

RAMONA SPORTS ASSOCIATION | RAMONA PONY BASEBALL

Local League Policies

The following Local League policies and rules will govern Ramona Sports Association (RSA) league activities. Policies are considered as a statement of intent and reflect on the aims and objectives of an organization while rules are meant to guide the behavior and attitude of the members of the organization to help them react in accordance with policies in situations arising in day-to-day operations. It is the responsibility of the Board of Directors to ensure that the policies here are followed.

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1. MANAGER SELECTION

- a. Application - All persons interested in becoming an RSA manager must be over the age of 21 and must complete a manager's application form available on the league's website.
- b. Managers Agreement - All manager applicants must agree to and sign the Manager's Agreement, a release for a background check, submit to a live fingerprint scan, hold or currently getting a valid CPR/First Aid certification and Concussion protocol training certificate. These certifications and checks must be completed prior to receiving a team or starting practice

- c. Managers Interview - The Board of Directors reserves the right to interview any applicant regardless of whether they have managed for RSA.
- d. Assistant Coach/Team Parent and Scorekeeper selection - BOD reserves the right to approve/deny any of the above volunteer persons for said positions and may request an interview to determine if a volunteer is qualified to serve such selection.
- e. Teams are allowed a manager and two coaches in the dugout.
- a. All volunteers/parents who are assisting on the field with practice will also need to submit to a background check, fingerprint scan, and submit a certificate of current concussion protocol training. If your name is not on the Board of Directors Volunteer Coordinators list of approved on-field helpers, you will not be allowed to participate in practices/games or perform dugout duties.
- f. Manager and Coach Participation - A Manager and/or coach of record must be present at all scheduled games and practices.
- g. Adding or Dropping a Team – The Board will determine if a team needs to be added to any division. If a team needs to be dropped, the Board votes on which team to drop.

2. TEAM SELECTION – SPRING

“League age” for all divisions is defined to be the age the player will be on the date of August 31st of the season the player is registering for.

Shetland Minors – 4 and never before played 5 year olds

Shetland – second year 5 year olds & all 6 year olds

Pinto – 7 & 8 year olds

Mustang – 9 & 10 year olds

Bronco – 11 & 12 year olds

Pony – 13 & 14 year olds

Colt – 15 & 16 year olds

Manager Selection of First Two Players: Managers will have the option of selecting two players prior to the draft process. These will be known as the manager’s “protected players.”

- a. Manager's first selection shall be his/her own child; if no child, manager may select another player. This player is not required to participate in the skills assessment or enter the draft.
- b. Manager's second selection shall be the child of the manager's selected coach, team parent or scorekeeper. This player is not required to participate in skills assessment or enter the draft.
- c. Siblings (defined as belonging to the same legal parent/guardian) within the same division are automatically placed on the same team unless otherwise requested. One child is considered the protected player, all other siblings will be ranked in the draft per the draft rules.
- d. Skills Assessment – All unprotected players entering the draft must participate in a skills assessment. The skills assessment shall consist of a short workout, which enables managers the opportunity to assess the abilities of each individual player. Players requesting to play up a division must be assessed in their own division as well as in the division they are requesting to play up. Players requesting to assess up/down must complete a play up waiver available on the league's website. Shetland Majors and Minors do not have assessments.
- e. Player Draft – At a date subsequent to the completion of the skills assessment all eligible players will be placed on teams via manager selection. If a manager or coach of record is not available to choose his/her players for the draft, an appointed member of the Board of Directors will select players on their behalf.
- f. Eligible Players for Draft - All players registered at the time of the draft, including those who do not participate in skills assessment, are eligible and therefore available to be drafted by the managers on draft night.
- g. Players that did not assess will still be drafted to a team. Players will be listed on the draft board, identified and discussed by the managers prior to the start of the draft to determine if they should be placed in the hat for random draw or on the eligible to draft list.
- h. Players Registering After the Start of Draft - All managers will be informed of the player's name. Managers with the least number of players will be offered the added player first following the draft order for managers pick. If all teams are equal in size, then draft order will be followed for adding the player and that player will go to the next team who would have been next to pick in the draft.

