

ARCADIA PONY BASEBALL
BASEBALL OPERATIONS/BYLAWS
2024
PLAYING RULES

(Board Approved on 11/17/2023)



Rules: Purpose, Validity, Term and Changes

Purpose: "Arcadia Pony Baseball (hereinafter referred to as ARCADIA PONY) is part of PONY Baseball Association ("Protect Our Nations Youth"). Arcadia Pony seeks to provide a youth baseball league that will help young people grow into healthier and happier adults and to teach baseball to the youth of our local community. Keeping in mind the ideals of good sportsmanship, honesty, loyalty, and courage. The attainment of exceptional skill or the winning of games shall be secondary to the primary goal of molding ethical individuals."

ARCADIA PONY Baseball Operations Rules (hereinafter referred to as RULES) are approved each year by the ARCADIA PONY Board and shall remain in force throughout the entire season without change, deletion or amendment.

1. Any additions, deletions, or amendments to the Rules as enacted by the ARCADIA PONY Board shall be published no later than the first scheduled Board Meeting in December.
2. At the end of each season, a review of existing Rules shall be made. Recommended additions, deletions and amendments shall be accepted and an ARCADIA PONY Rules Committee, minimum of three board members, shall then discuss and investigate all such items and recommend a finalized set of Rules to the ARCADIA PONY Board.
3. The ARCADIA PONY Board shall then take the Committee's recommendations under advisement, make the final approval, and cause the Rules to be distributed to all Divisions by the Division's tryout date(s).
4. In cases where Divisions make no new recommendations to the ARCADIA PONY Board on the Rules, the existing Rules will be approved and used the following year without change.
5. Starting in 2024, the 2023 Major League Baseball Rule Book shall govern the rules for PONY Baseball.

SECTION I: MANAGERS/COACHES

Article I: Code of Conduct

It is the goal of ARCADIA PONY to provide a positive and instructive environment for all participants. As a Manager, the responsibility rests with you to teach sound baseball technique and sportsmanship and serve as a role model for all involved. The children and their parents will be watching you and the way that you carry yourself. It is essential that your conduct represent ARCADIA PONY and yourself in the best possible way.

The following is the Code of Conduct for all ARCADIA PONY Managers and Coaches:

1. I will treat all children with respect, being always positive and constructive to all players. I will not use abusive language or actions and will always control my anger. I will **Never** shout at Team Players in anger.
2. I will conduct regular practices that will be used to teach sound fundamental skills while being fun for all involved. I will not leave the field until every player has been picked up after practice, or I will make certain an adult is present until every player is picked up.
3. I will continuously improve my baseball coaching skills by attending League-sponsored coaching clinics and/or utilizing outside sources.
4. I will promote sportsmanlike conduct, shaking hands with the opposing Coach after each game, encouraging my players to cheer positively and shake hands with the other team after each game. I will not tolerate negative cheering, trash-talking or displays of anger or disrespect by any player on my team.
5. I will treat all umpires with respect. If I have complaints, I will use the appropriate methods of appeal during the game avoiding confrontational behavior on the field. After the game I may go through the proper channels for resolution.
6. I will monitor the behavior of my team's parents in the stands and will act as necessary to assure proper conduct.
7. I will have registration/medical release forms and a first aid kit on hand whenever my team is together.
8. I will not seek to manipulate drafts, tryouts or ARCADIA PONY rules to achieve an unfair advantage for my team.
9. In the event a board member, commissioner, or manager is acting out of compliance with extreme disregard of

the ARCADIA PONY mission statement an executive board member may call for an immediate halt (RULE 9) to any operation (draft, All Star Manager or player selection, etc.). Once “RULE 9” has been enacted the immediate vote of the executive board will be called for. If the executive board unanimously (100%) agrees that said board member, commissioner, or manager acted in this manner, the operation (player draft, All Star Manager or Player selection, etc.) will be deemed null and void. The person shall immediately be removed from their position and the operation will re-commence once that person has been replaced.

You are expected to adhere to this Code while you participate in the ARCADIA PONY Program, governing your conduct by its guidelines in your day-to-day management of your Team. Violations of its articles will be subject to review by your Division Commissioner and/or the ARCADIA PONY Board for appropriate corrective or disciplinary action.

Article II: Responsibilities

Managers and Coaches are responsible for carrying out all duties and responsibilities as outlined in the ARCADIA PONY Articles of Charter and ARCADIA PONY Baseball Operations/Bylaws. They are further responsible for the League items set forth below:

1. Team Manager, or a designate, must attend all scheduled parties and field maintenance activities.
2. Managers must participate in the Annual Pancake Breakfast usually during opening ceremony and any other fundraising activities the League deem necessary.
 - a. The Manager must encourage and promote his/her team’s active participation in all ARCADIA PONY fundraising activities.
3. Managers must read and explain the ARCADIA PONY Player’s Code of Conduct to their team prior to the beginning of League play.
4. The use of alcohol or drugs on school or city property prior to, during or after games, practices or ceremonies is strictly prohibited. Failure to adhere to this mandate will result in immediate expulsion from ARCADIA PONY.
5. **The use of tobacco in any form, including E-Cigarettes or any other smoking device or illegal drugs is strictly prohibited in the dugout, on the field or on any site associated with ARCADIA PONY.**
6. Cursing or defamatory remarks are strictly prohibited.
7. Pre-game Prep/Field Maintenance:
 - a. All Managers and Coaches are required to keep fields in good condition. The Home Team Manager and/or Coach will be responsible for pre-game preparation of the field: dragging the infield, watering the field, raking the pitcher’s mound and batter’s box, proper placement of bases, lining the field with athletic paint, ensuring the playing field and stands are free of litter and trash, etc.
 - b. ARCADIA PONY Managers are responsible when hosting a game for a Visiting team (i.e., Pasadena / Duarte, Monrovia).
8. During the game:
 - a. Managers must remain in the dugout and/or coaches’ boxes (or their immediate vicinity), except during official timeouts, between innings or when attending to an injured player.
 - b. There shall be no more than four (4) adult team representatives (including the Manager) in the dugout or on the playing field at any time for Mustang division and above.
 - c. Managers and Coaches will not be allowed behind the backstop and/or at the scorekeeper’s stable, except when consulting with the official scorekeeper for lineup changes, etc.
 - d. Managers and Coaches will be responsible for the conduct of their team players and fans in the stands. You will be expected to always maintain control of your fans during and immediately after the game.
9. Post-game responsibilities:
 - a. Visiting Managers must make certain the bases, drag mats, outfield fences, hoses and other field maintenance tools are stored securely in the storage bins.
 - b. Both Managers must ensure the playing field and stands are free of litter and trash.
 - c. ARCADIA PONY Managers are responsible when hosting a game for a Visiting team (i.e. Pasadena /

Duarte, Monrovia.

10. Managers will be responsible for providing an official scorekeeper when their team is designated as the home team if there is no Official Scorekeeper at the start of the game.
11. Managers and/or Coaches need to ensure their team does not hit “pepper” into the fences.
12. Managers must always carry a copy of each player’s registration/medical form during practices and games.
13. All Managers and Coaches are responsible for attending a mandatory coaching clinic approved and provided by ARCADIA PONY every season.

Article III: Suspensions/Ejections of Managers/Coaches

1. Managers and Coaches must abide by the rules and by-laws of ARCADIA PONY and are expected to adhere to the Managers/Coaches Code of Conduct (Section I, Article I) and the Managers/Coaches responsibilities (outlined in Section I, Article II). Failure to adhere to these requirements will result in suspension of the Manager’s coaching privileges. Violations will be subject to review by the Division Commissioner and/or the ARCADIA PONY Board for appropriate corrective or disciplinary action.
2. Ejection of a Manager or Coach from any ARCADIA PONY game by the Umpire shall be official only when the Umpire notifies the Official Scorekeeper of said expulsion and the reason thereof and it is recorded in the official scorebook.
 - a. If ejected, the Manager, Coach or Team Adult is required to leave the premises (ballpark). Failure to leave the premises shall result in forfeiture of the game.
 - b. If ejected, the Manager, Coach or Team Adult will also serve a one (1) game suspension, which will be served on the next scheduled game. The suspended Manager, Coach or Team Adult will not be allowed on the premises and may not participate in any way in the suspended game.
3. The Manager, Coach or Team Adult may appeal a suspension by notifying the Division Commissioner in writing within 48 hours after the Official Notice of Suspension. The suspended Manager, Coach or Team Adult will be given an opportunity to formally appeal their case at an ARCADIA PONY Board of Directors Meeting.

Article IV: Eligibility and Selection

1. Each prospective Manager shall fill out a Manager Application, which is submitted to the Commissioner of the applicable Division. Each prospective Manager must abide by the ARCADIA PONY Code of Conduct for Managers/Coaches. Their signature on the ARCADIA PONY Code of Conduct will be kept on file for the duration of the season.
2. Each Manager and Coach will submit to a Background Check prior to being selected as a Manager or Coach.
 - a. All Information acquired through a background check is confidential and will only be available to the members of the ARCADIA PONY Executive Board.
 - b. If a potential manager or Coach is found to have any criminal history involving a minor he or she will be notified by the Executive Board and will be ineligible to have any contact with the ARCADIA PONY players.
 - c. If a potential manager or Coach is found to have a criminal background not involving a minor they will be notified by the Executive Board and be asked to submit a letter of recommendation annually from a member of the community (**not a family member or a board member**) who will speak on behalf of the applicant’s rehabilitation. Selection will be the responsibility and the discretion of the Executive Board.
 - d. Background checks will be done when a new volunteer enters the league and renewed every 3 years.
3. Upon receipt of the Manager Application, the Commissioner will verify references and previous experience of each Applicant.
4. Upon the Commissioner’s approval, the Applicant’s name shall be submitted at the next regular ARCADIA PONY Board of Directors Meeting for approval.
5. If the ARCADIA PONY Board of Directors approves the Applicant, the Commissioner will notify the Applicant immediately.

