

Oso Pony Baseball

BY-LAWS

ARTICLE I -- ORGANIZATION

- A. Registration for participation in league play will be held at the discretion of the elected Executive Board. Registration will close at the discretion of the Board.
- B. The Player Agent(s) will maintain a waiting list (player pool) of all players who reside in Oso Pony Baseball boundaries during the year for those who registered late.
- C. This League shall be divided into ten (5) divisions:
 - 1. SHETLAND LEAGUE BASEBALL - 3-6 year olds
 - 2. PINTO LEAGUE BASEBALL - 5 to 8 year olds
 - 3. MUSTANG LEAGUE BASEBALL - 8 to 10 year olds
 - 4. BRONCO LEAGUE BASEBALL - 11 to 12 year olds
 - 5. PONY LEAGUE BASEBALL – 13 to 14 year olds
 - 6. COLT LEAGUE BASEBALL – 15 to 16 year olds
- D. All Divisions must dissolve at the conclusion of the current season. All players are to return to their respective league's player pool.
- E. The number of players (or limit thereof) drafted to a team will be decided by the draft committee based upon the number of players registered and attending try-outs in each division and the number of teams in that respective division. The Draft Committee will at a minimum consist of League President, League Vice President, Division VP, and Player Agent.
- F. All players must wear League-issued uniforms (jersey, cap, etc.) during regular season games. The only modifications that are permitted will be to have the players' names on the backs of the jerseys—in lieu of the team sponsor's name—if the team sponsor agrees to forego having its name on the backs of the jerseys. In this case, all players on the team must have their name on their jersey, and the team sponsor's name may be placed on the right sleeves of the jerseys.

ARTICLE II -- PLAYER DRAFT

A. GENERAL

1. The Player Draft will be held annually under the direction of League staff, or an official of the Executive Board of Oso Pony Baseball. The Draft procedures are outlined below and are in conformity with the Pony Baseball Rules and Regulations. Members of the Oso Pony Baseball Board may be present to assist in the draft.
2. There will be no trading of draft choices or players at any time in Oso Pony Baseball League. Violation of this rule will result in the automatic suspension of all managers, coaches, and/or Board Members involved.
3. Once drafted to a team, a player becomes the property of the team that he/she is drafted to for that season and will not be allowed to change teams for any reason other than special circumstances as determined by the Draft Committee when acting in the best interests of the players and the League.
4. If a player registers with the League and subsequently quits or withdraws his/her registration, that player will not be permitted to register for participation in league play during the same season.

B. OPTIONAL PLAYERS

1. Manager's options consist of the manager's sons/daughters, brothers/sisters, and legal wards. Managers should be appointed prior to the draft. Each manager must, prior to the draft, notify the League representative conducting the draft of his or her option players.
2. Team managers appointed after the draft shall have his/her options as exercised above. In the event the exercise of such option results in the optioned player being taken from another team, such team shall have the right to replace such player from the team taking the player, provided such team may protect five (5) of its players.
3. Coaches Option Rule. Managers will be allowed to protect one player from draft (in addition to Coach's own children) whose parent will be listed as the teams Assistant Coach. In order for protection to be allowed, a completed Assistant Coaches Request Form from the Team Manager and Assistant Coach stating their intent to be the active Coaches (expectation is that the assistant will be an active coach on the field during games) will need to be presented at the draft (see Appendix A).
 - a) The child of the Assistant Coach will be automatically selected in the first round of the draft.
 - b) Coaches with Assistants Coaches' picks will be moved to the beginning of the first round of the draft in the order established by a random/hat drawing.

Example: Round 1

Team 1 Asst Coach
Team 2 Asst Coach
Team 3 Asst Coach
Team 4 Asst Coach

Team 5 Asst Coach
 Team 6 No Asst Coach
 Team 7 No Asst Coach
 Team 8 No Asst Coach

Round 2 reverse order
 Team 8 No Asst Coach
 Team 7 No Asst Coach
 Team 6 No Asst Coach
 Team 5 Asst Coach
 So on

4. Brothers/Sisters Option Rule.

Brothers and/or sisters options will automatically be exercised unless the parents make a written request to the League prior to the draft requesting that the brothers and/or sisters not play on the same team. When the first brother or sister is drafted, the manager automatically takes the other brother/sister on the next round.

5. Managers' Sons and/or Daughters Option Rule.

Managers who have sons and/or daughters eligible for the draft who wish to draft them must notify the League prior to the draft. The parent-manager is required to exercise this option prior to the close of the specific draft round depending on the league age of the sons and/or daughters, as indicated below:

DRAFT ROUND	3RD	4 TH	5 TH
COLT	16	15	14
PONY	14	13	
BRONCO	12	11&10	
MUSTANG	10	9&8	
PINTO	8	7&6	
SHETLAND	6	5	

6. Overlapping Options.

In the event that a player falls into more than one option category, the requirements for the more restrictive option shall be followed.

C. DRAFT ORDER

1. The draft order for All Divisions will be in the following order: 1-2-3-4-5-6-7-8, 8-7-6- 5-4-3-2-1, for the first two (2) rounds. Beginning with the third round, manager's son/daughter options will be assigned in accordance with the player's league age as outlined above. Managers without such options will draft as an open round in the order of their draft assignment. The fourth round will be in the reverse draft order with manager's son/daughter options assigned, and managers without such options will draft as an open round in the same order as the second round of the draft. The fifth and successive draft rounds will continue with alternating the draft order and reverse draft order as specified above for the first and second draft rounds, with Shetland manager's son/daughter options for 5 year- olds in the fifth round.

CI. SELECTION REQUIREMENTS

1. MUSTANG, PINTO, SHETLAND Divisions - Player drafts are to be conducted as

outlined above with the following exceptions:

- a) The total number of players on each team and the number of players in each age group shall be established by the League prior to the draft, based upon the number of players registered.
- b) Prior to the draft, the League shall determine their respective division's draft order by a drawing of lots. The returning managers of the respective divisions will have first choice of team name. The returning managers from other divisions will have second choice of team name. All new managers will select team names by a hat-draw.
- c) No player shall be treated as a returning player regardless of the fact that he might have played on a Mustang, Pinto, or Shetland team the previous year.
- d) The MUSTANG Division draft will include all 8 and 10 year-olds.
- e) The SHETLAND Division players will be placed on teams with evenly distributed ages. No try-outs will be held.
- f) All registered players will be drafted or assigned as necessary. If the number of players on the final round is less than the number of teams in the Division, those players will be drawn from a hat pick. A sufficient number of numbered slips (1,2,3, etc.) will be added to the player's slips so the number of slips will equal the number of teams. The drawing will begin with that final round's draft order. Those teams drawing numbered slips will be eligible for League distribution from the player pool in the order of the number drawn.
- g) The PINTO division will be split into a two leagues once there are a total of six or more teams. The teams will be split into two separate division based on draft order. The even teams will be in the American League and the odd teams will be in the National League

E. PLAYER AGENT'S LIST

- 1. The Player Agent shall keep a list of late registrants for assignment all Division teams.
- 2. Pool Players
 - a) The League will delegate creating and running the pool to the Executive Board.
 - b) Pool Players may not pitch.
 - c) Pool players may only be used in an effort to get a roster to 9 total players. If additional rostered players show up, pool players must play a minimum of 9 consecutive defensive outs and bat once

- d) Coaches must give a minimum of 24hrs notice to league VP that a pool player will be needed.
- e) Initial rotation of pool will be set up by blind draw.

ARTICLE III -- RULES AND REGULATIONS

A. Player participation

1. Player participation by all divisions shall be controlled by Pony Baseball of the Colt, Pony and Bronco Official Regulations. In the event a player does not play six (6) defensive outs and bat at least once during a game, such player must start the next game following and complete the previous game and current game's participation requirements consecutively. The official scorekeeper's record will be used in determining whether or not an infraction did occur.
 - a) Substitutions in Bronco divisions must be made by the top of the 3rd inning.
 - b) Substitutions in Pony/Colt division must be made by the top of the 4th inning.