- i. Minimum Number of Players: The number of teams and maximum team size will be determined by the board prior to the draft based on the number of registrants and managers needed for each division. Teams will never be formed without the minimum number to field a full team (ie: Pinto - 10 players, all others 9, with the exception of Shetland Minors, these teams may field less)
- j. Draft Requests by Parents - A player's parents or legal guardian shall be allowed to "block" ONE manager from drafting their player if the player has been on this manager's team in any previous season. If there are multiple requests, the player agent will contact the parent and clarify that only one of those will be granted and to choose one. If the player has NOT been on the manager's team in a previous season, it will be regarded as a request only, and the manager shall still be allowed to draft the player if desired. All other requests made for a player including but not limited to: carpooling, scheduling conflicts, teammate preferences, coach preferences are considered during the drafting process BUT ARE NOT GUARANTEED.

SPRING DRAFT RULES

- a. Draft order will be decided by the manager's total score of all "protected players" and their siblings (if applicable). Manager with the lowest total is first, the manager with the highest total is last.
- b. Draft Sequence will follow a serpentine draft style going first to last and then return to the first.
- c. Managers are allowed five (5) minutes at the end of the draft for trades. All trades and teams will be finalized prior to leaving the draft room.
- d. Shetland Major and Minor divisions do not draft teams. Teams are assigned by the player agent and Division VP.

3. TEAM SELECTION FALL DRAFT RULES

- a. Protected players will be ranked per draft criteria to determine the starting value of each manager's team.
- b. Fall teams will be drafted and assigned to each manager by a committee consisting of : Player Agent (chair), Executive Vice President and Division Vice Presidents (Pony, Bronco, Mustang, Pinto, Shetland). If a drafting committee member is also a manager, that person will not be involved in the drafting of team

assignments for that division. An alternate member from the board with no conflict of interest for that division and who is knowledgeable about the players within that division will be substituted for drafting purposes only.

c. Managers Requests: Prior to the draft, managers will be given a list of all eligible players. Managers will then complete and return to their division VP's their list of the following:

- i. 2 Protected Players – Guaranteed
- ii. 4 Preferred Players - Not guaranteed
- iii. 2 Do not Draft players with detailed reasons. – Not guaranteed but strongly considered if explanations are valid and reasonable.

4. RANKING CRITERIA FOR DRAFT

PROTECTED PLAYER DRAFT ROUND RANKING

a. One week prior to each division's draft, the division VP will provide a list of protected players to all the managers in the division. The list must be returned to the VP after assessments and at least 24 hours before the draft. Depending on the date of assessments and the draft, a quicker turnaround time can be requested by the division VP. Each manager will assign a draft round to each protected player. This should be based on the round they feel the player should be drafted based on skill set and experience. The assigned round options are 1 through 5, regardless of the player's skill set. Managers must assign a round to all protected players.

b. Once the division VP receives all the suggested round rankings, the VP will assign each protected player to a round. Prior to or at draft, the VP will share the round rankings and managers will have the opportunity to provide feedback. The VP has the final say prior to the start of the draft.

MANAGER DRAFT ORDER SELECTION

Points are assigned to protected players based on the following chart below. Lowest total team points will draft first, highest total team points will draft last, coin toss for ties.

12 - Returning player, same division, all-star (14u, 12u, 10u, 8u)

10 - Returning player, same division, all-star (13u, 11u, 9u, 7u)

8 - Returning player same division, older age

- 6 - Returning player same division
- 4 - Incoming player, lower division all-star
- 2 - Player with experience
- 0 - No player experience

5. SCHEDULING

It is the responsibility of the leagues Head Scorekeeper to schedule all games. This includes make-up games because of weather, and the continuation of games suspended because of weather, time or darkness.