6. If the Applicant is not approved by the ARCADIA PONY Board of Directors, the Commissioner will contact the Applicant and inform them that they have not been selected.
 - a. Any Applicant not approved by the ARCADIA PONY Board of Directors may not be deemed eligible to hold any position in ARCADIA PONY for a period of one (1) year.
7. In the event there are two (2) or more Applicants for a managerial vacancy, the following criteria will be used to decide:
 - a. Applicant's past record of personal conduct
 - b. Applicant's past performance of team duties and responsibilities
 - c. Applicant's past evaluation reports
 - d. Seniority
 - e. Any other pertinent information as agreed to by the ARCADIA PONY Board of Directors for review

Article V: Disciplinary Action regarding Players

1. Managers shall have disciplinary authority over their teams, including mid-season & post-season All-Stars, up to and including suspensions of the Players for one (1) game. Player suspensions must be submitted in writing within 24 hours to the Division Commissioner stating the reason for and requested length of suspension. The Division Commissioner must meet with the Player, the Player's parents, and the Manager to discuss the situation. The Commissioner must present the case to the ARCADIA PONY Board of Directors for a decision. Suspension must be recorded on official game line-up sheets.
 - a. The Player and his/her parents have the right to appeal the decision of suspension in writing to the ARCADIA PONY Board of Directors. The Player and his/her parents will be given an opportunity to formally appeal their case at an ARCADIA PONY Board of Directors Meeting.
 - b. Suspensions are not to be handed down lightly. The Manager must make all possible attempts to correct a situation before it reaches the point of such harsh disciplinary action.
2. Should a manager have no additional substitutes and he needs to remove a player from the game due to disciplinary reasons, the last removed substitute may re-enter the game. The umpire, scorekeeper, and opposing manager must be notified of this change.

SECTION II: PLAYERS

Article I: Eligibility

1. For participants to be eligible to participate in ARCADIA PONY they must complete the following requirements:
 - a. Complete the registration form/parental contract, and parents must sign medical authorization form.
 - b. Submit birth certificate.
 - c. Pay all registration fees (including snack bar fees and other fees) in full by Opening Day
2. The Registration Coordinator will certify Player eligibility. He/she will create Team Rosters for every team in each Division, to include name, address, phone number, League age, and birth date.
 - a. The rosters will be distributed one week prior to Opening Day to: Division Commissioner, Team Manager, and Snack Bar Coordinator.
3. Any Player properly certified by the Registration Coordinator will be deemed legal to play in all ARCADIA PONY games, unless suspended for disciplinary reasons or declared ineligible for cause.
4. Registration Fees – Payment and/or payment arrangement must be paid or put into place by Tryouts (mid-January). If this has not been taken care of by this date, player will be ineligible for practice or play time until arrangements have been made.

Article II: Code of Conduct

It is the goal of ARCADIA PONY to provide a positive and instructive environment for all participants. As a Player the responsibility rests with you to be willing to learn, play hard and be committed to your team for the entire season. You should attend practices regularly and be present at all games. Any player that misses a game without notifying his/her coach could be asked to sit out part of the next game. Baseball is a team sport, and each player is an important component in the success of the team. Player's adherence to this code will promote fair play, discipline, and sportsmanship for the good of ARCADIA PONY.

As a PLAYER of ARCADIA PONY, I agree to the following Code of Conduct:

1. I will not allow myself to display anger directed at an opposing player, Coach, umpire, teammate, or myself. I understand that I will be ejected from the game for this type of behavior.
2. I understand that if I intentionally throw my bat, helmet, glove, or any piece of equipment that I will be subject to ejection from the game at the discretion of the umpire.
3. I will try to be responsible while at bat and not throw my bat unintentionally. If I do, in most cases a warning will be issued. Any subsequent offense will result in an out or ejection at the discretion of the umpire.
4. I will play hard but in a safe and responsible manner. I will not intentionally endanger another Player in any way.
5. I will not curse, use foul or vulgar language at any time.
6. I will not use abusive language or participate in any form of trash talk or negative cheering. I will promote sportsmanlike conduct, encouraging my team members to cheer positively and shake hands with the opposing Players after each game.
7. I will have respect for the equipment. When at bat, I will always wear my helmet and will not remove it until I return to the dugout. As a catcher, I will always wear the proper equipment as provided and recommended by the League.
8. I will always wear the proper uniform in the proper way.

Article III: Responsibilities

1. Roughhousing, scuffling, or any physical contact not normally engaged in proper baseball play is strictly prohibited.
2. Any Player physically assaulting anyone, or threatening such assault, is eligible for immediate suspension of at least one (1) game and shall have his case referred to the Division Commissioner for possible further disciplinary action.
3. Throwing bats, helmets, or any other piece of baseball equipment is strictly prohibited and will result in ejection from a game.
4. Use of any form of tobacco products or consumption of alcoholic beverages or non-prescription drugs will result in immediate suspension and possible expulsion from ARCADIA PONY.
5. Players shall not leave the dugout without the express permission of his/her Manager.
6. No food, candy, soft drinks, gum, shall be allowed in the dugout at any time during game play. Exceptions would be water or a sports drink, such as Gatorade.
7. At the discretion of the Umpire,
 - a. a Player may be ejected from the game if he maliciously runs over the fielder holding the ball.
 - b. At the discretion of the Umpire, a Player may be ejected from the game if he fakes a tag without the ball.
 - c. Players who violate the rules and are ejected from the game shall remain in the dugout under the supervision of the Manager, Coach, or Business Manager. If unsportsmanlike behavior continues, the player shall be escorted away from the dugout with either the Manager, Coach, or Business Manager until the game is completed. Additional penalties may occur if the violation is severe in nature.
8. A Runner will be called out if when approaching a base, he/she makes no attempt to slide or get around or under a fielder that has possession of the ball and is waiting at the base to make the tag.
 - a. At no time may a Runner attempt to jump over a fielder to escape a tag.
9. All players shall be prohibited from wearing jewelry during the game. The only exception to this would be a

Medical I.D. bracelet.

10. Metal cleats shall only be worn by players in the Bronco and Pony divisions.

Article IV: Disciplinary Action

1. A Player's ejection from a game will result in immediate suspension from their next scheduled game.
 - a. The Player and his/her parents have the right to appeal the decision of suspension. They must make their intent to appeal known in writing to the Division Commissioner within 48 hours following the ejection. The Commissioner will note their intent to appeal and inform them they will be given an opportunity to normally appeal their case at an ARCADIA PONY Board of Directors Meeting.

Article V: PONY "And under" program

1. A player can only move up one age group. (EXAMPLE: A Bronco age player 11 or 12 years old will only be allowed to move up to the Pony level)
2. The decision for the Player to move up one age group will not be done automatically.
 - a. This rule is for Players that have a higher level of playing ability due to advanced skill level.(a display of baseball skills will be required upon request)
 - b. All final decisions on if a Player should be moved up one level should be ARCADIA PONY Board approved after an evaluation of the player is discussed between the Commissioners of both affected divisions (current level and the one he or she is applying to move up to) and the ARCADIA PONY Board Members.
 - c. All Player's requests are not guaranteed and are handled on a case-by-case basis.
3. Players playing up must abide by the pitching rules of that age group.
4. Player must play half of the season's games in the higher Division (the one the Player moved up to) to be eligible to play post-season in that higher Division (the one the Player moved up to).
5. ARCADIA PONY does not allow any Player to play in an age Division LOWER than his legal playing age. Players can petition the Board of Directors to play UP one age Division, with each Player being a case-by-case decision.
 - a. No senior age returning player will be removed from a team without a formal request given to the rules committee via email president@arcadiapony.com, by one (1) week prior to draft date. As reviewed and if approved by the rules committee, player will be placed as a hat pick excluding originally placed team and he may not be a coach's option.

Article VI: Deleting a Team

1. If it is deemed necessary by the commissioner of a division to delete a team in his division due to a lower number of registrants, the team shall be decided using the following method.
 1. The team with the fewest number of returning players.
 2. The team without a Manager.
 3. The team with the worst win loss record from the previous year.

SECTION III: PLAYER TEAM ASSIGNMENT (DRAFT)

Article I: Returning Players

1. Senior-Age Players returning to a given Division shall be placed on the previous season's team roster upon registration.
 - a) If a division has only two teams or less, that division will be notified at the beginning of the season that the **entire division** will re-draft the following year. The circumstance (two teams or less in a

division) renders the rule void.

2. Senior-Age Players returning to a given Division who have not registered by tryouts shall be placed in the player pool upon their registration.
3. Players that participated the previous season and are moving up a division but do not attend tryouts will be given a rating 1-10 (10 being the best) by the Division Commissioner and be placed in the draft. The rating should be agreed upon by all Division Managers.

