

PONY-BABE RUTH LEAGUE RULES
PWYA & SPYBA

The Plover-Whiting Pony and Babe Ruth Leagues will operate in accordance with the official WIAA High School Rules. Except that the bat length and weight ratio rule is waived for the Pony League. The following rules and policies represent a re-statement of some of these basic rules, as well as differences or additions that will also apply to the operation of the Leagues and/or the games.

1. PRE-GAME PRACTICE RULES

- A. The home team gets the first base dugout and the diamond for pre-game practice from 5:00-5:30 P.M. The visitors will have the third base dugout and will warm up from 5:30-6:00 P.M. Batting tunnel/cage use times are just reverse. When Plover vs. Point games are played at Soik Field the Plover team will take the 3rd base dugout, regardless of home or away status. (i.e. the visitors will have the cage from 5:00-5:30 P.M. and the home team from 5:30-6:00 P.M.). In the case of a double-header game, no new innings shall begin after 1 hour and 50 minutes after the start of the second game (i.e., if the second game starts at 8:15 P.M. no new inning shall begin after 10:05 P.M.). NOTE: There is no time limit for the championship game in the league playoff.
- B. Both teams are responsible for putting out and returning of the bases and umpire equipment to the boxes (or the storage building after the second game at Memorial or Soik). Both teams are also responsible for putting the tarps around home plate and the pitcher's mound at Memorial and Woyak after the last game. Both teams are also responsible for raking the pitcher's mound and home plate (prior to tarping) after the last game.
- C. The opening game should begin on time. An Umpires/Managers meeting and rules discussion should occur behind home plate 5 minutes before the scheduled start time.

2. PLAYING FIELD CONDITIONS AND SUSPENDED GAMES

- A. In the event of bad weather and possible unplayable field conditions, the managers of the two teams scheduled to play the first game shall reach a mutually agreeable decision to cancel play for the evening. The home team manager shall contact the League Coordinator who shall inform the other coaches and the umpire coordinator of the cancelled game. The game is not officially cancelled unless and until BOTH coaches agree not to reschedule it.
- B. Once play has begun on a particular evening, in the event of rain, severe lighting, high winds, or unplayable field conditions, a mutually agreeable decision shall be reached between the Umpire-in-Chief and the two coaches as whether to continue or suspend play. Such a decision shall be made within fifteen (15) minutes of the advent of such conditions. Completion of five (5) full innings constitutes a complete game, four and one-half (4 ½) if you are the home team.

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- C. Lightning** – Once Lightning is observed or Thunder is heard, and a flash to bang count of less than 30 seconds has been noted, the game must be suspended. Once play has been suspended play cannot be resumed unless 30 minutes have elapsed without lightning. (In this case 30 minutes since last note of lightning and thunder being within 30 seconds of each other. Sky to ground strikes, or “bolts” of lightning visible in the skyline will be considered imminent threats and will result in game suspension or continued suspension.) There are instances where lightning “flashes” may be observed (sometimes referred to as “heat lightning”) where the distance is so far away that an accurate flash to bang count cannot be established or far exceeds 30 seconds. In these cases the umpire and/or the overall league coordinator may continue or resume play using the flash to bang method as guidance. Any resumption of play must be approved by the League coordinator or Overall Coordinator.
- ** - National Lightning Safety Institute recommends using the “flash to bang” method of measuring lightning distance. Using this method one counts the seconds from seeing a stroke of lightning to hearing the thunder. For each 5 second count, lightning is 1 mile away. (At 25 seconds, the strike is 5 miles away, 20 seconds, the strike is 4 miles away). At a count of 15 seconds (3 miles) there is imminent danger, and immediate defensive action should be taken. (Note: PWYA may not have the room to provide “Safe shelter” to all participants.) All participants must clear the area and seek safe shelter. Safe structures include completely enclosed buildings, or a fully closed metal vehicle with windows tightly closed. (Note: Press boxes and dugouts are not considered safe shelters and should be evacuated)
- D. In the event a game is suspended prior to completion of five (5) full innings, the game will be resumed at the point of suspension, including balls, strikes and outs. In the event a player is absent from the initial game, he shall be allowed to play in the continuation game, but must be inserted in the last batting position in the order. In the event a player is absent from the continuation game, **he will be dropped from the line-up and no out shall be counted.**
- E. Suspended or cancelled games must be rescheduled within 24 hours of the suspended or cancelled game. The coach of the home team must notify the League Coordinator of the choice date, after consulting within the visiting team coach. If the coaches do not reschedule within 24 hours, the coordinator will reschedule the game. Failure to play the game will result in a forfeit.
- F. If inclement weather, field conditions, etc. interfere with play so the game is called (ended) by the umpire, it is a complete game if five (5) full innings have been played, or if the home team has scored a greater number of runs in four and a fraction times at bat than the visiting team has scored in five times at bat. In the event that more than five (5) full innings have been played, the final score will be the score at the end of the last full inning completed.