- a. **Suspended Games:** If weather, darkness or acts of nature do not allow the completion of the inning then the game will be considered suspended at the time the Umpire declares it to be unsafe to continue, as long as there is still time left in the game. Games that are interrupted that do not have time remaining will be considered completed games no matter the number of innings played.
- b. If a game is suspended for any reason, only players present at the original game are eligible to play in the resumed game. If a player was ejected from the original game, that player is not eligible to play in the resumed game.
- c. Scheduling of make-up games may be done at the first available opportunity and will not take into consideration any team or player's pitching eligibility. Scheduling of continuations of suspended games is left up to the judgment of the Head Scorekeeper/Scheduler and may involve completing the suspended game the day of and/or immediately prior to the next meeting of the two teams.
- d. Tie games will be recorded as such in league standings.
- e. Managers will notify their Division VP (first), Executive VP (second) or Board Member on Duty (third) in the event of forfeiture as soon as they know (at least 4 hours in advance) providing ample time to cancel umpires and inform their opponent. The opposing team does not need to be present to accept the win.

Fall Season Format

- a. Teams will play on Sundays and possibly one weeknight game each week for the season schedule, playing each team at least once in the season. Total number of games is determined by the board prior to the start of each season.
- b. No playoffs or standings are kept. Fall is developmental as many are moving up in divisions.

Spring Season Format

- a. Each team will play each other team at least once during the regular season of games. Depending on the number of teams, multiple matchups may occur prior to playoffs.
- b. Team play during regular schedule games will be played according to the regular rules of the Spring season and standings will be recorded for seeding purposes only for playoffs.
- c. Playoff games will be determined by the Official Scorekeeper and provided to the managers not less than one week before starting playoff games
- d. Playoff games will follow a double elimination format with teams placing First or Second receiving a trophy at closing ceremonies. In the interest of player safety and time, the championship game will be a single elimination game, if either team is undefeated. Depending on the total number of teams in each division to start, third place trophies may also be awarded.

6. UMPIRES AND JR. UMPIRES

- a. The league will provide one umpire for each division except Shetland.
- b. The league shall utilize both paid professional umpires and Jr. Umpires registered with the leagues Junior Umpire program.
- c. In the event no umpire is available, no manager or coach shall umpire a division in which they manage or coach a team without the agreement of both team's managers.
- d. Junior Umpires and Umpires for this league are paid to perform the duty of umpiring. It is also understood and acknowledged that by participating in the Ramona Pony Baseball League, NO
MANAGER/COACH/PLAYER/PARENT/SPECTATOR shall harass, name call or argue with the umpire in any manner. An umpire's decision which involves a judgment call is final. Such as but not limited to:
 - i. A batted ball is fair or out
 - ii. A pitch is a strike or a ball
 - iii. A runner is safe or out
 - iv. Official Baseball Rule 9.02 (a)

Any other calls may be called under PROTEST and written to the board of directors per the protest rules

- e. Each umpire has the authority to rule on any point not specifically covered in the rules. Official Baseball Rule 9.01 (c).
- f. Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to a decision or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. Official Baseball Rule 9.01 (d).

7. CONDUCT

- a. Managers Agreement – All managers and coaches must abide by the managers and coaches agreement. Failure to do so may result in immediate removal as a manager or coach.
- b. Attendance – Players must attend a minimum of fifty percent (50%) of the team practices and games. Failure to do so may lead to dismissal from the league without a refund.
- c. In the judgment of the umpire, players who throw equipment in anger will be ejected from the game. In the judgment of the umpire, players who unintentionally throw the bat will receive a warning. The second occurrence is an out and the third occurrence will result in player ejection from the game.
- d. In the judgment of the umpire or league officials, parents or spectators who demonstrate poor sportsmanship may be asked to leave. The manager of the team whose parents or spectators are demonstrating poor sportsmanship should make a reasonable effort to remind them this behavior could be grounds for ejection.
 - i. Failure to comply with sportsmanship conduct rules will result in any of the following: Manager ejection from the game, parent/spectator ejection from complex or complete forfeiture of game.
- e. If in the judgment of the umpire the manager did not make a reasonable effort to warn parents who are demonstrating poor sportsmanship and does not control the parents/spectators following a warning, the manager can be ejected and the game will continue with the coach acting as manager. If the coach cannot control the parents the umpire may call a forfeit of the game.

