.2.4 The ten players with the overall top score (based on all submitted ranked lists) shall be selected to the All-Star "A" team. The coach of the "A" team will then be permitted to choose an additional two to five players at his discretion from the top twenty-four players to form his minimum 12-man, maximum 15-man roster.

14.2.5 Once a player has been notified of his selection, he has 24 hours to accept the position on the team. Parents will be required to sign a league-approved All-Star Contract (defining the practice, play, and financial commitments of the all-star) as a condition for their child to be selected. If the player declines to be selected to the "A" team, the coach will then pick another player from the top twenty-four, and continue with such process until his roster is complete.

14.2.6 After the complete "A" team has confirmed and finalized, the "B" team shall be formed. Of the first fifteen players remaining on the list with the highest overall scores, ten must be selected to the "B" team. The coach of the "B" team will

then be permitted to choose an additional two to five players at his discretion from the remainder of the overall list to form his minimum 12-man, maximum 15-man roster.

- 14.3 All Pinto Kid Pitch Coaches shall be considered for All-Star coach selection unless it is determined by the Irvine Board of Directors that a coach should not be eligible for selection based on disciplinary considerations.
 - 14.3.1 Each manager will have one vote for selection of the All-Star “A” team manager and is permitted to vote for himself. The Vice-President of Pinto shall cast the deciding vote in case of a tie.
 - 14.3.2 In voting for the “A” team All-Star coach, coaches should consider the candidate’s (1) coaching skills and baseball knowledge; (2) interpersonal skills with the players as well as the parents and umpires; (3) desire to play fair in all aspects of the game; (4) competitive strengths; and (5) the coach’s ability to work within the Irvine PONY system and philosophy. The voting process should not consider whether the candidate’s child is selected for the team (the candidate may wish to manage even without his child being a part of the team). In addition, it should be kept in mind that the manager of the first or second place team in league play does not automatically make the manager the best for the position.
 - 14.3.3 If the coach selected for the “A” team has a son voted on to the “B” team, the coach may elect to coach the “B” team instead.
 - 14.3.4 If the Commissioner (if one exists) and the Vice President are coaches within the Kid Pitch Division, then coach selection will be passed onto another division for oversight and any and all disputes will be referred to the Board for final resolution, if necessary.
- 14.4 Irvine PONY Memorial Day Tournament Teams
 - 14.4.1 The Pinto Kid Pitch All Star “A” and “B” teams shall play together as a team in the Irvine PONY Memorial Day Tournament.
 - 14.4.2 If, due to PONY National eligibility requirements (e.g. residency) a player is prohibited from being selected onto an All-Star team, such players shall still be eligible to play in the Irvine PONY Memorial Day Tournament. However, in all cases, a Kid Pitch All-Star coach’s roster may not exceed fifteen players. If there is a player who is ineligible for All-Stars due to residency, but the “A” or “B” team coach would like to invite the player to play in the Irvine PONY Memorial Day Tournament, the matter must be discussed with the Kid Pitch Division Vice President, who shall retain sole discretion to appoint such a player to the “A” or “B” team for the Irvine PONY Memorial Day Tournament only, as long as the coach’s roster shall not exceed 15 players.
 - 14.4.3 The Pinto Division Vice President shall have sole discretion to determine whether a Kid Pitch “C” team will be created for the sole purpose of participating in the Irvine PONY Memorial Day Tournament. If such a team is to be created, the Pinto Division Vice President shall determine the most equitable means for determining the players that will be selected to such a team.

****DISCLAIMER REGARDING ALL RULES:** There will be issues and situations that test the integrity of the above-listed rules. The Pinto Vice President and/or the Irvine PONY Board reserves the right to change or modify any of the above items at any time to better serve the division as a whole.