In the event of non-compliance, the Manager will for the:

- a) First Offense: Receive a written warning from the Vice-President.
- b) Second Offense: Be suspended for his or her team's next scheduled game.
- c) Third Offense: Be suspended for the remainder of the season.

NOTE: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked. It should be remembered that the prime aim of Oso Pony Baseball is for all children to play.

2. Any player who is ejected from a game for improper behavior will be required to serve a mandatory one game suspension to be enforced in the following game unless the suspension is appealed. If requested, the player's manager or parent may appeal the suspension in writing to the League President within 24 hours of the incident. The player may continue to play pending the appeal.
3. For every game a player is absent or on discipline, such player will be credited with participation requirement. Notice of disciplinary action against a player must be given in writing to the official scorekeeper prior to the commencement of the game. Such written notice will be given to the Officer of the Day and forwarded to the Vice-President who will report this at the next scheduled Board meeting. After such notice, required participation of official play will be charged against the player on disciplinary status. Official League scorekeepers will notify the President and/or Vice-President of a player placed on discipline for the second consecutive game. The Officer notified shall contact the parent and manager of such player concerning such absence or disciplinary problems.
4. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.
5. Player Replacement.

- a) Upon permanent loss of a player, the manager shall immediately (within 48 hours) notify the Vice-President and the Player Agent. The Vice-President may be called upon to assist in determining the date of permanent loss. Penalty for non-notification will be the suspension of the manager from all games until the replacement player is on the team, unless the loss of a player occurs within the last two weeks of the regular season schedule.
 - b) Replacement players must play his/her first game within fourteen (14) calendar days of the lost player's last game. Penalty for non-compliance will be the same as outlined under Subparagraph 1, Paragraph A-"Player Participation," of Article III.
 - c) All Bronco Division teams must have had a player taken before a second player can be taken from one team. No distinction will be made between eleven and twelve year old players selected from the Mustang Division by a Bronco Division team as long as the Bronco Division team does not exceed eight (8) players of either age group. A manager of a Mustang Division team may protect his/her son/daughter from being called up to the Bronco Division to replace a lost player.
 - d) In the Bronco Division, the manager will notify the Vice-President and Player Agent of the player selected to be drafted to the team from the Mustang Division. This player will join the Bronco Division team with approval of both the Executive Board and the parents involved. Refusal of any Mustang Division player called up to the Bronco Division to comply shall result in forfeiture of further eligibility in the Bronco Division for that player for the current season, per Pony Baseball Regulations. Replacement of a lost Bronco Division player from the Mustang Division is not allowed during the last two weeks of the regular season schedule.
- B. The Player Agent will replace the lost player from the player pool in the Shetland, Pinto, Mustang and Colt Divisions.
- C. General
- 1. Team Game Day Responsibilities – Home teams are responsible for lining of the infield, providing an official scorekeeper and providing an announcer. Visiting teams are responsible for dragging the infield and repairing the pitcher's mound after each game and wetting down the infield (after the final game of the day). In the event infield lining is provided during the week, both teams are responsible for dragging the infield and repairing the pitcher's mound after each game and wetting down the infield (after the final game of the day). In the event of non-compliance, the manager shall for the:
 - a) First offense - Receive a written warning.
 - b) Second offense - Receive a suspension for the next scheduled game.
 - c) Third offense - Receive a suspension for the remainder of the season.
- D. If play is halted due to weather or darkness prior to becoming a regulation game as defined by Article III, Paragraph B, Subparagraph 4, the game is a called "no game." If play is halted after the game has become a regulation game due to natural causes (rain or lightning) the game is over. IF play is halted after the game has become a regulation game due to light failure, curfew, sprinkler malfunction or some human

error condition, it must be suspended and resumed the next available day.

3. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the scorebook and affidavit verifying the number of pitches for each pitcher of the game.
4. Time Limit and Extension of Games – COLT and PONY Division
 - a) An inning starts the moment that the third out is made completing the previous inning.
 - b) No inning shall start after 1 hour and 50 minutes of play if another game is scheduled in the next time slot on the same field that day, except when implementing Subparagraph e) below. If no game is scheduled in the next time slot on the same field that day, games shall be in accordance with the Pony Baseball Regulations and Playing Rules.
 - c) For games subject to the 1 hour and 50 minutes limit as provided above, an inning started before the 1 hour and 50 minutes limit has expired will be completed. However, if the completion of an inning jeopardizes the possibility of completing the next scheduled game by the 10:30 p.m curfew, the Officer of the Day will suspend play and the game will be resumed from that point at a later date, if necessary.
 - d) No inning shall start after 10:30 p.m. in accordance with Colt Division and League policy “Night Games”.
 - e) The League President, League Vice-President, or Officer of the Day may extend the time limit of a game (but not the 10:30 p.m. curfew) to avoid a suspended game.
 - (1) If play is extended in the first game of a weekday schedule and a second game is scheduled, play will be halted in order to allow completion of the second game by the 10:30 p.m. curfew.
 - (2) The second game of a weekday schedule will be controlled by the 10:30p.m. curfew. No inning will be started after the 10:30 p.m. curfew.
 - (3) In the event a game is extended and another game is scheduled, the following game will be started with no on field warm-up
 - f) If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a win by preventing the start of a new inning or a suspended game, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.
 - g) If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
5. Time Limit and Extension of Games - BRONCO Divisions.

- a) An inning starts the moment that the third out is made completing the previous inning.
 - b) No inning shall start after 1 hour and 45 minutes of play if another game is scheduled in the next time slot on the same field that day, except when implementing Subparagraph c) below. If no game is scheduled in the next time slot on the same field that day, games shall be in accordance with the Pony Baseball Regulations and Playing Rules.
 - c) The League President, League Vice-President, or Officer of the Day may extend the time limit of a game (but not the 10:00 p.m. curfew) to avoid a suspended game. In the event a game is extended and another game is scheduled, the following game will be started with no on-field warm-up.
 - d) For games subject to the 1 hour and 45 minute time limit as provided above, an inning started before the time limit has expired will be completed. However, if the completion of an inning jeopardizes the possibility of completing the next scheduled game by the 10:00 p.m. curfew, the Officer of the Day will suspend play and the game will be resumed from that point at a later date, if necessary.
 - e) No inning shall start after 10:00 p.m. in accordance with Pony Baseball Regulations and Mustang League "Night Games." No inning shall start after 7:30 p.m. in the first game of a weekday when a second game on that field is scheduled.
 - f) If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a win by preventing the start of a new inning or a suspended game, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.
 - g) If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
6. Time Limit and Extension of Games - MUSTANG and PINTO Divisions.
- a) An inning starts the moment the third out is made completing the previous inning.
 - b) Time limit of games shall be 1 hour and 30 minutes in Mustang and Pinto division regardless of the number of innings completed. The four (4) inning minimum requirement for a regulation game does not apply. When halted due to weather or darkness, a regulation game will be 1 hour 30 minutes or four (4) complete innings, whichever comes first. No inning shall start after 10:00 p.m. in accordance with Pony Baseball Regulation "Night Games."
 - c) There will be no suspended games in the Mustang or Pinto for reasons of weather, darkness, tie games or time constraints.
 - d) An inning started before the 90-minute time limit that continues after the time limit has expired (called an "extended inning") will be completed subject to the following:

- (1) The extended inning shall not last more than 20 minutes beyond the game's regulation time limit as defined above.
- (2) If the time extension period as defined above has expired without the determination of a winner or completion of the extended inning, the game score will revert back to the score at the last completed inning of play. If the home team scores the winning run in its half of an extra inning, the game ends immediately when the winning run is scored. If the extended inning ends with the score tied, then play does not continue and the game is considered a tie.

SPECIAL NOTE: If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a called "no game" or winning the game by reverting back to the previous completed inning of play, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.

