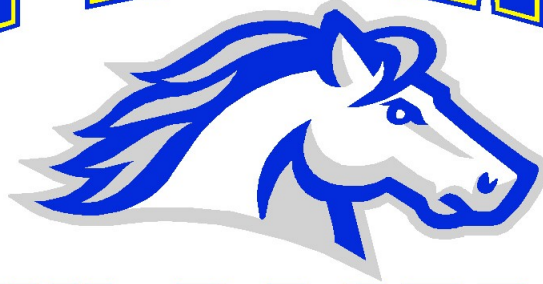


**LA MIRADA**



**PONY BASEBALL**

**LMBA  
OFFICIAL  
RULES and REGULATIONS  
(2018)**

# 2018 Changes to LMBA Rules & Regulations

(As Adopted by LMBA Board on and January 4, 2018)

~~Strike-out~~ text has been deleted.

Underlined text has been added.

## 1.1.2.: *Revised* rule to read:

The official playing age of a player shall be the player's age as of ~~April 30<sup>th</sup>~~ August 31<sup>st</sup> of the playing year. A "playing year" shall commence on August 1st and terminate on July 31<sup>st</sup> of the subsequent year.

Although LMBA utilizes an "and under" playing age system, unless otherwise approved by the Rules Committee, players shall be assigned to teams/divisions based upon the following ages:

~~7.6.1—A player shall be charged with an inning pitched in any inning that he has taken his position on the mound and makes at least one (1) warm-up pitch.~~

~~7.6.2—Maximum Pitching Innings—During the Spring season, no player shall pitch in excess of the following maximum pitching innings:~~

~~7.6.2.1 Foal and Shetland—No pitching by players~~

~~7.6.2.2 Pinto—Four (4) per game or per week (whichever comes first)~~

~~7.6.2.3 Mustang—Six (6) per game or per week (whichever comes first)~~

~~7.6.2.4 Bronco—Seven (7) per game or per week (whichever comes first)~~

~~7.6.2.5 Pony—Seven (7) per game or per week (whichever comes first)~~

~~7.6.2.6 Colt—Ten (10) per game or per week (whichever comes first)~~

~~7.6.3—A pitching week shall begin on 12:01 AM Monday and ends on midnight Sunday.~~

~~7.6.4—Any pitcher working four (4) or more innings in one game or in 1 day must have forty (40) hours rest before he or she can pitch again. The official start time of the games shall be used for interpretation of this rule.~~

## Revised rules to read

7.6.1 Any team member may pitch, subject to the following Pitch Smart Chart. All pitches thrown in an inning counted including all foul balls must be counted. (warm up pitches will not count toward pitch count) Intentional walks are counted as 4 pitches (if an intentional walk is issued once a count has started on a batter the number of balls needed to constitute a walk will be charged to the pitcher.

7.6.2 No pitcher may pitch on three consecutive days, regardless of pitch count.

### 7.6.3 Pitch Smart Pitch Count Chart

		Required Rest (Pitches)				
Division	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
Pinto	50	1-20	21-35	36-50	N/A	N/A
Mustang	75	1-20	21-35	36-50	51-65	66+
Bronco	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+
Colt	95	1-30	31-45	46-60	61-75	76+
Palomino	105	1-30	31-45	46-60	61-80	81+

#### 8.1 Pinto Division

8.1.21 **Pitching Rules** — ~~Four (4) innings per game or per week (whichever comes first). Any pitcher hitting three (3) batters in the same inning must be removed from the mound~~

*Revised rule to read:*

Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest. Pinto has a 50-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count

#### 8.2 Mustang Division

8.2.3 **Maximum Pitching Rules** — ~~Six (6) innings per game or per week (whichever comes first). Any pitcher hitting three (3) batters in the same inning must be removed from the mound.~~

*Revised rule to read:*

**8.2.3 Maximum Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Mustang has a 75-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count

#### 8.3 Bronco Division

8.3.3 **Maximum Pitching Rules** – ~~Seven (7) innings per game or per week (whichever comes first).~~

*Revised rule to read*

**8.3.3 Maximum Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Bronco has a 85-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count

#### 8.4 Pony Division

8.4.3 **Pitching Rules** — ~~Seven (7) innings per game or per week (whichever comes first).~~

Revised rule to read

**8.4.3 Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Pony has a 95-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count

~~13.3.2 Maximum Pitching Innings – During playoffs, no player shall pitch in excess of the following maximum pitching innings:~~

~~13.3.2.1 Pinto – Four (4) per game or nine (9) in a tournament, with a maximum of four (4) innings per day~~

~~13.3.2.2 Mustang – Six (6) per game or nine (9) in tournament, with a maximum of six (6) innings per day~~

~~13.3.2.3 Bronco – Seven (7) per game or ten (10) in tournament, with a maximum of seven (7) innings per day~~

~~13.3.2.4 Pony – Seven (7) per game or ten (10) in tournament, with a maximum of seven (7) innings per day~~

~~13.3.2.5 Colt – Ten (10) per game or twelve (12) in tournament, with a maximum of ten (10) innings per day~~

~~13.3.3 Any pitcher working four (4) or more innings in one game or in a single day must have forty (40) hours rest before he or she can pitch again. The official start time of the games shall be used for interpretation of this rule.~~

~~13.3.3.1 LMBA Officials (including Division Commissioner) will make every attempt to schedule the start of the first playoff game with a minimum of forty (40) hours after the official start time of the last regular season game.~~

Revised rule to read

13.3.2 Maximum Pitching Innings – During playoffs, all pitchers will adhere to the days off listed in the Pitch Smart pitch count table as well as the daily max based on division of play. All pitching rules outlined in rule 7.6 will be in effect during the playoffs.

		Required Rest (Pitches)				
Division	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
Pinto	50	1-20	21-35	36-50	N/A	N/A
Mustang	75	1-20	21-35	36-50	51-65	66+
Bronco	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+
Colt	95	1-30	31-45	46-60	61-75	76+
Palomino	105	1-30	31-45	46-60	61-80	81+

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The purpose of the La Mirada Baseball Association (“LMBA” or “League”) is to promote the welfare of the community of La Mirada by sponsoring baseball and related activities with the objectives of developing sportsmanship, character, and principles of fair play and integrity in the youth of the community.

This book does not contain a complete set of rules governing play in LMBA. All games will be played in accordance with the most recently adopted edition of “PONY Baseball Rules and Regulations” and the Major League Rules as printed by the “Sporting News” except as set forth in the “LMBA Official Rules and Regulations”. In the event of any inconsistent or incompatible provisions, the LMBA Official Rules and Regulations shall take precedence, followed by the provisions of the PONY Baseball Rules and Regulations, and then by the Major League Rules.

These Rules & Regulations (along with the provisions of the PONY Baseball Rules and Regulations and the Major League Rules) govern as well as can be expected based upon the collective expertise of the LMBA Board of Directors and the LMBA Rules Committee. The Board and Rules Committee reserve the right to rule on any situation that may arise during the course of the season as long as it does not alter or oppose the basic purpose of the League or its By-Laws.

**THERE SHALL BE NO ALCOHOLIC BEVERAGES ALLOWED IN ANY AREA OF LOS COYOTES DURING ANY LMBA FUNCTION (INCLUDING PRACTICES AND GAMES). VIOLATORS ARE SUBJECT TO EJECTION FROM LMBA FUNCTIONS AND LOS COYOTES, AND SHALL BE SUSPENDED OR EXPELLED FROM THE LEAGUE.**

LMBA shall adhere to the City of La Mirada’s most recently approved residency requirement for youth sports.

**75% Residency Requirement:** For all players listed on the official registration list for the league [Foal through Pony divisions], a minimum of 75% MUST be La Mirada residents. For the purposes herein, a La Mirada resident is someone that has shown proof of residency to a League official prior to being placed on an Official Team Roster for the current playing season. Nothing in the LMBA Official Rules and Regulations shall supersede the 75% Residency Requirement. In a case of discrepancy, the 75% Residency Requirement shall prevail.

## **General Rules and Regulations**

### **1. Legal Players**

- 1.1. Subject to the 75% Residency Requirement, any person between the ages of 3 ½ years and 16 years may register to play baseball with

LMBA. Registration forms must be submitted to LMBA prior to the termination of the Registration Period (as set and modified by the LMBA Board of Directors on an annual basis), and must be accompanied by applicable registration fees.

- 1.2. The official playing age of a player shall be the player's age as of August 31st of the playing year. A "playing year" shall commence on August 1st and terminate on July 31<sup>st</sup> of the subsequent year. Although LMBA utilizes an "and under" playing age system, unless otherwise approved by the Rules Committee, players shall be assigned to teams/divisions based upon the following ages:

1.2.1.	Foal	3 ½ & 4 years old
1.2.2.	Shetland	5 & 6 years old
1.2.3.	Pinto	7 & 8 years old
1.2.4.	Mustang	9 & 10 years old
1.2.5.	Bronco	11 & 12 years old
1.2.6.	Pony	13 & 14 years old
1.2.7.	Colt	15 & 16 years old

- 1.3. "Playing Up" - Any player wishing to play in a higher division than that which corresponds to the player's true age as set forth in Rule 1.2, above, must participate in the Divisional Tryouts for the higher division and must receive approval from the LMBA Commissioner for said division. Players may only "play up" one age group and may only "play up" if that player is in his/her last year of eligibility (i.e., if the player is a "senior") for the lower division in that playing year. A player that is "playing up" may be frozen by a team in accordance with Rule 3.11 ("Freezes") but must participate in tryouts to receive Commissioner approval.

- 1.4. "Playing Down" – No player shall play in a lower division than that which corresponds to the player's age as set forth in Rule 1.2, except upon (i) request by the player's manager or the player's parent(s), (ii) without approval from the LMBA Rules Committee, and (iii) without the consent of the player's parent(s). The ability to "play down" shall only be allowed if the Rules Committee feels that the player's safety would be severely compromised by playing in the appropriate division as set forth in Rule 1.2 and if the player would not severely compromise the safety of the players in the lower division. Players may only "play down" one age group.

## **2. Managers, Coaches, and Team Parents**

### **2.1. Manager Selection**

- 2.1.1. Managers must be twenty-one (21) years of age or older and of good moral character. They must have an honest interest in the



players, and the ability to provide fair leadership, maintain discipline, build team loyalty, and demonstrate good sportsmanship through their own actions. Managers and coaches must be knowledgeable of and abide by the League Rules, rules and regulations of the community, League By-Laws, City Usage Agreement, Youth Sports Code of Conduct and PONY Rules. All Board Members are eligible to manage or coach a team – except that a Commissioner shall not manage or coach a team in the division in which he/she is a Commissioner.