- G. Any rescheduling must be approved by the League Coordinator.
- H. In the event of a tie game upon completion of the last full inning that ends at or exceeds the 1 hour and 50 minute time limit (Injury time is to be made up): 1 more partial inning will be played to determine the outcome. The inning begins with one out and the last batter to finish the previous inning will be put on 2nd base. Regular play continues and a win, loss or tie is determined. This rule applies for all games including Playoff games. Does not apply for the Championship game.

3. PLAYERS NEEDED TO START AND PLAY A GAME

- A. Seven (7) players must start and be on the field at all times to conduct a game. Any teams with less than seven (7) players available to play at the scheduled start of the game shall forfeit the game. A scrimmage game should be played with the players available or players from the other team. The 7 players needed to start a game must be on the official roster of that team. Rosters will be exchanged at the start of the regular season. **The object is for the boys to play a game.**
- B. Any player reporting to a game after six (6) outs, or one (1) complete inning, may not play in the game. The second inning does not officially start until the pitcher throws the first pitch. **This rule does not apply if the player is late due to a school function.** This rule may be waived at the discretion of both managers, and the reasons for the waiver shall be reported to the League Coordinator.
- C. When a team has only seven (7) players to begin a game, the first player reporting is to play the remainder of the game, regardless of policy “3B” above. **The Pony League (13 year olds) and Babe Ruth League (14 & 15 year olds) will utilize nine (9) players on the field, normal infield positions and three (3) outfielders.**
- D. In the Pony league, no outfielder may take an initial pickoff throw at any base from the pitcher.

4. PLAYING TIME AND RE-ENTRY RULE

- A. The league will operate with a CONTINUOUS BATTING ORDER whereby all players on the lineup sheet bat in the order that their name appears on the lineup sheet (not just the 9 on the field) Players showing up late for the game shall be added to the end of the batting order. ***If a player is injured during a game or is unable to finish, the team will not be charged with an out when that player’s turn comes up in the line-up; you will simply skip over that spot.***
- B. Every player in the lineup for a particular game shall play a minimum of four (4) innings in each game. In the event that a game is shortened to less than seven (7) innings because of the ten (10) run rule, this policy is waived.
- C. A pitcher having thrown a minimum of one (1) pitch shall not return as a pitcher in that game (i.e., once a pitcher leaves the mound as pitcher, he cannot pitch again in that game). Any player may re-enter a game in any position except pitcher.
- D. Rules “4A” AND “4b” may be waived if a particular player is being disciplined by the manager. Any disciplinary action taken by a manager MUST be reported to the League Coordinator.

5. TEN RUN RULE

- A. A game shall be considered over if after five (5) complete innings the visiting team is ahead by ten (10) runs **or** the home team is ahead by ten (10) runs after four and one-half (4 ½) innings. **The run rule does not apply to the Championship game.**

6. PITCHING RULES

- A. A Babe Ruth (14/15 year old) pitcher can pitch a maximum of **three (3)** innings per game in regular season. A maximum of **four (4) innings** during the playoffs. A Pony League (13-year-old) pitcher can pitch a maximum of **three (3)** innings per game in regular season. A maximum of **four (4)** innings during the playoffs. One pitch constitutes an inning pitched.
- B. Balks are called in both the Pony and Babe Ruth leagues (see special preseason rules for Pony League as Item "13").
- C. Managers or coaches are allowed one (1) trip to the mound each inning. A second trip in the same inning shall require the removal of the pitcher. A pitcher walking towards the baseline to discuss play with the manager/coaches shall be counted as a trip to the mound.
- D. Only five (5) warm-up pitches will be allowed between innings unless in the umpire's judgment, it is necessary to increase pitches to prevent injury.
- E. Pitchers must run for themselves unless they are a new pitcher entering the game the next inning so they can warm-up.
- F. A minimum of 4 innings (or 3 ½ if home team is ahead at 1 hour 50 minute mark) must be played even if beyond time limit.