7. Time Limit and Extension of Games - SHETLAND Divisions.

- a) An inning starts the moment the third out is made completing the previous inning.
- b) Time limit of games shall be 55 minutes regardless of the number of innings completed. The four (4) inning minimum requirement for a regulation game does not apply.
- c) There will be no suspended games in the Shetland Divisions for reasons of weather, darkness, tie games or time constraints.
- d) An inning started before the 55 minute time limit that continues after the time limit has expired (called an "extended inning") will be completed subject to the following:

- (1) The extended inning shall not last more than 10 minutes beyond the game's regulation time limit as defined above.
- (2) If the time extension period as defined above has expired without the determination of a winner or completion of the extended inning, the game score will revert back to the score at the last completed inning of play.

SPECIAL NOTE: If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a called "no game" or winning the game by reverting back to the previous completed inning of play, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.

- (3) If the extended inning ends with the score tied, then play does not continue and the game is considered a tie.

8. Tie games in Shetland, Pinto, and Mustang Divisions will be counted as a 1/2 win and 1/2 loss for both teams involved. In Shetland, Pinto, and Mustang Divisions, rainout games will be rescheduled for completion by the League President and or the respective Executive Board Member, if possible.

9. Rescheduled games will be played as soon as a field becomes available for play, provided neither team involved in the game would be forced to play a double- header. Rescheduled games that impact the division standings and potential playoff teams must be played or a winner determined.
10. Questionable Playing Field Conditions. The Officer of Day or in his/her absence the League President, League Vice-President, or Executive Board Member --will decide whether or not to start play. Consultation with the umpire-in- chief is recommended. The umpire-in-chief will decide on playing conditions after the game has officially started. Non-official ("parent") umpires must consult with the Officer of the Day or an official umpire before "calling" a game, for any reason.
11. A maximum of four (4) adults or coaches will be allowed on the field or in the dugout at any one time for each team in the Pinto (may allow a 5th adult as backstop catcher to speed up game) and Shetland Divisions. A maximum of three (3) adults or coaches may be on the field or in the dugout during Pony, Bronco, and Mustang Division games. The Rule Book for the appropriate league will be followed for control of the managers/coaches while the game is in progress.
12. All managers, coaches and players must stay off of the playing field during the games, except in fulfilling a normal position. Permission from the umpire must be obtained before a manager or coach may leave the dugout for a time-out.
13. The pitcher will be removed if the manager or coach makes a third trip to the pitcher at the mound (to the same pitcher) during the same inning. No manager or coach may make a third visit to the pitcher while the same batter is at bat. A manager or coach may confer with any other player, including the catcher, during the visit with the pitcher.
14. All substitutions MUST be reported to the scorekeeper and the opposing manager. Play will not continue until said substitution(s) are recorded by the scorekeeper. This rule states that substitutions will be given to the umpire-in-chief, and states that the umpire-in-chief will announce the substitution(s). All game substitutions not covered by Oso Pony Baseball By-Laws must conform to the Pony Baseball Regulations and Playing Rules for the appropriate league/division.
15. All Oso Pony Baseball managers and coaches are encouraged to umpire at least three games out of their division during the regular season (unless Paid Umpires are provided by the League). No manager or coach of Oso Pony team will umpire ANY Oso Pony game of which said manager or coach has primary involvement.
16. Protests shall be controlled by Pony Baseball and will be resolved by the Oso Pony Baseball Executive Board within one week after a formal protest is filed.
17. A committee composed of the League President or his/her designated representative, Vice-President, and one or more other officers or directors who are not managers in that Division, shall hear and resolve any protest, including playing rules. If any of the above officers has a child in the Division filing the protest, the League President will appoint another Board Member to hear the protest in his/her place. The umpire-in-chief may be added to the protest hearing.
18. Any person who shows cause as being detrimental to the best interest of Pony Baseball may be expelled from Oso Pony Baseball ballparks by the Officer of the Day, or a Board Member, acting for the League President.

19. A manager or coach who refuses to leave the Oso Pony Baseball complex after being suspended or ejected from his/her game will be reprimanded by the Executive Board and may be dismissed from his/her duties. He/she will also be required to serve a mandatory two games suspension to be enforced in the following two games.
20. Any complaints from managers, coaches, parents or fans concerning any umpire will not be considered or taken under advisement by any member of the Executive Board unless such complaint is in WRITTEN FORM. Complaints must be specific as to allegations, rules not followed or described misconduct. Said written allegations must be given to the Officer of the Day or League Official.
21. Any complaints from managers, coaches, parents or fans concerning League officials, managers or coaches will not be considered or taken under advisement by any member of the Executive Board unless such complaint is in WRITTEN FORM. Complaints must be specific as to allegations, rules not followed or described misconduct.
22. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so. An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.
23. Alcoholic beverages are not allowed at the Oso Pony Baseball complex. Anyone found with alcoholic beverages should be reported to the Officer of the Day or a League representative. This representative is to immediately notify the individual(s) involved of this regulation. The alcoholic beverages are to be immediately discarded. Local law enforcement officers will be notified if there is any resistance confronted. The League representative is required to then notify the League President of the individual(s) involved. The League President will bring each situation before the Executive Board to determine whether or not suspension from the League is warranted.
24. Anyone found in possession of an illegal substance should be immediately reported to the Officer of the Day or a League representative. This representative will contact local law enforcement officers for further action. Confrontation with the individual(s) is neither required nor recommended.
25. Pre-game warm-up shall be limited to forty-five (45) minutes prior to the game. In non-compliance, the manager will be suspended from the game.
26. Courtesy Runner for Catcher in all divisions – when the batting team has two outs, the Catcher for the batting team, may be substituted with the runner/batter that made the 2nd out in the inning. This will allow the batting team's catcher additional time to suit up in Catcher's equipment and speed up the game.
27. When the batter throws his/her bat there is no official rule or interpretation however local league rules

states that a batter and his team are issued a warning the first occurrence. The next player who releases his bat gets ejected, regardless of whether it is the same player.

If the player is to be ejected, the umpire should, after all play has ceased: 1) call "time"; 2) eject the player; and 3) instruct the manager to provide a substitute runner if the ejected player reached base.

There is no out on the play as a result of the ejection unless his bat interferes with a fielder making a play. If it's an uncaught third strike where the batter may try for first base (Pony and above), and the released bat hits the catcher or the loose ball, that is a form of interference that would also lead to the batter being ruled out. But the bat release itself is NOT penalized with an out.

Oso Pony Baseball encourages the umpire to have the following conversation with the manager. Umpire: "That's a second thrown bat. Your player, #xx, is going to need to be removed from the game. Either you sit him down for the rest of the game, voluntarily, or I'll eject him." Manager: "Okay. #xx will sit for the rest of the game."

Net result -- #xx is not suspended for his next game, because he hasn't officially been ejected. While the umpire is not required to do this, it's usually appropriate if

a) the thrown bat wasn't flagrant and b) it was a different player than the one who earned his team the warning.

28. For divisions that are batting full lineups, a removed or ejected player for non- illness or injury reasons will result in automatic out for the remainder of that game. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first /next batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out.