Article II: League Tryouts

1. Foal Players do not need to tryout. They will be assigned to a team, regardless of League age.
 - a. Foal Players may need to be moved up to Shetland to play should there be not enough players to create a Foal Team. On a case by case basis, player may be moved up pending player evaluation. Parent approval must be acquired prior to moving player up to Shetland.
 - b. Foal teams can be created with a minimum of 6 players.
2. Tryouts are required for all new Players who register with ARCADIA PONY and for those Players moving up in Division (i.e., Mustang to Bronco).
3. The purpose of the tryout is to evaluate Player skills to ensure that the Player is signed up for the appropriate Division and to form balanced teams.
4. Tryouts consist of each Player running the bases, hitting 5-7 balls off live pitching (machine pitching for Shetland), fielding 3 fly balls and making a throw to second base, and fielding 3 ground balls at shortstop and making a throw to first base.

Article III: Draft Procedures

1. Division drafts shall be held as soon as possible after completion of tryouts, in no case later than forty-eight (48) hours.
 - a. Following the draft, all Managers shall notify their Players no later than forty-eight (48) hours after completion of the draft.
2. Only Players that have participated in tryouts shall be in the draft.
 - a. Players registering late, Players not having participated in tryouts (not having participated in the previous season), etc., shall be placed in the player pool and will be randomly selected.
 - b. Note: There shall be no automatic placement on teams for the entering children of Coaches, Business Managers, or Team Mothers. All such Players shall be in the draft.
3. Preformed teams will be allowed to participate in Mustang, Bronco, and Pony divisions to allow for player and coaching continuity. The Preformed teams will submit a list of players to the Board of Directors for review and approval. Preformed teams should have 12 players to meet All-Star eligibility requirements.
 - a. If Preformed teams want to participate in Pony All Star Tournaments, they must have 12 players registered on their roster.
 - b. Preformed teams will participate in Select Team games/schedule if available.
 - c. Should Preformed teams come to Arcadia Pony with less than 12 players and wish to participate in the draft, they will be passed over in the draft until they reach the draft round in which they need a player and will continue until they have a complete roster.
4. No draft shall be held unless all teams are represented. Players on Preformed Teams do not need to try out. Each team shall receive a list of all properly registered Players indicating whether they have tried out or not.
5. The Registration Coordinator shall indicate any Manager Options or Sibling Options and will automatically assign them to the appropriate team.
 - a. Manager Option: A Manager shall have his child(ren) play on his team. Such child(ren) shall be automatically placed on his team's roster at the time of the draft, and he shall relinquish his third (3rd) and succeeding odd numbered draft choices for each child.
 - b. 1st Assistant Coach Option: A manager can take an assistant coach. The assistant coach's child will be

- selected to their team in the draft after being given a rating by the Division Commissioner generally agreed upon by all of the Division Managers.
- c. Sibling Option: Parents may, at any time prior to the draft, exercise the option of having their children play on the same team.
 - i. If both registered Players are new to the Division, the Manager must use his fifth (5th) and/or succeeding odd numbered draft choices for each placed sibling.
 - ii. If one Player is new to the Division where his/her Sibling is already on a team, the entering Player will automatically be placed on his/her sibling's team and the team will relinquish its fifth (5th) and succeeding odd numbered draft choices for each placed Sibling.
 - d. Note: No team shall lose an evened numbered (leveling) round draft pick due to a Manager or Sibling Option.
6. Draft Rounds: All Divisions shall draft in series repetition, and not by the wave method. The team with the worst regular season won-lost percentage of the preceding season shall draft first; next to worst shall draft second; and so on until the team with the best regular season won-lost percentage drafts last. This will constitute a draft round.
- a. Succeeding rounds shall begin over, the same as the first round.
 - b. In the event of equal won-lost percentages, a coin flip shall determine draft order of the tied teams.
 - c. Expansion Teams: Expansion teams shall be given the first position and last position picks in the draft in Round 1. When there is more than one expansion team, a coin flip shall determine the draft order.
7. Odd numbered rounds shall be "Open Rounds." This pick shall be used to select any Player from the draft pool.
8. Even numbered rounds shall be "Leveling Rounds." This pick shall be used to draft senior-age Players, only by those teams with the fewest number of senior-age Players.
- a. Leveling rounds shall be held only when there are enough senior-age Players for a complete Leveling round.
 - b. Leveling rounds will not be used in the event of a full league or division re-draft.
9. Once a team reaches 9 players, it will not draft again until all teams have 9 players. The team(s) that have nine players will be passed over in the draft order. Once all teams have nine players, the draft will resume in its original order.
10. The draft shall continue until all team rosters have been filled, or there are not enough remaining Players to constitute a complete round. Any remaining Players after the completion of the draft shall be placed in the Player pool.
11. Team Names – Any returning Managers/Coaches, returning to the same team, have the option to keep the same name for their team. All other team names will be decided by hat draw to determine order of choosing names (unless there is a full complete redraft for the division).
12. The use of cell phones will be prohibited during all drafts and must be turned off upon entering the draft room.

Article IV: Player Pools

1. A Player pool for each Division shall contain Players that have not tried out and did not play the previous season, Players remaining from the draft when there were not enough Players to make a complete round, and Players registering late.
2. Player Pool Round: A complete Player pool round consists of those teams with the fewest number of players.
 - a. The Players name will be placed in a hat and they will be drawn blind onto the teams in League draft order.
 - b. If there are not enough Players in the pool to make a complete round, blanks shall be placed in the hat to equal the number of teams in the round.
3. After draft day, Player pool rounds shall occur whenever a complete round of Players is available. The pool shall be depleted weekly to level the number of rostered Players on each team.
4. The situation where one team is drawing and only one Player is in the pool shall be avoided as this could be construed as trying to "fix" the Player pool round.

Article V: Pony Division Team Formation/Draft Guidelines

1. Our oldest division, the Pony Division (14u) is structured as a steppingstone on the way to High School Baseball. We encourage players who are serious about the game, both mentally and physically, to join. If there are enough players to allow for it, the division is structured into two teams: 14U and 13U, possibly more if signups allow. We believe playing with your own age will develop the camaraderie and teamwork needed at the next level. Playing “Up” is discouraged but not impossible. Each case will be reviewed & decided on by the league commissioner, rules committee and division managers.
2. If there are not enough players to field full 14U and 13U separate teams, then the teams will be formed by draft following ARCADIA PONY draft rules.
3. Players will be expected to fully commit themselves to practices and games just as they would in High School.
4. Teams in this division are selected by the Manager(s) post tryouts, to an initial goal of 12 players up to a PONY maximum of 15 players at the manager’s discretion. Due to the highly competitive nature of this division, any player not selected to a team may be cut.

SECTION IV: ALL STAR TEAMS AND POST-SEASON TOURNAMENT TEAM SELECTION

Article I: City All Star Team Selection

1. The Manager of each team in a Division selects the allocated number of Players from their team to the Division’s City All Star Team.
 - a. The City All Star Game is an exhibition game which is played at the midpoint of the regular season.
2. City All Star Teams shall have a minimum play rule of three (3) innings per player instead of the two. (2) inning minimum in regular season play.
3. The City All Star Manager shall be the Manager of the team with the best won-lost percentage from each League. In the event of a first-place tie, a coin flip shall determine the All-Star Team Manager.
 - a. The remaining Managers of each League’s Teams shall serve as the All-Star Team Coaches.

Article II: Post-Season Tournament Teams (Traveling All Stars)

PONY Baseball Official Tournament Teams shall be selected as follows:

1. Voting for the Tournament Team shall occur the first week of May each season.
2. The Manager of each team shall vote for nine (9) Players he feels deserve to represent ARCADIA PONY on the Tournament Team.
3. The nine (9) Players receiving the most votes shall be certified as Tournament Team Players.
4. A Player must receive a majority vote to be placed on the team. The voting will take as many rounds as necessary, until all nine (9) Players have each received a majority vote. Each round of voting will begin with a clean slate; no votes shall carry over to the next round.
5. The Tournament Team Manager shall then have the option of selecting up to six (6) additional Players of his own choice as certified Tournament Team Players to fill out a team of between twelve (12) and fifteen (15) Players.
6. All-Tournament Team Rosters shall be published in alphabetical order only, with no information as to balloting, etc., shown. All such information shall be considered confidential and shall be handled in such manner.
7. The Shetland post-season All-Star Team will be selected following open tryouts for the entire division.

The Tournament Team Manager for each Division will be selected as follows:

1. For the Manager to be eligible, he must have been present at two-thirds of his team’s scheduled games and

practices.

2. The Division Commissioner shall poll each Manager in the said Division to determine which of them is interested in the position of Tournament Team Manager.
3. The selection of the Tournament Team Manager shall be determined by secret ballot vote of a committee comprised of the League President, the Commissioner, the Director of Tournaments, and all the Managers of the said Division.
4. The criteria used for selection of the Tournament Team Manager shall include but not be limited to (in order of priority): Knowledge of the game, coaching experience, coaching ability, leadership skills, general conduct, and availability.
5. The selection of the Tournament Team Manager shall be made in a timely manner that will allow each Manager a reasonable amount of time to review and assess his team's needs prior to the time when the balance of the roster is selected.
6. The elected Manager shall be allowed to choose the Coaches and Business Manager for their team, with the approval of the League President and the Director of Tournaments.
7. In the event a Tournament Team Manager cannot continue as Manager, a replacement will be selected by the Rules Committee and assume the duties as Manager.

Article IV: Independent Travel Teams covered under Arcadia Pony Baseball

ARCADIA PONY will NOT "sponsor" or "umbrella" any Independent Travel Teams outside of the traditional League selected All Star Teams and Post Season Tournament Teams:

1. "Sponsor" and "Umbrella" refers to coverage under the ARCADIA PONY's insurance policy and use of its equipment and fields.
2. Participation on a non-ARCADIA PONY selected travel and or all-star team during the regular ARCADIA PONY season by any ARCADIA PONY Player will void such Player from any registration sponsorship he or she may have been approved for.

