

Rule Book Index

Topic	Page
Index	1
1. Notice of Club Rights	2
2. Managers' Responsibility	2
3. Recreational League	3
4. Teams	4
5. Player Eligibility	5
6. Assignment of Players	5
7. Participation	5
8. Disciplinary Actions	6
9. Equipment	6
10. Practices	7
11. Playoff	7
12. Post Season Selection League Tournaments	7
13. Policies	8
Shetland (Tee Ball) Division Rules	9
Pinto (Coach Pitch) Division Rules	11
Mustang (Junior) Division Rules	13
Bronco (Senior) Division Rules	13
Pony (Major) Division Rules	13

This rulebook is intended to be used in conjunction with the current edition of “PONY International Baseball Rules and Regulations”. In case of any conflicts in rules between this rulebook and the PONY rulebook this rulebook shall be ruled paramount.

1. NOTICE OF CLUB RIGHTS

The Baseball Project Committee (BPC) with the approval of the Youth Activities Committee (YAC) of the Optimist Club of Arlington reserves the right to waive, interpret, or amend any rule when such waiver, interpretation or amendment is deemed to be in the best interest of this program.

2. MANAGERS' RESPONSIBILITIES

- A. Each manager will insure that all rules and regulations of the program are adhered to.
- B. Teams will be supervised at games by a maximum four (4) adults classified as manager, assistant manager, and two coaches.
- C. Each manager, assistant manager, and coach must be a verified member, current in the payment of club dues, and in good standing of an optimist club.
- D. Each manager, assistant manager, and coach must complete and submit to the Baseball Project Committee an application for a specific position. Each applicant must be approved by the Baseball Project Committee and the Youth Activity Committee prior to the start of practice. A new application is required for each season.
- E. Managers will be assigned by the Baseball Project Committee as prescribed by their policies.
- F. Once a manager has accepted a team, he/she will not be allowed to step down to assistant manager or coach. If he/she so desires to step down, he/she will not be allowed to manage or coach that season.
- G. Each manager in the recreational leagues is required to support the fund-raising campaign that is conducted for the program. This is an absolute necessity, as the funds raised are required to support the program. Minimum sales quotas may be set by the Baseball Project Committee.
- H. Each manager must meet with the parents of the team players during the first week of practice. The purpose of the meeting will be to explain the program, define what is expected of the players, identify team rules, explain fund raising activities, and promote good sportsmanship during the season. Evidence of this meeting and those who attended must be delivered to the league commissioner no later than one week after the meeting.
- I. Each manager must assure that the requirements of the schedule of events are met. (i.e. issue and return of equipment and uniforms, submission of registration cards and team rosters, turn in of fees, and funds raised, etc.)
- J. Each manager is held responsible for the conduct of the assistant manager, coach, team players, parents, and respective fans. This includes restraining all fans from any display of unsportsmanlike conduct or jeering at the players of any team. If a fan or coach is "out

of control” toward an umpire, coach or player from the opposing team, the Manager will be given a warning, and asked to take care of the fan or coach. Also the manager will be informed that the next incident will result in the manager being removed from the game.

- K. Each manager will assure that no tobacco or alcohol in any form is used on the field or in the dugout during games or practices by coaches or umpires.
- L. Each manager will ensure that all players except the batter, base runners, the player on deck, and the children coaching the bases remain in the dugout while the team is at bat. When the team is on defense, all reserve players except a battery in the bullpen must remain in the dugout.
- M. No manager will allow intimidation or frustration to be directed toward any player on an opposing team.
- N. Any manager, assistant manager, or coach found in violation of any of the rules within the Optimist Club of Arlington Baseball Rule Book or coaches’ application shall be required to appear before the Baseball Project Committee to review the violation. The Baseball Project Committee will then determine what disciplinary action need be taken, up to and including the dismissal of his/her responsibilities with the team subject to sanction by the Youth Activities Committee
- O. If a manager, assistant manager or coach is ejected from a game a mandatory one (1) game suspension will be assessed. The suspension will be enforced at the next league game the team plays. Any further ejections will result in more severe disciplinary action assessed by the Baseball Project Committee.

In most situations, the umpire will warn the coach prior to ejection. This warning will consist of the umpire calling time, notifying the coach of the warning and the reason, and asking the score keep to note the warning on the official score card. Exceptions to this warning process may include, but is not limited to, physical or verbal attacks, bad language, or other behavior deemed dangerous or detrimental to the program.