C. SELECT SHETLAND DIVISION RULES

1. Shetland Division games shall be played in accordance with the current League and Shetland Ball Official Regulations and Playing Rules, as modified by the Oso Pony Baseball By-Laws. Managers shall familiarize themselves with these rules and regulations. 7 batters will bat each inning. A half inning shall consist of 3 outs or 5 runs for the first three innings. In the fourth inning, 3 outs must be recorded per half inning. Maximum of 10 runs scored. "Ten Run Rule" should be adhered to.
2. Each team will be responsible for paying for the umpire, unless paid umpires are provided by the league.
3. No protests will be allowed. The umpire's judgment will be final.
4. Rosters shall not exceed fourteen (14) players.
5. Shetland will play with the batting tee throughout the season.
6. Shetland will play with League-issued T-balls only.
7. The balk and infield fly rules shall not apply in Shetland games.
8. Shetland games will have a 55 minute limit or a maximum of (4) innings, whichever occurs first.
 - a) An inning is defined as that portion of a game wherein the teams alternate on offense and defense.
 - b) An inning starts the moment the seventh (7th) batter has batted, completing the previous inning.
 - c) A team half inning at bat is completed when seven (7) players have batted or 3 outs in competitive t-ball.
 - d) If the seventh batter is retired, play will continue until the ball is declared dead in the pitcher's circle.
 - e) If the bases are loaded and the seventh batter safely hits a fair ball and the pitcher has complete control of the ball in the pitcher's circle and no play is attempted, then the batter and all runners will advance one base and run will score.
 - f) No inning shall start after 9:00 p.m.
 - g) If the final inning of play ends with the score tied, the game is considered a tie.
 - h) There will be no suspended games in the Shetland Divisions for reasons of weather, darkness, tie games or time constraints.
9. Each team will field all players on the field during defensive play. The infield will consist of players at 1st base, 2nd base, 3rd base, shortstop and pitcher. All other players will play in the outfield. There will be no catcher position.

10. The ball is put into play by the umpire when the umpire places the ball on the tee.
11. Each batter is allowed three (3) tries to hit the ball into fair territory. Failure to do so will constitute a strike out ball is in play regardless of contact with the batting tee, if it travels the required 15 feet in fair territory. If the ball fails to travel the required distance of 15 feet or if the ball is hit foul, a strike is called on the batter. The umpire's judgment will rule as to whether a strike has been committed.
12. The batter is not permitted to bunt or take a half-swing. If, in the judgment of the umpire, the batter does not take a full swing, he will assess a strike and call the batter back to swing again, unless it is the third strike in which case the batter will be declared out.
13. A batter who "throws" the bat out of the circle surrounding home plate and the batter's box will be declared out. The batter is out, the ball is dead, and all runners will return to their original base. This rule does not apply to a bat that rolls out of the designated area. The umpire's judgment will rule.
14. The pitcher must be in the circle surrounding the pitcher's mound and must have at least one foot in contact with the rubber until the ball is hit by the batter.
15. The ball will be considered "dead" when the pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when a defensive player has control of the ball in front of the lead runner so that the base runners cannot advance. The umpire must declare the ball "dead". Any attempt to put a runner out before the umpire has declared the ball "dead" will constitute a live ball and play will continue until the ball has been declared "dead" by the umpire.
16. Runners who have advanced at least halfway to the next base prior to the ball having been declared "dead" as defined in Subparagraph 14 above, will be awarded that base. Runners who have not advanced at least halfway to the next base prior to the ball being declared "dead" as defined in Subparagraph 14 above, must return to the last base. The umpire's judgment will rule. This local rule shall not be enforced on a "dead ball" as defined in the Official Playing Rules.
17. On overthrows or pass balls on any attempted play at first base, the batter and runners will be permitted to advance at their own risk, but not more than one base (second base is the farthest the batter can advance). Award one base if the ball goes into a dead ball area. The play will be considered "dead" when the pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when the batter/runner reaches second base, whichever occurs first.
18. A base runner must remain on the base until the ball is struck by the batter. If a base runner—in the judgment of the umpire on a ball legally hit into fair territory—leaves a base too soon, the runner is automatically declared out and play continues until a dead ball is declared by the umpire. Exception is when the runner leaving the base too soon is the third out then the side is retired and no runs are allowed to score on the play.
19. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-

assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so. An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

20. Managers will not be allowed to physically position the batter at the plate. Two (2) coaches will be allowed in the outfield for defensive coaching.
21. Competitive - Managers and coaches are allowed to coach first and third bases during the game.
22. The batting order will be from the top to the bottom of the complete roster. (A player who is not present at the beginning of the game will be added to the end of the batting order when he/she arrives.) Batting orders (line-ups) must be given to the official scorekeeper and opposing manager prior to the start of a game.
23. The official scorekeeper or either manager/coach shall inform the teams if a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume his/her normal position the next time up. Either manager/coach may inform the home plate umpire that a player is batting out of order, in which case the error will be corrected prior to the player having completed a turn at bat. At that time, the correct player will become the batter and will assume the count of the original batter.
24. A maximum of four (4) organized gatherings per week, to include games, will be allowed. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.
25. The player pitcher is NOT allowed to tag the batter out when advancing to first base. This rule is in place to eliminate the frequent collisions and injuries that occur when the pitcher and batter collide. The first baseman IS allowed to tag the batter out when advancing to first base.

D. SELECT PINTO DIVISION RULES

1. Pinto Division games shall be played in accordance with the current League Official Regulations and Playing Rules, as modified by the Oso Pony Baseball By-Laws. Managers shall familiarize themselves with these rules and regulations.
2. Each team will be responsible for paying for the umpire, unless paid umpires are provided by the league.
3. No protests will be allowed. The umpire's judgment shall be final.
4. Maximum of five (5) runs per inning may be scored by a team for the first four (4) innings. Note that the 10 run mercy rule is a mandatory rule after four (4) innings or three and one half (3 ½) innings if the home team is ahead by ten or more runs.
5. Maximum of ten (10) runs per inning may be scored by a team in the fifth (5th) and sixth (6th) inning and any subsequent innings that may be played.
6. A courtesy runner for the catcher is mandatory if there are two outs and the catcher is on base. The player that made the last out is the courtesy runner – no exceptions.

6. The balk and infield fly rules shall not apply in Pinto games.
7. Each team will field all players on the field during defensive play. The infield will consist of players at 1st base, 2nd base, 3rd base, shortstop, catcher and pitcher. All other players will play in the outfield.
8. The batting order will be from the top to the bottom of the complete roster, (A player who is not present at the beginning of the game will be added to the end of the batting order when he/she arrives.) Batting orders (line-ups) must be given to the official scorekeeper and opposing manager prior to the start of a game.
9. The manager must, prior to the start of the game, designate his team's starting coach pitcher. Once a coach pitcher starts an inning, he/she must complete that inning (except due to injury).
10. A Coach may warm up the Coach/pitcher if the catcher is not ready. However, the eight pitches or one-minute time period applies to a Coach warming up the pitcher.
11. Ten Run Rule. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
12. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so. An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty- eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.
13. The coach pitcher shall stand at any location within the pitching circle until the batter hits a pitched ball. The player pitcher may stand anywhere within the pitchers circle with one foot outside of the circle AND even with or behind the pitcher's rubber (rubber closest to 2nd base on TB/SB Field). The penalty for coach pitcher stepping outside of circle is "dead ball" called by the umpire and pitch counting toward batter's total.
14. The coach pitcher must leave the field of play once the ball is put into play by the batter. The coach pitcher must attempt to avoid being hit by the batted ball and avoid interference with a defensive player
15. When a ball is put into play by the batter, the Coach/pitcher shall run off the field and not interfere with the defensive team. If the ball inadvertently strikes the Coach/pitcher while he is reasonably attempting to leave the field, the ball shall be a live ball and the play continues. If, in the sole discretion of the umpire, the Coach/ pitcher intentionally interferes with the batted ball, the umpire shall call the batter out and the ball is dead at that point. IF THE COACH PITCHER INTENTIONALLY DEFLECTS THE COURSE OF A BATTED OR THROWN BALL, HE/ SHE WILL BE EJECTED FROM THE GAME.
16. The coach pitcher will pitch to his/her own batters. Underhand pitching is not permitted in baseball.
17. The Coach/pitcher shall not be allowed to coach base runners or the batter.