- 2.1.2. In order to be considered for a manager position, all interested persons must submit a completed managers application for each season in which they seek to manage a team. Additionally, managers must have a child (or other family relative) on the team they are managing, unless otherwise approved by the LMBA Board.
- 2.1.3. All managers must be ratified by the Rules Committee each season in which they manage, and subsequently approved by a majority vote of the Board of Directors.
- 2.1.4. Priority for the selection of managerial candidates shall be in the following order:
  - 2.1.4.1. Returning Managers to the same division
  - 2.1.4.2. Returning Head Coaches to the same division
  - 2.1.4.3. Returning Managers from another division
  - 2.1.4.4. Returning Head Coaches from another division
  - 2.1.4.5. All other candidates, based on the BEST-qualified applicant
- 2.1.5. The applicant can request a team, however, the team the applicant is given shall be selected by the Board of Directors based on the needs of the League. Managers changing teams must be assigned by the Rules Committee and approved by the Board.
- 2.1.6. No adult shall serve as a manager unless he/she has undergone a criminal history background check and has been approved by LMBA. Background checks shall be performed through “livescan” or other method approved by LMBA.

## **22. Coach and Team Parent Selection**

- 2.2.1. Managers shall select up to three (3) rostered coaches (e.g., 1 Head Coach and 2 Assistant Coaches) and one (1) team parent within fourteen (14) days of the draft (or other approved method of team formation). All selected coaches and team parents shall be subject to ratification by the Rules Committee and annual approval by the Board of Directors.
- 2.2.2. Coaches and Team Parents must be at least eighteen (18) years of age or older and of good moral character. They must have an honest interest in the players, and the ability to provide fair leadership, maintain discipline, build team loyalty, and demonstrate good sportsmanship through their own actions. Coaches and Team Parents must be knowledgeable of and abide by the League Rules, rules and regulations of the community, League By-Laws, City Usage Agreement, Youth Sports Code of Conduct and PONY Rules. All Board Members are eligible to serve as a coach or team parent – except that a Commissioner shall not serve as a coach or team parent in the division in which he/she is a Commissioner.
- 2.2.3. No adult shall serve as a coach or team parent, or shall otherwise be on the field (during practices and/or games) or in the dugout with the players unless they have undergone a background check and have been approved by LMBA. Background checks shall be performed through “livescan” or other method approved by LMBA.

## **23. Duties**

- 2.3.1. Managers are required to attend all scheduled managers meetings, including field maintenance dates, or have a qualified representative in attendance. **PENALTY:** Failure to attend a scheduled manager meeting shall result in a one (1) game suspension without exception.
- 2.3.2. Managers must attend and observe the try-outs/evaluations for his/her division and remain in attendance until completed.
- 2.3.3. Managers must obtain a team parent and inform the Commissioner of his/her identity no later than two (2) weeks after the draft.
- 2.3.4. Managers must hold a meeting with the players’ parents prior to their first practice to discuss League rules, team rules (including

practices and parental expectations) and city usage agreement policies.

- 2.3.5. Managers must have all medical release forms completed by the parents of each player on the team BEFORE holding any practices AND/OR BEFORE receiving his/her equipment. Forms must be filled in completely. NO EXCEPTIONS.
  - 2.3.5.1. A copy of the emergency authorization (registration form) is to be retained by the manager, and must be present at all games, practices, and team functions.
- 2.3.6. An adult manager or coach shall be present for the entirety of all team practices and games. [A female adult must be present for all team practices and games when a female player is on the team's roster.]
- 2.3.7. Managers should maintain close contact with any team sponsor acquired. The manager shall be responsible for providing the sponsor with a team roster, team schedule, time and date of the team pictures; (the sponsor must be invited to be in the team picture) and prior notification of an invitation to all team and League functions.
- 2.3.8. Managers are required to support LMBA in all activities, including fundraisers, registration activities, tournament team selection, etc.
- 2.3.9. Managers must arrange for the clean-up of the area around and under the bleachers and the dugout on the team's side of the field after each game and practice. **PENALTY:** Failure to do so may result in a one (1) game suspension of the manager.
- 2.3.10. During the Spring season, each manager in the Pinto, Mustang, Bronco, Pony and Colt Divisions shall complete an "OFFICIAL GAME REPORT" during the course of each game, and upon conclusion of the game, each manager (or designated coach) shall sign the Official Game Report confirming its accuracy. The team designated as the "home team" shall submit the completed and signed Official Game Report to the Division Commissioner prior to leaving the Los Coyotes Athletic Facilities after the game. Game reports may be filed at the Snack Bar in the proper slot by division. If the Snack Bar is closed, the Manager shall make every attempt to turn in the Official Game Report to the Division Commissioner or an Executive Board member within 24 hours of the conclusion of the game.

**PENALTY:** Failure to timely turn in a completed Official Game Report shall result in the suspension of the Manager responsible for the submission for a minimum of one (1) game and continuing until such time as the Official Game Report is submitted. The failure of any manager (or other designated team coach) to sign the Official Game Report shall constitute a waiver of the manager's ability to challenge the contents of the Official Game Report and/or to lodge any Official Protest (see Section 9, hereinbelow).

2.3.10.1. Game Reports shall list, at a minimum, the following information:

- 23.10.1.1. All registered players (listed in batting order by player's last name and uniform number), including a disposition for players not in attendance;
- 23.10.1.2. Each player's "at bats" (including any plate appearance irrespective of whether the player hit the ball);
- 23.10.1.3. Each inning that any player sat out during the team's defensive rotation;
- 23.10.1.4. All pitchers used in the game, including the number of pitches pitched;
- 23.10.1.5. Any player ejected from the game or suspended by the manager (on the Game Report);
- 23.10.1.6. Any other information deemed necessary by the LMBA Board and/or as set forth on the Official Game Reports.

2.3.11. Managers of the *home team* of the **FIRST** game of the day are required to set up the field (including dragging and watering the field, preparing the pitcher's mound, preparing/evening out the batter's box, setting up the bases, and chalking the base lines, halfway lines, and batter's box). Managers of the *visiting team* of the **FIRST** game of the day are responsible for putting up the outfield fences. This should be done at least forty-five (45) minutes prior to the start of the game.

- 2.3.12. Managers of the home team of non-first games of the day are responsible for ensuring that the base lines, halfway lines, and batter's box are adequately chalked.
- 2.3.13. Managers of the *visiting team* of the **LAST** game of the day must return all League-owned equipment to its proper storage area (including, but not limited to, bases, chalkers, rakes, shovels, etc), as well as to prepare the pitcher's mound and prepare/even out the batter's box. Managers of the *home team* of the **LAST** game of the day are responsible for putting the outfield fences away.

**PENALTY:** Failure to properly remove and store League equipment shall result in a warning on the first offense and a one (1) game suspension for the manager of each offense thereafter.

- 2.3.14. Managers are required to provide team representatives to volunteer in the league snack bar or in other volunteer capacity that provides a benefit to LMBA (e.g., assisting with registrations, apparel sales, etc.) as approved by LMBA Board policies on the dates assigned to their team. Failure to provide the required number of volunteers for the full shift as assigned shall result in a reassignment of volunteer hours (at up to 1 ½ times the duration initially assigned) and a suspension of the manager in violation for that team's next game.

Teams are required to supply volunteers from their team parents or, hire their own substitutes. The league will not honor requests for team buyouts for any assigned snack bar shifts.

- 2.3.15. Managers and Team Parents shall be responsible for an accounting of all funds tendered to and expended by their respective team. All funds tendered to any LMBA team (whether through team fundraising, sponsorship, or otherwise) shall be deposited with the LMBA Treasurer in accordance with the policies and procedures established by the Treasurer and/or approved by the Board of Directors. Failure to adhere to such policies and procedures may result in disciplinary action by the Rules Committee and/or Board of Directors, and could result in a disqualification for future selection as Manager, Coach, and/or Team Parent.
- 2.3.16. Although all individuals participating in LMBA functions (including spectators) are responsible for their own behavior, managers share responsibility for the conduct of each coach,

team parent, volunteer, player, and spectator. In addition to penalties set forth in this Section, Managers, Coaches, and Team Parents shall also be subject to disciplinary actions as set forth in Section 10, hereinbelow.

## **24. Attire**

2.4.1. Managers and coaches shall wear baseball attire, which, at a minimum, shall consist of a team hat and team shirt. Managers and coaches not complying shall not be allowed on the field during the game. Covered/closed toe shoes required at all games. Exceptions must have approval from the Division Commissioner or designated board member and/or Umpire In Chief.

2.4.1.1. **PENALTY**: Failure to comply shall result in a verbal warning to the team manager. A 2<sup>nd</sup> offense shall result in a one (1) game suspension of the manager (effective the following game).

2.4.2. Only rostered players and rostered and livescanned team managers and coaches [limited to a cumulative total of four (4)] may be in the dugout during the game.

2.4.2.1. **PENALTY**: Failure to comply shall result in a verbal warning to the team manager and request for any unapproved persons to vacate the dugout. A 2<sup>nd</sup> offense shall result in a one (1) game suspension of the manager (effective the following game).

## **3. LMBA Team Formation**

3.1. All La Mirada Resident players signed up before the completion of the registration period shall be placed on a team.

3.1.1. **EXCEPTIONS** to this rule are non-payment of registration fees and players failing to participate in the draft (or other approved method of team formation). See Rules 3.6 and 4, hereinbelow.

3.2. Returning LMBA Non-Resident players from the preceding year's "Spring Season" will be given priority for registration and team formation before New Non-Residents (where possible in Divisions that include a "draft"). LMBA adheres to the City of La Mirada's 75% resident to 25% non-resident ratio requirement.

3.3. Each team shall have a responsible adult manager. Managers will be selected in accordance with Section 2, hereinabove.

- 3.3.1. Each Manager shall be ratified by the LMBA Rules Committee each season in which they manage and subsequently approved by the LMBA Board of Directors.
34. All teams shall consist of a maximum of twelve (12) players and a minimum of ten (10) players, unless otherwise approved by the Division Commissioner (and with the agreement of the manager where more than twelve (12) players are to be on the team). Players shall be placed on teams in accordance with the provisions of these Rules and Regulations.
35. A player evaluation and selection process (collectively, the "Draft") will be held for Pinto through Colt divisions. Each team shall be allowed to have no more than 2 representatives at the Draft (Team Manager and Head Coach), unless otherwise approved by the Division Commissioner or other designated LMBA Board member.
36. All registered players who do not participate in the Draft and who are not frozen will be put on the waiting list and subject to a blind draft process ("hat pick") – and will not be guaranteed placement on a team. NO EXCEPTIONS. The Player Agent and Division Commissioner will be present for the hat pick process, and the President and/or the Vice President will be notified of the date and time of the hat pick, as well as of the results (if not present). All teams with less than the maximum number of players MUST be represented at the blind draft. NO EXCEPTIONS. Any team that is not represented at the hat pick will have players assigned by the Player Agent or Division Commissioner. Selections will be final.
37. Players who register after the end of the registration period will be placed on the waiting list – and will not be guaranteed placement on a team. They may be placed on teams by the Player Agent and the Division Commissioner if the need arises in each of the respective divisions.
38. Any player choosing to drop from their drafted team will not be placed on another team and will not be placed on the waiting list without approval of the Division Commissioner, Rules Committee, and/or Board of Directors. A player placed on a new team will incur all costs due to the move (including, but not limited to, costs for a new uniform). Requests for refunds for players that have chosen to drop from a drafted team shall be subject to approval by Board and shall be pro-rated (dependent upon the drop date and costs incurred by the League).

