



Aledo Athletics, Inc. (AAI)

Youth Baseball & Softball Handbook for Members, Coaches and Commissioners

www.aledoathletics.com

DECEMBER 3, 2025

Version 57

Updated content highlighted

SECTION 1. GENERAL INFORMATION	4
1.1. PURPOSE	4
1.2. MISSION STATEMENT	4
1.3. ASSOCIATION STATUS	4
1.4. AGE VS LEAGUE AGE FOR BASEBALL	4
1.5. AGE VS LEAGUE AGE FOR SOFTBALL	5
1.6. THE BASEBALL LINEUP	5
1.7. THE SOFTBALL LINEUP	6
1.8. PROTECTED PLAYERS	6

1.9. UNIFORMS	6
1.10. EQUIPMENT	6
1.11. TRY-OUT PROCEDURES (SPRING SEASON ONLY)	7
1.12. DRAFTING PROCEDURES	8
1.13. LEAGUE STRUCTURE (SPRING SEASON ONLY)	10
1.14. LEAGUE STRUCTURE (FALL SEASON ONLY)	11
1.15. RAIN-OUTS & RESCHEDULES	12
1.16. FIELD MAINTENANCE	12
1.17. WORKDAYS & NIGHTS	12
SECTION 2. COACHES' RESPONSIBILITIES	14
2.1. ACCOUNTABILITY	14
2.2. RULES OF CONDUCT	14
2.3. DISCIPLINE	15
2.4. UMPIRES	15
2.5. PRACTICE	16
2.7. DESIGNATED SOFTBALL PRACTICE FIELDS (OUTSIDE AAI)	16
2.8. GAME DAY (PRE-GAME & POST-GAME)	17
2.9. SCOREKEEPERS	17
2.10. FUNDRAISING	17
SECTION 3. AAI RULES & REGULATIONS	19
3.1. AAI GROUND RULES	19
3.2. BASEBALL PITCHING RULES	21
3.3. SOFTBALL PITCHING RULES	22
3.4. PLAYER ELECTING TO "QUIT" DURING THE SEASON	22
3.5. SAFETY PROHIBITIONS	22
3.6. TOBACCO USE POLICY	23
3.7. PRIORITY OF RULES	23
3.8. 5U & 6U BOYS T-BALL	23
3.9. 8U BOYS COACH PITCH	24
3.10. 9U & 10U BASEBALL	25
3.11. 11U & 12U BASEBALL	26
3.12. 13U & 14U BASEBALL	27
3.13. 5U & 6U SHETLAND SOFTBALL (T-BALL)	27

3.14. 7U & 8U PINTO SOFTBALL (COACH PITCH)	28
3.15. 9U & 10U MUSTANG SOFTBALL	29
3.16. 11U & 12U BRONCO SOFTBALL	30
3.17. 13U & 14U PONY SOFTBALL	30
SECTION 4. ALL-STARS	32
4.1. ALL STARS OR “TOURNAMENT TEAMS”	32
4.2. PLAYER SELECTION PROCESS	32
4.3. DIVISION SPECIFIC ALL-STAR SELECTION RULES:	34
4.4. ALL-STAR COACHES	35
4.5. FIELD USE	36
4.6. TEAM FUNDING	36
4.7. ALL-STAR BALLOT LETTER & INSTRUCTIONS FOR COACHES	36

SECTION 1. GENERAL INFORMATION

1.1. PURPOSE

1.1.1. The purpose of this handbook is to communicate guidelines, roles, rules, and responsibilities so that they may be applied consistently throughout the organization. The intent is to provide this handbook as a baseline while continually searching for opportunities for improvement. During the season, the Board of Directors reserves the right to make changes to this handbook as deemed necessary in the interest of the Association and all decisions approved by the Board of Directors are final.

1.2. MISSION STATEMENT

1.2.1. Aledo Athletics, Inc. shall provide organized baseball and softball for all children in the community wanting the chance to play, giving each the opportunity to learn to play the game while gaining self-confidence and learning teamwork and sportsmanship.

1.3. ASSOCIATION STATUS

1.3.1. Aledo Athletics, Inc. (herein referred to as AAI) is a 501(c)(3) non-profit organization.

1.3.2. AAI was organized and is manned by a volunteer Board of Directors. We do our own maintenance, we own our own equipment, we pay our own bills, we don't lease our property from anyone, and we cannot do any of these things without the support of our community. The work required to keep the organization operating effectively is overwhelming. Every parent who has a child participating can help in some way whether it be financially through donations, physically, or both.

1.4. AGE VS LEAGUE AGE FOR BASEBALL

1.4.1 Age, for league purposes, means “league age,” which is that age attained by a player prior to May 1st of the season in question for baseball.

1.4.2 AAI will follow USSSA Age based with Grade Exception Divisions for all baseball divisions from 6U-14U. It is the responsibility of the guardian to provide current proof of school grade.

- 1.4.2.1 **6U Division:** Players who turn 7 prior to May 1 of the current season are not eligible unless they are in kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.
- 1.4.2.2 **8U Division:** Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.
- 1.4.2.3 **9U Division:** Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.
- 1.4.2.4 **10U Division:** Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.
- 1.4.2.5 **11U Division:** Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.
- 1.4.2.6 **12U Division:** Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.
- 1.4.2.7 **13U Division:** Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to August 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.
- 1.4.2.8 **14U Division:** Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u are eligible for this division regardless of grade.

1.5. AGE VS LEAGUE AGE FOR SOFTBALL

1.5.1. AAI will follow PONY Girls Softball League Age key for divisions 6U–14U. Age, for league purposes, means “league age”, which is the age attained prior to **September 1** of the season in question.

1.6. THE BASEBALL LINEUP

Division	Age	Diamond	Pitching
4U (Coed T-ball)	3 to 4	40 Feet	N/A
5u & 6U (T-Ball)	4 to 6	55 Feet	N/A
7U (Coach Pitch)	6 to 7	60 Feet	40 Feet
8U (Coach Pitch)	7 to 8	60 Feet	40 Feet
9U (Kid-Pitch)	8 to 9	65 Feet	46 Feet

10U (Kid-Pitch)	9 to 10	65 Feet	46 Feet
11U (Kid-Pitch)	10 to 11	70 Feet	50 Feet
12U (Kid-Pitch)	11 to 12	70 Feet	50 Feet
13U (Kid-Pitch)	12 to 13	80 Feet	54 Feet
14U (Kid-Pitch)	13 to 14	90 Feet	60' 6"

1.7. THE SOFTBALL LINEUP

Division	Age	Diamond	Pitching
Shetland (T-ball)	4 to 6	55 Feet	N/A
Pinto (Coach-Pitch)	6 to 8	55 Feet	40 Feet
Mustang (Kid Fast Pitch)	8 to 10	60 Feet	35 Feet
Bronco (Kid Fast Pitch)	10 to 12	60 Feet	40 Feet
Pony (Kid Fast Pitch)	12 to 14	60 Feet	43 Feet

1.8. PROTECTED PLAYERS

1.8.1. Each player whose parent, stepparent, grandparent, aunt, uncle, or other relative (living in the same household) is a head coach will be considered a "Protected Player" in that division.

1.8.2. If the Board approves a coach who does not have a relative in the league, the Board may name a Protected Player for that coach. Only the head coach the player is related to or assigned to may draft that Protected Player.

1.9. UNIFORMS

1.9.1. The Association will order a pre-printed shirt and cap for each player (typically with Major or Minor League Baseball team logos). The League will not order or pay for any coach's uniforms. It is the responsibility of the Commissioner for each division to compile a uniform order for each team in their division, using the team lists compiled at the draft and the shirt sizes from registration sheets. The completed order must be provided to the Equipment Director within two days after the draft. The Equipment Director will work with selected vendors to ensure that uniforms are ready in time for distribution prior to opening day.

1.9.2. No additional advertisements, alterations, or decorations, other than those of the designated uniform sponsor, are allowed on AAI uniforms.

1.9.3. Players **MUST** play in the jersey and cap provided by AAI. As of 2017, ALL baseball and softball jerseys will be an AAI branded jersey. All baseball players must wear uniforms (cap, jersey, pants, and socks) similar to current MLB teams in color, trim and style. All softball players

must wear uniforms (jersey, pants, and socks).

1.10. EQUIPMENT

1.10.1. Equipment may be checked out following the tryouts. An Equipment Sign Out/In form must be completed by each coach and verified by the Equipment Director (listed on the website) prior to the issuance of equipment. Any equipment inadequacy, malfunction, damage, or loss must be communicated to and coordinated with the Equipment Director as soon as possible for replacement. Coaches will be held accountable for missing equipment.

1.10.2. A \$200 check will be collected from each coach prior to issuance of equipment. The check will be held and returned upon confirmation of equipment return at the conclusion of the season.

1.11. TRY-OUT PROCEDURES (SPRING SEASON ONLY)

1.11.1. Each registered player, with the exception of 4U, is expected to try out in order to be drafted onto a team. If a child does not try out during the scheduled try-out dates, he or she may be placed in the “Blind Draft.” The purpose of tryouts is that each coach may become familiar with each child. All registered players will be placed on a team.

1.11.1.1 If extenuating circumstances exist that do not allow a player to attend tryouts, their skills will be evaluated on a case-by-case basis by the commissioner and head coaches of that division. These circumstances must be discussed and approved by the Board prior to tryouts.