Article V: Post-Season All-Star Team commitment and responsibilities

Failure of the player to fulfill the commitments and responsibilities set forth by ARCADIA PONY for Post-Season All-Star Play, may deem the player ineligible for Post Season All Stars the following year.

SECTION V: GAME PLAY RULES FOR FOAL DIVISION 3 & 4 Year Old

The ARCADIA PONY Foal program teaches the fundamentals of baseball, team spirit, and sportsmanship in a safe environment while having as much fun as possible. In addition to the rules that follow, please also review the League-Wide Rules.

Article I: Goals & Logistics

1. The Foal Division is non-competitive; no score will be kept.
2. Parents are encouraged to participate in the infield and outfield, as base Coaches, and to help direct play.
3. Reduced injury baseballs MUST be always used during practices and games in the Foal Division.
4. Coach pitching will be introduced in practice early on. The goal is to have the teams' coach pitching in games. The use of a batting tee will be based on the skill level of the Player. Pitching underhand is permitted.
5. The batting team is responsible for monitoring the home plate area to ensure Players are swinging the bat safely. The home plate monitor MUST be an adult. Players MUST be taught not to throw the bat: correcting this tendency early makes a world of difference when the Players are older.
6. The team Manager must always keep a copy of each Player's registration/medical form with him/her during practices and games.

7. Every Player plays every inning. For example, you can have 6 infielders and 6 outfielders with a **maximum of 2 players per position. Rotate all Players to all positions during the course of a season.** This is not only “fair” but it also provides the Players with a better learning experience. All Players bat once per half-inning.
8. Foal uses an approximately 50-foot diamond.

Article II: Foal Division Game Rules

1. Games are three (3) innings or (1) hour in length, whichever comes first. A half inning is complete when **everyone** on a team has batted once. The last Player up in a half-inning hits a home run. The team in the field should wait for the last batter (during his home run sprint) to touch home plate before exiting the field.
2. No outs are recorded, but if a batter or runner is out via a put out, or a caught fly ball, the batter/runner is retired. This reinforces the defensive concept of trying to get base runners out and keeps the defense interested in the game. Put outs from a runner failing to tag up on a caught fly ball are not called – the runner returns to their original base (no quadruple-plays).
3. There is no bunting. A 10-foot arc shall be inscribed in front of home plate, from the first to the thirdbase foul line, and any batted ball which does not touch or travel beyond that line will be considered a foul ball.
4. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
5. No sliding is allowed.
6. Players must have a helmet on their head before being handed a bat. There is no “on-deck” circle. The use of a batting tee may be used throughout the season. A team may also elect to coach pitch at any time during the season to skill appropriate Players. Managers/Coaches electing to coach pitch may throw overhand from a kneeling position or may pitch underhand.
7. When coach pitching, each batter will receive a maximum of three (3) pitches. If after three pitches the batter has not put the ball in “play”, the tee will be utilized. Coaches shall make every effort to stay out of the way of all plays. If a batted ball hits a Coach, the ball is declared dead.
8. Runners may continue to advance on a batted ball or on an overthrow until the ball is returned into the control of either an infielder or the pitcher at which point the ball is dead. Once the ball is dead all runners must return to the closest base. If the lead runner is not halfway to the next base, the runner shall return to the last base occupied and the following runners will do likewise. A following runner cannot force a lead runner to the next base.
9. There is no infield fly rule.
10. The catcher **MUST** stand away from the plate until the batter swings, then field the position defensively. (There is no dropped third call strike rule)
11. Players who are in the defensive position for the infield except for the catcher and pitcher may not come any closer than 45 feet from home plate until the ball is hit.
12. A runner is out if they pass a preceding runner while the ball is in play. Runners shall be awarded one additional base on all overthrows that go out of play.
13. At the conclusion of the mid-season break managers may begin to practice and implement the use of the pitching machine. The use of the pitching machine during games must be mutually agreed upon by both coaches.

SECTION VI: GAME PLAY RULES FOR SHETLAND DIVISION 5 & 6 Year Old

Article I: Game Preliminaries, Goals & Logistics

1. The HOME team shall occupy the third base dugout and the VISITING team shall occupy the first base dugout. On the game schedules the VISITING team is always listed first.
2. **Both Managers and Coaches are required to be at the field one (1) hour prior to game time to prepare the field (see Section I, Article II, Number 5).** If a Manager/Coach does not arrive early enough to prepare the field, they shall forfeit their portion of infield practice. Failure to have field ready fifteen minutes (15) prior to game time shall result in no infield practice. Game time is Game Time.
3. The HOME team can take infield practice for the fifteen (15) minutes immediately preceding the scheduled start time of the game. The VISITING team can take infield practice for the fifteen (15) minute period immediately

preceding the HOME team.

4. The Shetland Division introduces competitive baseball to the Players and score will be kept.
5. Parents are encouraged to participate as base Coaches and to help direct play. Parents, Coaches, and Managers must submit to a background check prior to being on the playing field during games or practices.
6. Reduced injury baseballs MUST be used at all times during practices and games.
7. The entire season will be machine pitch. The UPM-45 Pitching Machine is the official pitching machine of ARCADIA PONY and PONY Baseball. The machine pitching distance will be 38 feet. The Pony recommended settings for the UPM-45 pitching machine are as follows: Power Level=2, Micro Adjust=3, and Release Block=4.
8. The batting team is responsible for monitoring the home plate area to ensure Players are swinging the bat safely. The home plate monitor must be a Coach, Team Mom, or other designated parent. Players MUST be taught not to throw the bat; correcting this tendency early makes a world of difference when the Player is older.
- ~~9. The team Manager must keep a copy of each registered Player's registration/medical form with him/her at all times during practices and games.~~
10. Every player plays every inning, with the exception of any injured Players. The maximum number of Players allowed on the infield will be 7. All traditional positions will be filled; 1st base, 2nd base, 3rd base, shortstop, pitcher, and catcher. The extra infielder must be placed next to the shortstop or the Player at the 2nd base position, there will not be 2 Players in the pitching position. **The Player fielding the pitching position shall take a position with one foot on the line marked five (5) feet to the rear of the pitching machine and to the left or right of the Coach utilizing the pitching machine. The player fielding the pitching position must be in contact with the line until the ball is released from the machine.** The catcher MUST stand away from the plate until the batter swings, then field the position defensively. (There is no dropped third call strike rule)
11. Players who are in the defensive position of the infield except for the catcher and pitcher may not come any closer than 45 feet from home plate until the ball is hit.
12. The remaining defensive Players must be placed in an arc at a minimum of 15 feet behind the base paths. Rotate all Players through each position during the course of the season. This is not only "fair" but it also provides the Players with a better learning experience.
13. Shetland uses an approximately 50-foot diamond.
14. Line-up Cards: Each Manager must prepare a Line-up card showing all Players on the roster. First and last names, uniform numbers, and their offensive and defensive positions, and whether they are able to play or not. If a Player is absent or injured it must be noted on the Line-up card and said Player shall be ineligible for game play, unless the official scorekeeper and opposing manager are otherwise notified before the first pitch of the second inning.
15. If there is no Official Scorekeeper present at the start of the game, the HOME team will keep Official score for the game.
16. Umpires: ARCADIA PONY will provide Umpires for all games. In the event that an Umpire does not show up to your game, you may proceed to play the game if both Managers agree to a substitute Official. Both Managers must agree before the game can begin. Once the game has begun with the accepted substitute Official, it must continue to complete game length. No Manager may change his mind after the game has begun.
17. A team must have a minimum of 9 players to start a game. If a player is injured during the course of the game the team can continue the game with 8 players.
18. Players must use bats that are certified under the USA Bat standard. If an uncertified bat is found to be in use before a pitch is thrown the bat must immediately be removed from the field of play. If a pitch has been thrown to a batter using an uncertified bat, batter shall be recorded out and all baserunners are reset to their previous positions (if ball was hit into play). Equipment challenge will only apply to current inning of play.

Article II: Length of Games

1. Regulation length for Shetland games will be five (5) innings, with no new inning starting after one (1) hour and fifteen (15) minutes, unless tied or complete game length per Pony Baseball, Inc. rules has not been reached.
2. All Shetland games will be five (5) innings, however the complete game length is as follows:

- a. Complete Game Length: Three (3) innings OR two and one half (2 ½) innings if the home team is ahead.
- b. No game shall be left in a tie. If a game is tied after the regulation time or innings has been met, the game will be played 1 inning at a time using Pony Tournament rules to determine a winner. Pony Tournament rules are as follows: player will receive a maximum of (5) pitches per at bat from the pitching machine, or (3) strikes and the batter is out, whichever comes first. A foul tip of the (5th) pitch will result in an out.
- c. If a game is called for any reason before it is a completed game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the Division Commissioner.
- d. 10-Run Rule (Mercy Rule): If a team is leading an opponent by at least 10 runs at Complete Game Length, or at the completion of any inning thereafter, the game shall be called and the team in the lead shall be declared the winner. (If the visiting team is the team with the 10 run lead, the home team will be allowed to complete the inning.)