- 3.9. If a player is taken off a team (for any reason) after the draft or other method of team formation, the Manager shall notify the Division Commissioner of the name and reason for the drop (if known) within forty-eight (48) hours. The Commissioner shall immediately notify the Player Agent that a vacancy exists, and the Player Agent shall fill the vacancy from the waiting list (if a player is available). Managers are not permitted to recruit players to fill vacancies. All vacancies will be managed and filled by the Player Agent.
- 3.10. **Freezes:** Managers in each of the divisions will be allowed to freeze up to the following number of players (one of which must be the manager's child if the player is in the division) that need not otherwise participate in the player evaluation process:

Foal – 12 freezes

Shetland – 12 freezes (consisting of not more than 7 “seniors”\*)

Pinto – 4 freezes (consisting of not more than 2 “seniors”\*)

Mustang – 4 freezes (consisting of not more than 2 “seniors”\*)

Bronco – 4 freezes (consisting of not more than 2 “seniors”\*)

Pony – 8 freezes

Colt – 8 freezes

\*For purposes of this Rule, a player shall be considered a “senior” if the player is in his or her last year of eligibility for that Division in accordance with Rule 1.2, hereinabove, and the approved “age key”.

Managers are required to freeze their child (or other family relative) that plays in the same Division on the team. In the Pinto, Shetland, Mustang, and Bronco Divisions, the frozen child will **not** count against the freezes referenced hereinabove. If a manager does not have a child (or other family relative) in the Division, the manager will get an extra freeze during the supplemental round (discussed hereinbelow). If the frozen child has a sibling, the drafting of the sibling would follow Rule 3.11.

No player may be “frozen” by a manager in Shetland through Colt Divisions unless a “freeze form” has been submitted to the Division Commissioner, signed by both the manager and player's parent(s), **no later than 8 p.m.** on the Friday preceding the weekend on which the Draft is scheduled to occur or as otherwise set forth by the Board. In the Foal Division, freezes may be annotated either on the Registration application or on a “freeze form” and must be submitted by the same deadline as with all other Divisions. No manager may freeze a player who is either not registered with the League or who is on a waitlist.



If any manager has less than the maximum allowed freezes, a supplemental round in the draft will be added after the 1<sup>st</sup> round is completed. In that supplemental round, only managers with less than the maximum allowed amount of freezes will select a player or players in the order of their original draw until all teams have an equal number of players (which must still adhere to any applicable senior/junior limitations set forth hereinabove).

- 3.11. Siblings eligible to play in the same division must notify the Player Agent(s) prior to the draft to be eligible for sibling combination. Sibling combination to be drafted as follows:

**Team Freeze: 1<sup>st</sup> sibling-3<sup>rd</sup> round**

2<sup>nd</sup> sibling-5<sup>th</sup> round

3<sup>rd</sup> sibling-consecutive rounds after 5<sup>th</sup> round

**Sibling Draft: 1<sup>st</sup> sibling-round chosen**

2<sup>nd</sup> sibling-skip one round

3<sup>rd</sup> sibling-or sibling chosen after 5<sup>th</sup> round; consecutive round draft pick

- 3.12. Draft positions will be determined by a blind draw preceding the Draft. Every team will enter the Draft in the same round. The Draft will start with the number one draft pick through the last pick. Last pick will then select a second player and proceed from the bottom back to the number one draft pick.
- 3.13. In each Division (Foal through Colt), a period not to exceed 10 minutes will be provided to the managers immediately upon the conclusion of the draft (or other team assignment) to negotiate no more than two (2) trades of players to another team. No team may participate in more than two (2) trade nor shall any team trade more than two (2) players. Both managers involved in each trade must mutually agree upon all trades. No manager may leave the area of the draft until the "trade period" has concluded and team rosters have been submitted as set forth in Rule 5.1, hereinbelow. No trades shall be allowed outside the trade period WITHOUT EXCEPTION.
- 3.14. Foal and Shetland Division players (other than those that are "frozen") will be placed on teams by the Player Agent(s) and Division Commissioner. No Shetland Division team shall have more than eight (8) senior players unless all junior players have already been placed on a team. If returning teams are not balanced within the division, the commissioner and Player Agent(s) may request approval of the board to re-evaluate the distribution of returning players (Must have board

approval). No trading of players is allowed at any time. NO EXCEPTIONS.

- 3.15. If a Draft is used in the WINTER / FALL season, the draft procedure will be the same as Spring season rules, unless otherwise approved by the Rules Committee.

#### **4. WAITING LIST**

- 4.1. Players who register after the end of the registration period has started will be placed on the waiting list and subject to a blind draft (“hat pick”) – and will not be guaranteed placement on a team.
- 4.2. Players will be assigned by the Player Agent and Division Commissioner as necessary to fill the minimum player requirement per team (see Rules 3.6 and 3.7, hereinabove) or, to fill vacancies, and are not to be recruited by the Managers.
- 4.3. If no players are on the waiting list, the teams will not be informed as to their priority in receiving the next player to sign up.

#### **5. TEAM ROSTERS**

- 5.1. A complete and signed preliminary TEAM ROSTER must be submitted by all Pinto - Pony team managers/coaches to their Commissioner prior to leaving the Draft room on the day of the Draft. All Managers are required to use the “Official Team Roster” format provided by their Commissioner. Official **FINAL** Team Rosters are due to the Division Commissioner two (2) weeks after the completion of the draft or as otherwise required by the Division Commissioner or Board of Directors.

Any changes (with respect to Managers, Coaches, or Team Parents) made to the Official Team Roster must be made, and approved by the Commissioner, prior to the start of the fourth regular season game. Any changes made to the Official Team Roster, after the start of the fourth game, must be reviewed and approved by the Rules Committee.

- 5.2. Foal and Shetland teams must submit their Official FINAL Team Rosters within two weeks of receiving their player list.
- 5.3. All Final Team Rosters must be typewritten and must include the name, phone number and email of the Manager, Coaches, and Team Parent. All Final Team Rosters shall also include each player’s primary address of residence, as well as the name and City of school the player is attending during that season.

54. Players shall be placed on team rosters in accordance with the guidelines set forth in the "LMBA Team Formation" section, hereinabove.

## **6. EQUIPMENT AND UNIFORMS**

### **6.1. Footwear**

- 6.1.1. Players shall provide their own footwear.
- 6.1.2. Foal, Shetland, Pinto, and Mustang players are NOT allowed to wear metal spiked cleats.
- 6.1.3. Foal, Shetland, Pinto, and Mustang players must wear all-purpose shoes or nylon spiked cleats. Bronco, Pony, and Colt players may wear metal spiked cleats.

### **6.2. Uniforms**

- 6.2.1. The League shall furnish each player with a uniform jersey and team hat. The player will keep these at the end of the season. There will be no upgrading of jerseys except for in the Pony Division (where all costs of upgrade shall be borne by the Team/players).
- 6.2.2. The players must provide their own baseball pants, belt, socks or stir-ups and team coordinated baseball sleeves.
- 6.2.3. Protective cups are required for all male players in each Division. The minimum of a soft-cup is required for the Foal and Shetland Divisions, while a hard-cup shall be required for all other Divisions.

### **6.3. League Equipment**

- 6.3.1. Managers shall pick up and sign for League equipment at a time and place designated by the equipment manager after teams have been selected.
- 6.3.2. All League owned equipment must be turned in to the equipment manager at the end of the season in order to get the team's participation awards/trophies (without exception).
- 6.3.3. Managers are responsible for the proper care of all League equipment. Under no circumstances should anyone mark or paint on any League equipment.

6.3.4. Failure to return equipment at the conclusion of the season will result in loss of eligibility to manage or coach the following season (subject to Rules Committee review). The league will make every legal effort to recover League property.

**7. THE GAME**

**7.1. Field Dimensions**

	Base Distance	Pitching Distance
Foal	50 feet	NO PITCHING
Shetland	50 feet	38 feet (pitching machine)
Pinto	60 feet	38 feet
Mustang	60 feet	44 feet*
Bronco	70 feet	48 feet**
Pony	90 feet	60 feet, 6 inches
Colt	90 feet	60 feet, 6 inches

\* Pitching distance shall be increased to 46 feet if fields so permit.

\*\* Pitching distance shall be increased to 50 feet if field so permits.

No safety base shall be used at first base in any division.

7.2. **Minimum Players** – Irrespective of Rules 7.3 and 7.4, below, a team must field at least eight (8) UNIFORMED players within fifteen (15) minutes after the scheduled start time of a game – and throughout the entire duration of the game.

7.2.1. **PENALTY:** A team failing or refusing to field eight (8) UNIFORMED players as set forth in Rule 7.2, above, shall forfeit the game. If both teams are unable to place eight (8) players on the field as set forth in Rule 7.2, above, it shall be a double forfeit.

7.2.2. Games will not be rescheduled due to lack of players, except for player absences resulting from conflicting school or religious activities and with Division Commissioner approval.

7.3. **Length of Game** – Subject to the time limits set forth in Rule 7.4, the length of games shall be as follows:

7.3.1. Foal - 1 hour drop dead or three (3) innings.

7.3.2. Shetland - 1 hour 30 minutes drop dead or six (6) innings.

7.3.3. Pinto and Mustang - six (6) innings.

7.3.4. Bronco, Pony and Colt - seven (7) innings.

7.3.5. A game is considered official, if the required numbers of innings listed below have been completed.

Foal and Shetland: no minimum innings required  
Pinto and Mustang: three (3) innings required  
Bronco, Pony and Colt: Five (5) innings minimum

**NOTE:** If the home team is ahead in the last inning, and the visiting team has completed their at bat, it is not necessary for the home team to complete their at bat. If the visiting team is ahead or the game is tied in the last inning and the home team can not complete their final at bat, the score reverts back to the last COMPLETE inning.

#### **7.4. Time Limit**

7.4.1. Subject to Rule 7.5 (“Tie Games”), no new inning shall start after the following time has elapsed from the official start time of the game:

Foal - See Rule 7.3.1 (1 hour drop dead)  
Shetland - See Rule 7.3.2 (1 hour 30 minutes drop dead)  
Pinto and Mustang - two (2) hours  
Bronco, Pony, and Colt - two hours fifteen minutes (2:15)

7.4.2. The umpire shall inform both Managers of the official start time of the game and the time shall be recorded in the official scorebook and Official Game Report.

7.4.3. Except for Foal and Shetland, any inning that begins prior to the game time limit (see Rule 7.4.1, above) must be completed (even if the completion takes the game beyond the time limit) – unless darkness or weather prevents it.

#### **7.5. Tie Games**

7.5.1. A game shall be declared a tied game if both teams have the same number of runs when the maximum number of innings has been played or the umpire has terminated play due to weather, darkness, time limit or any other cause that makes play impossible.

7.5.2. If the score is tied at the completion of a regulation game, and unable to be completed due to weather or lack of adequate lighting, the game will be played at the first available date as determined by the Division Commissioner (without exception).

7.5.3. In the case of a tied game, time limits may be lifted in the following circumstances:

7.5.3.1. Pinto and Mustang Divisions - If it is the last game of the day, play shall continue (based on weather and/or lighting conditions) past the time limit but must not exceed the maximum number of eight (8) innings in the same day.