1.11.2. Prior to the date of scheduled tryouts, it is the responsibility of each Division’s Commissioner to:

- Schedule a meeting with the coaches prior to the scheduled tryout time to review the tryout process and draft process.
- Notify each coach of the meeting place and time.
- Obtain a list of players by league age including phone numbers and shirt sizes.
- Make enough copies of the player lists to distribute to each coach.
- Plan for conducting tryouts, including arranging for volunteers to help on the field and lining up equipment, i.e. bats, balls, helmets, etc.
- Determine draft date and time.

1.11.3. The Division’s Commissioner will conduct the tryouts. Each child should be allowed to hit, run, throw, catch, and field during tryouts. The recommended tryout plan is to:

- Have bases in place since players will be running bases.
- Bring a good supply of practice balls, a bat to hit infield, a T-ball stand for T-ball and at least three adult volunteer helpers.
- Try out all the players in each age group. They are free to leave after they have batted. Their coach will contact them within a week of the tryout.

1.11.3.1 Fielding

- Line up the players, in alphabetical order, just behind the shortstop position.
- Have three helpers lined up, one to hit infield, one to catch at first base and one to

catch in at home.

- Explain to the players that three balls will be hit to each of them and that they are to field each and throw to first base.
- In the same order, ask one player at a time to step up to shortstop position and repeat their name.
- Have the volunteer hit three balls to the player at shortstop position, for him/her to field and throw to first base.

1.11.3.2 Batting

- Ask one of the volunteers to pitch to each player. (Pitching machines can be used with proper supervision) Note: In T-ball, a volunteer should be asked to set a ball on the Tee for the players to hit.
- Tell the players they will each get three pitches and they should run through third base after the third pitch.
- Ask each player, in order, to step up to the batter's box and repeat their name for the coaches to hear or have a volunteer call their name.
- When the player crosses third base, they should leave the field of play.
- Repeat until all players in that age group have batted.
- Repeat the process with the younger/older group.

1.11.4. During the Spring Season, the Division's Commissioner will schedule a draft within one week after the last tryout date. The draft time should be determined and announced before the coaches leave tryouts. During the Fall Season, the Division's Commissioner will schedule a blind draft within one week after the Board selects the coaches. Any coach who is unable to attend at the scheduled time must make arrangements for someone else to draft his/her team.

1.11.5. A parent who does not want their child to play for one of the league coaches may disrequest that coach (limited to one coach per player) prior to the draft. The parent should notify the Board regarding any coach disrequests. The Division's Commissioner will notify the coach privately prior to the draft that he/she is not to draft that child. This information is confidential and should not be discussed by Board Members except regarding selection of coaches at the Board Meeting and in order to notify the coach.

1.11.6. Special requests for putting children together on a team are often made for purposes of ridesharing etc. Because of the number of children involved and past abuse, such requests cannot be honored.

1.11.7. When there are siblings in a division, the coach who drafts the older or first-drafted sibling must take the other(s) in either the third round of their age group, fourth round if there is a protected player, or in the next round if three or more rounds have already been drafted.

1.11.8. Protected Players will be taken as the third-round draft choice in their age group. When a coach has two Protected Players of the same age (twins, step, etc.) in the division, one will be drafted in the third round and the other in the fourth round.

1.11.9. When a coach has two Protected Players of different ages in the division, each player will be drafted in the third round of their respective age group.

1.11.10. In pure age divisions where registration league ages would be considered pure 7U, 8U, 9U and so on, all players including "play-ups" would be drafted as one age group.

1.11.11. Also, in pure age divisions, Protected Players will be taken as the third-round draft

choice, even if they are actual “play-ups” from the division age below.

1.11.12. Coaches MUST contact all players within 48 hours of the completion of the draft, unless otherwise approved by the Commissioner.

1.12. DRAFTING PROCEDURES

1.12.1. No “trading” of any player without the approval of the Board of Directors.

1.12.2. Each coach will draw for drafting order.

1.12.3. Lists of players, who tried out at scheduled tryouts, by league age, will be distributed to each coach.

1.12.4. If Divisions are combined due to registration numbers, the players of the older Age Division will be drafted first.

1.12.5. Each coach will compile a list of players he/she selects as the draft is conducted.

1.12.6. Each coach, in his/her place in the drafting order, will select one player from the list of older players until one draft round is completed.

1.12.7. The second round will be drafted in reverse order.

1.12.8. All subsequent odd-numbered rounds for drafting the older age group will be drafted in drafting order; even-numbered rounds for drafting the older players will be drafted in reverse order.

1.12.9. Drafting from the list of older players will continue until the fourth round. Any undrafted players remaining on the list of older players will then be added to the list of younger players and can be drafted at any time.

1.12.10. The first round of the younger players draft will be in reverse drafting order. Each subsequent odd-numbered round will be in reverse order, each even-numbered round will be in the original drafting order. Note: If there are not enough players left for a complete round, then the remaining players will be included in the blind draft.

	Team 1	Team 2	Team 3	Team 4		Team 5	Team 6	Team 7
Round 1	Start →	→	→	→		→	→	→
Round 2	←	←	←	←		←	←	←
Round 3	→	→	→	→		→	→	→
Round 4	←	←	←	←		←	←	←
	Switch sides and open younger age group							
Round 5	←	←	←	←		←	←	←
Round 6	→	→	→	→		→	→	→
Round 7	←	←	←	←		←	←	←
Round 8	→	→	→	→		→	→	→
Round 9	←	←	←	←		←	←	←

Round 10	→	→	→	→		→	→	→
-----------------	---	---	---	---	--	---	---	---

1.12.11. If a Blind Draft is required, a new draft order will be determined at this time.

1.12.12. The blind draft will be conducted by picking names from a “hat” in the order determined above.

1.12.13. In the event of a Division split, Divisions will be determined, after drafting is complete, by drawing slips of paper denoting American or National from a “hat.”

1.12.14. Each coach will select an MLB team name (Spring) and/or an MLB team (Fall) as their team’s mascot for caps only.

1.12.15. AAI reserves the right to change the uniforms as needed. This could include, but is not limited to, using other mascots such as NCAA teams, team colors, etc. Original draft order will be used.

1.12.16. All baseball and softball jerseys will be an AAI branded jersey.

1.12.17. Schedule practice times. First practice time selected in reverse draft order, second practice time in original draft order.

1.13. LEAGUE STRUCTURE (SPRING SEASON ONLY)

1.13.1. The number of players registered will determine the number of teams in each division. This must be determined prior to the draft. Each team will have a schedule of no less than 12 games. The number of teams in the division will determine the exact number of games.

1.13.2 Competitive divisions in baseball will be limited to a maximum of 40% of total league registrations. Competitive divisions in softball will be limited to a maximum of 50% of total league registrations.

1.13.3. In divisions with a recreation and competitive split, the competitive leagues will play every other weekend off or a weekday only schedule based on field availability. AAI reserves the right to make changes to the schedule due to capacity, field availability, weather, or any other unforeseen circumstances that require a schedule change.

1.13.4. Playoff games will be held after all scheduled games have been played. Their overall win/loss record will determine the top eight teams in a division. In the event of a tie, the following order will be used to break the tie:

- Head-to-head record
- Runs allowed
- Runs scored
- Total Run Differential
- Coin toss

1.13.5. In divisions with a recreation and competitive split, the competitive leagues will play every other weekend off or a weekday only schedule based on field availability. **AAI reserves the right to make changes to the schedule due to capacity, field availability, weather, or any other unforeseen circumstances that requires a schedule change.**

1.13.6. In cases where more than two teams are tied the tiebreaker process starts over each time a team(s) is (are) separated from the group that is tied. Example: Three teams are tied head-to head each being 1-1. After the second tiebreaker places one team at either first or third of

that group, the remaining teams go back to head-to-head.

1.13.7. In divisions with nine or more teams, the first-place team through the eighth-place team will participate in a single elimination playoff. In divisions with eight teams or less, all teams will participate in the playoff. Playoffs will utilize regular season play rules (not tournament rules).

1.13.8. Playoff games will be as follows with the Home Team being decided by seed order:

Game # 1	1st Seed vs. 8th Seed
Game # 2	4th Seed vs. 5th Seed
Game # 3	2nd Seed vs. 7th Seed
Game # 4	3rd Seed vs. 6th Seed
Game # 5	Winner Game #1 vs. Winner Game # 2
Game # 6	Winner Game # 3 vs. Winner Game # 4
Game # 7	Winner Game # 5 vs. Winner Game # 6

1.13.9. Championship Games will have no time limit:

1.13.10 Baseball: 5U–12U will play 6 innings and 14U will play 7 innings, unless “mathematically impossible” as stated in the 11-run rule.

1.13.11 Softball: 6U–8U play 5 innings, and 10U–14U play 6 innings.

1.13.12 Rings will be awarded to the first and second place team in each division.

1.14. LEAGUE STRUCTURE (FALL SEASON ONLY)

1.14.1. The number of players registered will determine the number of teams in each division. This must be determined prior to the draft. The season will consist of 6 regular season games followed by a playoff.

1.14.2. The Fall Season is intended to be a non-competitive, instructional season. Records of wins and losses for standings purposes will not be maintained in the Fall Season.

1.14.3. All games will be subject to a “Drop Dead” time rule. That is, each game is allotted a time limit according to division (See “Length of Games”). The umpire should keep the time of the game, starting with the first pitch or swing (T-ball) of the game. The time should run continually, without breaks or “time-outs.” When the allotted time expires, the player at bat should finish his/her at-bat. The game will then be declared completed.

1.14.4. Run rules do not apply in the Fall Season regular season games.

1.14.5. Playoff games will be held after all scheduled games have been played. All teams will participate in two pool games and then a single elimination playoff based on seeding from pool games. The pool play games will determine seeding for the bracket games.