- P. The manager or team coach must report all pitching changes and defensive player changes to the official scorekeeper. This will provide an accurate pitching record as well as document compliance with the leagues participation rules.

3. RECREATIONAL LEAGUE

The Optimist Club of Arlington recreational baseball program is to be divided into the following divisions.

A. Shetland Division (Tee Ball)

Teams will be composed of players whose age adheres to the current PONY traditional age key for this division. Players will be selected from school areas and by boundaries set by the Baseball Project Committee.

B. Pinto Division (Coach Pitch)

Teams will be composed of players whose age adheres to the current PONY traditional age key for this division. Baseball Project Committee will assign players to team in this division.

C. Mustang Division (Juniors)

Teams will be composed of players whose age adheres to the current PONY traditional age key for this division. Baseball Project Committee will assign players to team in this division.

D. Bronco Division (Seniors)

Teams will be composed of players whose age adheres to the current PONY traditional age key for this division. Baseball Project Committee will assign players to team in this division.

E. Pony Division (Majors)

Teams will be composed of players whose age adheres to the current PONY traditional age key for this division. Baseball Project Committee will assign players to team in this division.

F. Each of the above divisions is composed of teams. The Baseball Project Committee will determine the number of teams and divisions.

4. TEAMS

A. Each team will have a minimum of twelve (12), maximum of fifteen (15) players on the roster. The Baseball Project Committee shall, if at all possible, assure that every child that expresses a desire to play baseball is assigned to play on a team as set by the Baseball Project Committee.

B. In the event a team who has previously played in another organization is brought into the Optimist Club of Arlington's baseball program, all players must conform to all rules as set forth in this rulebook. Their eligibility will be determined the same as other registrants.

C. If a team loses a player during the season for any justifiable reason (i.e. illness, injury, change of address, etc.) the manager will notify the league commissioner immediately. If such loss is prior to the start of the second round of play, that player will be replaced if replacements are available.

D. No player will be removed from a team for disciplinary reasons without investigation and approval of the Baseball Project Committee and the Youth Activities Committee.

E. The Baseball Project Committee will assign or approve team names.

5. PLAYER ELIGIBILITY

To be an eligible player each child:

- A. Must submit a current and accurate registration card, signed by the parent or guardian relieving the Optimist Club of Arlington of all liability prior to participation in any practice session.
- B. Must pay the required fee as set by the Optimist Club of Arlington.
- C. Must submit a copy of an official birth certificate for age verification by the league commissioner if requested.
- D. Must reside in the city of Arlington, attend an AISD school, attend a private school in the city of Arlington, or attend a public school that is pre-approved by the Youth Activities Committee.
- E. Must reside in the zone specified by the PONY League.

6. ASSIGNMENT OF PLAYERS

- A. The league administrator and the Baseball Project Committee will assign new applicants to teams.
- B. The children of the manager and/or the assistant manager may play on that person's team providing they meet the age eligibility requirements as set forth in this rule book.
- C. Eligible brothers or sisters must play on the same team unless their parents/guardian submits a request in writing to the Baseball Project Committee that they do not play on the same team.

7. PARTICIPATION

(Review specific rules for each division in the division section of this rulebook)

- A. Each player will play a minimum of two (2) defensive innings or six (6) outs each game. No player shall sit in the dugout more than one (1) consecutive inning until all participation requirements are met.
- B. The batting order shall list all eligible players. Players not present will be noted. Each player must bat in the order he/she is listed on the official batting order. This order may not be changed during the game. Exception: If a player shows up before the top of the third inning of a game that is in progress, he/she may be placed at the bottom of the official batting lineup.
- C. Should A. and B. above not be complied with for any reason, the player who has not played or batted must play the complete next game or the team will forfeit that game.

- D. The absence of any player must be noted on the official scorebook and to the opposing manager prior to the start of the game. Failure to follow the rule will cause the absent player to be considered as being present but not played and put rule 7C into effect.
- E. A team may play with only eight (8) players. However the team will have an automatic out each time the ninth batter would have come up to bat.
- F. A game can end in a tie.

8. DISCIPLINARY ACTIONS

The Optimist Club of Arlington understands the occasional necessity for a coach to be able to discipline a player. This may include limited play or no play for a specific game. For this to happen the manager must strictly follow the following procedure.