7.5.4. Bronco, Pony and Colt Divisions - All tie games must be played off, but must not exceed the maximum number of innings, nine (9) in the same day.

7.5.4.1. All Divisions - The time limit shall be lifted for a tied playoff game or All-Star game. The game shall be completed.

7.5.4.2. All Divisions - If the game has direct implications on a Memorial Day, Play-Off, All-Star, other tournament, or other time sensitive situation, the Division Commissioner or Rules Committee can lift the maximum inning limit.

**7.6. Pitching Rules**

7.6.1. Any team member may pitch, subject to the following Pitch Smart Chart. All pitches thrown in an inning counted including all foul balls must be counted. (warm up pitches will not count toward pitch count) Intentional walks are counted as 4 pitches (if an intentional walk is issued once a count has started on a batter the number of balls needed to constitute a walk will be charged to the pitcher.

7.6.2. No pitcher may pitch on three consecutive days, regardless of pitch count.

7.6.3. Pitch Smart Pitch Count

Division	Daily Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
Pinto	50	1-20	21-35	36-50	N/A	N/A
Mustang	75	1-20	21-35	36-50	51-65	66+
Bronco	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+
Colt	95	1-30	31-45	46-60	61-75	76+
Palomino	105	1-30	31-45	46-60	61-80	81+

7.6.4. In the Pinto and Mustang divisions: Any pitchers hitting three (3)

batters, in the same inning, must be removed from the mound.

- 7.6.5. **PENALTY:** A violation of any of the above pitching rules will result in the AUTOMATIC FORFEITURE of the game and the suspension of the manager (to be served in the next game). Furthermore, the pitcher who violated the rules is prohibited from pitching in the next three (3) consecutive games in which he/she plays [although he/she may play any other position in those games]. NO PROTEST IS REQUIRED. NO EXCEPTIONS.

**7.7. Minimum Playing Rules**

A violation of the following minimum playing rules will result in the AUTOMATIC EJECTION FROM THE GAME AND SUSPENSION OF THE MANAGER FOR THE FOLLOWING GAME – NO PROTEST IS REQUIRED. Any manager that is ejected from the game may only be replaced by another adult who has passed the league's background check policy, is in possession of a City-issued ID, and is on the Final Team Roster of that team. If no such adult is present, the violating team shall forfeit the game.

- 7.7.1. In the Pinto through Pony Divisions with FREE SUBSTITUTION – each player who is present, and physically able to play, must be included in the batting order the entire game. No player shall sit out defensively during two (2) consecutive innings.
- 7.7.2. Players arriving late (but, before the team has batted their entire rotation) to games will be added to the bottom of the roster, so long as this does not result in a player sitting out defensively during two (2) consecutive innings.
- 7.7.3. Players arriving after the team has batted through their entire rotation will not be eligible to play in the game.

7.7.4. The only exceptions for a player not to fulfill the minimum playing rules are as follows:

7.7.4.1. The player must leave early – at which point the player would be removed for the remainder of the game.

7.7.4.2. The player is removed from the game due to injury or illness.

7.7.4.3. A player removed from the batting order will be skipped with no penalty, but under no circumstances may return to the game ~~batting order~~ after being removed.

## **7.8. MISCELLANEOUS**

7.8.1. There is to be no practice on the infield of any kind before a game.

7.8.2. Home team will always occupy 3<sup>rd</sup> base dugout. Exception: double headers, teams will not change dugouts.

7.8.3. Starting line-ups should be exchanged by both managers at least fifteen (15) minutes before the game. All registered players must be listed on each line-up, including a disposition for players not in attendance.

7.8.4. Only one (1) offensive time out per team per inning TO TALK TO THE BATTER OR THE RUNNER.

7.8.5. LMBA prohibits players from wearing jewelry such as watches, rings, earrings, necklaces (including paracord necklaces), etc. while engaged in the game. Pitchers shall not wear any sunglasses while pitching. NOTE: If a player refuses or cannot remove his or her jewelry, he or she shall be removed from the remainder of the game. THIS RULE IS TO PREVENT INJURY TO ALL PLAYERS IN THE GAME. EXCEPTION: Medical alert bracelets (or similar items that provide medical information) shall not be considered jewelry and may be worn during games.

7.8.6. Managers and coaches are not to leave the dugout/field for any reason throughout the duration of the game.

7.8.7. Mustang through Colt: Dugouts are kept closed to all except rostered coaching staff and rostered players in uniform for that game. Parents, siblings, and spectators are prohibited from entering the dugout.



- 7.9. **Umpires:** Umpires must be eighteen (18) years of age or older to umpire behind the plate or on the field for Mustang through Pony divisions. If approved by the Umpire-in-Chief prior to the commencement of the season, umpires may be sixteen (16) years of age or older (as of August 1st) to umpire behind the plate or on the field for Pinto division games.

8. **RULES FOR SPECIFIC DIVISIONS** (see Pages 20-30)

## 8.1. Foal and Shetland Divisions

**PHILOSOPHY:** The Foal and Shetland Divisions are primarily instructional divisions. No “official scores” or standings shall be kept. During the games, the managers, coaches, team parents, and spectators should remember that the Foal and Shetland players are between the ages of 3 ½ to 6 years old, and not major league players in the seventh game of the World Series. The primary purpose of Foal and Shetland Divisions are for the children to learn the basics of how to play baseball and have fun doing it.

8.1.1. **PLAYERS:** The team rosters shall not exceed twelve (12) players. Foal Division Manager’s shall be allowed to freeze up to twelve (12) players, while Shetland Division managers will be allowed to freeze a maximum of 6 players (consisting of not more than 3 senior players). All other players shall be assigned to teams by the Player Agent and Division Commissioner. No Shetland Division team shall have more than eight (8) senior players unless all junior players have already been placed on a team.

8.1.1.1. All players on Foal and Shetland Teams shall be assigned jersey numbers sequentially from 1 to 12. (See Rule 8.1.7.1)

### 8.1.2. **GAME LENGTH**

8.1.2.1. **Foal:** 1 hour drop dead or three (3) innings. Each inning shall consist of batting the whole line-up consists of 1 inning.

8.1.2.2. **Shetland:** The maximum length of the game shall be one hour thirty minutes (1:30) or six (6) innings (whichever occurs first).

8.1.3. **DEFENSIVE TEAM - NUMBER OF PLAYERS IN THE FIELD:** At the Manager’s discretion, ten (10) – twelve (12) defensive players shall be allowed in the field at one time. Extra infielders should be stationed between first base and second base, and third base and second base. There shall be a maximum of four outfielders, stationed not less than 15 feet behind the baseline when the coach feeds the pitching machine.

8.1.4. **SUBSTITUTION AND PLAYING TIME:** Free substitutions shall be allowed during the game. All defensive substitutions shall be made at the start of the inning unless the substitution is due to sickness or injury.

8.1.4.1. No player shall play the same position two (2) consecutive innings or be allowed to play an outfield position the entire game.

8.1.4.2. **No player shall sit out defensively during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.

8.1.5. **DEFENSIVE COACHES:** Two coaches shall be permitted on the field for defensive purposes during the first portion of the season only.

8.1.6. **CATCHER'S EQUIPMENT:** The catcher shall wear a MASK AND HELMET.

8.1.6.1. **NOTE:** For the safety of the player in the catcher's position, the catcher may be removed during the batter's swing to avoid being hit by a "Bat Thrower" at the discretion of the Team Manager.

8.1.7. **OFFENSIVE TEAM:** The batting order shall consist of all players present for the game. The only deviation from this rule shall be in the case of disciplinary action, injury, or illness.

8.1.7.1. **Foal:** The ½ inning will be considered over after the team has batted through the entire line-up. NO EXCEPTIONS.

8.1.7.2. **Shetland:** The ½ inning will be considered over after seven (7) players have batted. NO EXCEPTIONS.

8.1.7.2.1. Although "outs" shall not be recorded in the Shetland Division, players who are declared out shall be removed from the base.

8.1.8. **FOUL BALLS:** Any ball not traveling ten (10) feet from home plate shall be considered a foul ball. Other foul balls shall be the same as in conventional baseball.

8.1.9. **BUNTING:** Bunting, half swings or swinging bunts shall not be allowed. If a bunt, half swing or swinging bunt is attempted, the ball shall be considered a foul ball.

8.1.10. **THROWING THE BAT:** When a batter throws or let's go of the bat while swinging, the play shall be called back and the batter's

team shall receive a team warning. The next batter on the team who throws or let's go of the bat shall be called out.

8.1.11. **BASE RUNNERS:** The runners cannot leave the base until the ball is batted. After the ball is hit the play shall end when:

A throw has been made from the OUTFIELD to the INFIELD or, the throw crosses the base runners path of the infield or, the infielder has the ball with their hands in the air showing the umpire control of the ball and is making NO attempt on the runner the ball is considered dead. **NOTE:** On a ball batted back to the pitcher, the ball shall be live until the pitcher shows intent to stop play.

8.1.12. Runners shall be permitted to advance only one (1) base on any ball that does not leave the infield.

8.1.13. The ball is considered dead if it goes out of play.

8.1.14. When the ball is considered dead, any runner who is at least half way to the next base will be allowed to continue to the base. Runners who are less than half way to the next base will return to the base from which they were trying to advance from.

8.1.15. **FOAL – TEE USE ONLY.** During the entire season, all players shall bat off the “tee” only. There will be no use of a pitching machine or “coach pitching”.

8.1.16. **SHETLAND - PITCHING MACHINE AND TEE USE ONLY:** During the entire season, all players will be given a maximum total of five (5) attempts to hit a fair ball at each plate appearance. The first three (3) attempts shall be off a pitching machine, and, if needed, the final two (2) attempts shall be at the discretion of the Team Manager either off the pitching machine or off a tee. If the batter has not hit a fair ball after a maximum of five (5) attempts, he or she will be considered a strike-out.

8.1.16.1. **Pitching Machine settings:** The pitching machine settings shall be: Lever = 2; Micro adjust = 3; Release Block = 4. Once set at the beginning of the game, managers/coaches may not change any of the machine's settings other than turning the micro screw.

8.1.16.2. If a batted ball strikes the “Pitching Machine” and remains in fair territory, the ball is in play.

8.1.16.3. If the ball strikes the “Pitching Machine” and it goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

8.1.16.4. If the ball strikes the “Coach Operating” the “Pitching Machine”, the ball is dead, the ball will be called as a strike.

8.1.17. **THE PITCHER’S POSITION:** The player occupying the defensive position of pitcher shall remain in the “Pitchers Circle” (5 feet radius) until the ball has been hit. Pitcher should remain behind the “Pitching Machine” and on the left or right side with one foot in the “Pitcher’s Circle”

8.1.18. **PROTESTS:** There shall be no protests in Foal or Shetland.