1.14.6. Fall playoffs will utilize Spring Season play rules. “Drop Dead” rules will not apply to playoff games.

1.14.7. The computer program will automatically generate the Home/Visitor settings for pool play

games. Each team will have one home and away game. In bracket games, the higher seeded team is the home team throughout. (1 Seed being the highest seed, etc.)

1.14.8. Pool play records will be broken by the following rules:

- Head-to-head record
- Runs allowed
- Runs scored
- Total Run Differential
- Coin toss

1.14.9. During the playoffs, AT THE END OF REGULATION TIME, we will FINISH THE INNING, unless it is mathematically impossible for one team to catch up based on max runs per inning rule.

1.14.10. Championship Games will have no time limit:

1.14.10.1 Baseball: 5U–12U will play 6 innings and 14U will play 7 innings, unless “mathematically impossible” as stated in the 11-run rule.

1.14.10.2 Softball: 6U–8U play 5 innings, and 10U–14U play 6 innings.

1.14.10.3 Rings will be awarded to the first and second place team in each division.

1.15. RAIN-OUTS & RESCHEDULES

1.15.1. In the event of rain or other inclement weather on the day of a game the website will be updated as soon as a decision has been made whether games will be played or postponed. The Division’s Commissioner will also inform the head coaches for each division. Each coach is responsible for informing his/her team.

1.15.2. Only the Scheduling Director and Division’s Commissioners may reschedule cancelled and suspended games.

1.15.3. The home team coach will notify the Division’s commissioner in the event of a cancelled or suspended game.

1.15.4. Suspended games shall resume from the point at which they were suspended. Make up games will be rescheduled as soon as possible to alleviate scheduling problems towards the end of the season.

1.15.5. The Association does its best to avoid scheduling make-up games on Sundays and Wednesday evenings, but this may become necessary if the number of games requiring rescheduling becomes too large.

1.15.6. If a game is cancelled and cannot be rescheduled, it shall be recorded as a tie. The tie score will be determined using the average runs allowed (rounded to the nearest whole number) in all previously scored games for the applicable league, as calculated by the league commissioner. Example: If the average runs allowed is 6.2, the game will be recorded as a 6–6 tie.

1.15.7. If a game is suspended and cannot be resumed or rescheduled

(1) Before the bottom of the 3rd inning: The game will be considered a tie, in accordance with Rule 1.15.6.

(2) At or after the bottom of the 3rd inning: If the home team is ahead or the score is tied at the time of suspension, the game is final, and the score at suspension stands. If the game is suspended mid-inning, the score will revert to the last completed inning—unless the home team has tied or taken the lead during the incomplete inning. In that case, the game

is final with the score at the time of suspension, and the home team is declared the winner or the game ends in a tie, as applicable.

1.16. FIELD MAINTENANCE

1.16.1. The Board of Directors will appoint a Facilities Director for each season. It will be the responsibility of the Facilities Director to oversee repairs and maintenance of the fields and grounds including fences, bleachers, concession stand and equipment buildings at the AAI complex.

1.16.2. All Coaches are responsible for maintaining the fields and helping to keep the complex clean. Coaches should stress to their teams and fans the importance of this. All coaches should ensure that all trash is removed from their dugout following each game. Coaches from both teams of the last game of the day will drag the field with the manual drag located by one of the dugouts.

1.16.3. The AAI complex is privately owned and maintained by the Association. If something needs to be repaired or can be improved, bring it to the attention of a Board member. If it is something that you can help with, your efforts will be appreciated.

1.17. WORKDAYS & NIGHTS

1.17.1. The Facility Director and/or Field Director will occasionally schedule workdays. As a team coach, you are required to support these events. If you are unable to attend, then you should arrange for a representative (assistant coach, parent, etc.) from your team to attend. Any and all volunteers are invited and welcome to help.

SECTION 2. COACHES' RESPONSIBILITIES

2.1. ACCOUNTABILITY

2.1.1. When the Board of Directors approves a coaching applicant and agrees to allow them to coach a team, they are placing a great deal of trust in that individual. Each coach, as a representative of AAI, is accountable for his/her actions toward players, parents, umpires and league officials. Each coach's objective should be to teach teamwork, sportsmanship and the fundamentals of baseball or softball. Mutual respect is expected between players and coaches.

2.1.2. The Board of Directors has the authority to approve/disapprove all Head Coaches and their Assistant Coaches.

2.1.3. ALL 7U or 8U pitching coaches pitching on the field of play to players, must be approved by the Board of Directors in advance of taking the field.

2.1.4. Each coach selected to lead a team is expected to:

- Abide by all rules of AAI.
- Conduct themselves in a manner that is a positive influence (verbally/physically) on players.
- Strive to teach sportsmanship, leadership, fair play and citizenship.
- Participate & recruit volunteers for one day of Concession Stand Duty (if applicable).
- Recruit volunteers for scorekeepers, concessions stand, etc.
- Actively support any fund-raising activities of AAI
- Resign his/her position if requested to by the Board of Directors.
- Return all equipment belonging to AAI at the end of the season or pay \$200 to replace the equipment. **Note: Check received at beginning of season will be deposited if other form of payment is not received.**
- Participate in all workdays scheduled for field maintenance.

2.2. RULES OF CONDUCT

2.2.1. Any official, player, team, fan, member, parent, or others on the property of AAI using profane language, acting in an unsportsmanlike manner, and/or under the influence of intoxicating beverages in the ballpark will be subject to disciplinary action from the AAI Board of Directors. This condition must be reported in writing to the Division's Commissioner or President within 48 hours.

2.2.2. Each head coach is responsible for fan and parent behavior and conduct; the umpire will give one warning. On the second offense, the head coach is ejected for the remainder of that game, along with the fan and/or parent.

2.2.3. When a manager or coach is ejected from a game, he shall leave the field immediately and take no further part in the game. He shall not remain in the grandstand area and must leave AAI property. The penalty for ejection will be suspension from the remainder of that game and then the next scheduled game played except when the ejection is for fan or parent behavior. When a player is ejected from a game, he shall leave the field immediately and take no further part in the game. He shall not remain in the grandstand area and must leave AAI property. The penalty for ejection will be suspension from the remainder of that game. This is the minimum penalty. The board may decide to assess greater penalties. If a second offense occurs during the season, the ensuing penalty may result in suspension for the remainder of the season, including tournament play. The manager or coach may not return to AAI property until the full suspension

has been served.

Coaches must give notice within 24 hours of any player ejected from a game. Notice is to be given to the Division's Commissioner.

2.2.4. Player conduct will be reviewed both on and off the field and will be disciplined as the director on duty sees fit.

2.3. DISCIPLINE

2.3.1. The Board of Directors reserves the right and shall have the authority to suspend, dismiss, discharge, bar or otherwise discipline any player, coach, fan, spectator, umpire, league officer or other person whose conduct is in violation of the rules and regulations of AAI and/or USSSA Baseball and/or PONY Softball and/or is considered detrimental to the best interests of the organization.

2.3.1.1 Persons subject to such discipline shall have the right to a hearing before the organization league officers prior to such discipline being imposed.

2.3.1.2 In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend.

2.3.2. Persons, youth or adult, who refuse to comply with the rules of Baseball, AAI or USSSA Baseball or PONY Softball, may be considered for disciplinary action.

2.3.3. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. Organization league officers may impose the one that, in their opinion, appears to match the severity of the offense.

2.3.3.1 **WARNING:** The offending person may be advised verbally or in writing of the offense, and further advised that repetition of the offense shall result in a more severe penalty.

2.3.3.2 **SUSPENSION:** The offending person is to be advised in writing that he or she has been suspended from all organization league activity for a specific number of games.

2.3.3.3 **DISMISSAL:** The offending person is to be advised in writing that he or she has been dismissed from the organization league for the remainder of the current year.

2.3.3.4 **BARRED:** The offending person is to be advised in writing that he or she has been barred from present and future participation in the organization league, permanently, or for a specific number of years.

2.3.4. If there is an extreme situation during a league function, any Board Member present is expected to aid the umpires and/or league officers in controlling the situation.

2.4. UMPIRES

2.4.1. There shall be at least one (1) official umpire present at each game.

2.4.2. If an umpire fails to arrive by game time, it is the responsibility of the coach of the home team to locate a Board Member and inform them that an umpire has failed to arrive. It is the responsibility of that Board Member to first try to locate the Umpire Scheduler so that he/she may arrange for a suitable substitute. If the Umpire Scheduler cannot be located, the Board Member who first received the notification will find a suitable substitute that both coaches agree upon.

2.4.3. An appeal based on a play, which involves an umpire's judgment, shall not be permitted.

2.4.4. When appeals are based on an **INTERPRETATION OF THE RULES**, the objecting coach shall, at the time the play occurs, notify the head umpire, the opposing coach and official

scorer that the game is being played under appeal, and ask for the Director on Duty.

2.4.5. When the Director on Duty upholds appeals based on the interpretation of a rule, the game concerned shall be replayed from the point of appeal.

2.4.6. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

2.4.7. OTHERWISE, UMPIRES' DECISIONS WILL BE FINAL.

2.5. PRACTICE

2.5.1. Each team may be assigned a limited amount of practice time on the Association fields. Each coach is expected to make productive use of the time they have and to work with every player on the team. However, practice slots for all teams are not guaranteed by AAI when divisions are at max capacity. It is recommended that players warm up outside the field so that the allotted time may be used for practice (i.e. hitting, fielding, base running, positioning, and strategy).