- f. Artificial noisemakers are not permitted at the RSA complex. Walk up music, and music between innings is permitted as long as the lyrics are age appropriate and the volume is at a level that respects any other games being played.
- g. Penalties for Ejection – Managers, coaches or spectators who are ejected from the game must leave the immediate area and must not be in view or be heard at the field from which they were ejected. Failure to do so will result in forfeiture of the game. Furthermore, managers, coaches, or players who are ejected will receive an automatic one (1) game suspension.
- h. Decisions Council – The league's decision council may proceed with any disciplinary actions determined to be appropriate for manager and coach misconduct, up to and including suspensions from games and removal from participating in the league.
 - i. Suspensions for infractions to breaking the local league rules, MLB rules or violating the Manager's agreement will be imposed per the bylaws and Decisions Council procedures.
 - ii. Managers and coaches who have been suspended for a game, for whatever reason, may attend the game as a spectator only, outside the main complex. Any contact with his or her team is forbidden.

Violations of Minimum Playing Time Rule

- a. The first (1st) offense will result in a warning given to the manager, and the player(s) involved must start the next game and play the entire game. The manager will need to provide an explanation to the league officials.
- b. The second (2nd) offense of this rule will result in the offending manager's suspension for one game and the player(s) involved must play the entire next game.
- c. The third (3rd) offense of this rule will result in the offending manager's removal by the Board of Directors. The player(s) involved must play the entire next game.

Violations of Pitching Limits Rule

- a. First (1st) offense – the Manager will be suspended the next game. The pitcher who went over their pitch count in the game in which the penalty occurred or violated the rest rules will not be eligible to pitch in their next pitching eligible game, but may still play in other defensive positions and bat in the lineup.

b. Second (2nd) offense – Manager suspension, number of games to be determined by the Decision Council. The pitcher who went over their pitch count in the game in which the penalty occurred or violated the rest rules will not be eligible to pitch in their next pitching eligible game, but may still play in other defensive positions and bat in the lineup.

8. Protests

a. If during a game, a manager feels that a rule infraction (not a judgment call) has occurred, he may declare that the game being played is under protest to both the opposing Manager and Umpire before the game is complete. A written protest along with a \$100 fee turned into the Division VP or Chief Umpire within 48 hours of the protested game is required. The fee is refundable if the protest is upheld.

b. All protests will be heard by the League Decisions Council. The committee will determine whether or not there was a violation of the rules. The committee will not overturn judgment calls by the umpire. If the protest is upheld and it is the opinion of the committee that the protest significantly impacts the protesting teams' chance of winning the game, no replay will be ordered, but the protest fee will be refunded.

Board of Director Contacts

info@ramonabaseball.com - All general questions

President@ramonabaseball.com - President

ExecutiveVP@ramonabaseball.com - Executive VP

PonyVP@ramonabaseball.com - Pony Division VP

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PintoVP@ramonabaseball.com - Pinto Division VP

ShetlandVP@ramonabaseball.com - Shetland Division VP

Umpire@ramonabaseball.com - Chief Umpire/Rules

Scores@ramonabaseball.com - Head Scorekeeper

Schedules@ramonabaseball.com - Game Schedule/Practice Schedule

PlayerAgent@ramonabaseball.com - Player eligibility/assessments

ParentAux@ramonabaseball.com - Team parent lead

Fundraising@ramonabaseball.com - Sponsorships
PublicRelations@ramonabaseball.com - Media/News/Social
Volunteer@ramonabaseball.com - compliance for volunteers
Tournament@ramonabaseball.com - RBI/Field of Screams
Facilities@ramonabaseball.com - Field conditions
Equipment@ramonabaseball.com - Equipment
TechDirector@ramonabaseball.com - Gamechanger + other tech