7. SPORTSMANSHIP RULES

- A. Umpires have been directed to insure a game that is fun and promotes good sportsmanship. To promote these goals, the umpires HAVE DISCRETION to remove a player or coach from a game for any of (but not limited to) the following reasons:
- Deliberately and maliciously throws a bat, helmet, or other object.
 - Exhibits behavior that is not in the spirit of fair play and good sportsmanship. Especially if he has been previously warned about his behavior (including contesting called balls & strikes).
 - Maliciously runs into a fielder or other player.
 - The use of bad, profane or objectionable language while on the field or in the dugout.
- B. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
- C. No alcohol or tobacco products shall be consumed in the dugouts or on the field during play by players, managers or coaches.
- D. Any coach, assistant coach, parent or player who is listed on the umpire evaluation form for inappropriate behavior concerning the game will be contacted by the League Coordinator and/or by the Overall Boys Coordinator to discuss possible actions (i.e., including the possibility of suspensions and/or expulsions).

- E. **In the event any PWYA Coach is ejected from any game at any venue he/she must report the incident to their Over All Coordinator within 24 hours. Failure to do so will result in disciplinary action up to and including termination of Coaching privileges.**

8. UNIFORMS AND EQUIPMENT

- A. League uniforms shall not be worn except for games and League approved functions. Caps may be worn at any time and are required during play. League supplied uniforms shall be worn by players and shirts MUST be tucked in at all times during play.
- B. Players and their parents are responsible for keeping uniforms clean and in reasonable repair. Normal wear is expected, however, holes should be repaired to insure that the uniforms are usable for as long as reasonably possible. Parents are asked not to make major alterations to the uniforms and to follow the washing instructions when cleaning their son's uniform.
- C. Equipment is the property of the league and should only be used for practices, games and League approved functions. At the end of the season, the uniforms and equipment shall be turned into the League Coordinator by the date requested. Managers shall encourage players to use only equipment supplied by the League to insure legal and safe equipment for the players. Any non-league equipment to be utilized for game play shall be checked by the home plate umpire prior to the start of the game.
- D. Face mask, with protective throat guard, shall be worn by all catchers.
- E. Metal spikes will be allowed in both Pony and Babe Ruth Leagues.
- F. **NO metal** jewelry may be worn or be on the players person during the game (i.e., chains, watches, earrings etc.) with the exception of medical alert or religious jewelry, and this **MUST** be taped to the players body.
- G. **BABE RUTH LEAGUE** – A -3 bat weight differential is enforced. Beginning January 1, 2012, all bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be labeled as approved tamper evident, and be marked as to being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal.

9. PROTESTS

- A. No protests are allowed – the umpire's decision is final. The umpire shall be treated with respect.
- B. Common sense and communications will be expected in the case of a conflict in rulings. The league encourages **BOTH** coaches and the umpire-in-chief to discuss the rulings and decide on a mutually agreeable solution.

- C. No rulebook can completely cover every situation that may occur in a game or over the course of a season. Coaches are expected to meet any unexpected situation with common sense and with cooperation for the good of the program in mind. The Board of Directors reserves the right to make rulings or interpretations on rules covered in the official rulebook, or our additions to those rules. Coaches will be expected to abide by and accept those interpretations. Failure to do so may result in the Board taking disciplinary action. It is not always the strict letter of the rule that may settle a dispute, but the intent of the rule must also be considered, and the effect the rule violation has on the outcome of the game.

10. BASE RUNNING AWARDS

- A. TWO BASES are awarded if a fair ball becomes dead because of bouncing over or passing through a fence, or if a live thrown ball goes into a stand for spectators, dugout, or over, through or lodges in a fence provided it is not thrown by a pitcher FROM HIS PITCHING RUBBER.
- B. ONE BASE is awarded if a pitcher or any throw by the pitcher FROM HIS PITCHING POSITION ON HIS PITCHING RUBBER goes to a stand or dugout, or over, through or lodges in a fence or umpire's equipment.