2.5.2. If a coach conducts practice on an AAI field at a time other than his/her scheduled practice time prior to Opening Day, he/she will not be allowed to use the field at their next scheduled practice time. Because of the limited availability and the wear and tear on the fields after the season starts, practice times are only scheduled for the period between try-outs and Opening Day. **ONCE THE SEASON HAS STARTED SCHEDULED GAMES, NO PRACTICE WILL BE ALLOWED ON AAI FIELDS DURING THE SPRING SEASONS.** Fall practices on AAI Fields are reviewed on a seasonal basis.

2.5.3. If a coach holds a practice on an Association field after Opening Day; he/she will be suspended from his/her team's next scheduled game. A second offense will result in the coaches' suspension for the season.

2.6. DESIGNATED BASEBALL PRACTICE FIELDS (OUTSIDE AAI)

Division	Location
6U Baseball (T-ball)	Stuard Elementary
7U & 8U Baseball (Coach-Pitch)	Coder Elementary
9U & 10U Baseball	McCall Elementary
11U & 12U Baseball	Aledo High School
14U Baseball	Aledo High School

2.7. DESIGNATED SOFTBALL PRACTICE FIELDS (OUTSIDE AAI)

Division	Location
Softball (All Divisions)	McAnally Intermediate

2.8. GAME DAY (PRE-GAME & POST-GAME)

2.8.1. On game day, coaches are to aid in keeping the games on schedule. Specifically, each coach should:

- Have his/her team in uniform, warmed-up, and ready to take the field at least fifteen minutes prior to game time.
- Have line-ups ready to turn into scorekeepers. It is suggested that each coach trade line-ups with each other before the game.
- Have a scorekeeper ready before taking the field (home team).
- **Taking infield is not allowed on any field at any time for any team.**
- Clear the field quickly if there is another game scheduled.

2.9. SCOREKEEPERS

2.9.1. The home team will provide a responsible and qualified person to serve as the official scorekeeper for each game. The visiting team is responsible for running the scoreboard. The official scorekeeper may be from the visiting team only if the home team agrees. In the event a scorekeeper is not present at the scheduled starting time, assistant coaches from the respective teams will coordinate scorekeeping. At the conclusion of the game, the umpire should sign the official book.

2.9.2. Winning team will be responsible for reporting the score to the commissioner or co-commissioner of their league. Information should include the Division, team names, score and pitch counts (if applicable).

2.9.4 No one under the age of 12 will be allowed to keep scores in the scorebook or on the scoreboard.

2.10. FUNDRAISING

2.10.1. Fundraising is an essential element of our Association. Coaches are expected to support any and all fund-raising activities sponsored by the Association and to ensure that the parents understand how vital it is to everyone involved. Coaches should also explain the Association's sponsorship program to identify individuals/companies interested in helping to offset expenses.

2.11. PICTURES (SPRING SEASON ONLY)

2.11.1. Picture day will be posted on the website before the season begins. A time will be scheduled for your team at least a week in advance. Please have your team arrive at least fifteen minutes prior to your scheduled time to fill order forms and to ensure that the photographers stay on schedule.

SECTION 3. AAI RULES & REGULATIONS

3.1. AAI GROUND RULES

- 3.1.1. All teams will bat the entire roster.
- 3.1.2. The recommended number of players per baseball and softball team is 10 players.
- 3.1.3. A baseball team will consist of not less than 9 and not more than 13 players.
- 3.1.4. A 4U Coed T-ball team will consist of not less than 6 and not more than 10 players.
- 3.1.5. All players are expected to play part of the game in the field and can only sit two defensive innings per game. Failure to comply with this rule may result in forfeiture of the game or suspension of the coach.
- 3.1.6. The baseball/softball game becomes a complete game when either
 - 1) time has expired,
 - 2) all innings have been played, or
 - 3) when it is mathematically impossible to catch up.
- 3.1.7. If time expires, finish the inning unless it is mathematically impossible to catch up. If the game ends in a tie, see **TIE GAMES** in the division-specific rules below.
- 3.1.8. Mathematically impossible (e.g. 11 run lead with only two innings play or 6 run lead with one inning to play), only applies to the Spring Season.
- 3.1.9. **LIGHTNING DELAYS.** All outdoor games, practices, or any organized activities will be temporarily suspended when a lightning strike is observed and/or within 10 miles of the activity, regardless of location. Once the activity is stopped for lightning, it can not be resumed until 30 minutes after the last ground to cloud lightning strike. All lightning activity will be monitored on the “Weatherbug” app and the location will be AAI.
- 3.1.10. In the case of a suspended game, it will be considered a complete game if 4 completed innings or the home team is ahead after 3 ½ innings. If the game is suspended before this, record the time remaining and the suspended game will be completed later.
- 3.1.11. **PLAY UP RULES.** If a team is unable to field a full team at the scheduled game time, a player(s) from the division directly below will be allowed to “play-up” on a per game basis. The following restrictions will apply:
 - The play-up player(s) must be member(s) of an AAI team.
 - No more than three players can play-up in a game for one team.
 - All play-up players must play in the outfield.
 - All play-up players must bat last, or in the case of multiple play-up players, they must occupy the last places in the batting order.
 - If player(s) from the team arrive, they must immediately replace the play-up player(s).
 - Parental approval of the play-up player is required.
 - The opposing coach and umpire must be notified.
 - The play-up player(s) must be in the lineup at the beginning of the game and on the batting lineup.
 - A “full team” is defined as nine players—teams shall be allowed to play-up and field a tenth player in 5U - 8U leagues.

- Players are ineligible to play up when doing so would cause a conflict with or cause the player to miss his/her own team's game.
- The player electing to "play-up" in an older age division must be only **ONE Age Division younger** than the older division. (For example, a 10U Division age player may elect to play in the 11U Division, but NOT a 9U player. Only 4-year-old 4U Coed T-ball players are eligible to play-up to T-ball teams).
- Coaches may call a player up from the "Rec" Division of the same age league but only the same age league. (For example, an 8U rec player may play up to 8U comp, but can not play up to 10U rec).
- If a team player arrives late to the game, they will enter the game immediately (regardless of what inning they arrive) and occupy the last position in the batting lineup.

3.1.12. Metal Cleats are NOT allowed in any league or division except the 14U Baseball division.

3.1.13. Base coaches are NOT required to wear batting helmets.

3.1.14. **PROTESTS.** No protests will be permitted during league play. The umpires shall be in charge of all games and shall have final and absolute resolution. The Home Plate umpire shall be considered the crew chief. All decisions made by the umpire(s) shall be final.

3.1.15. **STEALING HOME.** Any base runner stealing home plate on a swinging strike is out at the time the bat is swung. A bunt is not a swinging strike. If a base runner is called out for attempting to steal home, the ball is dead, and the pitch does not count. The intent of the rule is to protect the base runner without taking away the opportunity to steal. Penalty: Batter is called out and the head coach is ejected from the current game and the next scheduled game.

3.1.16. All players bat in a continuous batting order (all players bat) and play under the free substitution rule. Any removed player, other than the pitcher, may re-enter the game at any time or position. If a pitcher is removed (baseball only), he cannot re-enter the game as a pitcher but may re-enter at another position. In softball, the pitcher may re-enter as a pitcher once.

3.1.17. If a player leaves the game early due to injury, illness, or ejection and only eight players are available to play, the game will continue and an out will be automatically recorded in the missing player's batting position. Any team with eight (8) players may play a game without forfeit but will incur an out each time the ninth (missing) position comes up. If a team starts with 10 players and is reduced to 9 players due to injury, illness or ejection, the team does not have to automatically record an out when the missing 10th player comes up to bat.

3.1.18. **COURTESY RUNNERS.** In kid pitching divisions (**9U-14U**), courtesy Runners will be allowed for the pitcher or catcher of the last fielded inning in and above. The courtesy runner will always be the player who made the last out. If the injured player is unable to complete the next at bat that player may not re-enter the game. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team. **4U-8U** Courtesy Runners will not be allowed except in the event of injury or illness and only one runner per player per game.

3.1.19. ~~No pre-game infield is permitted unless time is available~~ **FOR BOTH TEAMS** before the published game start time. At least 15 minutes is required. **SEE RULE 2.8.1**

3.1.20. A protective cup for the catcher is mandatory for all age groups. AAI recommends the use of a protective cup for all players.

3.1.21. A runner may not run out of a direct line to the plate in order to initiate contact with the catcher, or any player, covering the plate. If he does, the umpire can call him out even if the player

taking the throw loses possession of the ball.

3.1.22. The catcher may not block the pathway of a runner attempting to score unless he has possession of the ball. If the catcher blocks the runner before he has the ball, the umpire may call the runner safe.

3.1.23. The “malicious contact” rule will be enforced for all games played on AAI fields during league play and playoff games. Penalty: Runner is called out and ejected from the current game. All calls will be based on the umpire's judgment. The umpire will consider such factors as whether the runner made an effort to touch the plate and whether he lowered his shoulder or used his hands, elbows or arms when approaching the catcher.

3.1.24. 4U Coed T-ball players must be at least 3 years of age by December 31 of the year preceding the season.

3.1.25. AAI fields and batting cages are for the use of organized AAI team activities only. No other use will be permitted without Board approval, including the scrimmaging of teams not affiliated with AAI.

3.1.26. **BATTING CAGES.** The Away Team gets the batting cages first - 60 minutes before their designated game time. The Away team gets 20 minutes in the cages. This is not a lot of time and is meant to warm up the players. Use these 20 minutes wisely. At 40 minutes prior to game time, the Home Team has the right to ask the Away Team to vacate the cages. No exceptions. Please use the batting cage designated for your division only.