**Interpretation of Shetland rules shall be made by the Shetland Division Commissioner and LMBA Rules Committee.**

## Pinto Division

- 8.1.19. **Length of Game** – Six innings (with game being deemed official after the completion of 3 innings)
- 8.1.20. **Time Limit** – No new inning shall commence after two (2) hours from official start time. Any inning that commences prior to game time limit must be completed (even if the completion takes the game beyond the time limit) – unless darkness or weather prevents it.
- 8.1.21. **Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest. Pinto has a 50-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count.
- 8.1.22. **No player shall sit out defensively during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.
- 8.1.23. **No dropped 3<sup>rd</sup> strike.** A batter is out on a dropped third strike.
- 8.1.24. **No balks** shall be called in the Pinto division.
- 8.1.25. The pitcher must be relieved on the third (3<sup>rd</sup>) trip to the mound by the manager or coach in the same inning.
- 8.1.26. The ball shall be considered “DEAD” when the umpire has called “time out” or when the pitcher has the ball in the “vicinity of the pitching rubber” and is not making any further attempts on any runner as determined by the umpire.
- 8.1.27. Base Runners**
- 8.1.27.1. A runner, who is less than halfway to the next base when the ball is declared dead, shall return to the previous base unless he is forced to advance to the next base.
- 8.1.27.2. A runner is allowed to advance (steal) only one (1) base per pitched ball once the ball has crossed the plate. A runner may not advance (steal) following an errant throw from the catcher to the pitcher. If a runner attempts to advance more than one (1) base or otherwise overruns the base, the runner shall be declared out if the other team tags the runner before the runner safely returns to the stolen base.

- 8.1.27.3. Runners leaving the base early or failing to return will be called out for interference and the pitch shall be “NO PITCH”.
- 8.1.27.4. During the first half of the season, home plate is CLOSED. Runners may only score on a hit ball or when awarded home. During the second half of the season, home plate is OPEN once the ball has crossed the plate, however, a runner may not advance (steal) following an errant throw from the catcher to the pitcher.
- 8.1.27.5. A batter shall not advance beyond first base on a base on balls until the next batter’s plate appearance.
- 8.1.28. The ½ inning will be considered over after either three (3) outs or five (5) runs have been recorded (whichever comes first).
- 8.1.28.1. Every inning commencing with the 5<sup>th</sup> inning shall be considered an open inning, wherein three (3) outs must be recorded to close the inning.
- 8.1.29. **Bunting is allowed.**
- 8.1.29.1. If a batter “squares to bunt” and then swings or “slap bunts”, the batter shall be declared out even if they miss the ball.
- 8.1.29.2. A batter shall be permitted to “square the bunt” and then pull the bat back to “take the pitch”.
- 8.1.30. Ten (10) Run Mercy rule will be in effect at 3 ½ or 4 complete innings, for the home team and away team respectively.
- 8.1.31. **No infield fly rule** applies in the Pinto division.
- 8.1.32. When batting, use of a protective shield on the batters helmet shall be optional.
- 8.1.33. No intentional walks in the Pinto division. **PENALTY:** If, in the judgment of the Umpire, a batter is intentionally walked ALL base runners and batter shall be awarded HOME PLATE.
- 8.1.34. Every team shall bat their entire roster.
- 8.1.35. **Defense:** FREE substitution.

8.1.36. All base runners must slide to avoid a collision. **PENALTY:** The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE'S JUDGEMENT).

8.1.37. **Catcher Speed Up Rule: Mandatory** with catcher on base and two outs. Last out pinch runs for catcher.



## **82. Mustang Division**

- 8.2.1. **Length of Game** – Six innings (with game being deemed official after the completion of 3 innings)
- 8.2.2. **Time Limit** – No new inning shall commence after two (2) hours from official start time. Any inning that commences prior to game time limit must be completed (even if the completion takes the game beyond the time limit) – unless darkness or weather prevents it.
- 8.2.3. **Maximum Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Mustang has a 75-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count
- 8.2.4. **No player shall sit out defensively during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.
- 8.2.5. **Drop 3<sup>rd</sup> strike is a live ball.** Batter may run and an out must be recorded. Exception is when there are less than 2 outs recorded and first base is occupied, in which case the batter is automatically out.
- 8.2.6. **Balks** will be enforced during the entire season. However, during the first half of the season, on the first instance a pitcher does balk, no balk will be called and the umpire shall let the manager and the pitcher know what the pitcher did to balk.
- NOTE:** If in the UMPIRE'S JUDGEMENT a runner was stealing BEFORE THE BALK OCCURRED, there will be no penalty to the runner and he will be awarded the next base.
- 8.2.7. The pitcher must be removed on the second (2<sup>nd</sup>) trip to the mound, in the same inning.
- 8.2.8. Runners may lead off and steal bases, as in MLB Official Baseball Rules, however, a runner may not steal home once the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the batter (i.e., no straight steals to Home Plate).
- 8.2.8.1. Runners may also score if the throw from the catcher to the pitcher is overthrown or missed by the pitcher. (Unless time has been called).

8.2.8.2. The runner on third may not cross the half way line until the ball crosses the plate. If the runner crosses the halfway line before the ball crosses the plate the runner shall be called out. (UMPIRE'S JUDGEMENT).

8.2.8.3. Runners may score from first or second base in the event of a passed ball or wild pitch.

8.2.9. **Bunting is allowed.**

8.2.9.1. If a batter "squares to bunt" and then swings or "slap bunts", the batter shall be declared out even if they miss the ball.

8.2.9.2. A batter shall be permitted to "square the bunt" and then pull the bat back to "take the pitch".

8.2.10. Ten (10) Run Mercy rule will be in effect at 3 ½ or 4 complete innings, for the home team and away team respectively.

8.2.11. All base runners must slide to avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision, could be removed from the game. (UMPIRE'S JUDGEMENT).

8.2.12. **Catcher Speed up Rule: Is optional**, with catcher on base and two outs, last out may pinch run for catcher.

### **8.3. Bronco Division**

- 8.3.1. **Length of Game** – Seven (7) innings (with game being deemed official after the completion of 5 innings)
- 8.3.2. **Time Limit** – No new inning shall commence after two hours fifteen minutes (2:15) from official start time. Any inning that commences prior to game time limit must be completed (even if the completion takes the game beyond the time limit) – unless darkness or weather prevents it.
- 8.3.3. **Maximum Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Bronco has a 85-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count
- 8.3.4. **No player shall sit out defensively during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.
- 8.3.5. The pitcher must be removed on the second (2<sup>nd</sup>) trip to the mound, in the same inning.
- 8.3.6. Home plate is open.
- 8.3.7. Bunting is allowed:
  - 8.3.7.1. Slap Bunts are allowed.
  - 8.3.7.2. A batter shall be permitted to “square to bunt” and then pull the bat back to “take the pitch”.
- 8.3.8. Ten (10) Run Mercy rule will be in effect at 4 ½ or 5 complete innings, for the home team and away team respectively.
- 8.3.9. All base runners must slide to avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE’S JUDGEMENT).
- 8.3.10. **Catcher Speed up Rule: Is optional**, with catcher on base and two outs, last out may pinch run for catcher.

## **84. PONY DIVISION**

- 8.4.1. **Length of Game** – Seven (7) innings (with game being deemed official after the completion of 5 innings)
- 8.4.2. **Time Limit** – No new inning shall commence after two hours fifteen minutes (2:15) from official start time. Any inning that commences prior to game time limit must be completed (even if the completion takes the game beyond the time limit) – unless darkness or weather prevents it.
- 8.4.3. **Pitching Rules** – Pitchers pitching 0-20 pitches may pitch on the next day, 21-35 pitches require 1 calendar day rest, 36-50 requires 2 calendar days rest, 51-65 requires 3 calendar days rest. Pony has a 95-pitch max in any day. Pitchers may not pitch on three (3) consecutive days regardless of pitch count
- 8.4.4. **No player shall sit out defensively during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.
- 8.4.5. **Bunting is allowed:**
- 8.4.5.1. Slap Bunts are allowed.
- 8.4.5.2. A batter shall be permitted to “square to bunt” and then pull the bat back to “take the pitch”.
- 8.4.6. Ten (10) Run Mercy rule will be in effect at 4 ½ or 5 complete innings, for the home team and away team respectively.
- 8.4.7. All base runners must slide to avoid a collision. PENALTY: The runner will be declared out and depending on the severity of the collision could be removed from the game. (UMPIRE’S JUDGMENT).
- 8.4.8. **Catcher Speed up Rule: Is optional**, with catcher on base and two outs, last out may pinch run for catcher.

## **9. OFFICIAL PROTESTS**

- 9.1. Official Protests may only be made based upon a violation of an applicable Rule. Protests may not be made as a result of a “judgment call” made by the umpire (e.g., balls/strikes).
- 9.2. Only rostered managers of a team may file an Official Protest.
  - 9.2.1. An Official protest will not be recognized unless the manager notified the umpire of the game at the time the play under protest occurred and before the next pitch, play, or attempted play.
  - 9.2.2. Any manager desiring to lodge an Official Protest must indicate such desire on the Official Game Report for the game in which the manager is challenging the application of a Rule by an umpire. Moreover, the manager must submit an Official Protest in writing to the LMBA Vice President (chairperson of the Rules Committee) or the manager’s Division Commissioner, along with payment of a twenty-five dollar (\$25) cash deposit, prior to the commencement of the manager’s next game or within forty-eight (48) hours of the official start time of the game in which the protested decision was made, whichever is less. If the protest is upheld, the deposit shall be refunded. If the protest is denied, the deposit shall be retained by LMBA.
    - 9.2.2.1. At a minimum, any written Official Protest must set forth the following information:
      - 9221.1. The name of the manager (and team name) lodging the Official Protest;
      - 9221.2. The date and official start time of the game in which the protested decision was made;
      - 9221.3. A reference to the specific rule that is being alleged was violated by the Umpire during the game;
      - 9221.4. A description of the play and decision being protested; and,
      - 9221.5. Signature of the team manager lodging the protest.
- 9.3. All Official Protests shall be heard by and decided by the LMBA Rules Committee, and notwithstanding any other rule or regulation, decisions by the Rules Committee relating to an Official Protest are not appealable to the LMBA Board of Directors. Managers of the protesting team and opposing team must be present at any Rules Committee Meeting relating to an Official Protest. Only the managers

of the protesting and opposing teams may be present during any Rules Committee meeting relating to an Official Protest.

9.3.1. Any member of the Rules Committee who may have a conflict of interest as determined by the Vice President/Chairperson of the Rules Committee (including having a child in the Division in which the Official Protest is being lodged), will not be allowed to participate in any aspect of the Official Protest.

9.4. Even if it is held that the protested decision violated applicable Rules, no replay of the game will be ordered unless in the opinion of the Rules Committee, the violation adversely affected the protesting team's chances of winning the game.

9.4.1. Exception to Pony Rule 18, Section C (penalties and protest):  
ADD: If the Rules Committee decides that the manager removed his team from the field to prevent a violent act, the Rules Committee may decide to allow the protest to be heard.

## **10. Disciplinary Action**

Managers, coaches, team parents, volunteers, players, and spectators are expected to behave in accordance with all applicable rules and Codes of Conduct while at any LMBA function (including, practices, games, or other LMBA events), and are expected to uphold the values and objectives of LMBA – including promoting sportsmanship, character, and the principles of fair play and integrity.

Failure to adhere to applicable rules, regulations, Codes, and objectives may result in disciplinary actions as set forth in these Rules & Regulations (or as otherwise authorized by LMBA policies and procedures).