11. INFIELD PLAY

- A. The infield fly is a fair fly ball, with less than two (2) outs and runners on 1st and 2nd or bases loaded. The ball must be catchable by an infielder, including the pitcher or catcher with ordinary effort. This rule does not include line drives or attempted bunts. Runners may advance at their own risk after the batted ball is caught by a fielder or hits the ground. If a declared infield fly Bounces foul before passing 1st or 3rd base, the ball is foul and there is no out.

12. MISCELLANEOUS RULES AND POLICIES

- A. All players and substitutes shall be in the dugout unless participating in the game or preparing to enter the game.
- B. Any umpire's decision which involves JUDGMENT is final and non-appealable. Judgment calls include whether a hit is fair or foul, whether a pitch is a ball or a strike or whether a runner is out or safe. If there is reasonable doubt about a decision being IN CONFLICT with the rules, the manager may request that a correct ruling be made. The umpire making the decision may ask for information from another umpire before making the final decision, however, no umpire shall criticize or interfere with another umpire's decision UNLESS ASKED BY THE UMPIRE MAKING THE CALL.
- C. A batter-runner who reaches first base safely and then over-runs or over-slides may immediately return without being put out, provided he does not attempt or fake an advance to second base. This privilege of return does not apply to a base on balls.

- D. Any runner is out when he does not slide or attempt to avoid contact with a fielder WHO HAS THE BALL AND IS WAITING TO MAKE A TAG, OR IF HE MALICIOUSLY RUNS INTO A FIELDER (UMPIRE DISCRETION). A catcher shall not block the baseline or access to home plate unless he has the ball in his possession and is waiting to make a tag on the runner. In no case shall the catcher initiate contact with the runner, nor a runner with the catcher. Violation of these rules will result in the run scoring or not scoring, depending on the situation, along with possible dismissal from the game if contact is initiated with malicious intent. Calls under this rule are considered judgment calls by the umpire and are not appealable.
- E. Fielders shall not fake a tag on a runner. A fielder who fakes a tag is considered an obstruction and the runner shall be awarded the base attempted plus one (1) base.
- F. There are no designated/pinch hitters allowed. A continuous batting order will be used.
- G. A runner is out for failure to touch the base (advancing or returning) or failure to tag up after a fly ball out. This is a delayed penalty called by the umpire after all playing action has ended.
- H. A substitute runner will be required in league play for the catcher when he is on base with two (2) outs. The substitute runner will be the player to make the last out.
- I. The winning team will file the game report with the League **Coordinator** no later than 5:00 P.M. the day following the game.
- J. Pony League only – there will be infield and/or outfield practice allowed (throwing the ball around while the pitcher is warming up) after the first inning. This rule will stay in effect unless it slows down the speed of the game.
- K. All tournament team players must participate in 75% of their scheduled league games prior to July 1st to be eligible to play in any remaining tournament games. (Participate means a minimum of 4 innings in a 7 inning game).
- L. Pony-Babe Ruth 1st and 2nd place trophies will be awarded and 3rd and 4th medals.

13. PONY LEAGUE PRESEASON RULES

A series of preseason games will be played as scheduled by the League Coordinator. All games will be played under the regular season rules with the following exceptions:

1. Coaches will be allowed discretion to call a time-out to explain a new rule or situation (different from the 11/12 league rules). However, it is of utmost importance to keep the flow of the game going. If the coaches are abusing this privilege it is within the umpire's power to not allow excessive use of these time-outs. All of the new rules should have been explained to the players during the practices. These time-outs are to be used sparingly and only to explain a new situation (i.e., balks, leading off, running to first on a dropped 3rd strike etc.).
2. PITCHING: All rule violations will be called including balks. Each team will be allowed one (1) warning per pitcher for a balk. The coach and/or umpire will be allowed to call a time-out (not considered a trip to the mound in this case) and instruct the pitcher on what he did wrong and how it should be done correctly. From that point on, if the pitcher balks on the same rule violation, it will be called a balk and the base will be awarded to the runner(s). This exception will be in effect from the scheduled game thru the end of June; thereafter the normal balk rule will apply.