18. The catcher must squat (in a catcher's stance) in the catcher's box. The catcher may use a glove that is not a catcher's mitt. The catcher shall wear approved catcher's gear with the exception of the catcher's mitt and must be wearing an approved cup or pelvic protector.
19. A batter is allowed five pitches or three swinging strikes. A foul ball on the third strike or the fifth pitch allows the batter to continue at bat. There is a maximum of 6 pitches allowed for the batter. If the batter fouls off the fifth pitch, one more pitch is allowed. If the batter fouls off the sixth pitch, the batter is out.
20. Batters are not permitted to bunt. Half swings/check swings are not bunts.
21. Base stealing will not be allowed. All runners must stay in contact with the base until the pitched ball is hit by the batter. Failure to do so will mean the base runner or runners will be called out. No runner will be allowed to advance on a passed ball.
22. Award one base if the ball goes into a dead ball area.
23. The ball will be considered "dead" when any of the following occurs:
 - a) If, in the sole discretion of the umpire, the Coach/pitcher intentionally interferes with the batted ball, the umpire shall call the batter out and the ball is dead at that point.
 - b) When a defensive player has the ball in front of the lead runner, play shall stop unless an attempt is made to put out the runner. In such case, the ball is live and the runners may advance at their own risk. Holding the ball in the air by the player that is playing the pitcher position, does not constitute a dead play
 - c) Runners who have advanced at least halfway to the next base prior to the ball being declared "dead" will be awarded that base. Runners who have not advanced at least halfway to the next base prior to the ball being declared "dead" must return to the last base occupied.) The umpire's judgment will be final.
 - d) Any action that results in a "dead ball" as defined in the Official Playing Rules.
24. T-Ball bats are allowed in Pinto Division.
25. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.

E. SELECT MUSTANG DIVISION RULES

1. Mustang Division games shall be played in accordance with the current League Official Regulations and Playing Rules, as modified by the Oso Pony Baseball By-Laws. Managers shall familiarize themselves with these rules and regulations.
2. Each team will be responsible for paying for the umpire, unless paid umpires are provided by the league.
3. All players at a minimum shall be required to play the field every other inning on defense and the all players will bat in consecutive order.
4. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
5. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.

An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

5. Until three (3) complete innings have been played, the following rules shall apply:
 - a) A team half inning at bat is completed when:
 - (1) A third out is made according to rule, or
 - (2) 5 runs are scored (whichever comes first).
 - b) Beginning with the fourth inning and proceeding to the end of the game, three (3) outs must be made.

F. SELECT BRONCO DIVISION RULES

1. Bronco Division games shall be played in accordance with the current Pony Baseball Regulations and Playing Rules. Managers shall familiarize themselves with these rules and regulations.
2. Each team will be responsible for paying for the umpire, unless paid umpires are provided by the league.
3. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
3. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/ shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so. An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

G. SELECT COLT AND PONY DIVISION RULES

1. These division games shall be played in accordance with the current Pony Baseball Regulations and Playing Rules, as modified by the Oso Pony Baseball League By-Laws. Managers shall familiarize themselves with these rules and regulations.
2. Each team will be responsible for paying for the umpire, unless paid umpires are provided by the league.
3. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/ shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so. An exception to this rule may be granted by the Executive Board if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

ARTICLE IV – Regular Season Schedule/Division Champions

- A. In all divisions, playoffs rankings are based on a point system; 3 pts for win, 1 pt. for tie, 0 for loss. (Any games that remain un-played/un-completed by the end of the season shall be counted as a 0).
1. For each division the regular season will be divided into a 1st half and 2nd half season. Each team will play 8 games 1st half and 8 games 2nd half season. If the both halves champions are from the same team that team is declared the season champion. If there are two different winners from each half of the season then a one game playoff between the two half champions will be played to determine the season champion.

2. At the Leagues discretion after the season champions are declared special game tournaments will be played prior to All-Star Selection. Shetland will be single elimination. For Pinto division there will be a double elimination tournament with ALL teams competing.
3. At the Leagues discretion after the season champions are declared special game tournaments for Mustang, Bronco, Pony, and Colt league will be an double elimination tournament.

B. Season-ending Championship games in ALL Divisions will be played without a time limit.

ARTICLE V -- ALL-STARS

A. Procedure for Selection of All-Star teams in all Divisions

1. Team managers, in the respective divisions, will be instructed to nominate players from their team roster. Managers will not be allowed to nominate players from other teams. Each player's character, ability, statistics, etc., should be considered when nominating.
2. To be eligible, players must comply with Pony Baseball age requirements and have competed in at a minimum of half of the regular season games and it be documented in the official score books.
3. The team manager for each team will meet with the Executive Board to determine player eligibility for All-Star selection.
4. If the League elects to sponsor only one (1) team in a tournament, 14 players will be selected for that tournament team. If the League elects to sponsor two (2) teams in the same tournament, 14 players will be selected for each team in the tournament.
5. The Executive Board will compile a ballot from the managers' nominations of eligible players. A special meeting will be conducted with managers in determining ranking of player nominations.
6. Team managers will only be allowed to rank player nominations from other teams for consideration. A scoring matrix will be provided and turned into the Executive Board upon completion of the meeting. Any information divulged during this meeting shall remain confidential and must not be discussed outside the meeting.
7. The Executive Board will review all scoring sheets and tally the results. A ranked order list will be created, with the point totals of the top twenty players, including ties. In the event of a tie for final spot, the managers will be called in to vote for the players involved to break the tie.
8. In order to be considered official and complete, the Executive Board must be present during the vote tabulation. The final ranked order list with point total, will be given to the All-Star head coach as soon as that head coach is approved by the Executive Board.
9. If the League is participating in any mid season tournaments, regular season teams should be used. Teams may merge if players are not available. The League President will determine team composition so as to not violate the Pony Baseball Tournament Rules for All-Star Teams.

10. If a player is selected, but is then unable to participate in the All-Star Tournament, the player (if still eligible) with the highest number of majority or popular votes from the balloting process will fill the vacancy. If more than one player is tied with an equal number of votes, the All-Star Manager will determine who shall fill the vacancy.
11. The Executive Board will be present during nominations and balloting in the event questions or problems arise. Board members and team managers will be sworn to secrecy until after the All-Star selections have been announced.

Regular Season Teams	Number All Star Teams	Pool 1	Pool 2
1-4	1	14	NA
5-7	2	14	14
8-10	3	14	42
11+	4	42	56

B. All-Star Manager Selection (All Divisions)

1. The All-Star Manager will be selected by the Executive Board in a special meeting for that purpose. The board must select the first place head coach as the All-Star head coach, unless the head coach declines consideration, or is ruled ineligible because of poor standing within Oso Pony Baseball; including by not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc.. If the first place head coach declines consideration or is ruled ineligible, then the board must select the second place head coach as the All-Star head coach unless that head coach declines consideration, or is ruled ineligible due because of poor standing within Oso Pony Baseball; including by not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc..
2. If both the first and second place head coach decline consideration or are ruled ineligible, then the Executive Board must select the third place head coach as the All-Star head coach. The Board will continue this process in sequential order of finish (i.e. fourth place head coach, then fifth place head coach, etc.), until an All-Star head coach is selected. If all head coaches decline consideration or are ruled ineligible, the board will select a suitable candidate to manage the All-Star team. All head coaches that are ruled ineligible will be given an opportunity to appear before the Executive Board and state their case regarding possible selection as All-Star head coach.
3. If a second All-Star team is fielded in a Division, the Division Regular Season Champion Manager will select the team he/she will manage. The Runner-up Team Manager will manage the remaining team.
4. The All-Star Manager selected in each Division will be required to select up to two eligible coaches of record to assist as All-Star coaches. The selections must be from among the other regular season team managers in his/her respective Division or his/her regular season coach.

Assistant Coaches Player Request Form

We, _____ (Manager) and
_____ (Asst Coach)

1. Certify that we will jointly manage and work together for the _____
20 Spring Baseball season
2. Commit that “both coaches will be actively involved at games” during
the entire season
3. Both coaches have completed the Volunteer Application as required
by local league.

The following assistant coaches’ child _____
(Player’s Name) will be selected in the first round of the player draft as
outline in the Oso Pony Baseball Draft Procedures.

Manager’s Signature _____

Asst Coach’s Signature _____

Player Agent Signature _____

Division VP Signature _____

Date: _____

The Executive Board at Oso Pony Baseball reserves the right to discipline
or remove coaches for regular season, post-season and All Star activities,
who do not meet the above requirements.