- A. Provide the administrator with a written copy of the team rules that specify the types of violations and the degree of penalty for those offenses. These team rules must be reviewed and approved by the Baseball Project Committee and/or the Youth Activities Committee.
- B. Make certain that all parents have signed and have a copy of these team rules.
- C. Notify the commissioner, parents, and opposing coach prior to the start of a game in which the discipline is to be enforced.
- D. If a player is ejected from a game a mandatory one (1) game suspension will be assessed. The suspension will be enforced at the next league game the team plays. Any further ejections will result in more severe disciplinary action assessed by the Baseball Project Committee.

9. EQUIPMENT

(Review specific rules for each division in the division section of this rulebook)

- A. All players must wear the jersey, cap, and any equipment supplied or approved by the Optimist Club of Arlington.
- B. Issued or approved equipment including uniforms shall not be altered in any manner.
- C. Male players will not be allowed to warm up or play the catcher position without a protective cup.
- D. Shoes with metal spikes or cleats are not allowed. (Metal spikes or cleats are allowed in the PONY division only – 13 & 14 year olds)

10. PRACTICES

- A. Practices may be held on Sunday. Any practice held on Sunday must start after 1:00PM and no player may be disciplined (loss of playing time, sprints, etc.) for missing Sunday practice.
- B. No team function will occur on Junior Olympic day.
- C. No team shall practice at Senter Park without the expressed permission of the Baseball Project Committee chairman.
- D. Recreational league practices will be limited to four (4) per week including practice and regularly scheduled season games.
- E. Any practice or warm up of more than 30 minutes at any site on the day of a regularly scheduled game will be considered a practice. Practice is a meeting of two (2) or more players with a supervising adult.

11. PLAYOFFS

- A. The Baseball Project Committee prior to the end of the regular season will announce the date, sites, and type of playoff to be used to determine city champions.
- B. The Baseball Project Committee will meet to decide playoff seedings for all divisions that hold playoffs. The committee will consider a team's win/loss percentage, head to head records against each other, or other factors that seem appropriate. Because we limit runs, runs scored and runs allowed are NOT included in that criteria. If all other factors deemed appropriate still leave teams in a tie, a coin toss will be used to determine final seeding.
- C. Playoff games do not count in league standings.
- D. Both teams playing for the championship in a division will receive trophies.
- E. Sportsmanship awards will be presented in every recreational division.

12. POST SEASON SELECT LEAGUE TOURNAMENTS

- A. The coaches of the City Championship team will represent the Optimist Club of Arlington in the PONY League World Series tournament. The coaches of the City Championship team and the runner-up team will coach the Optimist Club of Arlington's teams in the Forth Worth tournament if scheduling dates permit.
- B. The Head Coach of every team in each division except Shetland will submit an All-Star nomination form to their administrator by the end of their first playoff game. This form will be used to list 9 players (10 for Pinto) from any team in their division, other than

their own, that they feel should be an All-Star candidate. The final All-Star(s) will be selected from these candidates.

- C. An All-Star Selection Committee will be formed consisting of the first and second place Head Coaches, the Division Administrator and the designated Pony Administrator. This committee will select from the All-Star nomination forms the number of players they feel is appropriate to hold a try-out. The Committee will contact the players and notify them of the time and place of this try-out.

The Committee will review all players utilizing a series of exercises as deemed appropriate by said Committee. Once the try-out phase is over all nominees will be released.

The Committee will then discuss and select one All-Star team. The Head Coach of the first place team will take that team and represent the Optimist Club of Arlington in the PONY league World Series Tournament. If the annual Ft Worth Tournament is scheduled, the Committee will select a second All-Star team. That team will be managed by the Head Coach of the second place team, and both All-Star teams will represent the Optimist Club of Arlington in the Ft Worth Tournament.

The All-Star Selection Committee will notify all players that attended the try-out that they were either selected for one of the teams, or were selected as an alternate to be called if needed.

- D. The City Championship coaches will select the players to form a team to represent the Optimist Club in the PONY league World Series tournament. The coaches from the City Championship runner-up team will then select a second team to represent the Optimist Club in the Fort Worth Tournament if scheduling dates permit.
- E. The Optimist Club of Arlington will provide the PONY League patches for the uniforms.
- F. The participants will be responsible for any and all fees for the tournaments except registration.