JUST A REMINDER: Warm-up pitches between innings are limited to five (5) pitches, unless the umpire's judgment it is necessary to increase the number of warm-up pitches to prevent an injury.

This rule is to be used throughout the entire season and is intended to speed up the play of the game.

2013 PONY/BABE RUTH LEAGUE PROCEDURES

ASSIGNMENT OF COACHES

Returning coaches from previous year will have first priority of the same team in Babe Ruth.

Head coaches from 11/12 leagues will be given first priority for Pony League. Head coaches from Pony League will be given second priority for Babe Ruth League.

Assistant coaches from last years 11/12 leagues will be given second priority for Pony League. Assistant coaches from last years Pony League will be given third priority for Babe Ruth League.

New coaches will be given fourth priority.

The emphasis will be to balance the coaching positions (at the Babe Ruth League) between the two ages groups to avoid high turnover at any one age group.

ASSIGNMENT OF TEAMS

Coaches will be assigned to open teams after discussion with the coaches. If an agreement of teams cannot be reached then coaches will be assigned by the League Coordinator based upon a blind draft of available teams as follows:

- A blind draw will be conducted prior to the upcoming seasons player draft.
- Coaches will draw numbers out of a hat to establish their picking number. This draw will be done alphabetically according to the coach's last name.
- The names of the open teams will then be placed in a hat for the second draw. Coaches will pick in the numerical order that had been established through the draw.

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PONY LEAGUE & BABE RUTH DRAFT ORDER

The Babe Ruth League will completely re-draft the entire league every year, including the 15 year olds.

The draft order (for both leagues) will be assigned by the League Coordinator based upon a blind draw as follows:

- A blind draw will be conducted prior to the upcoming seasons player draft.
- Coaches will draw numbers out of a hat to establish their picking number. This first draw will be done alphabetically according to the coach's last name.

DRAFT PROCEDURES

The draft will begin by using the previous determined drafting order. The draft order will reverse at the end of each round. Drafting will continue until all players are selected.

The Babe Ruth draft will first draft the 15 year olds until each team has an equal number of 15 year olds on each team. Once all teams are balanced with an equal number of 15 year olds for each team, the remaining 15 year olds will go into a general draft. Draft order for the 14 year olds will be the same as determined above except the 14 year old draft order will be reversed from the start of the 15 year old portion of the draft.

The draft will continue for three (3) rounds, reversing the order at the end of each round. At the conclusion of three (3) rounds a balancing round will be held using the original predetermined order. (Placement of the balancing round will be flexible from year to year). After the balancing round, succeeding rounds will be held, continuing where round three concluded.

In the final round of the draft, the remaining teams will each choose a number out of the hat for their drafting position for the final round. Choosing this number will be done in the predetermined drafting order established by the League Coordinator. This will be the order for the lottery round and any late additions allowed to join the league.

LEAGUE SCHEDULE

The Pony League and the Babe Ruth League will operate on a prescribed schedule organized by the League Coordinator and approved by the Board of Directors.

The Pony League will start the season with a series of "practice games". These games will be played in uniform, with umpires, and with scores kept. However, these games will not count as regular season games and will not be reflected in the final standing at the end of the season. These games are designed to familiarize both the players and the coaches with the new rules of play (i.e., balks, stealing & leading off etc.). This practice game schedule will be organized by the League Coordinator and approved by the Board of Directors.

An attempt will be made to play each schedule game. Any rainouts will be rescheduled according to league rules.

LEAGUE TOURNAMENT

At the conclusion of regular season play, all of the regular season teams will be eligible to play in the championship series. The tournament schedule will be determined by the League Coordinator and approved by the Board of Directors.

If a bye is scheduled: The best record will receive the bye. In the event of a tie for the best record, the team that had the best record in head-to-head competition gets the bye. If this criteria results in no decision, drawing cards will determine the team that will receive the bye (high card is the winner). The remaining teams will then enter the play-off format in which the teams are seeded by record. The balance of the play-offs will be formatted as a regular, single elimination tournament.