Intent of rule is to increase our Volunteer Coaches pool by:

- Allowing head coaches can ensure they will have competent coaching help and allows someone to
volunteer as head coach who may be hesitant due to job commitments/conflicts and/or coaching skill
level.

The purpose of the established draft procedure and order sequence:

- Attempts to prevent stacking of teams via ensuring the intent of the assistant coach and penalizing
coaches with assistants via the draft order.

CONSTITUTION OF Oso Pony Baseball

League ID Number _____

Oso Pony Baseball

ARTICLE I - NAME

This organization shall be known as Oso Pony Baseball., hereinafter referred to as "Local League."

ARTICLE II - OBJECTIVE

SECTION 1

The objective of the Local League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

SECTION 2

To achieve this objective, the Local League will provide a supervised program under the Rules and Regulations of Pony Baseball. All Directors, Officers and Members shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance. In accordance with Section 501-(c)-(3) of the Federal Internal Revenue Code, the Local League shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball games. No part of the net earnings shall inure to the benefit of any private shareholder or individual; no substantial part of the activities of which is carrying on propaganda, or otherwise attempting to influence legislation, and which does not participate in or intervene in any political campaign on behalf of any candidate for public office.

ARTICLE III - MEMBERSHIP

SECTION 1

Eligibility. Any person sincerely interested in active participation to further the objective of this Local League may apply to become a Member.

SECTION 2

Classes. There shall be the following classes of Members:

- (a) **Player Members.** Any player candidate meeting the requirements of Pony Baseball shall be eligible to compete for participation. Player Members shall have no rights, duties or obligations in the management or in the property of the Local League.
- (b) **Regular Members.** Any adult person actively interested in furthering the objectives of the Local League may become a Regular Member upon election and payment of dues as hereinafter provided. Regular Members may be issued a card numbered in sequential order annually. The secretary shall maintain the roll of membership to qualify voting members.

Only Regular Members in good standing are eligible to vote at General Membership Meetings. All Officers, Board Members, Committee Members, Managers, Coaches, Volunteer Umpires and other elected or appointed officials must be active Regular Members in good standing.

Note: Regular Members of the league automatically include all current Managers, Coaches, Volunteer Umpires, Board Members, Team "Parents", Scorekeepers and Scoreboard Operators, Officers of the Board and any other person who is recognized by the Board as a volunteer in the Local League.

- (c) **Honorary Members** (Optional). Any person may be elected as Honorary Member by the unanimous vote of the Executive Board at any duly held meeting of the Board but shall have no rights, duties or obligations in the management or in the property of the Local League.
Sustaining Members (Optional). Any person not a Regular Member who makes financial or other contribution to the Local League may by a majority vote of the Board become a Sustaining Member, but such person shall have no rights, duties or obligations in the management or in the property of the Local League.
- (d) As used hereinafter, the word "Member" shall mean a Regular Member unless otherwise stated.

SECTION 3

Other Affiliations.

- (a) Members , whether Regular or Player, shall not be required to be affiliated with another organization or group to qualify as members of the Local League.
- (b) Regular Members should not be actively engaged in the promotion and/or operation of any other baseball league that competes with the Local League for players, coaches or volunteers or whose activities have a negative effect on the orderly operations of the Local League.

SECTION 4

Suspension or Termination. Membership may be terminated by resignation or action of the Executive Board as follows.

- (a) The Executive Board, by a two-thirds vote of those present at any duly constituted Board meeting, shall have the authority to discipline or suspend or terminate the membership of any Member of any class, including managers and coaches, when the conduct of such person is considered detrimental to the best interests of the Local League and/or Pony Baseball. The Member involved shall be notified of such meeting, informed of the general nature of the charges and given an opportunity to appear at the meeting to answer such charges.
- (b) The Executive Board shall, in case of a Player Member, give notice to the manager of the team for which the player is a Player Member. Said manager shall appear, in the capacity of an adviser, with the player before the Executive Board or a duly appointed committee of the Board. The player's parent(s) or legal guardian(s) may also be present. The Executive Board shall have full power to suspend or revoke such player's right to future participation by two-thirds vote of those present at any duly constituted meeting (quorum is required).
- (c) Member misses three consecutive board meetings. Documentation will be noted in the meeting minutes of all members in attendance.

ARTICLE IV GENERAL MEMBERSHIP MEETINGS

SECTION 1

Definition. A General Membership Meeting is any meeting of the membership of the league (including Special General Membership Meetings, Section 7). A minimum of one per year (Annual Meeting, see Section 6) is required.

SECTION 2

Notice of Meeting. Notice of each General Membership Meeting shall be delivered personally, electronically or by mail to each Member at the last recorded address setting forth the place, time and purpose of the meeting. In lieu of the above methods, notice may be given in such form as may be authorized by the Members, from time to time, at a regularly convened General Membership Meeting.

SECTION 3

Quorum. At any General Membership Meeting, the presence in person or representation by absentee ballot of one third (33.3 percent) of the members (as defined in Article III - Membership) shall be necessary to constitute a quorum. If a quorum is not present, no business shall be conducted; however, the votes of those present shall be recorded by the Secretary and counted as absentee ballots, and the deadline for submission of absentee ballots by email shall be extended for fourteen (14) days. Within 24 hours after the adjournment of the meeting at which a quorum was not established, the secretary shall provide all Members notice by email of the extended voting period and of the reconvening of the General Membership Meeting, which shall be set for a date after the end of the extended voting period. Action may be taken at the reconvened meeting based upon the votes submitted either in person at the meeting or by absentee ballot, without the requirement of a quorum at the reconvened meeting.

SECTION 4

Voting. Only Regular Members shall be entitled to make motions and vote at General Membership Meetings. However, the Executive Board may invite, admit and recognize guests for presentations or comments during General Membership Meetings. (Those eligible to take part at meetings of the Executive Board are described in Article V, Section 4.)

SECTION 5

Absentee Ballot. For the expressed purpose of accommodating a Regular Member in good standing who cannot be in attendance at the Annual Meeting, or any General Membership Meeting at which new Board members will be elected, an absentee ballot may be requested and obtained from the Secretary of the League. The absentee ballot shall be properly completed, signed and returned in a sealed envelope or by email to the Secretary prior to the date of the election. The Secretary shall present all absentee ballots to the Election Chairman (appointed at the meeting) on the date of the meeting, prior to the voting portion of the election process.

SECTION 6

Annual Meeting of the Members. The Annual Meeting of the Members of the Local League shall be held in June each year for the purpose of electing new Members, Officers, Executive Board, receiving reports, reviewing the Constitution, appointing committees, and for the transaction of such business as may properly come before the meeting.

(a) The Membership shall receive at the Annual Meeting of the Members of the Local League a report, verified by the President and Treasurer, or by a majority of the board, showing:

- (1) The condition of the Local League, to be presented by the President or his/her designate;
- (2) A general summary of funds received and expended by the local league for the previous year, the amount of funds currently in possession of the local league, and the name of the financial institution in which such funds are maintained;
- (3) The whole amount of real and personal property owned by the Local League, where located, and where and how invested;
- (4) For the year immediately preceding, the amount and nature of the property acquired, with the date of the report and the manner of the acquisition, the amount applied, appropriated or expended, and the purposes, objects or persons to or for which such applications, appropriations or expenditures have been made;
- (5) The names of the persons who have been admitted to regular membership in the Local League during such year. This report shall be filed with the records of the Local League and entered in the minutes of the proceedings of the Annual Meeting.

(b) At the Annual Meeting, the Members shall determine the Executive Board positions and Officers to be elected for the ensuing year and shall elect such number. Executive Board members have to have served as board members for one year to be eligible for nomination to the Executive Board.

After the election, the Executive Board, Officers, and board members shall assume the performance of its duties on July 1. The Board's term of office shall continue until its successors are elected and qualified under this section.