Article III: Shetland Division Game Rules

1. A half inning is complete when three (3) outs are recorded **OR** five (5) runs have been scored. There is no “open inning”.
2. Each team must field a minimum of nine (9) Players or forfeit the game. If a Team cannot field nine Players and a forfeit is inevitable a Player from the Foal Division may be brought up for that game to avoid the forfeit. A Player can only be brought up if nine players are not available at the start of the game. All of the following eight conditions must apply:
 - a. The Player must be a legal/eligible Player in our League.
 - b. The Player must be a senior-age Player in his/her Division.
 - c. The Player can only play an outfield position.
 - d. The Player cannot miss a game in his/her Division to play up.
 - e. Only two players can be brought up per game.
 - f. Permission from the Player’s parents or legal guardians shall be in writing on an Arcadia Pony Baseball form.
 - g. The form shall be filled out completely and accurately with an original signature before the start of the game. (Photocopies of the signature are not acceptable)
 - h. The form must be submitted to the Official Scorekeeper along with the line-up card.
3. No infield fly rule is applied at this level of play.
4. Offensive Coaches will be stationed in the designated Coach’s boxes and as a Coach feeding the pitching machine. All other offensive Coaches must remain in the dugout or other designated area. One (1) defensive Coach will be positioned behind the catcher to assist in retrieving pitched balls only. The defense may also place a Coach down each foul line and must be 15 feet beyond 1st or 3rd base to assist in instructing the Players. Coaches must remain in foul territory. The remaining Coaches must remain in the dugout or other designated area.
5. Pitching:
 - a. A batter shall receive 4 pitches from the pitching machine. The 5th and any subsequent balls shall be placed on the tee until the ball is put into play.
 - b. If the batted ball strikes the Coach pitcher; the ball is dead, the pitch counts as a strike, and no runners can advance.
 - c. If the batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
 - d. If the batted ball strikes the pitching machine and goes into foul territory; the ball is dead, the batter is awarded first base, and any other runners advance one (1) base.
 - e. The Coach attending the pitching machine shall not give coaching instructions to Players after the ball is hit. The Coach must not interfere with any defensive Player.
6. Batting:
 - a. A batter shall receive 4 pitches from the pitching machine. The 5th and any subsequent balls shall be placed

on the tee until the ball is put into play. If, after 5 complete innings, the game is tied tournament rules will be utilized to reach a conclusion to the game. The tee will not be used in additional innings. A batter shall receive 5 pitches from the machine. The batter is out if failing to hit a fair ball after a maximum of five (5) pitches or after three (3) strikes from the pitching machine. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the fifth pitch.

- i. Tournament rules will apply following mid-season all-stars and/or going forward after mid-season break.
 - b. There is no bunting. A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not touch or travel beyond that line will be considered a foul ball and be counted as a pitch.
 - c. No dropped 3rd strike rule.
 - d. Players must have a batting helmet on before being handed a bat.
 - e. Bats must not be larger than 2 5/8 inches and its thickest part. No “Big Barrel” bats.
7. Base Running:
- a. Runners are not permitted to steal or lead off. Runners shall remain in with the base until the ball crosses the plate.
 - b. Runners may continue to advance on a batted ball or on an overthrow until the ball is returned into the control of either an infielder or the pitcher and the infielder/pitcher calls time out, at which point the ball is dead. Once the ball is dead all runners must return to the closest base. If the lead runner is not halfway to the next base, the runner shall return to the last base occupied and the following runners will do likewise. A following runner cannot force a lead runner to the next base.
 - c. On an overthrow to first base, runners may advance one base only, but do so at their own risk.
 - d. Scoring from third can only be accomplished on a batted ball or the continuation play of a batted ball. If the runner is at third base at the time of the pitch, the only way to advance home is from a batted ball.
 - e. Head first sliding is not encouraged. Teach your players to slide feet first.
 - f. A runner is out if they pass a preceding runner while the ball is in play.
 - g. After the batter receives and fails to put into play the 4th pitch, the ball will be placed on the tee. Balls hit off of the tee allow the runner to advance on base only. I.e. runner on 1st can only move to 2nd; runner on 2nd can only move to 3rd, etc.
 - i. Tournament rules will apply following mid-season all-stars and/or going forward after mid-season break.
 - h. Courtesy Runner may be substituted for a catcher and must be last recorded out.

SECTION VI: GAME PLAY RULES FOR PINTO DIVISION 7 & 8 Year Old

Article I: Game Preliminaries

1. The HOME team shall occupy the third base dugout and the VISITING team shall occupy the first base dugout. On the game schedules the VISITING team is always listed first.
2. **Both Managers and Coaches are required to be at the field one (1) hour prior to game time to prepare the field (see Section I, Article II, Number 5).** If a Manager/Coach does not arrive early enough to prepare the field, they shall forfeit their portion of infield practice. Failure to have field ready fifteen minutes (15) prior to game time shall result in no infield practice. Game time is Game Time.
3. The HOME team can take infield practice for the fifteen (15) minutes immediately preceding the scheduled start time of the game. The VISITING team can take infield practice for the fifteen (15)minute period immediately preceding the HOME team.
4. Line-up Cards: Each Manager must prepare a Line-up card showing all rostered Players, last names, uniform numbers, and their offensive and defensive positions, substitution status and whether they are able to play or not. If a Player is absent or injured it must be noted on the Line-up card and said Player shall be ineligible for game play, unless the official scorekeeper and opposing manager are otherwise notified before the first pitch of the second

inning.

5. All Managers must notify the opposing manager and the official scorekeeper of all pitching changes and the defensive substitutions. Failure to do so could result in your legal changes not being correctly recorded, thus causing grounds of a potential forfeiture for the illegal substitutions.
6. If there is no Official Scorekeeper present at the start of the game, the HOME team will keep Official score for the game.
7. Umpires: ARCADIA PONY will provide Umpires for all games. In the event that an Umpire does not show up to your game, you may proceed to play the game if both Managers agree to a substitute Official. Both Managers must agree before the game can begin. Once the game has begun with the accepted substitute Official, it must continue to complete game length. No Manager may change his mind after the game has begun.
8. Game Balls: Each game the Umpire will receive two (2) new balls and one (1) used game ball from the Home Team Coach. At the conclusion of the game the Umpire shall return all three (3) balls to the Home Team Coach.
9. Pinto uses approximately a 60' diamond.
10. Pitching distance will be 40ft.

Article II: Length of Games

1. Regulation length for Pinto will be five (5) innings with no new inning starting after two (2) hours, unless tied or complete game length per Pony Baseball, Inc. rules has not been reached.
2. All Pinto games will be five (5) innings), however the Complete Game Length is as follows:
 - a. Complete Game Length: Three (3) innings OR two and one half (2 ½) innings if the home team is ahead
 - b. No game shall be left in a tie. Tied games shall be played one (1) inning at a time until a winner is determined regardless of time played or innings completed.
 - c. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the Division Commissioner.
 - d. 10-Run Rule (Mercy Rule): If a team is leading an opponent by at least 10 runs at Complete Game Length, or at the completion of any inning thereafter, the game shall be called and the team in the lead shall be declared the winner. (If the Visiting Team is the opponent with the 10 run lead, the Home Team will be allowed to complete the inning.)

Article III: Minimum Play Rule

The Minimum Play Rule is one of the most important rules, if not the most important rule, in ARCADIA PONY. The Rule guarantees equal playing time to **all** Players and it was established to ensure Managers adhere to ARCADIA PONY's goal of a positive and instructive environment for all participants. **Failure to meet the minimum play rule shall result in forfeiture of the game and possible sanctions against the offending Manager.**

1. **Minimum Play Rule:** All Players shall play in a minimum number of defensive innings and have a minimum number of at bats during a game. This ensures all players have an equal opportunity to play.
 - a. **Failure to meet the Minimum Play Rule shall result in forfeiture of the game.**
 - b. Minimum Play Rule will not be in effect if the game is called at the Complete Game Length.
2. **Pinto's Minimum Play Guidelines: Everyone must bat, i.e. all rostered Players will be listed in the batting line-up. All rostered Players must complete two (2) innings of defensive play. The defensive substitutions must be made before the first pitch of the third inning.**
 - a. All team Players must be listed on the Line-up Card to the Official Scorekeeper and the opposing Manager. If they are absent or injured, it shall be so noted on the Line-up Card and shall not be eligible for play.
 - b. If a Player arrives after the start of the game, but before the first pitch of the second inning, he/she may be added to the bottom of the Official Line-up Card only.
 - c. **If a Player does not start one game, he must be in the starting line-up in the next scheduled game.**