3.1.27. **DUGOUTS.** Dugouts will mirror the scoreboard. For example, if the scoreboard says Home on the left side of the scoreboard, then the Home team occupies the 3rd base dugout and Visitors occupy the 1st base dugout.

3.1.28. **FAIR BALLS.** With the exception of 5U & 6U T-ball, any ball batted out of the batter's box and into the dirt in front of the grass in fair play is deemed a fair ball.

3.1.29. Baseball bats with a 2 3/4 diameter are **ALLOWED** in all divisions of AAI Baseball, pursuant to the USSSA rules.

3.1.30. **BASEBALL BATS.** AAI follows the USSSA bat rules and regulations for baseball, therefore, bats must have a USSSA or USA Bat stamp. Bats in the 14U division must be drop five (-5) in length-weight ratio.

3.1.31. **SOFTBALL BATS.** Softball bats must have a 2 1/4 diameter, along with a USSSA or ASA stamp.

3.1.32. All Softball players must wear batting helmets equipped with facemasks when batting.

3.1.33. AAI requires a face mask for all softball players playing the infield in all ages. AAI also requires face masks for all outfielders in league ages 6U-10U

3.1.34. Intentional walks and Bunts are NOT allowed in T-ball or coach pitch divisions.

3.1.35. Slash bunting is NOT allowed in any league or division.

3.1.36. Umpires must call “Time” after every play and declare the ball dead in 5U, 6U, 7U and 8U divisions. “Time” shall be called as soon as all runners are not attempting to advance. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” must be called.

3.1.37. AAI recommends the use of a “Heart Guard” chest protector by all players playing the pitcher position.

3.1.38 Coaches may call one (1) team gathering per half-inning, allowing the entire team (players and coaches) to briefly (about 1 minute) convene outside the dugout area for motivational, strategic, or instructional purposes. This rule is subject to all leagues and fields at AAI.

3.2. BASEBALL PITCHING RULES

3.2.1. As much as possible, AAI will follow the [Pitch Smart guidelines](#) as set forth by MLB and USA baseball. The guidelines pertaining to pitch counts and rest periods provide excellent insight into keeping young arms healthy.

3.2.2. AAI has set pitching limit workloads for baseball pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. AAI also recommends that players, parents, and coaches adhere to these guidelines even for players that pitch in additional leagues outside of AAI.

3.2.3. The baseball pitching limits shall be as follows:

Age	Daily Max Pitches	Rest 0 Days	Rest 1 Days	Rest 2 Days	Rest 3 Days	Rest 4 Days	Rest 5 Days
8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66 (+)	N/A
11-12	85	1-20	21-35	36-50	51-65	66 (+)	N/A
13-14	95	1-20	21-35	36-50	51-65	66 (+)	N/A

3.2.4. **If the pitcher is in the middle of an at-bat, he may finish that batter only.** The head coach must inform the umpire and the scorekeeper before they go over a “specified pitch count pitch” that he wants to finish this batter. In the score book it needs to be noted “FTB, or Finish The Batter” so those remaining pitches don’t count against his official pitch count.

3.2.5. Rest Days are determined by calendar days and not hours. For example, if a 10U player pitches 31 pitches on Monday, they would be required to rest on Tuesday and would be eligible to pitch again on Wednesday.

3.2.6. It will be the responsibility of the scorekeepers and coaches to keep track and document all pitch counts in the AAI provided scorebook or notebook.

3.2.7. If a team has multiple games in one day, a pitcher must be restricted to 35 pitches in order to pitch in subsequent games on the same day.

3.3. SOFTBALL PITCHING RULES

3.3.1. A starting pitcher, if removed from the mound, may return to the mound one more time during the same game. After they are removed from the mound a second time they cannot return to the mound.

3.3.2. A relief pitcher once removed from the mound cannot return to the mound.

3.4. PLAYER ELECTING TO “QUIT” DURING THE SEASON

3.4.1. Any player electing to “quit” during the season cannot rejoin the team without the Board

of Directors approval. The Board will review each case based on the facts presented and make a final determination.

3.5. SAFETY PROHIBITIONS

3.5.1. In order to keep our complex safe for all participants and visitors: pets, alcoholic beverages, bicycles, skateboards, scooters, hover boards, dirt bikes, four-wheelers, go-carts, and any other motorized vehicles are prohibited on the facility. There may be circumstances when off road vehicles are required for maintenance. Board Member approval is required before such vehicles may enter the complex. Coaches should make sure that their players and fans are aware of these rules.

3.6. TOBACCO USE POLICY

3.6.1. All types of smoking, vaping and/or the use of anything similar are ONLY permitted in the parking lot area and away from playing fields. Use of smokeless tobacco (such as dip or chew) is not permitted on any playing field, including the dugouts.

3.7. PRIORITY OF RULES

- 3.7.1. AAI Rules
- 3.7.2. USSSA Rule Book for Baseball and PONY Rule Book for Softball
- 3.7.3. Official Rules of Major League Baseball – National League

3.8. 5U & 6U BOYS T-BALL

3.8.1. Length of Games:

3.8.1.1 Time limit: 1 Hour

3.8.1.2 Innings for a complete game: 6 innings

3.8.2. Maximum of 5 runs per inning.

3.8.3. **TIE GAMES.** If the score is tied at the end of regulation play in baseball, the following will apply: The team that has been put out (Strike outs will not be counted) the least number of times will be declared the winner. If both teams are still tied, the winner will be determined by a coin flip. This rule does not apply to playoff games. **During playoffs only**, the following “tie breaker” rules will apply:

3.8.3.1. **1st extra inning:** Load the bases with the last three batters (last batter on 1st, 2nd to last on 2nd, 3rd to last on 3rd) the leadoff batter is whomever is next in the order after the last at bat. DO NOT start over at the top of the order. Apply one out. Max run rule applies.

3.8.3.2. **2nd extra inning:** Same as above but apply 2 outs. Max run rule applies.

3.8.3.3. **3rd extra inning:** Same as above. Apply 2. Max run rule DOES NOT apply.

3.8.4. A game will be considered a forfeit if a team does not have **at least 7 players** ready to play baseball at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.8.4.1 Nine players is considered a full team. When playing with less than 9, the team will take an out each time the absent player comes up in the lineup.

Examples: when playing with 8 players, an out will be recorded each time 9th batter would have come to the plate. When playing with 7 players, an out will be recorded for both the 8th and 9th batters.

3.8.5. Each batter is allowed 3 attempts (swings) to put the ball in play. After the third swing, the batter is out, even in the case of a foul ball.

3.8.5.1. In accordance with USSSA rules, any swings taken once the ball is on the tee shall be considered a strike. This includes “practice swings.”

3.8.6. Only six defensive players (4 infielders / 1 pitcher/ 1 catcher) are allowed in front of the outfield grass when the batter swings. The rest of the roster **MUST** play the outfield.

3.8.7. FIVE outfielders are permitted but not required if a team has eleven or more players. For teams of 10, four outfielders are permitted.

3.8.8. The catcher position must always be fielded unless the team is playing with fewer than nine players. The catcher shall wear a batting helmet and stand behind the umpire until the ball is put in play.

3.8.9. A batted ball fielded by any player other than the first baseman **MUST** be thrown (not rolled or handed) to the first baseman in order to record a force out at first base, unless in the umpire’s **discretion**, the first baseman made a play on the ball, thereby putting him/her out of position, another player may force a batter-runner out at first base.

3.8.10. **ONLY** the first baseman may tag a batter-runner prior to the batter-runner’s reaching first base. This rule differs from the force out rule immediately above.

3.8.11. **ONLY** four adult coaches per team are allowed on the field during a game. On defense, the head coach may coach from the infield foul territory, two assistant coaches may coach from the outfield and the fourth coach must remain in the dugout when their team is on defense, throughout the game.

3.8.12. Due to time constraints, **ONLY** one timeout per team per half inning is allowed.

3.8.13. Pitchers must have one foot on the pitching rubber when the batter swings at the ball on the tee. If the pitcher leaves the rubber early, the play continues. After the play is over, the offensive team has the choice of taking the result of the play **OR** calling a no-pitch/dead ball and may redo the play.

3.8.14. Coaches may move the pitcher back 3 feet from the rubber for safety reasons on certain hitters, only if it is agreed upon in advance by both coaches. If you are worried about the Pitcher Player’s safety, do not play that player at the Pitcher position. They must be able to protect themselves.

3.8.15 *****THIS RULE ONLY APPLIES TO 5U***** The batter/runner is limited to a maximum of one (1) base advancement on an overthrown/passed ball during a play at first base. The runner is not automatically awarded the extra base on an overthrown/passed ball at first base unless it is determined a “dead ball”.

3.8.16 Batter Positioning Rule

Rule:

Coaches are not permitted to physically turn or reposition a batter’s stance within the batter’s box to direct the ball to a specific part of the field.

Explanation:

If a batter needs to adjust to hit to a different area (e.g., pull side or opposite field), the tee or pitch location must be adjusted — not the batter’s body position.

Intent:

This rule ensures players develop proper hitting mechanics, plate awareness, and the ability to adjust to pitch location rather than being “steered” toward a result.

Penalty:

- First offense: Verbal warning to the coach.
- Second offense: Batter ruled out and coach may be restricted to the dugout for the remainder of the inning.
- Repeated violations may result in removal of the coach for the game.