(c) The Officers of the Board shall include, at a minimum, the President, a Vice-President, Treasurer, and Secretary, Division Vice-Presidents, Safety Officer, Equipment Manager, League Information Officer, Player Agents and Safety Officer.

SECTION 7

Special General Membership Meetings. Special General Membership Meetings of the Members may be called by the Executive Board or by the Secretary or President at their discretion. No business other than that specified in the notice shall be discussed.

SECTION 8

Rules of Order for General Membership Meetings. Robert's Rules of Order shall govern the proceedings of all General Membership Meetings, except where same conflicts with this Constitution of the Local League.

ARTICLE V - EXECUTIVE BOARD

SECTION 1

The Executive Board shall consist of the President, Vice-President, Secretary and Treasurer.

SECTION 2

The Executive Board shall advise with and assist the President in all matters concerning the Local League and the management of its affairs, to include rules, policies and procedures for the local league.

SECTION 3

The Executive Board may by majority vote within, make final decisions with business operations of the local league. Special Meetings can be called upon by the Executive Board to discuss affairs with the Local League and making changes to rules and policies.

ARTICLE VI- BOARD OFFICIALS

SECTION 1

Authority. The management of the property and affairs of the Local League shall be vested in the Executive Board.

SECTION 2

Increase in number. The number of Board positions may be changed at any General Membership Meeting or Special Meeting of the Members. If the number is increased, the additional positions may be elected at the meeting at which the increase is voted, or at any subsequent General Membership Meeting. All elections of additional positions shall be by majority vote of all Regular Members present or represented by a properly executed and signed absentee ballot filed with the Secretary prior to the election meeting.

SECTION 3

Vacancies. If any vacancy occurs in the Board, by death, resignation or otherwise, it may be filled by a majority vote of the remaining members at any regular Board meeting or at any Special Board Meeting called for that purpose.

SECTION 4

Board Meetings, Notice and Quorum. Regular meetings of the Board shall be held immediately following the Annual Meeting and on such days thereafter as shall be determined by the Board.

(a) The President or the Secretary may, whenever they deem it advisable, issue a call for a Special Board Meeting. In the case of Special Board Meetings, such notice shall include the purpose of the meeting and only the matters specifically stated in the notice may be acted upon at the meeting.

(b) Notice of each Board meeting shall be given by the Secretary personally, electronically or by mail to each member before the time appointed for the meeting.

(c) The Executive Board or lesser of seven (7) or a majority of the board shall constitute a quorum for the transaction of business. If a quorum is not present, no business shall be conducted. Only members of the Board may make motions and vote at meetings. However, the Executive Board may invite, admit and recognize guests for presentations or comments during Board meetings.

(d) Electronic vote and consent in lieu of meeting. Upon the written or electronically confirmed agreement of the President and a majority of the Board that action for the benefit of the Local League needs to be taken in a shorter time than the notice required by this Constitution, or if a quorum is not present at any Regular General or Called Special Meeting of the Board, the Board may authorize and take action on specific resolutions or motions by email vote upon email notice to all members. To conduct an email vote in lieu of a meeting, the entire text of the resolution or motion must be emailed to every member by the President, Vice-President, or Secretary. Any electronically submitted motion or resolution shall be deemed to be approved and shall be reported at the next meeting of the Board for inclusion in the minutes if a majority of the members approve of the motion or resolution by email reply to the Secretary within 48 hours of submission.

(e) No Proxies. Board Members may not delegate or assign their vote or participation by proxy to any person. If a quorum is not present at any meeting that calls for action by the Board, the matters presented at that meeting may be presented to the Board by email for electronic vote in accordance with the preceding paragraph.

SECTION 5

Duties and Powers. The Executive Board shall have the power to appoint such standing committees as it shall determine appropriate and to delegate such powers to them as the Board shall deem advisable and which it may properly delegate.

The Executive Board may adopt such rules and regulations for the conduct of its meetings and the management of the Local League as it may deem proper, provided such rules and regulations do not conflict with this Constitution. The Executive Board shall have the power by a two-thirds vote of those present at any regular Board or Special Board Meeting to discipline, suspend or remove any board member or Officer or Committee Member of the Local League in accordance with the procedure set forth in Article III, Section 4 (a, b).

SECTION 6

Rules of Order for Board Meetings. Robert's Rules of Order shall govern the proceedings of all Board meetings, except where same conflicts with this Constitution of the Local League.

ARTICLE VII - DUTIES AND POWERS OF THE BOARD

SECTION 1

Appointments. The Executive Board may appoint such other officers or agents as it may deem necessary or desirable, and may prescribe the powers and duties of each. Appointed officers or agents shall have no vote on actions taken by the Board unless such individuals have been elected to the Board by the membership or have been elected to fill a vacancy on the Board.

SECTION 2

President. The President shall:

- (a) Conduct the affairs of the Local League and execute the policies established by the Board.
- (b) Present a report of the condition of the Local League at the Annual Meeting.
- (c) Communicate to the Board such matters as deemed appropriate, and make such suggestions as may tend to promote the welfare of the Local League.
- (d) Be responsible for the conduct of the Local League in strict conformity to the policies, principles, Rules and Regulations of Pony Baseball, as agreed to under the conditions of charter issued to the Local League by that organization.
- (e) Designate in writing other officers, if necessary, to have power to make and execute for/and in the name of the Local League such contracts and leases they may receive and which have had prior approval of the Board.
- (f) Investigate complaints, irregularities and conditions detrimental to the Local League and report thereon to the Board or Executive Board as circumstances warrant.
- (g) Prepare and submit an annual budget to the Board and be responsible for the proper execution thereof.
- (h) With the assistance of the Player Agent, examine the application and support proof-of age documents of every player candidate and certify to residence and age eligibility before the player may be accepted for tryouts and selection.

SECTION 3

Vice President. The Vice President shall:

- (a) Perform the duties of the President in the absence or disability of the President, provided he or she is authorized by the President or Board so to act. When so acting, the Vice President shall have all the powers of that office.
- (b) Perform such duties as from time to time may be assigned by the Board or by the President.
- (c) Coordinate the activities of the Division Vice-Presidents and delegate or perform the duties of a Division Vice President who is temporarily unable or unavailable to perform them.

SECTION 4

Secretary. The Secretary shall:

- (a) Be responsible for recording the activities of the Local League and maintain appropriate files, mailing lists and necessary records.
- (b) Perform such duties as are herein specifically set forth, in addition to such other duties as are customarily incident to the office of Secretary or as may be assigned by the Board.
- (c) Maintain a list of all Regular, Sustaining and Honorary Members, Board members and committee members and give notice of all meetings of the Local League, the Board and Committees.
- (d) Issue membership cards to Regular Members, if approved by the Board.
- (e) Keep the minutes of the meetings of the Members, the Executive Board and the Board, and cause them to be recorded in a book kept for that purpose.
- (f) Conduct all correspondence not otherwise specifically delegated in connection with said meeting and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed.
- (g) Notify Members, Officers and committee members of their election or appointment.
- (h) Ensure that annual public information reports are filed with appropriate state authorities to report the names of Executive Board and members in accordance with applicable laws and regulations.

SECTION 5

Treasurer. The Treasurer shall:

- (a) Perform such duties as are herein set forth and such other duties as are customarily incident to the Office of Treasurer or may be assigned by the Board.
- (b) Receive all moneys and securities, and deposit same in a depository approved by the Board.
- (c) Keep records for the receipt and disbursement of all moneys and securities of the Local League, including the Auxiliary, approve all payments from allotted funds and draw checks therefore in agreement with policies established in advance of such actions by the Board. All disbursements by check must have dual signatures.
- (d) Prepare an annual budget, under the direction of the President, for submission to the Board at the Annual Meeting.
- (e) Prepare an annual financial report, under the direction of the President, for submission to the Membership and Board at the Annual Meeting.