13. POLICIES

- A. A runner is out when he/she fails to take evasive action to avoid contact with a defensive player when there is imminent play at any base.
- B. Warming-up a pitcher who is not in the game should be done in designated areas.
 - i. If on playing field, there will be a third person with glove and helmet on, facing the field of play watching for any batted balls coming that way.
 - ii. If in warm up cages, only pitcher and catcher allowed.
 - iii. The warm up catcher should be wearing catcher's headgear and cup (when applicable).

** Note: The warm up cage is to warm up pitchers. It is not meant to be a play area for players to goof around in.

- C. Please enforce the 1-minute between half innings, unless a new pitcher has been brought in to warm-up at the start of the inning. New pitchers are allowed a maximum of 8 warm-up pitches. Returning pitchers are allowed a maximum of 5 warm-up pitches.
- D. Coaches shall not go out to the mound between half innings to talk to the pitcher, work on the mound, or position the infield. This will be considered a trip and noted in the official scorebook. The coach will be informed that he has been charged with a trip
- E. Coaches should maintain their position in the designated coaches' box. Remember that the fields are tight, so some latitude will be allowed. A warning will be given when the coach is found out of position. A second warning will result in replacement of the coach with another coach or player.
- F. In the Shetland Division one defensive coach is allowed on the field in foul territory.
- G. **10-Run Rule:** If a team is leading an opponent by at least 10 runs after five (four in **Pinto and Mustang**) or more complete innings have been played or after four and one half innings if the home team shall have a 10 run lead at the end of its fourth inning, or before completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner, **provided participation requirements have been met.**
- H. During regular season play, ties are allowed. During playoffs, play will continue until there is a winner.
- I. Only players, coaches and approved personnel are allowed in the dugout.
- J. For the Bronco, Mustang and Pinto divisions, in the event a team does not have enough players for an official game, a forfeit will be called. Every attempt will be made for the two teams to play as scheduled with no official score.

The rules shown in this section are expressly for the Shetland Division (Tee Ball). If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.

1. PHILOSOPHY

- A. In accordance with the Optimist Club of Arlington's Shetland Division philosophy that Tee Ball is for the education and enjoyment of the players, the club will neither keep nor print any standings in any league and will present no trophies for season play.
- B. Remember the game should not be so technical that it cannot be reasonably played by young children or that the progress of the game is unduly hampered. As a coach, please

realize that umpiring will be difficult at best. Thus, remind parents of the program's intent. Do not criticize parent umpires. We ask your patience and cooperation.

- C. When dealing with young children, remember that their skill and experience levels are low. For this reason, umpires should be careful how they conduct themselves while on the field. Attempt to be impartial, and do not intimidate the children. Help them, guide them, and give them confidence.
- D. Tee Ball is designed to allow boys and girls to become comfortable and acquainted with a thrown ball and to strengthen them in the fundamental areas of hitting, fielding, and group sportsmanship.

2. PRACTICE AND GAMES

- A. No team will be allowed to have more than three (3) practices and/or games during any one week.

3. GAME OFFICIALS

- A. It is the responsibility of the manager to seek a player's relative or a friend who is willing to become the team's umpire. This person is not required to be an Optimist Club member.
- B. Each team will furnish one umpire. This umpire will be responsible for base and field rules. The head coach or assistant coach will alternate as plate umpire when his/her team is at bat. If two umpires are not available, then only one will work the game. If there are no umpires available, then the coaches will alternate as umpires for the game. An umpire will not be allowed to umpire the game without the permission of the division administrator or the project chairman.
- C. First and third base umpires should change bases each inning.
- D. An umpire's call is final and cannot be reversed except by the umpire, program chairman or field commissioner.
- E. Scorekeepers must keep track of innings played by each child and note any player not playing his/her required two (2) innings.

4. PROTEST

- A. No protest will be allowed. The program chairman or Baseball Project Committeeman will make the final decision, and he/she or their representative will attend every game.
- B. No game forfeits will be accepted if there are two teams at the field. The object is for the teams to play; problems need to be worked out and games played if possible.

5. PLAYING RULES

- A. No player may play more than one (1) inning per game per position at either first base or pitcher. No player shall sit in the dugout more than one (1) consecutive inning. Violations of this rule may result in the suspension of the coach or manager.
- B. The batter will bat off an Optimist Club furnished batting tee. The batter will be given five (5) swings to hit the ball.
- C. An inning is over after three (3) outs or five (5) runs have been scored, whichever occurs first. Each team can record a maximum of five (5) runs in any given inning.
- D. Six (6) innings is a completed game. No new inning may start after fifty (50) minutes of play. All play will cease after sixty (60) minutes regardless of inning or spot in the rotation.
- E. All infielders must start each play no closer to home plate than their respective base paths between third and second, and second and first bases.
- F. Balls that are stopped within the infield (infield hits) will be considered live. Overthrows by an infielder will advance the runner no further than the base he/she is running toward. A ball overthrown at second or home is considered an overthrow and runners may not advance.
- G. When a ball is batted to the pitcher mound or surrounding area, the pitcher must throw the ball to the appropriate base unless the ball is fielded within approximately 3 feet of the runner. Distance is in the judgment of the home plate umpire.