Article IV: Pinto Division Game Rules

1. Everyone bats. All rostered Players must be listed on the batting line-up.
 - a. Courtesy Runner may be substituted for a catcher and must be last recorded out.
2. Each team must field a minimum of nine (9) Players or forfeit the game. If a Team cannot field nine Players and a forfeit is inevitable a Player from the Shetland Division may be brought up for that game to avoid the forfeit. A Player can only be brought up if nine Players are not available at the start of the game. All of the following eight conditions must apply:
 - a. The Player must be a legal/eligible Player in our League.
 - b. The Player must be a senior-age Player in his/her Division.
 - c. The Player can only play an outfield position.
 - d. The Player cannot miss a game in his/her Division to play up.
 - e. Only two players can be brought up per game.
 - f. Permission from the Player's parents or legal guardians shall be in writing on an Arcadia Pony Baseball form.
 - g. The form shall be filled out completely and accurately with an original signature before the start of the game. (Photocopies of the signature are not acceptable)
 - h. The form must be submitted to the Official Scorekeeper along with the line-up card.
3. 5-runs per inning: Each team is allowed to score a maximum of five (5) runs per their half inning. The fifth (5th) inning shall be open, meaning there is no run limit in **only** the fifth inning. The 10 run Mercy Rule shall apply.
 - a. Continuous Play Rule: On an out-of-the-park homerun all runs will count toward the score, even if this exceeds the 5 run maximum rule in innings 1-4. This does not apply to inside-the-park homeruns.
 - i. On an inside-the-park homerun play will continue until all runners either reach the base safe or are put out. But only 5 runs can be applied to the half inning in innings 1-4.
4. Base Stealing: A runner may attempt to steal second or third base **only after the ball crosses home plate**. The runner must be more than halfway to the next base before play is stopped in order to advance to that base. This will be at the discretion of the Umpire.
 - a. If the runner leaves the base before the pitcher releases the ball, the runner shall be declared out and the ball is dead.
 - b. If there are two (2) runners on base, the runner leaving early shall be declared out and the other runner shall return to his previously occupied base, and the ball is dead. If both runners leave early, then both runners are out.
 - c. **There is NO stealing of home plate prior to the Mid-Season break, after Mid-Season break home plate will be open.** But a baserunner on third base can advance home if there is an attempt made on the baserunner at third base, and only the baserunner at third base. Upon making an attempt on the baserunner at third base, the ball is considered "in play" until it is returned to the pitcher.
 - d. All subsequent base runners can advance at their own risk.
5. No lead offs. If a baserunner is caught leading off a base, he is declared out and the ball is dead.
6. No bunting allowed prior to Mid-Season break. After Mid-Season break, bunting will be allowed.
7. No infield fly rule is applied at this level of play.
8. Sliding: No head first sliding. Teach your Players to slide feet first.
9. Play is stopped when the pitcher has the possession of the baseball on the mound.
10. Players must use bats that are certified under the USA Bat standard. If an uncertified bat is found to be in use before a pitch is thrown the bat must immediately be removed from the field of play. If a pitch has been thrown to a batter using an uncertified bat, batter shall be recorded out and all baserunners are reset to their previous positions (if ball was hit into play). Equipment challenge will only apply to current inning of play.

Article V: Pitching Rules (Pinto Division)

1. Pitchers shall not pitch more than what is suggested by USA Baseball Pitch Smart Guidelines for the 8U age bracket. Number of pitches and days of rest based on calendar day (not hours). See table below.

Age	Daily Pitches in a Game	Required rest per # of pitches		
		0 Days	1 Day	2 Days
7-8yrs old	50	1-20	21-35	36-50

- a. Pitch Count Rest Threshold: The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat, provided that the pitcher is removed before delivering a pitch to the next batter.
2. No dropped-third strike. A third strike is an out even if the catcher drops the ball.
3. No balks will be called.
4. A pitcher who is removed from the mound cannot be brought back in to pitch in a subsequent inning in the same game.
5. A pitcher who hits 3 batters in a half inning MUST automatically be removed and substituted for; and cannot return to pitch within the same game.
6. A manager must remove the pitcher at the (3rd) visit within the same inning.
7. Pitch Count Violations Consequences:
 - a. 1st Offense - Warning - Manager (or acting manager) will be provided with a warning. Pitcher will not be able to pitch the remainder of the game, but can still play in any other position (in any game a ARCADIA PONY team is involved).
 - b. 2nd Offense - Manager will be removed/ejected from that immediate game and will be suspended from the next game. Pitcher shall be removed from the mound and can still play in the game, but cannot pitch in the next eligible game (taking into account mandatory rest time).
 - c. 3rd Offense – Penalties
 - i. Removal of manager from team for remainder of season and/or;
 - ii. Forfeits eligibility to be All-Star Manager (for both Mid & Post Seasons) and/or;
 - iii. Possibility of No Longer Coaching in ARCADIA PONY.
 - d. Commissioner to track offenses and individuals involved.
8. Scorekeepers are not responsible for notifying managers of pitch count.

Article VI: All other playing rules are governed by the PONY Baseball Rules and Regulations and the Official Rules of Major League Baseball.

SECTION VII: GAME PLAY RULES FOR MUSTANG DIVISION 9 & 10 Year Old

Article I: Game Preliminaries

1. The HOME team shall occupy the third base dugout and the VISITING team shall occupy the first base dugout. On the game schedules the VISITING team is always listed first.
2. **Both Managers and Coaches are required to be at the field one (1) hour prior to game time to prepare the field (see Section I, Article II, Number 5).** If a Manager/Coach does not arrive early enough to prepare the field, they shall forfeit their portion of infield practice. Failure to have field ready fifteen minutes (15) prior to game time shall result in no infield practice. Game time is Game Time.
3. The HOME team can take infield practice for the fifteen (15) minutes immediately preceding the scheduled start time of the game. The VISITING team can take infield practice for the fifteen (15) minute period immediately preceding the HOME team.

4. Line-up Cards: Each Manager must prepare a Line-up card showing all rostered Players, first and last names, uniform numbers, and their offensive and defensive positions, substitution status and whether they are able to play or not. If a Player is absent or injured it must be noted on the Line-up card and said Player shall be ineligible for game play, unless the official scorekeeper and opposing manager are otherwise notified before the first pitch of the second inning.
5. All Managers must notify the opposing manager and the official scorekeeper of all defensive substitutions and pitching changes. Failure to do so could result in your legal changes not being correctly recorded, thus causing grounds of a potential forfeiture for the illegal substitutions.
6. If there is no Official Scorekeeper present at the start of the game, the HOME team will keep Official score for the game.
7. Umpires: ARCADIA PONY will provide Umpires for all games. In the event that an Umpire does not show up to your game, you may proceed to play the game if both Managers agree to a substitute Official. Both Managers must agree before the game can begin. Once the game has begun with the accepted substitute Official, it must continue to complete game length. No Manager may change his mind after the game has begun.
8. Game Balls: Each game the Umpire will receive two (2) new balls and one (1) used game ball from the Home Team Coach. At the conclusion of the game the Umpire shall return all three (3) balls to the Home Team Coach.

Article II: Length of Games

1. Regulation length for Mustang will be six (6) innings with no new inning starting after two (2) hours, unless tied or complete game length per Pony Baseball, Inc. rules has not been reached.
2. All Mustang games will be six (6) innings, however the Complete Game Length is as follows:
 - a. Complete Game Length: four (4) innings OR three and one half (3 ½) innings if the home team is ahead
 - b. No game shall be left in a tie. Tied games shall be played one (1) inning at a time until a winner is determined regardless of time played or innings completed.
 - c. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the Division Commissioner.
 - d. 10-Run Rule (Mercy Rule): If a team is leading an opponent by at least 10 runs at Complete Game Length, or at the completion of any inning thereafter, the game shall be called and the team in the lead shall be declared the winner. (If the Visiting Team is the opponent with the 10 run lead, the Home Team will be allowed to complete the inning.)

Article III: Minimum Play Rule

The Minimum Play Rule is one of the most important rules, if not the most important rule, in ARCADIA PONY. The Rule guarantees equal playing time to **all** Players and it was established to ensure Managers adhere to ARCADIA PONY's goal of a positive and instructive environment for all participants. **Failure to meet the minimum play rule shall result in forfeiture of the game and possible sanctions against the offending Manager.**

1. **Minimum Play Rule:** All Players shall play in a minimum number of defensive innings and have a minimum number of at bats during a game. This ensures all Players have an equal opportunity to play.
 - a. **Failure to meet the Minimum Play Rule shall result in forfeiture of the game.**
 - b. Minimum Play Rule will not be in effect if the game is called at the Complete Game Length.
2. **Mustang's Minimum Play Guidelines: The minimum play for each Player must complete two (2) consecutive innings of defensive play and one (1) offensive at bat. If at the end of the second consecutive inning of play the Player has not had a time at bat, the Player shall remain in the lineup until at least one turn at bat has been completed. The defensive substitutions must be made by both the home and visiting teams before the first pitch of the third inning.**
 - a. All team Players must be listed on the Line-up Card to the Official Scorekeeper and the opposing Manager. If they are absent or injured, it shall be so noted on the Line-up Card and shall not be eligible for play.

- b. If a Player arrives after the start of the game, but before the first pitch of the second inning, he/she may be added to the bottom of the Official Line-up Card only.
- c. **If a Player does not start one game, he must be in the starting line-up in the next scheduled game.**

Article IV: Mustang Division Game Rules

1. Only the 9 starting Players bat. Substitutes shall be duly noted on the Official Lineup Card.
 - a. Substitute Players bat when replacing a starting Player.
 - b. A starting Player may re-enter the game only once, to his original place in the batting order, after being replaced.
 - c. Once removed a substitute may not re-enter the game, unless an injury occurs to a starting Player.
 - d. Courtesy Runner may be substituted for a catcher and must be last recorded out.
2. Each team must field a minimum of nine (9) Players or forfeit the game. If a Team cannot field nine Players and a forfeit is inevitable a Player from the Pinto Division may be brought up for that game to avoid a forfeit. A Player can only be brought up if nine players are not available at the start of the game. All of the following eight conditions must apply:
 - a. The Player must be a legal/eligible Player in our League.
 - b. The Player must be a senior age Player in his/her Division.
 - c. The Player can only play an outfield position.
 - d. The Player cannot miss a game in his/her Division to play up.
 - e. Only two players can be brought up per game.
 - f. Permission from the Player's parents or legal guardians shall be in writing on an Arcadia Pony Baseball form.
 - g. The form shall be filled out completely and accurately with an original signature before the start of the game. (Photocopies of the signature are not acceptable)
 - h. The form must be submitted to the Official Scorekeeper along with the line-up card.
3. 6-runs per inning: Each team is allowed to score a maximum of six (6) runs per their half inning. The sixth (6th) inning shall be open, meaning there is no run limit in **only** the sixth inning. The 10 run Mercy Rule shall apply.
 - a. Continuous Play Rule: On an out-of-the-park homerun all runs will count toward the score, even if this exceeds the 6 run maximum rule in innings 1-5. This does not apply to inside-the- park homeruns.
 - i. On an inside-the-park homerun play will continue until all runners either reach the base safe or are put out. But only 6 runs can be applied to the ½ inning in innings 1-5.
4. Base Stealing of any base is allowed.
5. Leadoffs are allowed on any base.
6. Bunting is allowed.
7. The Infield Fly Rule is in effect.
8. No Swinging Squeeze. The Batter and the Third Base Runner shall both be declared out and the ball is dead. No other runners shall be allowed to advance on the play. To prevent this from happening, teach your Players a "take sign."
9. Sliding: Sliding head first should be discouraged. Teach your Players to slide feet first.
10. Dropped third strike will be in effect.
11. Players must use bats that are certified under the USA Bat standard. If an uncertified bat is found to be in use before a pitch is thrown the bat must immediately be removed from the field of play. If a pitch has been thrown to a batter using an uncertified bat, batter shall be recorded out and all baserunners are reset to their previous positions (if ball was hit into play). Equipment challenge will only apply to current inning of play.