3.9. 8U BOYS COACH PITCH

3.9.1. Length of Games:

3.9.1.1 Time limit: 1 hour 10 minutes

3.9.1.2 Innings for a complete game: 6 innings

3.9.2. Maximum of 5 runs per inning.

3.9.3. **TIE GAMES.** If the score is tied at the end of regulation play in baseball, the following will apply: teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed, the following “tie breaker” rules will apply:

3.9.3.1 **1st extra inning:** Load the bases with the last three batters (last batter on 1st, 2nd to last on 2nd, 3rd to last on 3rd) the leadoff batter is whomever is next in the order after the last at bat. DO NOT start over at the top of the order. Apply one out. Max run rule applies.

3.9.3.2 **2nd extra inning:** Same as above but apply 2 outs. Max run rule applies.

3.9.3.3 **3rd extra inning:** Same as above. Apply 2 outs and each batter has a 1-1 count. Max run rule DOES NOT apply.

3.9.4. A game will be considered a forfeit if a team does not have at least 8 players ready to play baseball at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.9.5. FIVE outfielders are permitted but not required if a team has eleven or more players. For teams of 10, four outfielders are permitted.

3.9.6. A team may play with 9 players without incurring an automatic out in the tenth position in the batting order.

3.9.7. Once removed, a player may return to the pitching position in coach pitch divisions.

3.9.8. A batter shall be declared out after failing to hit the ball after six pitches are delivered by a pitching machine or coach-pitcher. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or foul tip. If the batter fouls off the sixth pitch, they will be entitled to continue until they either put the ball in play, swing, and miss, or takes another subsequent pitch.

3.9.9. All teams are required to play a catcher, no matter how many players are present for the game. Example: If a team is playing with 9 players, that team will still be required to field a catcher.

3.9.10. ONLY four adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout

the game.

3.9.11. Coach Pitchers may NOT coach players while pitching. The coach pitcher shall not direct or coach their team in any way on offense. Penalty: The coach will receive one warning and the second time the coach pitcher must be removed.

3.9.12. Coach Pitchers must attempt to get off the field of play once the ball is put in play/hit. If a batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike, and no runners may advance. If a coach pitcher interferes in the fielder's attempt to make a play, the ball is dead and lead runner is out. In addition, the coach pitcher must leave the field of play once the ball is hit and may not return until an Umpire has called a time out. Coach Pitchers will get a warning (1), If it continues, there will be a second warning (2), and the Head Coach will be warned that he will have to be replaced if he does it again, On the third warning (3) the Head Coach will be instructed to find a new pitcher that will get out of the way.

3.9.13. Coach Pitchers must have one foot on the rubber in a standing position to start a pitch, and maintain contact with the rubber until release of the ball. Multiple steps prior to throwing the ball is not allowed.

3.9.14. Player-Pitchers must have one foot in the pitcher's circle.

3.9.14.1 If there is not a pitcher's circle outlined in chalk, please use a 3-foot radius around the pitching rubber.

3.9.14.2 DO NOT allow your Pitcher-Players to slide back into a rover type position.

3.9.14.3 If you are worried about the Pitcher-Player's safety, do not play that player at the Pitcher position. They must be able to protect themselves.

3.9.15. Due to time constraints, ONLY one timeout per team per half inning is allowed.

3.10. 9U & 10U BASEBALL

3.10.1. Length of Games:

3.10.1.1 Time limit: 1 hour 15 minutes

3.10.1.2 Innings for a complete game: 6 innings

3.10.2. Maximum of 5 runs per inning

3.10.3. **TIE GAMES.** If the score is tied at the end of regulation play in baseball, the following will apply: Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.10.3.1 **1st extra inning:** Load the bases with the last three batters (last batter on 1st, 2nd to last on 2nd, 3rd to last on 3rd) the leadoff batter is whomever is next in the order after the last at bat. DO NOT start over at the top of the order. Apply one out. Max run rule applies.

3.10.3.2 **2nd extra inning:** Same as above but apply 2 outs. Max run rule applies.

3.10.3.3 **3rd extra inning:** Same as above. Apply 2 outs and each batter has a 1-1 count. Max run rule DOES NOT apply.

3.10.4. A game will be considered a forfeit if a team does not have at least 8 players ready to play baseball at the scheduled starting time or fifteen minutes after the completion of the previous

game, whichever is later.

3.10.5. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.10.6. ONLY three adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game.

3.10.7. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

3.11. 11U & 12U BASEBALL

3.11.1. Length of Games

3.11.1.1 Time limit: 1 hour 20 minutes

3.11.1.2 Innings for a complete game: 6 innings

3.11.2. Maximum of 6 runs per inning

3.11.3. **TIE GAMES.** If the score is tied at the end of regulation play in baseball, the following will apply: Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.11.3.1 **1st extra inning:** Load the bases with the last three batters (last batter on 1st, 2nd to last on 2nd, 3rd to last on 3rd) the leadoff batter is whomever is next in the order after the last at bat. DO NOT start over at the top of the order. Apply one out. Max run rule applies.

3.11.3.2 **2nd extra inning:** Same as above but apply 2 outs. Max run rule applies.

3.11.3.3 **3rd extra inning:** Same as above. Apply 2 outs and each batter has a 1-1 count. Max run rule DOES NOT apply

3.11.4. A game will be considered a forfeit if a team does not have at least 8 players ready to play baseball at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.11.5. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.11.6. ONLY three adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game.

3.11.7. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

3.12. 13U & 14U BASEBALL

3.12.1. Length of Games:

3.12.1.1 Time limit: 1 hour 30 minutes

3.12.1.2 Innings for a complete game: 7 innings

3.12.2. Maximum of 6 runs per inning

3.12.3. **TIE GAMES.** If the score is tied at the end of regulation play in baseball, the following will apply: Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.12.3.1 **1st extra inning:** Load the bases with the last three batters (last batter on 1st, 2nd to last on 2nd, 3rd to last on 3rd) the leadoff batter is whomever is next in the order after the last at bat. DO NOT start over at the top of the order. Apply one out. Max run rule applies.

3.12.3.2 **2nd extra inning:** Same as above but apply 2 outs. Max run rule applies.

3.12.3.3 **3rd extra inning:** Same as above. Apply 2 outs and each batter has a 1-1 count. Max run rule DOES NOT apply

3.12.4. A game will be considered a forfeit if a team does not have at least 8 players ready to play baseball at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.12.5. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.12.6. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

3.13. 5U & 6U SHETLAND SOFTBALL (T-BALL)

3.13.1. A team will consist of not less than 8 and not more than 12 players.

3.13.2. Length of Games

3.13.2.1 Time limit: 1 hour

3.13.2.2 Innings for a complete game: 5 innings

3.13.3. Maximum of 5 runs per inning

3.13.4. **TIE GAMES.** If the score is tied at the end of regulation play in softball, the following will apply: The team that has been put out (Strike outs will not be counted) the least number of times will be declared the winner. IF each team has the amount of put outs, the winner will be decided by a coin toss.

3.13.5. A game will be considered a forfeit if a team does not have at least 6 players ready to play at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.13.6. Each batter is allowed 3 attempts (swings) to put the ball in play. The batter must put the ball into play by the third swing—the batter CANNOT be out on a foul ball or foul tip.

3.13.7. Only six defensive players (4 infielders/ 1 pitcher/ 1 catcher) are allowed in front of the outfield grass when the batter swings. The rest of the roster may play the outfield.

3.13.8. FIVE outfielders are permitted but not required, if a team has eleven or more players. For teams of 10, four outfielders are permitted.

3.13.9. The catcher position must always be fielded unless the team is playing with fewer than nine players. The catcher shall wear a batting or catcher's helmet with a throat guard and stand behind the umpire until the ball is put in play.

3.13.10. A batted ball fielded by any player other than the first baseman MUST be thrown (not

rolled or handed) to the first baseman in order to record a force out at first base. 3.13.11. ONLY the first baseman may tag a batter/runner prior to the runner's reaching first base.

3.13.12. ONLY four adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game. One of the four coaches is allowed to stand behind the umpire and assist the batter. However, the coach must move behind the umpire and catcher after the ball is set on the tee.

3.13.13. Due to time constraints, ONLY one timeout per team per half inning is allowed.

3.13.14. If a team only has eight players, an out will be recorded for the missing 9th batter in the lineup—there is no waiver of this rule in Fall or Spring seasons.

3.14. 7U & 8U PINTO SOFTBALL (COACH PITCH)

3.14.1. A team will consist of not less than 8 and not more than 12 players.

3.14.2. Length of Games:

3.14.2.1 Time limit: 1 hour

3.14.2.2 Innings for a complete game: 5 innings

3.14.3. Maximum of 5 runs per inning

3.14.4. Each batter is allowed four pitches. Umpires will call swinging strikes only and three strikes will be an out. The fourth pitch unless hit fair or foul will be an out.

3.14.5. **TIE GAMES.** If the score is tied at the end of regulation play in softball, the following will apply; Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.14.5.1 The top of the next inning will begin with the player who completed the last at bat of the previous inning for that team being placed on second base. The regular batting order will be followed, and the extra inning will start with 0 outs and a 0-0 count.

3.14.5.2 Subsequent full innings, not to exceed two, will be played until a winner is declared. Each extra inning will start with a player on second base.

3.14.6. A game will be considered a forfeit if a team does not have at least 6 players ready to play at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.14.7. FIVE outfielders are permitted, but not required, if a team has eleven or more players. For teams of 10, four outfielders are permitted.

3.14.8. A team may play with 9 players without incurring an automatic out in the tenth position in the batting order.

3.14.9. ONLY four adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game. One of the four coaches is allowed at the backstop to assist throwing the ball back (if needed) to facilitate the pace of the game. The coach is not allowed to talk or signal to the batter.