The rules shown in this section are expressly for the Pinto Division (Coach Pitch). If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.

1. PHILOSOPHY

- A. The Optimist Club of Arlington's Pinto Division philosophy is that Coach Pitch is for the education and enjoyment of the players.
- B. Remember the game should not be so technical that it cannot be reasonably played by young children or that the progress of the game is unduly hampered. As a coach, please realize that umpiring will be difficult at best. Thus, remind parents of the program's intent. Do not criticize parent umpires. We ask your patience and cooperation.
- C. When dealing with young children, remember that their skill and experience levels are low. For this reason, umpires should be careful how they conduct themselves while on

the field. Attempt to be impartial, and do not intimidate the children. Help them, guide them, and give them confidence.

- D. Coach Pitch is designed to allow boys and girls to become comfortable and acquainted with a thrown ball and to strengthen them in the fundamental areas of hitting, fielding, and group sportsmanship.

2. PRACTICE AND GAMES

- A. No team will be allowed to have more than four (4) practices and/or games during any one week.

3. GAME OFFICIALS

- A. Scorekeepers must keep track of innings played by each child and note any player not playing his/her required two (2) innings.

4. PLAYING RULES

- A. There will be ten players on the field as defensive players whenever possible; each player shall be in the position of advance baseball. The tenth player shall play in the outfield and get no closer than ten feet behind the base lines. The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher with one foot on the dirt portion of the mound.
- B. No player may play more than one (1) inning per game per position at either first base or pitcher. No player shall sit in the dugout more than one (1) consecutive inning. Violations of this rule may result in the suspension of the coach or manager.
- C. Six (6) innings is a completed game. No new inning may start after sixty (60) minutes of play.
- D. All infielders must start each play no closer to home plate than their respective base paths between third and second, and second and first bases. The coach may field a fly ball only for reasons of self-protection, at which time he/she should immediately drop the ball. Once the ball is put in play, the coach-pitcher should head towards home plate, usually towards the first base side, and safely move the bat out of the way.
- E. No coach will be permitted on the playing field except in one of the following positions: first or third base coach, or pitching coach.
- F. Each team can score as many as five (5) runs per inning. If your team is behind, you can score five (5) runs or as many as it takes to catch-up, whichever is greater and assuming your team does not make three (3) outs first.

The rules shown in this section are expressly for the Mustang Division (Junior). If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.

1. GENERAL

- A. Six (6) innings or ninety (90) minutes is allowed to complete a game, whichever comes first. The home team, if behind, will be allowed to finish their at bat.
- B. Each team can score as many as five (5) runs per inning. If your team is behind, you can score five (5) runs or as many as it takes to catch-up, whichever is greater and assuming your team does not make three (3) outs first.
- C. A 'courtesy' runner is allowed for the catcher ONLY, provided there are two outs and the last player out replaces the catcher on base. This must be the catcher in the next inning or the team will take an automatic out when next at bat.
- D. If the catcher is not ready when the next half inning begins, a coach should start warming the pitcher up.

The rules shown in this section are expressly for the Bronco Division (Senior). If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.

1. GENERAL

- A. Six (6) innings or ninety (90) minutes is allowed to complete a game whichever comes first. The home team, if behind, will be allowed to finish their at bat.
- B. Each team can score as many as five (5) runs per inning. If your team is behind, you can score five (5) runs or as many as it takes to catch-up, whichever is greater and assuming your team does not make three (3) outs first.
- C. A 'courtesy' runner is allowed for the catcher ONLY, provided there are two outs and the last player out replaces the catcher on base. This must be the catcher in the next inning or the team will take an automatic out when next at bat.
- D. If the catcher is not ready when the next half inning begins, a coach should start warming the pitcher up.

The rules used in the Pony Division (Majors) are as written in the current issue of the “Rules & Regulations” rulebook published by the PONY Baseball Association.