Article V: Pitching Rules (Mustang Division)

- Pitchers shall not pitch more than what is suggested by USA Baseball Pitch Smart Guidelines for the 10U age bracket. Number of pitches and days of rest based on calendar day (not hours). See table below.

Age	Daily Pitches in a Game	Required rest per # of pitches				
		0 Days	1 Day	2 Days	3 Days	4 Days
9-10yrs old	75	1-20	21-35	36-50	51-65	66+

- Pitch Count Rest Threshold: The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat, provided the pitcher is removed before delivering a pitch to the next batter.
- Dropped third strike will be in effect. If on the third strike the catcher drops the ball and/or does not catch the ball cleanly, the ball will be live and the catcher must tag the runner or throw the runner out at first for the out to be recorded.
 - Balks. Balks will not be called during the first half of the season. Balks will be called during the second half of the season. A balk will be called when, in the Umpire's judgment, the pitcher intends to deceive the baserunner. No warning will be issued during the second half of the season.
 - A pitcher who is removed from the mound cannot be brought back in to pitch in a subsequent inning in the same game.
 - Pitch Count Violations Consequences:
 - 1st Offense - Warning - Manager (or acting manager) will be provided with a warning. Pitcher will not be able to pitch the remainder of the game, but can still play in any other position (in any game a ARCADIA PONY team is involved).
 - 2nd Offense - Manager will be removed/ejected from that immediate game and will be suspended from the next game. Pitcher shall be removed from the mound and can still play in the game, but cannot pitch in the next eligible game (taking into account mandatory rest time).
 - 3rd Offense – Penalties
 - Removal of manager from team for remainder of season and/or;
 - Forfeits eligibility to be All-Star Manager (for both Mid & Post Seasons) and/or;
 - Possibility of No Longer Coaching in ARCADIA PONY.
 - Commissioner to track offenses and individuals involved.
 - Scorekeepers are not responsible for notifying managers of pitch count.

Article VI: All other playing rules are governed by the PONY Baseball Rules and Regulations and the Official Rules of Major League Baseball.

SECTION VIII: GAME PLAY RULES FOR BRONCO & PONY DIVISION 11 & 12 Year / 13 & 14 Year Old

Article I: Game Preliminaries

- The HOME team shall occupy the third base dugout and the VISITING team shall occupy the first base dugout. On the game schedules the VISITING team is always listed first.
- Both Managers and Coaches are required to be at the field one (1) hour prior to game time to prepare the field (see Section I, Article II, Number 5). If a Manager/Coach does not arrive early enough to prepare the field, they shall forfeit their portion of infield practice. Failure to have field ready fifteen minutes (15) prior to game time shall result in no infield practice. Game time is Game Time.
- The HOME team can take infield practice for the fifteen (15) minutes immediately preceding the scheduled start time of the game. The VISITING team can take infield practice for the fifteen (15) minute period immediately preceding the HOME team.
- Line-up Cards: Each Manager must prepare a Line-up card showing all rostered Players, first and last names,

uniform numbers, and their offensive and defensive positions, substitution status and whether they are able to play or not. If a Player is absent or injured it must be noted on the Line-up card and said Player shall be ineligible for game play, unless the official scorekeeper and opposing manager are otherwise notified before the first pitch of the second inning.

5. All Managers must notify the opposing manager and the official scorekeeper of all defensive and pitching changes. Failure to do so could result in your legal changes not being correctly recorded, thus causing grounds of a potential forfeiture for the illegal substitutions.
6. If there is no Official Scorekeeper present at the start of the game, the HOME team will keep Official score for the game.
7. Umpires: ARCADIA PONY will provide Umpires for all games. If an Umpire does not show up to your game, you may proceed to play the game if both Managers agree to a substitute Official. Both Managers must agree before the game can begin. Once the game has begun with the accepted substitute Official, it must continue to complete game length. No Manager may change his mind after the game has begun.
8. Game Balls: Each game the Umpire will receive two (2) new balls and one (1) used game ball from the Home Team Coach. At the conclusion of the game the Umpire shall return all three (3) balls to the Home Team Coach.

Article II: Length of Games

1. Regulation length for Bronco and Pony will be seven (7) innings with no new inning starting after two (2) hours, unless tied or complete game length per Pony Baseball, Inc. rules has not been reached.
2. All games will be seven (7) innings, however the Complete Game Length is as follows:
 - a. Complete Game Length: five (5) innings OR four and one half (4 ½) innings if the home team is ahead
 - b. No game shall be left in a tie. Tied games shall be played one (1) inning at a time until a winner is determined regardless of time played or innings completed.
 - c. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the Division Commissioner.
 - d. 10-Run Rule (Mercy Rule): If a team is leading an opponent by at least 10 runs at Complete Game Length, or at the completion of any inning thereafter, the game shall be called and the team in the lead shall be declared the winner. (If the Visiting Team is the opponent with the 10 run lead, the Home Team will be allowed to complete the inning.)

Article III: Minimum Play Rule

The Minimum Play Rule is one of the most important rules, if not the most important rule, in ARCADIA PONY. The Rule guarantees equal playing time to **all** players and it was established to ensure Managers adhere to ARCADIA PONY's goal of a positive and instructive environment for all participants. **Failure to meet the minimum play rule shall result in forfeiture of the game and possible sanctions against the offending Manager.**

1. **Minimum Play Rule:** All Players shall play in a minimum number of defensive innings and have a minimum number of at bats during a game. If a Player does not start one game, he must be in the starting line-up in the next scheduled game. This ensures all players have an equal opportunity to play.
 - a. **Failure to meet the Minimum Play Rule shall result in forfeiture of the game.**
 - b. Minimum Play Rule will not be in effect if the game is called at the Complete Game Length.
2. **Minimum Play Guidelines: The minimum play for each Player must be two (2) consecutive innings of defensive play and one (1) offensive at bat. If at the end of the second consecutive inning of play a Player has not had a time at bat, the Player shall remain in the line-up until at least one turn at bat has been completed. The defensive substitutions must be made by both the home and visiting teams before the first pitch of the fourth inning.**
 - a. All team Players must be listed on the Line-up Card to the Official Scorekeeper and the opposing Manager. If they are absent or injured, it shall be so noted on the Line-up Card and shall not be eligible for play.

- b. If a player arrives after the start of the game, but before the first pitch of the second inning, he/she may be added to the bottom of the Official Line-up Card only.

Article IV: Bronco and Pony Game Rules

1. Only the 9 starting Players bat. Substitutes shall be duly noted on the Official Lineup Card.
 - a. Substitute Players bat when replacing a starting Player.
 - b. A starting Player may re-enter the game only once to his original place in the batting order, after being replaced.
 - c. Once removed a substitute may not re-enter the game, unless an injury occurs to a starting Player.
 - d. Courtesy Runner may be substituted for a catcher and must be last recorded out.
2. Each team must field a minimum of nine (9) Players or forfeit the game. If a Team cannot field nine (9) Players and a forfeit is inevitable a Player from a lower Division may be brought up for that game to avoid the forfeit. A Player can only be brought up if nine Players are not available at the start of the game. All of the following eight conditions must apply:
 - a. The Player must be a legal/eligible player in our League.
 - b. The Player must be a senior age Player in his/her Division.
 - c. The Player can only play an outfield position.
 - d. The Player cannot miss a game in his/her Division to play up.
 - e. Only one Player can be brought up per game.
 - f. Permission from the Player’s parents or legal guardians shall be in writing on an Arcadia Pony Baseball form.
 - g. The form shall be filled out completely and accurately with an original signature before the start of the game. (Photocopies of the signature are not acceptable)
 - h. The form must be submitted to the Scorekeeper along with the Line-up card.
3. BRONCO ONLY: 6-runs per inning: Each team is allowed to score a maximum of six (6) runs per their half inning. The seventh (7th) inning shall be open, meaning there is no run limit in only the seventh inning. The 10 run Mercy Rule shall apply.
 - a. There is no run limit in any inning in the Pony Division.
4. Base stealing of any base is allowed.
5. Leadoffs are allowed on any base.
6. Bunting/squeeze plays are allowed.
7. Sliding: Sliding head first should be discouraged. Teach your Players to slide feet first.
8. Dropped third strike will be in effect.
9. Players must use bats that are certified under the USA Bat standard. If an uncertified bat is found to be in use before a pitch is thrown the bat must immediately be removed from the field of play. If a pitch has been thrown to a batter using an uncertified bat, batter shall be recorded out and all baserunners are reset to their previous positions (if ball was hit into play). Equipment challenge will only apply to current inning of play.