3.14.10. Coach Pitchers may NOT coach players while pitching. The coach pitcher shall not direct or coach their team in any way on offense. Penalty: The coach will receive one warning and the second time the coach pitcher must be removed.

3.14.11. Coach Pitchers must attempt to get off the field of play once the ball is put in play/hit. If a

batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike, and no runners may advance. If a coach pitcher interferes in the fielders attempt to make a play, the ball is dead and lead runner is out. In addition, the coach pitcher must leave the field of play once the ball is hit and may not return until an Umpire has called a time out. Coach Pitchers will get a warning (1), If it continues, there will be a second warning (2), and the Head Coach will be warned that he will have to be replaced if he does it again, On the third warning (3) the Head Coach will be instructed to find a new pitcher that will get out of the way.

3.14.12. Coach Pitchers must have one foot on the rubber to start a pitch.

3.14.13. Due to time constraints, ONLY one timeout per team per half inning is allowed.

3.15. 9U & 10U MUSTANG SOFTBALL

3.15.1. A team will consist of not less than 9 and not more than 13 players.

3.15.2. Length of Games

3.15.2.1 Time limit: 1 hour 15 minutes

3.15.2.2 Innings for a complete game: 6 innings

3.15.3. Maximum of 5 runs per inning

3.15.4. **TIE GAMES.** If the score is tied at the end of regulation play in softball, the following will apply Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.15.4.1 The top of the next inning will begin with the player who completed the last at bat of the previous inning for that team being placed on second base. The regular batting order will be followed, and the extra inning will start with 0 outs and a 0-0 count.

3.15.4.2 Subsequent full innings, not to exceed two, will be played until a winner is declared. Each extra inning will start with a player on second base.

3.15.4.3 For Spring 2026 season only; tie breakers will be determined by total number of putouts plus strikeouts recorded by each team. If teams are still tied the winner will be determined by coin flip during the regular season only. This rule will supersede 3.15.4 through 3.15.4.2. Playoff games shall not use this tie-breaker rule and instead follow the extra inning procedure outlined in Rule 3.15.4.

3.15.5. A game will be considered a forfeit if a team does not have at least 8 players ready to play at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.15.6. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.15.7. ONLY three adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game.

3.15.8. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

3.16. 11U & 12U BRONCO SOFTBALL

3.16.1. A team will consist of not less than 9 and not more than 13 players.

3.16.2. Length of Games:

3.16.2.1 Time limit: 1 hour 15 minutes

3.16.2.2 Innings for a complete game: 6 innings

3.16.3. Maximum of 5 runs per inning

3.16.4. **TIE GAMES.** If the score is tied at the end of regulation play in softball, the following will apply: Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.16.4.1 The top of the next inning will begin with the player who completed the last at bat of the previous inning for that team being placed on second base. The regular batting order will be followed, and the extra inning will start with 0 outs and a 0-0 count.

3.16.4.2 Subsequent full innings, not to exceed two, will be played until a winner is declared. Each extra inning will start with a player on second base.

3.16.5. A game will be considered a forfeit if a team does not have at least 8 players ready to play at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.16.6. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.16.7. ONLY three adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game.

3.16.8. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

3.17. 13U & 14U PONY SOFTBALL

3.17.1. A team will consist of not less than 9 and not more than 13 players.

3.17.2. Length of Games:

3.17.2.1 Time limit: 1 hour 15 minutes

3.17.2.2 Innings for a complete game: 6 innings

3.17.3. Maximum of 6 runs per inning

3.17.4. **TIE GAMES.** If the score is tied at the end of regulation play in softball, the following will apply: Teams will complete both halves of an inning that is started before the time limit expires. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start). If a game is tied when time expires, or regulation innings have been completed the following "tie breaker" rules will apply:

3.17.4.1 The top of the next inning will begin with the player who completed the last at bat of the previous inning for that team being placed on second base. The regular batting order will be followed, and the extra inning will start with 0 outs and a 0-0 count.

3.17.4.2 Subsequent full innings, not to exceed two, will be played until a winner is declared. Each extra inning will start with a player on second base.

3.17.5. A game will be considered a forfeit if a team does not have at least 8 players ready to play at the scheduled starting time or fifteen minutes after the completion of the previous game, whichever is later.

3.17.6. Four outfielders may be permitted if both coaches agree to this prior to the start of the game. This is not required.

3.17.7. ONLY three adult coaches per team are allowed on the field during a game. All coaches, except for the head coach, must remain in the dugout when their team is on defense, throughout the game.

3.17.8. Due to time constraints, ONLY one offensive timeout and one defensive timeout (non-mound visit) are allowed per team per half inning.

SECTION 4. ALL-STARS

4.1. ALL STARS OR “TOURNAMENT TEAMS”

4.1.1. Each division will form at least one All-Star team to play in post-season tournaments sanctioned by PONY Softball or USSSA Baseball.

4.1.1.1 Divisions of six or more teams may form two All-Star teams.

4.1.1.2 Divisions of 15 or more teams may form up to three All-Star teams.

4.1.1.3 Divisions of 20 or more teams may form up to four All-Star teams – the formation of this fourth team is at the Board of Directors’ discretion.

4.1.1.4 The Softball League may form additional All-Star teams in each division at the Board of Directors’ discretion.

4.1.2. Baseball teams register with USSSA and play in their sanctioned tournaments as required to qualify for the World Series. Softball teams register with PONY Softball and play in their sanctioned tournaments as required to qualify for the World Series.

4.1.2.1 See the league affiliation “Tournament” section of the appropriate affiliated rulebook to determine how teams are selected to advance to the next level.

4.1.3. Coaches are responsible for registering their teams if they wish to play and/or enter other invitational tournaments. The Commissioner of each division will notify the coaches of the date and time of the USSSA and/or PONY Softball tournament meetings. It is important that coaches attend these meetings conducted by USSSA or PONY directors prior to the beginning of the tournament season. The following topics are discussed:

- Tournament schedules
- Invitational tournaments held by other organizations
- Playing rules
- Required coach’s attire

4.1.4. Proof of league liability insurance is required for each team and copies of the league’s certificate of insurance are acceptable. Each Division’s Commissioner will provide a copy of the certificate of insurance to the coaches.

4.2. PLAYER SELECTION PROCESS

4.2.1. AAI All-Star teams are selected based on the individual player’s accomplishments and performance during spring season league play. The process selects the players (kids) first, then the coaches.

4.2.2. Rosters shall consist of 12 players and the Board of Directors must approve exceptions to the roster size.

4.2.3. In most divisions, at least 10 players must be present and physically able to play at each game. The penalty for not having 10 players present and physically able to play is forfeiture of the game.

4.2.4. Campaigning parents or coaches should not influence voting.

ANY COACH CAUGHT CAMPAIGNING FOR PLAYERS WILL HAVE THEIR BALLOT REMOVED FROM CALCULATION. IN ADDITION, THEY WILL NOT BE ALLOWED TO COACH OR ASSIST WITH TOURNAMENT TEAMS.

4.2.5. Each coach will be asked to help select the All-Star team(s) from the division in which

they are coaching in by voting for players at the end of the season. Approximately seven to 10 days before the end of the season, each Division's Commissioner will distribute ballots to the coaches.

A coach may not vote for members of the team he or she coached. It is imperative, in order to maintain the integrity of AAI, that each vote cast is based solely on the coach's opinion of the player's ability as a ball player.

Each coach should complete one ballot ranking the top players in the division - in his or her opinion - as follows:

4.2.5.1 One (1) all-star team:

4.2.5.1.1 Fifteen (15) player ballot, top nine (9) players automatically make the first team's (Black) roster—Head Coach selects from the remaining six players.

4.2.5.2 Two (2) all-star teams:

4.2.5.2.1 Thirty (30) player ballot, top nine (9) ranked players automatically make the first team's roster, top 20 ranked players are eligible for the first team's roster, and the remaining players who did not decline to play on the Black team are eligible for the second team's (Orange) roster.

4.2.5.3 Three (3) all-star teams:

4.2.5.3.1 Forty-five (45) player ballot, top nine (9) ranked players automatically make the first team's roster, top 20 ranked players are eligible for the first team's roster, top 30 ranked players who did not decline to play on the first team are eligible for the second team's roster, all the remaining players on the list who did not decline to play on the first or second team are eligible for the third team's (White) roster.

4.2.5.4 Four (4) all-star teams (if approved):

4.2.5.4.1 Sixty (60) player ballot, top nine (9) ranked players automatically make the first team's roster, top 20 ranked players are eligible for the first team's roster, top 30 ranked players who did not decline to play on the first team are eligible for the second team's roster, all the remaining players on the list who did not decline to play on the first or second team are eligible for third team's roster, and all remaining players are eligible for the fourth team's (Gray) roster.

4.2.6. The Commissioners will tally the ballots and assign points to each player from 1–15, 1–30 and so forth. For example, in a division with only one All-Star team, if a player is ranked first on a ballot, that player receives 15 points, and players ranked second through 15, receive 14–1 point(s), respectively.

4.2.6.1 After the ballots are submitted and tallied, the Division's Commissioner will schedule a coach's meeting to discuss the top 15 or 30 players determined by the votes. Each coach will then complete a second ballot, in which the top players will be ranked. The Commissioners will tally these results, again assigning points from 1–15, 1–30, etc. per vote, and this vote will determine the rank of the top 15 or 30 players in the division.