In addition to any disciplinary action referenced within other Sections of the LMBA Rules & Regulations, managers, coaches, team parents, volunteers, players, and spectators are subject to disciplinary action (ejection from game, suspension, or expulsion from LMBA and its facilities) as set forth in this Section and following subsections.

In addition to any other disciplinary action, the LBMA Board of Directors and Rules Committee has determined that the following penalties may be imposed as a result of any parking violation (which includes the parking of a vehicle in any prohibited location – e.g., unauthorized parking in stalls reserved by LMBA for umpires or handicapped parking, red zone, in front of gates or trash enclosures, unmarked stalls, or other prohibited areas):

- (i) Issuance of warning;
- (ii) Issuance of parking ticket (issued by Los Angeles County Sheriff's Department or City of La Mirada);
- (iii) Towing/Impoundment;
- (iv) Stoppage of baseball game until vehicle is relocated (and forfeiture of game if vehicle is not relocated); and,
- (v) Any other appropriate disciplinary action as determined by the Rules Committee.

Boardmembers shall make every effort to determine the owner/driver of the vehicle that is violating the parking regulations, to obtain voluntary compliance with parking regulations before stopping a game, and to stop only that game which the owner/driver is attending. However, all games may be stopped if the owner/driver cannot otherwise be identified.

The game time limit (as set forth in Rules 7.4 and 16) shall not be extended as a result of a game stoppage due to a parking violation, and the time shall continue to run from the official start time of the game.

The LMBA Board of Directors and/or the Rules Committee reserves all rights to impose any additional disciplinary action upon any participant in an LMBA activity as necessary to protect the health, safety, and welfare of the participants in LMBA activities.

## 10.1. Players

10.1.1. When taking disciplinary action or benching a player, the Manager must notify the Division Commissioner and the player's parents/guardians at least twenty-four (24) hours before the scheduled game time or within twenty-four (24) hours of taking disciplinary action, whichever occurs first (direct verbal contact without exception).

10.1.1.1. If the Commissioner and parent(s) could not be notified within the twenty-four (24) hours before schedule game time, the player cannot be disciplined that game and must play.

10.1.1.2. A Player being disciplined must be present and in uniform and on the bench for the complete game in which he or she is being disciplined. If he or she does not attend that game, the action will be carried over to his or her next game or until the discipline has been carried out. THE COMMISSIONER MUST BE NOTIFIED OF ANY CHANGES.

- 10.1.1.3. Both teams must note that the player did not play and why on their official game reports.
- 10.1.2. There shall be no items thrown on the field except equipment that is thrown in the normal course of the game.
  - 10.1.2.1. Any player throwing equipment in anger, as determined by the Umpire, shall be ejected from the game. NO WARNING IS REQUIRED.
  - 10.1.2.2. If a player improperly releases the bat after having swung at a pitch in a manner deemed unsafe, as determined by the Umpire, that player shall be given one (1) warning to stop. If that same player improperly releases the bat a second time, the batter will be called out – regardless of pitch count or contact with the ball.
- 10.1.3. Any player who is ejected from any game must adhere to the following rules:
  - 10.1.3.1. Player shall be suspended for the next game – even if the game must be forfeited due to lack of players.
  - 10.1.3.2. Any player attending a game while serving a suspension shall be in uniform and shall remain in the dugout/on the bench for the entire game.
  - 10.1.3.3. Any player ejected from more than one (1) game in a season shall appear along with his/her parent(s), before the Rules Committee and may be subject to additional disciplinary action.

## 10.2. Managers, Coaches, And Team Parents

- 10.2.1. Managers are responsible for the conduct of each coach, team parent, volunteer, player, and spectators. If disciplinary action is imposed against any coach, team, parent, volunteer, player or spectator, disciplinary action may also be imposed against the team manager.
- 10.2.2. Any manager, coach, team parent, or other adult participating in games or practices who is accused of having used any type of obscene or offensive language and/or violence or who participated in any unnecessary physical contact and/or actions, while in the



presence of any player and/or spectators, while at any League function or on League facilities or at any function he or she may represent our League at, will appear before the Rules Committee. If the manager, coach, team parent, or other adult is found by the Rules Committee to have committed any of the items above, or has otherwise failed to adhere to any of these Rules and Regulations, he or she shall be subject to discipline by the Rules Committee as authorized herein. NO WARNING IS REQUIRED.

10.2.3. There shall be no items thrown on the field except equipment that is thrown in the normal course of the game.

10.2.3.1. Any manager or coach throwing equipment in anger, as determined by the Umpire, shall be ejected from the game. NO WARNING IS REQUIRED.

10.2.4. Any manager or coach who is ejected/thrown out of a game by the Umpire will serve a one (1) game suspension effective the following game.

10.2.5. Any manager or coach who is ejected from more than one (1) game in a season shall appear before the Rules Committee and may be subject to additional disciplinary action.

### 10.3. Spectators

10.3.1. Any spectator or other adult present at any games or practices who is accused of having used any type of obscene or offensive language and/or violence or who participated in any unnecessary physical contact and/or actions, while in the presence of any player and/or spectator, while at any League function or on League facilities, or at any function he or she may represent our League at, will appear before the Rules Committee and may be subject to additional disciplinary action. If the spectator or other adult is found by the Rules Committee to have committed any of the items above, or has otherwise failed to adhere to any of these Rules and Regulations, he or she shall be subject to discipline by the Rules Committee as authorized herein. NO WARNING IS REQUIRED.

## **LMBA Playoff Rules (Pinto through Colt)**

Spring season rules will apply in playoffs except as noted herein. Where there is a conflict, "Playoff Rules" shall control.

### **11. TEAM ELIGIBILITY**

- 11.1. All teams in each division at the end of the regular Spring season will be eligible for playoffs – however, all unfinished and/or make-up games shall be completed
- 11.2. Seeding for playoffs will be determined as follows (and in the following order):
  - 11.2.1. Best overall record;
  - 11.2.2. Head to head;
  - 11.2.3. Best record vs. top six (6) teams;
  - 11.2.4. If there are two (2) or more teams tied for 1<sup>st</sup> through 3<sup>rd</sup> place, you play a three (3) inning playoff game, or (if time/field space does not allow), use the fewest runs allowed against the team the tie is with (subject to Commissioner's approval).
- 11.3. Division Commissioners will designate official scorekeeper for playoff games.
- 11.4. One (1) umpire will be used in Pinto and Mustang Division playoff games, while (2) umpires will be used in Bronco and Pony Division playoff games.
- 11.5. Two (2) umpires will be used in Pinto through Pony Division Championship games.

### **12. PLAYOFF FORMAT**

- 12.1. There will be a double elimination process with the following schedule:
  - 1<sup>st</sup> place team will be assigned team A**
  - 2<sup>nd</sup> place team will be assigned team B**
  - 3<sup>rd</sup> place team will be assigned team C**
  - 4<sup>th</sup> place and so on to follow continuously**

Odd Number of team's format\*:

Game 1: Team B vs. Team C

Game 2: Winner Game 1 vs. Team A

Game 3: Loser Game 1 vs. Team A

\*If after the first round all teams are 1-1 the schedule will start over from the top with Team B and Team C playing and the winner of that game plays "Team A.". If there are only two teams in a division a best two out of three will be played using the above pitching rules.

Even Number of team's format

Game 1: Team A vs. Team D

Game 2: Team B vs. Team C

Game 3: Team A vs. Team B

Game 4: Winning Bracket vs. Losing Bracket

Game 5: If needed for double elimination

### **13. THE GAME**

- 13.1. **Home Team** – A coin flip shall be performed 15 minutes prior to the commencement of each game to determine which team shall be the "home" team. Irrespective of which team will be considered the "home" team, the team on the top of the bracket shall occupy the 3<sup>rd</sup> base dugout.

#### **13.2. Time Limits and Tie Games**

- 13.2.1. Time Limits - Subject to Rule 13.2.2 ("Tie Games"), no new inning shall start after the following time has elapsed from the **official** start time of the game:

Pinto and Mustang - two (2) hours

Bronco, Pony, and Colt - two hours fifteen minutes (2:15)

- 13.2.2. Tie Games – If a game is tied at the end of "regulation time", time limits set forth in Rule 13.2.1 shall be lifted, and the game shall be played until completion. If a tied game cannot be continued as a result of weather or darkness, the game shall continue as soon as practically possible, as determined by the Division Commissioner.

#### **13.3. Pitching Rules**

- 13.3.1. A player shall be charged with an inning pitched in any inning that he has taken his position on the mound and makes at least one (1) warm-up pitch.

13.3.2. Maximum Pitching Innings – During playoffs, all pitchers will adhere to the days off listed in the Pitch Smart pitch count table as well as the daily max based on division of play. All pitching rules outlined in rule 7.6 will be in effect during the playoffs.

		<b>Required Rest (Pitches)</b>				
<b>Division</b>	<b>Daily Max</b>	<b>0 Days</b>	<b>1 Day</b>	<b>2 Days</b>	<b>3 Days</b>	<b>4 Days</b>
Pinto	50	1-20	21-35	36-50	N/A	N/A
Mustang	75	1-20	21-35	36-50	51-65	66+
Bronco	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+
Colt	95	1-30	31-45	46-60	61-75	76+
Palomino	105	1-30	31-45	46-60	61-80	81+

## **LMBA Tournament Rules**

Tournament teams (including “All-Star” teams) shall adhere to any rules, regulations, and Codes of Conduct applicable to the tournament in which the teams are playing.

LMBA tournament teams are also required to adhere to the LMBA Code of Conduct at all times, and any violation of the LMBA Code of Conduct (or any applicable tournament rules (including those set forth herein) may subject participating managers, coaches, volunteers, players, and/or spectators to disciplinary action by the LMBA Rules Committee and/or Board of Directors.

### **14. TOURNAMENT TEAMS**

To the best of its ability, and in adherence with the City of La Mirada’s 75% Residency Requirement, LMBA will make every effort to form at least one tournament team for each Division from Shetland through Colt. LMBA will not form a tournament team for the Foal Division (without further approval of the LMBA Rules Committee).

The formation of more than one team in any Division shall be subject to approval by the Rules Committee.

For the protection and benefit of the League and its membership, any person with knowledge of the team’s composition to remain silent until the “Official Announcement” of the tournament team(s) is made.

#### **14.1. Manager Selection**

14.1.1. All persons who were ratified by the Rules Committee and approved by the Board of Directors and who served as a manager or head coach during the preceding Spring Season shall be eligible to manage a tournament team, unless the Rules Committee disapproves any eligible person based upon their adherence to all applicable rules regulations, and Codes of Conduct.

14.1.1.1. Any manager or coach who was placed on probation during the current playing year shall not be eligible to manage or coach any tournament team **without exception**.

14.1.2. Any manager or head coach who desires to manage a tournament team must notify the Division Commissioner in writing of his/her desire to manage the team and submit a written

“Qualification Statement” by the deadline set by the Rules Committee. The Qualification Statement should explain to the Rules Committee why the applicant should be chosen to manage the tournament team.

14.1.2.1. Unless otherwise modified by the Rules Committee, the deadline for notifying the Division Commissioner about a desire to manage an All-Star team shall be April 30<sup>th</sup>.