Article V: Pitching Rules (Bronco & Pony)

I. Pitchers shall not pitch more than what is suggested by USA Baseball Pitch Smart Guidelines for the 12U age bracket. Number of pitches and days of rest based on calendar day (not hours). See table below.

Age	Daily Pitches in a Game	Required rest per # of pitches				
		0 Days	1 Day	2 Days	3 Days	4 Days
11-12 yrs	85	1-20	21-35	36-50	51-65	66+

13-14 yrs	95	1-20	21-35	36-50	51-65	66+
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- a. Pitch Count Rest Threshold The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat, provided the pitcher is removed before delivering a pitch to the next batter
3. Dropped third strike will be in effect.
4. Balks are governed by Major League Rules.
5. A pitcher who is removed from the mound cannot be brought back in to pitch in a subsequent inning in the same game.
6. Pitch Count Violations Consequences:
 - a. 1st Offense - Warning - Manager (or acting manager) will be provided with a warning. Pitcher will not be able to pitch the remainder of the game but can still play in any other position (in any game an ARCADIA PONY team is involved).
 - b. 2nd Offense - Manager will be removed/ejected from that immediate game and will be suspended from the next game. Pitcher shall be removed from the mound and can still play in the game but cannot pitch in the next eligible game (taking into account mandatory rest time).
 - c. 3rd Offense – Penalties
 - i. Removal of manager from team for remainder of season and/or;
 - ii. Forfeits eligibility to be All-Star Manager (for both Mid & Post Seasons) and/or;
 - iii. Possibility of No Longer Coaching in ARCADIA PONY.
 - d. Commissioner to track offenses and individuals involved.

Article VI: All other playing rules are governed by the PONY Baseball Rules and Regulations and the Official Rules of Major League Baseball.

SECTION IX: SCHEDULING – REGULAR SEASON DIVISION CHAMPION AND POSTSEASON TOURNAMENT CHAMPION

1. Regular season and post-season playoff schedules shall be completed and turned into the ARCADIA PONY Board for approval no later than one month after the League Draft.
2. The Division Commissioner shall set game dates for any suspended games. Games will generally be scheduled to fit in the next open schedule date. Pitching rules shall not be waived (this is a Player safety issue).
3. The ARCADIA PONY Team with the best regular season record will be crowned the Division Champion, and they will be awarded championship trophies.
 - a. The Team with the second best regular season record will be the Division Runner-Up.
 - b. In the event of two or more teams with identical won-lost records, a tiebreaker will be used to determine a winner. The tiebreaker is as follows:
 - i. Head to head record
 - ii. One playoff game
4. The ARCADIA PONY Post Season Playoff Tournament will be open to every ARCADIA PONY team in each Division at the conclusion of the regular season. It will be a single game elimination tournament. It will decide the Post Season Playoff Champions.
5. Regular season rules apply to all Championship Playoffs in all Divisions. Exceptions to those rules for League Playoffs shall be as follows:
 - a. The time limits specified under the regular season playing rules for each Division shall be imposed until the semi-final and final round.
 - b. Semi-final and final round games will have no time limit, with each game played to completion.
6. No game will be allowed to end in a tie and any game that cannot be completed at that time due to field availability or any other cause shall be considered suspended. If a game is suspended, the Division Commissioner will schedule its completion as soon as possible in order to preserve tournament scheduling. Any

- game that is tied at the expiration of the time limit shall continue as if the game were in extra innings.
7. A Mercy Rule shall apply in all tournament games except the final round games. In Final Round Games, Managers have option of forfeiting game obliged by forfeit rule. For tournament purposes, the Mercy Rule shall be invoked when a team has a lead of ten (10) runs or more at the time the game becomes official (Complete Game Length). In all such cases the team leading by that margin shall be declared the winner and the game shall be terminated.
 8. The minimum play requirements throughout the tournament shall be considered met if a Player has played in two (2) consecutive complete innings defensively and has batted at least once.
 - a. Managers in violation of this requirement shall forfeit the game in which the violation occurred.
 9. The designation of a HOME team and a VISITING team shall be determined by the higher seed.
 10. Seeding every team in said Division by their regular season ending standings will draw up the tournament brackets.
 - a. The first seed and possibly the second seeded teams will receive first round byes.
 11. Mustang, Bronco and Pony Divisions Only: In the event a player in the batting order leaves the game prior to its conclusion (except for injury brought to the attention of the Umpire), and there are no remaining available Players who can substitute to fulfill his proper turn at bat, that Player shall be called out only the first time he is due up and does not appear at the plate.

Tournament Adjudication:

If any circumstance or dispute should arise which is not satisfactorily addressed by ARCADIA PONY Rules, the Rules of PONY Baseball, The Official News of the Sporting News, such circumstance or dispute shall be resolved by the Umpire(s), with the assistance of other appropriate League Officials, before the game may be resumed. Thereafter, no game shall be replayed in whole or in part due to a rule violation, nor shall a protest be upheld due to the irregularity later determined to have occurred in dealing with such circumstance or dispute. Should a team refuse to continue a game once a final ruling has been made by the Umpire(s), the game shall be ruled a forfeit and the opposing team shall be declared the winner by a score of 8 to 0. The ARCADIA PONY Board shall take disciplinary action against any Manager, Coach, or Player who is determined to have caused such conduct.

SECTION X: PROTESTS, FORFEITS AND MATTERS OF CONTENTION

Article I: General

1. All forfeits, protests, and disciplinary penalties shall be administered in accordance with ARCADIA PONY Rules and the current addition of PONY Baseball Rules.

Article II: Protests

1. Game protests shall be allowable only for cases of misapplication or misinterpretation of a Rule of Rules. No protest based on an Umpire's judgment or for uniform violation(s) shall be deemed allowable.
2. A Manager, Coach, or Team Adult acting for the Manager in his/her absence, shall be the only person deemed allowable to lodge a game protest.
3. A protest must be made to the Umpire at the time the misapplication or misrepresentation of the Rule occurs, and the Umpire must report it to the Official Scorekeeper, who then notes it in the Official Score Book at which point the game is being played under protest.
 - a. If the protest is not reported to the Umpire, then there is no basis to submit a written protest to the Division Commissioner.
4. All duly noted protests must then be submitted in writing to the Division Commissioner within 48 hours and must be accompanied by a \$25.00 fee, cash only. It is advised that both Managers involved in the protested game submit their version in writing, but only the Manager protesting must submit the \$25.00 fee.
5. Written protests shall contain the following information:
 - a. Date of the Game and Game number (if applicable, i.e. Saturday games)

- b. Name of the Teams involved
 - c. Rule being misapplied or misrepresented: Give Rule Book page number and Rule number
 - d. Give brief detail of incident which led to protest
6. The Division Commissioner and the Rules Committee shall review the protest and render a written decision within 48 hours of receipt of said protest.

Article III: Forfeits

1. Failure to meet the Minimum Play Rule or using an ineligible Player shall result in forfeiture of the game.
 - a. Any Player not meeting the Minimum Play Rule due to circumstances beyond the Manager's control shall not be cause for forfeiture.
2. Failure to report any line-up, defensive, pitching or other changes to the Official Scorekeeper and opposing Manager could result in forfeiture of the game because of "illegal" substitutions.
3. Failure to field the minimum number of Players to begin the game will be cause for forfeit.
4. Mustang, Bronco and Pony Only: Uniforms or equipment violations shall be appealed by the opposing Manager to the Umpire. The offending Team shall be instructed by the Umpire to correct said violation. Refusal by any Team Manager to make said correction shall be deemed cause to forfeit the game.
5. If an illegal size bat is found to be in use, it shall be immediately removed from the bat rack or Player's use, and the game shall continue. No other penalties shall prevail, all hits obtained by use of the bat shall stand, and all runs scored as a result of said hits shall stand.

Article IV: Matters of Contention

1. Any and all Intra-league matters which come into contention shall be discussed, investigated, and adjudicated within the framework of the League and shall adhere to the following procedures. An Intra-league matter being construed to be anything which pertains solely to the specific Division concerned and having no effect on any other ARCADIA PONY League or Division.
 - a. Any contested matter that cannot be solved between the individuals or Teams concerned shall be referred to the Division Commissioner for arbitration within 48 hours. Said matter must be in writing and must outline the conditions under contention. The Commissioner's decision shall be rendered within 48 hours of receipt of the conditions under contention and shall also be in writing with both items included in League files for the record.
 - b. Should a League Commissioner feel unable to settle the matter, or for any reason refuse to arbitrate it, the written protest shall be forwarded to the ARCADIA PONY Board of Directors for their consideration, and upon notification by the Board Secretary, both parties may attend the Board of Directors Meeting where the matter will be adjudicated.
 - c. Should the Division Commissioner arbitrate the matter and render a decision, such decision shall be final. Once a decision has been rendered, the matter shall be considered closed unless the Commissioner feels he/she has been negligent in his/her decision, then the Commissioner, at his/her own discretion, may relinquish his/her control and submit the matter to the ARCADIA PONY Board for adjudication.
 - d. Any League Member, Team Adult, or Officer, who ignores the procedures as set forth in this section, and who attempts to lobby Board Members directly shall be brought before a meeting of the ARCADIA PONY Board of Directors where such disciplinary measures as the Board deems proper shall be instituted, up to and including expulsion from the League. Such expulsion to be subject to ARCADIA PONY Board review and concurrence.