In all play-off games and championship games the team with the best season record will be the home team. In the semi-final and championship games, the time limit rule will be waived.

There will be a 3rd place game in the Pony and Babe Ruth Leagues. This game is played immediately prior to the championship game. It will have a time limit.

PLAYERS ON JUNIOR LEGION

15 year old players that also play with the Junior Legion team (Plover) will have available up to 4 excused absences of league play to participate in Junior Legion games providing the league has enough players to play that game. Rescheduled rainouts are not included. League play-off games, **Plover vs. Plover league games** and traveling team's play will take priority over Junior

Legion. Each 15 year old will confirm dates that he will miss with his coach and League Coordinator. Any problems will be reported to League Coordinator.

ALL-STAR SELECTION

There will be no All-Star teams for either the Pony League or the Babe Ruth League.

TOURNAMENT TEAM OBJECTIVES

The purpose of the tournament team is to provide our players with a competitive experience that will enable them to grow as young men and further develop their skills as baseball players.

The Board of Directors fully supports the formation of tournament teams based on the concept that the team can perform on a competitive level with its opponents. There will be two (2) tournament teams from the Pony League and **at least** two (2) tournament teams from the Babe Ruth League (**at a minimum** from the Babe Ruth League there

will be one (1) 14-year-old tournament and one (1) 15-year-old tournament team). Any more traveling teams will need approval of the Board of Directors.

To remain consistent from year to year, the Board of Directors has stipulated the maximum number of tournaments that each age group may participate in as follows:

- 8's no more than 4 (4) tournaments
- 9/10 no more than five (5) tournaments
- 11/12 no more than five (5) tournaments
- 13 (Pony League) no more than 6 tournaments.
- 14/15 (Babe Ruth) no more than 6 tournaments.

TOURNAMENT TEAM COACHES SELECTION

It will be the responsibility of the League Coordinators to determine coaching interest in each age division. The League Coordinator will attempt to construct coaching staffs from among interested coaches. If unable to satisfactorily do so, the Board of Directors Executive Committee and the League Coordinator will be utilized. League Coordinator will have first option to coach a team.

TOURNAMENT TEAM PLAYER SELECTION

It is philosophy of the Board of Directors to field the best possible teams to represent our program and community. We will attempt, to the best of our abilities to select our best players for tournament teams.

The pool of players from the teams will be evaluated within their respective age group. **An open try-out will be held with evaluators made up of Board, league and non-PWYA personnel as approved by the overall boys and league coordinator(s).** Players will then be selected for the tournament team and will be notified of their selection by the respective tournament team coach.

Immediately after the tryouts, the tournament team coaches and the League Coordinator will meet to select the tournament team players. Only players selected will be notified of their status within 24 hours by their respective tournament team head coach. The date of the tryout will be as early in the season as possible to allow ample time for tournament team practices. Consistently **this** has been Memorial Day afternoon.

Players selected to the tournament team must be willing to commit to playing in all the tournaments that the team enters (only 1 excused absence will be allowed (for family vacations). It is not fair to the other players on the tournament team, the coaches, or to players that may have been selected to allow for more than 1 missed tournament.

As traveling is a privilege, it is expected that players commit equally to their league team as well as their travel team. Unexcused absences resulting in less than 75% of league games played can result in removal from the traveling team.

If a travel team has a need to add a player or players during the travel season, this may only be done with approval of the League Coordinator and Executive Committee of the PWYA Board.

Traveling team rosters may not be changed for any reason without the prior consent of the PWYA Executive board. This includes the addition of any replacement players needed to field a team. Violation of this policy may result in disciplinary action up to and including termination of Coaching privileges.

PWYA expects all potential members of the travel teams to attend the tryouts. Only PWYA Executive Board and League Coordinator approved excuses will allow player selection if unable to make tryout.

There will be a minimum of 12 players selected to each of the tournament teams. Upon consultation with the League Coordinator, a tournament team may be allowed to increase the roster beyond 12 players.

The final decision of tournament team selection rests with the respective tournament team coaches and the League Coordinator.

**MODIFICATION TO ANY OF THE ABOVE RULES AND/OR PROCEDURES
WILL ONLY BE ALLOWED BASED UPON BOARD OF DIRECTORS APPROVAL.**

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