14.1.3. The Rules Committee shall appoint the best qualified Manager to the tournament team from those persons who notified the Division Commissioner of his/her desire to manage a tournament team.

14.1.3.1. The manager or head coach who receives the highest total number of votes by the Rules Committee shall be appointed the manager of the tournament team.

**14.1.4. Pinto through Colt**

14.1.4.1. In addition to the votes by the Rules Committee members, the Rules Committee shall automatically award one (1) additional vote to the Team Manager of the team that had the best record at the end of the regular Spring season (prior to the commencement of playoffs).

14.1.4.2. Prior to April 30<sup>th</sup>, each manager shall rank the best-qualified managers in the Division for selection as the All-Star tournament team manager. The Rules Committee shall automatically award one (1) additional vote to the manager who receives the highest vote tally from the other managers in the Division.

14.1.5. The manager of the tournament team shall select his/her official coach and business manager from qualified members of the association, subject to ratification by the Rules Committee. Qualified members of the association shall consist of an adult who has passed the league’s background check policy and was on a Final Team Roster for any team in any Division during the Spring season of that same calendar year.

**14.2. Player Selection**

14.2.1. Any player who wishes to be nominated for All-Star selection shall submit a completed and signed “All-Star Player/Parent Commitment Agreement” to their Division Commissioner or

Spring Season Team Manager by April 30<sup>th</sup>. Only players who are nominated to play for a tournament team by their Team Manager by April 30<sup>th</sup> shall be eligible for selection to a tournament team.

- 14.2.2. Players shall be selected for tournament teams as set forth hereinbelow. Tournament teams shall consist of a minimum of 12 players and a maximum of 15 players, as determined by the tournament team manager).
- 14.2.3. Any player that accepts selection to a tournament team shall tender all applicable registration fees and “refundable deposits” as approved by the LMBA Board of Directors within forty-eight (48) hours of All-Star Selection. Upon fulfillment of all required All-Star participant commitments (including, but not limited to, field maintenance duties, snack bar duties, fireworks booth duties, pre-sale of fireworks, and as otherwise indicated on the Commitment Agreement or as approved by the LMBA Board), the refundable deposit shall be returned to the player.
- 14.2.4. Selection of All-Star players shall occur for all Divisions at the conclusion of the last scheduled Championship game in the Pinto through Colt Divisions, or as otherwise approved by the LMBA Board.

#### **14.2.5. Shetland Division**

- 14.2.5.1. All players nominated for selection to a Shetland tournament team (including the All-Star team) shall participate in evaluations conducted by the managers of all Shetland Division teams and the Rules Committee.
- 14.2.5.2. All Shetland Division managers and Rules Committee members shall conduct the tournament team evaluation. Upon conclusion of the try-out, each manager and Rules Committee member shall rank each of the nominated players in order of the best qualified for selection to the tournament team.
- 14.2.5.3. The 9 to 12 players (depending upon the total number of players the selected tournament team manager wants on the team) with the highest point total shall be placed on the tournament team.

14.2.5.4. The tournament team manager may select up to three (3) additional players from the eligible candidates irrespective of the players' total points.

**14.2.6. Pinto through Colt**

14.2.6.1. For Pinto through Bronco Divisions, no player shall be eligible for consideration for placement on a tournament team unless that person played in a minimum of 80% of his/her team's games during the preceding Spring season.

14.2.6.2. For Pony Division, no player shall be eligible for consideration for placement on a tournament team unless that person played in a minimum of 50% of his/her team's games during the preceding Spring season.

14.2.6.3. Players shall be selected at a "Tournament Team Formation" meeting (at which all managers shall be present) as follows:

14.2.6.3.1. Division Commissioner shall place the names of all players being considered for a tournament team on the board. Team managers shall have a total of 3 minutes to talk about the players from their team being considered for a tournament team.

14.2.6.3.2. Each manager shall rank the top 15 candidates from best on down, and assign points as follows:

1 <sup>st</sup>	-	15 points
2 <sup>nd</sup>	-	14 points
3 <sup>rd</sup>	-	13 points
4 <sup>th</sup>	-	12 points
5 <sup>th</sup>	-	11 points
6 <sup>th</sup>	-	10 points
7 <sup>th</sup>	-	9 points
8 <sup>th</sup>	-	8 points
9 <sup>th</sup>	-	7 points
10 <sup>th</sup>	-	6 points
11 <sup>th</sup>	-	5 points
12 <sup>th</sup>	-	4 points
13 <sup>th</sup>	-	3 points



14<sup>th</sup> - 2 points  
15<sup>th</sup> - 1 points

14.2.6.4. **Pinto and Mustang Divisions:** The 9 to 12 players (depending upon the total number of players the tournament team manager wants on the team) with the highest point total shall be placed on the tournament team. Additional players shall be placed on the team as set forth in Rule 14.2.6.4.2.

**Bronco and Pony Divisions:** The 7 to 10 players (depending upon the total number of players the tournament team manager wants on the team) with the highest point total shall be placed on the tournament team. Additional players shall be placed on the team as set forth in Rules 14.2.6.4.2 and 14.2.6.4.3.

14.2.6.4.1. In the case of a tie for the final spot, the tied players shall be subject to a new vote. Depending upon the number of tied players will determine the new point system.

If 2 players are tied for the final spot, points shall be awarded as follows upon the new vote:

1<sup>st</sup> – 20 points  
2<sup>nd</sup> – 10 points

If 3 players are tied for the final spot, points shall be awarded as follows upon the new vote:

1<sup>st</sup> – 30 points  
2<sup>nd</sup> – 20 points  
3<sup>rd</sup> – 10 points

14.2.6.4.2. The tournament team manager may select up to three (3) additional players from the eligible candidates irrespective of the players' total points.

14.2.6.4.3. **Bronco and Pony Divisions:** On the final Saturday of April or as otherwise approved by the LMBA Board, registered players in the Bronco and Pony Divisions may vote (in a manner approved by the LMBA Board) for

one (1) player within his/her respective Division to be selected for that Division's tournament team. No proxy voting will be allowed. The 2 players in each Division with the most votes by fellow players shall be placed on the tournament team for that Division, so long as that player has otherwise timely submitted a completed and signed "All-Star Player/Parent Commitment Agreement" as set forth in Rule 14.2.1. No additional players will be selected through this process in the case that either of the 2 players with the most votes has failed to timely submit the Commitment Agreement.

- 14.2.6.5. Any player who is selected for an All-Star team but declines to play for that team shall be ineligible to play on another All-Star team during that season.
- 14.2.6.6. If there is more than one (1) tournament team for the Division, any eligible player who is not placed on the first tournament team shall remain on the board and subject to a new vote (to be conducted in a similar fashion as for the initial tournament team) for placement on the next tournament team in the Division.

## **LMBA Winter/Fall Season Rules**

LMBA recognizes that our members play other sports during the Fall/Winter, however, the Board wishes to provide an outlet for those that wish to continue playing baseball – as well as to provide the ability for players to learn the skills that they will be utilizing in the upcoming Spring season.

For these reasons, LMBA offers a Winter/Fall season – however, it is designed to be instructional in all Divisions. Managers and coaches should make every effort to provide players an opportunity to experience different defensive positions and to develop pitchers and catchers for the upcoming Spring season – while always keeping in mind player safety.

There shall not be any playoffs or championships during Winter/Fall season, and scores and standings will not be recorded by LMBA.

Spring season rules will apply during the Winter/Fall season except as noted herein. Where there is a conflict, “Winter/Fall Season Rules” shall control.

### **15. TEAM FORMATION**

- 15.1. Winter/Fall season managers in all Divisions will be allowed to freeze up to 12 players. For any team with less than 12 players, the Division Commissioner shall assign players from those that have registered for the season.

### **16. LENGTH OF GAME AND TIME LIMITS**

- 16.1. The length of games during the Winter/Fall season shall be as follows:
  - 16.1.1. **Foal:** Either three (3) innings or one (1) hour drop dead, whichever occurs first.
  - 16.1.2. **Shetland:** Either 6 innings or one hour, thirty minutes (1:30) drop dead, with no new inning to commence after one hour, fifteen minutes (1:15), whichever occurs first.
  - 16.1.3. **Pinto:** Either 6 innings or two hours (2:00) drop dead, with no new inning to commence after one hour, forty-five minutes (1:45), whichever occurs first.
  - 16.1.4. **Mustang:** Either 6 innings or two hours (2:00) drop dead, with no new inning to commence after one hour, forty-five minutes (1:45), whichever occurs first.

16.1.5. **Bronco:** Either 7 innings or two hours, fifteen minutes (2:15) drop dead, with no new inning to commence after two hours (2:00), whichever occurs first.

16.1.6. **Pony:** Either 7 innings or two hours, fifteen minutes (2:15) drop dead, with no new inning to commence after two hours (2:00), whichever occurs first.

## 17. MAXIMUM PITCHING RULES

17.1. In an effort to reduce injury to players' arms during the Winter/Fall season, and with the hope that managers will develop additional pitchers for upcoming seasons, in each Division, no player may pitch more than two (2) innings in any game.

## 18. MISCELLANEOUS

18.1. Managers are not required to prepare or submit "Game Reports"

18.2. Each half of an inning shall terminate upon (i) three (3) outs being recorded or (ii) five (5) runs being scored – whichever occurs first. There shall be no "open" innings during the Winter/Fall Season.

18.3. **No player shall sit during two (2) consecutive innings.** The inning commences with the first pitch thrown to a batter.

18.4. There shall be no "Mercy Rule" during the Winter/Fall Season.

## **LMBA Select Division Rules**

LMBA is dedicated to sponsoring recreational baseball and related activities in an effort to develop sportsmanship, character, and principles of fair play and integrity in the youth of the community.

As LMBA focuses its efforts on players ranging in age from 3 ½ to 14, the players' experience levels also vary from novices with little or no experience to those that are adept with almost a decade of playing experience.

Although LMBA provides players an opportunity at the end of its regular Spring season to be selected onto "All-Star" teams that compete against teams from other cities in official PONY All-Star tournaments, LMBA desires to provide interested youths with a more advanced playing level on a year-round basis by means of a "Select Division" to better prepare them (as well as coaches and parents) for the transition from recreational play to "All-Star" play (and high school/collegiate play).

Notwithstanding the fact that LMBA teams participating in the Select Division will play against teams from other cities (and will be subject to "All-Star" rules year-round), it is LMBA's goal to ensure that such teams remain a vital part of LMBA and that all persons participating in the Select Division adhere to LMBA's goals, values, and objectives.

Teams participating in the Select Division ("Select Teams") shall adhere to any rules, regulations, and Codes of Conduct applicable to the tournament/game in which the teams are playing.

All participants in the Select Division (including managers, coaches, team parents, players, and spectators) shall adhere to the LMBA Code of Conduct at all times, and any violation of the LMBA Code of Conduct or any applicable tournament rules (including those set forth herein) may subject said participants to disciplinary action by the LMBA Rules Committee and/or Board of Directors.