4.2.6.2 If there is a tie for the ninth position, all players involved in the tie will make the first team.

4.2.7. The first team's head coach should contact the top nine players to ensure that they will commit to play the All-Star season. The head coach will complete the roster from the remaining players on the list (top 20 list for two or more all-star teams) to complete the first team's roster.

4.2.7.1 After the first team's roster is selected and confirmed, the team's head coach shall immediately provide the roster to the Division's Commissioner and must notify the

Commissioner of any players that declined to play.

4.2.7.1.1 If a division has more than one All-Star team, each team's roster must be selected/confirmed, and the roster provided to the Division's Commissioner before the next team's roster is selected.

4.2.7.1.2 Each team's head coach must notify the Division's commissioner of players who declined to play.

4.2.7.1.3 Any player declining to play will NOT be allowed to play on any other All-Star teams that season.

4.3. DIVISION SPECIFIC ALL-STAR SELECTION RULES:

4.3.1. 5U Division:

4.3.1.1. Two (2) teams will be formed (Black and Orange) of USSSA league age approved players.

4.3.1.2. If the division's registration numbers permit extra teams beyond Black and Orange, then White and/or Gray rosters will be filled with Board approval.

4.3.2. 6U Division:

4.3.2.1. Three (3) teams will be formed (Black, Orange, and White) of 6-year old players as specified by USSSA or Pony age rules and limits.

4.3.2.2. Registration numbers permitting, and with board approval, a fourth team (Gray) will be formed with eligible players.

4.3.3. 8U Division:

4.3.3.1 Teams will be formed in accordance with USSSA and Pony age rules and limits.

4.3.3.2. Two (2) 8U teams will be formed (Black & Orange)—only 8-year old players as specified by USSSA or Pony age rules and limits.

4.3.3.3. One (1) 7U team will be formed (Black)—only 7-year old players as specified by USSSA or Pony age rules and limits.

4.3.3.4 Registration numbers permitting, additional teams may be approved by the Board of Directors.

4.3.3.5 If combined age divisions (i.e., 7U/8U, 9U/10U, etc.) are split into league age divisions (i.e., 5U, 6U, 7U, 8U, 9U, etc.), then two tournament teams (Black and Orange) may be filled for each division - providing there are six or more teams in the division. If the division's registration numbers permit extra teams beyond Black and Orange, then a White team may be formed.

4.3.3.6. In the event there is a recreational and competitive split in a division, the Competitive division will form "USSSA American Allstar Teams" (Black, Orange, White) based on the rules above and the Recreational division will form a "USSSA National Allstar Team" (Gray).

4.3.3.7. Players registered in a specific division will only be eligible for that specific division's All-Star selections. For example, an 8-year-old playing up in the 10U division will only be considered for 10U All-Star selections.

4.3.3.8 "USSSA American Allstar Teams" players that may be registered as AAA, Majors, D2, or D1 on a select/travel team roster are eligible to play on an American Allstar Team, but

must meet the USSSA American Allstar rules by playing during the Spring AAI season on a drafted team.

4.3.4. **10U Division:**

- 4.3.4.1 Teams will be formed in accordance with USSSA and Pony Age rules and limits.
- 4.3.4.2. Two (2) 10U teams will be formed (Black & Orange). Only 10-year-old players as specified by USSSA or Pony rules are eligible.
- 4.3.4.3. One (1) 9U team will be formed (Black). Only 9-year-old players as specified by USSSA or Pony rules are eligible.
- 4.3.4.4 Registration numbers permitting, additional teams may be approved by the Board of Directors.
- 4.3.4.5 If combined age divisions (i.e., 7U/8U, 9U/10U, etc.) are split into league age divisions (i.e., 5U, 6U, 7U, 8U, 9U, etc.), then two tournament teams (Black and Orange) may be filled for each age-specific division - providing there are six or more teams in the division. If the division's registration numbers permit extra teams beyond Black and Orange, then a White team may be formed.
- 4.3.4.6. In the event there is a recreational and competitive split in a division, The competitive division will form "USSSA American Allstar Teams" (Black, Orange, White) based on the rules above and the recreational division will form a "USSSA National Allstar Team" (Gray).
- 4.3.4.7. Players registered in a specific division will only be eligible for that specific division's All-Star selections. For example, an 8-year-old playing up in the 10U division will only be considered for 10U All-Star selections.
- 4.3.4.8 "USSSA American Allstar Teams" players that may be registered as AAA, Majors, D2, or D1 on a select/travel team roster are eligible to play on an American Allstar Team but must meet the USSSA American Allstar rules by playing during the Spring AAI season on a drafted team.
- 4.3.4.9 With approval of the AAI Board, 9U and 10U American Allstar Teams attending a World Series may pick up additional guest players to assist the team. These players must meet the USSSA American Allstar rules for roster selection and be listed on the final Allstar selection ballot. A player is eligible to guest play under this rule even though that player may have declined their initial Allstar invitation. This rule is specifically intended to provide pitching support to a World Series-bound Allstar team.

4.4. ALL-STAR COACHES

4.4.1. All-Star coaches are selected based on 1) whether his or her child qualified for the team, and 2) whether he or she will be a good representative for AAI. The Board of Directors will select the head coaches for each All-Star team. The Board reserves the right to disapprove any coach who has displayed inappropriate behavior or who they believe will not serve in the best interests of the League. Most likely, but not in all cases, the All-Star coach will be an AAI coach from the spring season.

4.4.2. Ordinarily, the first team head coach will have a Protected Player in the top 20 for the division. Also, the second team head coach will ordinarily have a Protected Player in the top 30 for the division.

4.4.3. The head coach of each team may select up to three assistant coaches. The list of assistant coaches must be submitted to the Division's Commissioner for approval. Any assistant coach that did not coach a team at AAI during the current year will be required to submit and pass a background check before being allowed to coach.

4.4.4. Each tournament team coach represents AAI and the Aledo community. As a representative, each coach's conduct should be above reproach. Each tournament team coach will be asked to sign an affidavit acknowledging their responsibilities and the time frame for their tournament play before being approved by the Board of Directors.

4.4.5. Each tournament team coach will be required to complete an affidavit listing players' names, addresses, league team name etc., as well as the names of the field manager, coach, and business manager. The Division's Commissioner will provide each coach with the form to be completed. The completed affidavit should be taken to all pre-tournament meetings and tournament games.

4.5. FIELD USE

4.5.1. AAI fields and batting cages will be available for practice use by AAI All-Star teams. The Division's Commissioner will work with the head coaches to determine a practice schedule.

4.5.2. During the summer, fields are for use by AAI All-Star teams only. AAI All-Star teams may not scrimmage or practice with non-AAI All-Star teams on fields or in batting cages without prior approval from the Board of Directors.

4.6. TEAM FUNDING

4.6.1. Each tournament team is responsible for expenses regarding uniforms, tournament approved baseballs and tournament fees, with the exception of the team's registration fee for USSSA baseball or PONY Softball National tournaments (paid by the League).

4.6.1.1 Coaches will be provided a copy of approved uniforms for tournament play and they are responsible for sizing and submitting uniform orders.

4.6.2. These costs and expenses may be funded through sponsorships and donations from individuals and businesses. Coaches and team members are free to solicit sponsors who conform to USSSA Baseball or PONY Softball sponsor guidelines. League Regulation 9 of the PONY Softball rulebook specifies, "Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth. Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program." This regulation will apply to all softball AND baseball All-Star tournament teams.

4.6.3. Sponsorships and donations should be made payable directly to Aledo Athletics, Inc. and labeled with the name of the appropriate All-Star team. AAI will then reimburse legitimate team expenses to the head coach, up to the amount of sponsorships and donations collected by the team. AAI will not issue refunds of unused All-Star funds.

4.7. ALL-STAR BALLOT LETTER & INSTRUCTIONS FOR COACHES

Coaches, it is time to start to finalize your selection for the All-Star team. You are to select and rank thirty players, in descending order from the one you think is the most deserving. Coaches cannot vote for players on their own team. The players will be assigned points, based upon your

rankings. For example, Player one that you select will receive 30 points, player two - 29 points, player three - 28 points... player thirty - 1 point. You will return your ballot to your Division's Commissioner, who will tally the ballots.

The top thirty players receiving votes will be discussed at a round table coaches meeting. Consensus for the top twenty players, not their rank order, will be reached at this meeting. This is your opportunity to ensure the top twenty players are identified for All-Star competition.

Each coach will then complete a ballot to determine the rank order of only these thirty players. Your Commissioner will tally the ballots, and the top nine players will be selected to the first All Star team. The first team All-Star head coach will then select additional players from the list of thirty to complete the first team roster. The first team All-Star coach will then inform the Division's Commissioner of all players who accepted and declined an offer to play. If a player declines an invitation to play on an All-Star team or removes himself or herself from the voting process at any time, will NOT be allowed to play on another AAI All-Star team. The remaining players on the list of thirty will be available to the second All-Star team. That coach will then inform the Division's Commissioner of all players who accepted and declined an offer to play. If a player declines an invitation to play on an All-Star team or removes himself or herself for the voting process at any time, will NOT be allowed to play on another AAI All-Star team.

If you have any questions about the All-Star voting process, please contact your Commissioner. Your official ballot should be returned to your Commissioner by the date requested. Any ballots received after that date will not be counted. Incomplete ballots will not be counted. In order to offset the effect of missing or incomplete ballots, the average score of each player not from a team with a missing or incomplete ballot will be added to that player's total score for each missing or incomplete ballot.

Thanks for your cooperation.

Aledo Athletics, Inc.
Board of Directors