SECTION 6

Player Agent. The Player Agent shall:

- (a) Record all player transactions and maintain an accurate and up-to-date record thereof.
- (b) Receive and review applications for player candidates and assist the President in verifying residence and age eligibility.
- (c) Conduct the tryouts, the player draft and all other player transaction or selection meetings.
- (d) Prepare the Player Agent's list of late registrants and pool players.
- (e) Prepare for the President's signature and submission to Pony Baseball, team rosters, including players claimed, and the tournament team eligibility affidavit. Notify Pony Baseball of any subsequent player replacements or trades.
- (f) Player Agent will not be allowed to be a manager of a team in any division unless approved by the Oso Pony Baseball Board.

SECTION 7

Safety Officer. The Safety Officer shall:

- (a) Be responsible to create awareness, through education and information, of the opportunities to provide a safer environment for children and all participants of Pony Baseball.
- (b) Develop and implement a plan for increasing safety of activities, equipment and facilities through education, compliance and reporting.

NOTE: To implement a safety plan using education, compliance and reporting, the following suggestions may be utilized by the Safety Officer:

- (1) Education - Should facilitate meetings and distribute information among participants including players, managers, coaches, umpires, league officials, parents, guardians and other volunteers.
- (2) Compliance - Should promote safety compliance leadership by increasing awareness of the safety opportunities that arise from these responsibilities.
- (3) Reporting - Define a process to assure that incidents are recorded, information is sent to league/district and national offices, and follow-up information on medical and other data is forwarded as available.

SECTION 8

Division Vice Presidents. The Division Vice-Presidents shall be in charge of the operations within their respective divisions, including:

- (a) Mediate disputes between managers/coaches in their respective divisions with respect to games, players, and schedules, and report unresolved disputes to the President for further action.
- (b) Coordinate and delegate responsibilities to managers and coaches to maintain the proper clean and safe condition of playing fields for their respective divisions.
- (c) Prepare and distribute game and playoff schedules for their respective divisions.
- (d) Assist the Player Agent with tryouts, the player draft, and All-Star selection for their respective divisions.
- (e) Administer the player pool for their respective divisions.
- (f) Interview and investigate prospective managers and coaches and recommend acceptable candidates to the President, for appointment and subsequent approval by the Board.
- (g) Observe the conduct of the managers and coaches in their divisions and report findings to the President.
- (h) Receive and report any complaints concerning managers and coaches to the President or Board.
- (i) Present a coach/manager training budget to the board.
- (j) Provide training materials to players, coaches and managers.
- (k) Coordinate mini-clinics as necessary.

SECTION 9

League Information Officer. The League Information Officer shall:

- (a) Set up and manage the league's official website and social media profiles and accounts.
- (b) Set up online registration and ensure the league rosters are uploaded to Pony Baseball.
- (c) Assign online administrative rights to other local volunteers as directed by the President or Board.
- (d) Encourage creation of team web sites to managers, coaches, and parents.
- (e) Ensure that league schedules, news and scores are updated online on a regular basis.
- (f) Collect, post, and distribute important information on league activities including direct dissemination of fund-raising and sponsor activities to Pony Baseball, the district, the public, league members, and the media.
- (g) Ensure that official Local League documents, such as this Constitution, by-laws, rules and regulations, member lists, minutes, and forms are available for review on the website.
- (h) Serves as primary contact person for Pony Baseball regarding optimizing use of the Internet for league administration and for distributing information to league members and to Pony Baseball.

SECTION10

Sponsorship/Fundraising Manager. The Sponsorship/Fundraising Manager shall:

- (a) Solicit and secure local sponsorships to support league operations.
- (b) Collect and review sponsorship and fundraising opportunities.
- (c) Organize and implement approved league fundraising activities.
- (d) Coordinate participation in fundraising activities, including hosting sanctioned and non-sanctioned tournaments.
- (e) Maintain records of monies secured through sponsorship and fundraising initiatives.

SECTION11

Equipment Manager. The Equipment Manager shall:

- (a) Make recommendations and propose a budget to the Board for the purchase of equipment and supplies to prepare the playing fields and facilities for play on game days.
- (b) Make recommendations and propose a budget to the Board for the purchase of playing equipment to be provided by the league to team managers.
- (c) Issue playing equipment to team managers before and during each playing season, and collect all league-issued equipment from team managers at the end of each season.
- (d) Maintain an inventory of all equipment and supplies used to prepare the playing fields and facilities for play on game days.
- (e) Maintain a current list of all playing equipment loaned or issued to team managers and provide the list to the information officer for posting on the league website.
- (f) Purchase equipment and supplies as approved and directed by the Board.
- (g) Provide for proper maintenance, cleaning and storage of playing equipment while it is not in use.

ARTICLE IIX - AFFILIATION

SECTION 1

Charter. The Local League shall annually apply for a charter from Pony Baseball, and shall do all things necessary to obtain and maintain such charter. The Local League shall devote its entire energies to the activities authorized by such charter and it shall not be affiliated with any other program or organization or operate any other program.

SECTION 2

Rules and Regulations. The Official Playing Rules and Regulations as published by Pony Baseball shall be binding on this Local League.

SECTION 3

Local Rules, Ground Rules and/or Bylaws. The local rules, ground rules and/or by-laws of this Local League shall be adopted by the Board of Directors at a meeting to be held not less than one month previous to the first scheduled game of the season, but shall in no way conflict with the Rules, Regulations and Policies of Pony Baseball, nor shall they conflict with this Constitution. The local rules, ground rules and/or by-laws of this Local League shall expire at the end of each fiscal year, and are not considered part of this Constitution. (See Article XI, Section 7 for fiscal year of this league.)

ARTICLE X - FINANCIAL AND ACCOUNTING

SECTION 1

Authority. The Board shall decide all matters pertaining to the finances of the Local League and it shall place all income including Auxiliary funds, in a common league treasury, directing the expenditure of funds in such manner as will give no individual or team an advantage over those in competition with such individual or team.

SECTION 2

Contributions. The Board shall not permit the contribution of funds or property to individual teams but shall solicit funds for the common treasury of the Local League, thereby to discourage favoritism among teams and to endeavor to equalize the benefits of the Local League.

SECTION 3

Solicitations. The Board shall not permit the solicitation of funds in the name of Pony Baseball unless all of the funds so raised be placed in the Local League treasury.

SECTION 4

Disbursement of Funds. The Board shall not permit the disbursement of Local League funds for other than the conduct of Pony Sports activities in accordance with the rules, regulations and policies of Pony Baseball. All disbursements shall be made by check. All checks shall be signed by two officers, including the Local League Treasurer and such other officer or officers or person or persons as the Board of Directors shall determine.

SECTION 5

Compensation. No Officer or Member of the Local League shall receive, directly or indirectly any salary, compensation or emolument from the Local League for services rendered as Officer or Member.

SECTION 6

Deposits. All moneys received, including Auxiliary Funds, shall be deposited to the credit of the Local League in/at a local banking institution and is FDIC insured, in Corpus Christi, Texas.

SECTION 7

Fiscal year. The fiscal year of the Local League shall begin on October 1 and shall end on September 30. (Note: The above fiscal year must be chosen if the Local League intends to qualify under the Pony Baseball, Group Tax ID Number)

SECTION 8

Distribution of Property upon Dissolution. Upon dissolution of the Local League and after all outstanding debts and claims have been satisfied, the Executive Board shall sell the remaining property of the Local League.

ARTICLE XI - AMENDMENTS

This Constitution may be amended, repealed or altered in whole or in part by the Executive Board or board vote at any duly organized meeting of the Members provided notice of the proposed change is included in the notice of such meeting.

This Constitution was approved by the

President's Name (Print): _____

President's Signature: _____

Date Signed: _____

Member ID Number: _____

Oso Pony Baseball

Executive Board

Rey Saenz	President	361-739-2903
John Trevino	Vice President	361-774-5500
Vacant	Treasurer	N/A
Josh Kelly	Secretary	361-549-3719
Marina Saenz	Concessions	361-739-2904