### **19. SELECT TEAMS**

Select Teams may be formed in each of the following age divisions: 8U, 9U, 10U, 11U, 12,U, and 13U, subject to availability of qualified and interested managers and players. Whether Select Teams are actually formed for any age division or any given season is a decision reserved for the sole discretion of the LMBA Board. In no event shall there be more than one Select Team per age division.

Notwithstanding "LMBA Tournament Rules" set forth in Section 14 of these Rules & Regulations, managers, coaches, and players for Select Teams shall be selected as set forth hereinbelow.

During the Spring Season, Select Teams shall play inter-league games against Select Teams from other PONY organizations as approved by a majority of the LMBA Board. Select Teams will not be scheduled to compete against LMBA teams that are not within the Select Division. Select Teams may, at the discretion of the Team Manager, play in other tournaments throughout the year.

#### 19.1. Select Division Committee

- 19.1.1. In order to facilitate the governance of the Select Division, the LMBA President shall form a Select Division Committee. The Select Division Committee shall be comprised of four (4) sitting members of the LMBA Board of Directors (President, Vice President, Player Agent, and Select Division Commissioner) and at least two (2) members of the general membership of LMBA.
- 19.1.2. The duties of the Select Division Committee shall include all duties set forth herein, as well as any other duties and responsibilities as deemed necessary by the President for the successful operation of the Select Division. Unless modified by the President, the Select Division Committee may provide recommendations to the Rules Committee regarding (i) any changes to the LMBA Rules & Regulations deemed necessary or appropriate regarding the operation of the Select Division; and (ii) potential disciplinary action against any manager, coach, player, spectator, or other person involved in the Select Division.

#### 19.2. Team Formation

- 19.2.1. Each team shall consist of one (1) manager, two (2) coaches, and one (1) business manager selected in accordance with Rules 19.3.1 and 19.3.2. Each team shall also consist of no less than twelve (12) players and no more than fifteen (15) players selected in accordance with Rule 19.4.
- 19.2.2. Each Select Team shall be required to have at least 75% of its roster comprised of La Mirada residents (as defined by the City of La Mirada/LMBA Field Usage Agreement) and/or players who have been active players in LMBA for at least the two previous consecutive Spring seasons.
- 19.2.3. Each Select Team shall bear the name “La Mirada Coyotes” and be distinguished by its respective age

division (e.g., La Mirada Coyotes 9U or La Mirada Coyotes 10U).

### 19.3. **Managers, Coaches, and Business Managers**

#### 19.3.1. **Manager Selection**

19.3.1.1. Any adult individual who is interested in managing a Select Team shall submit a manager application to the Select Division Commissioner or a current member of the Select Division Committee on or before a date set forth by the Select Division Committee.

19.3.1.2. *Only residents of the City of La Mirada may be selected as a manager of a Select Team.*

19.3.1.3. Selection of the Select Team managers shall be at the sole discretion of the Select Division Committee based upon the applicant's city of residency; knowledge of baseball; coaching experience; abilities to provide fair leadership, maintain discipline, build team loyalty, and to demonstrate good sportsmanship through his/her own actions; commitment to LMBA; and availability (including ability to potentially manage an All-Star tournament team).

19.3.1.4. All Select Team managers shall be subject to a criminal history background check and shall be subject to approval by a majority of the LMBA Board.

19.3.1.5. Select Team managers shall serve from September 1<sup>st</sup> (or as soon thereafter as the manager is selected) through July 31<sup>st</sup> (or the natural end of the All-Star tournament season).

#### 19.3.2. **Coach and Business Manager Selection**

19.3.2.1. Select Team managers shall select two (2) rostered coaches and one (1) rostered business manager within fifteen (15) days of team formation.

19.3.2.2. The business manager shall be responsible (along with the team manager) for the handling of all business affairs of the team – including completion of the Official Team Roster and acquisition/submission of player eligibility documents. The business manager (along with the team manager) shall be responsible for handling all financial matters of the team.

19.3.2.2.1. All income derived on behalf of a Select Team (whether through sponsorship, donation, fundraising, or otherwise) shall be deposited with the LMBA Treasurer into that team's account.

19.3.2.3. The business manager may also serve as a coach.

19.3.2.4. All Select Team coaches and business managers shall be subject to criminal history background check and shall be subject to approval by a majority of the LMBA Board.

### 19.3.3. **Attire**

19.3.3.1. All Select Team managers, coaches, and business managers shall be attired in full baseball uniform (which, at a minimum, shall consist of Team jersey, pants, belt, and hat) while present during all games.

## 19.4. **Player Selection**

19.4.1. Select Teams shall consist of no less than twelve (12) players and no more than fifteen (15) players. The ultimate number of players on any given Select Team is at the discretion of the Team Manager with approval of the Select Division Committee.

19.4.2. Only those players who live within the LMBA All-Star boundaries and meet all other All-Star eligibility requirements (as set by PONY and/or LMBA) shall be eligible to play on a Select Team.



- 19.4.2.1. Any player who is deemed ineligible for All-Star tournament play pursuant to the LMBA Rules & Regulations shall also be ineligible for placement on a Select Team.
- 19.4.3. Only those players who have and maintain at all times a scholastic grade point average of 2.0 (or the equivalent thereof).
- 19.4.4. The Select Division Committee shall schedule and conduct team tryouts prior to November 1<sup>st</sup> of each year (or as soon thereafter as practicable), however, player selection for each Select Team shall be at the sole discretion of the Select Team manager with input and final approval of the Select Division Committee. Selection shall be based upon baseball skill, baseball experience, commitment to the Select Team (including ability to attend/participate in practices, games, optional tournaments, and All-Star tournament, and ability to participate in Team fundraising events), commitment to LMBA, and other Team/League requirements.
  - 19.4.4.1. No player may participate in the tryouts or otherwise be placed on a Select Team unless said player has completed a "Select Division Parent/Player Commitment Form" – and submitted the most recent scholastic report card. The player commitment form shall, at a minimum, discuss the obligations and commitments set forth in Sections 19.5 and 19.6.
  - 19.4.4.2. Notwithstanding Rule 1.3, no player may be initially placed on a Select Team whereby the player is "playing up" into any higher age division within the Select Division. This shall not prevent a junior from playing on a senior team within the same age division, but would prevent a senior from playing on a junior team in a higher age division - unless that junior player is a returning player who was initially placed on the team while the team was in a younger division. For example, although a 9-year old would be allowed to play on a 10U Select Team, a 10-year old would not be allowed to play on an 11U Select Team

unless the 10-year old is returning to the Select team and was initially placed on the Select team while within a younger age division and played with that Select Team in the immediately preceding season.

However, at least 75% of all players on a Select Team must be age specific. For example, at least 75% of the players on a 10U team must be 10, or on an 8U team must be 8, etc.

19.4.4.3. If, after the formation of non-Select teams, a Select Team requires a replacement player due to a rostered player being permanently removed from the roster, the Team Manager may select another player so long as (i) the replacement player has not already been placed on another LMBA team roster during that season (even if no longer on that roster), and (ii) the replacement player does not increase the total number of rostered players.

19.4.4.4. Select Team registration fees and other monies as established by the LMBA Board shall be tendered within seven (7) calendar days of selection to a Select Team or as otherwise approved by the Select Division Committee and/or LMBA Board.

## 19.5. **Player Commitments**

Players who are chosen for a Select Team are expected to commit to the Select Team from November 1<sup>st</sup> (or at such time as the player is selected) through October 31<sup>st</sup> of the following year. Although the main season for the Select Team shall be January 1<sup>st</sup> through July 31<sup>st</sup> (or the natural end of the All-Star Tournament Season), Select Teams may conduct practices, participate in tournaments, participate in fundraising, or other team activities throughout any portion of the year, and Select Team players are also expected to commit to said activities.

## 19.6. **Miscellaneous**

19.6.1. Scholastic Grade Point Average: Each player shall submit his/her scholastic report card to the Team

Manager within seven (7) calendar days of receipt of each report card from the player's school.

19.6.1.1. Any player who does not maintain a scholastic grade point average of 2.0 (or the equivalent thereof) is not eligible to participate in Select Team activities (including practices and games).

19.6.1.2. Players may, in between report card periods, regain eligibility to participate in Select Team activities by submitting to the Team Manager a letter from a teacher or School administrator demonstrating sufficient progress that demonstrates an elevation of the grade point average above 2.0 (or the equivalent thereof).

19.6.2. Team Responsibilities: Select Teams will share the same obligations and responsibilities to LMBA as non-Select Teams (e.g., participation in field maintenance duties, snack shack duties, etc).

19.6.3. Additional Team Activities: At the discretion of the Select Team manager (and with the approval of the Select Division Committee), Select Teams may hold more practices than non-Select Teams, participate in additional tournaments, conduct fundraising activities, and other activities that benefit the Select Team and/or LMBA. *Such activities may result in additional expenses and travel for participants in the Select Team.*

19.6.4. Rules of the Game: Select Teams shall play in games governed by the All-Star Rules as adopted by PONY (and modified for the West Zone), or as otherwise approved and adopted by the Tournament Organizer.

19.6.5. Practice Field Availability: Practice fields at Los Coyotes or other fields assigned to LMBA will be allocated to Select Teams in the same fashion as to other League teams.

19.6.6. All-Star Eligibility: At the discretion of and subject to the approval of the LMBA Board, the Select Team for each age group may compete as one of the All-Star teams representing LMBA. Select Teams are *not* intended to

be the only All-Star team representing a specific age division for LMBA.

19.6.6.1. Only those Select Teams and players that meet All-Star eligibility requirements (as set by PONY and/or LMBA – including minimum scholastic grade point average) at the time of All-Star Team selection shall qualify for selection as or to an All-Star Team. Select Team players shall only be eligible for a Select All-Star Team (if formed at the discretion of the LMBA Board), and no Select Team player shall be placed on an All-Star Team comprised of non-Select Team players.

19.6.6.1.1. A Select Team that has less than 12 players at the time of All-Star team formation or of any All-Star game may select another player who had been on a non-Select Team during the Spring season if, and only if, that player was nominated to a non-Select All-Star team but was not placed onto any non-Select All-Star team.

19.6.6.2. A Select Team that qualifies to represent LMBA as an All-Star Team in the Pinto, Mustang, or Bronco Divisions may not include any player that did not participate in at least 80% of the Select Team's regularly scheduled games – nor shall any Select Team that qualifies to represent LMBA as an All-Star Team in the Pony Division include any player that did not participate in at least 50% of the Select Team's regularly scheduled games.

19.6.6.3. Select Team players that are selected for placement on an All-Star Team shall be subject to all obligations and responsibilities as all other players selected for placement on an All-Star Team, including payment of registration fees and deposits, and fulfillment of all required All-Star participant commitments – such as field maintenance duties, snack bar duties,

fireworks booth duties, pre-sale of fireworks, and as otherwise indicated on the Commitment Agreement or as approved by the LMBA Board).

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Any person having any inquiries about the rules adopted by LMBA or any suggestions as to any type of changes in the rules are welcome to submit their questions or suggestions to LMBA in writing to:

L. M. B. A.  
P. O. Box 206  
La Mirada, CA 90637

All submissions will be reviewed by the Rules Committee for possible interjection at the next revision meeting following the season.