

TOLUCA BASEBALL RULES

SPRING 2025 changes noted in red.

1.0 Clarification of Rules

- 1.0.1 The rules of Toluca Baseball govern all games played between teams in this league. Any situation not covered specifically in these local rules is governed by PONY Baseball Rules. Any situation not dealt with in either place is governed by the rules of Major League Baseball. Local rules are set by the board of directors and interpreted by either the appropriate division commissioner, Vice President of Baseball Operations, or the executive committee.
- 1.0.2 During the course of a season, if necessary, rules may be amended by the board of directors at the request of the division commissioner.

1.1 Eligibility

- 1.1.1 Eligibility to participate in Toluca's baseball spring and fall seasons is open to any child whose age falls into the divisions offered as prescribed by PONY baseball. No child shall be discriminated against due to gender, race, ethnicity, religion, country of origin, disability or economic background.
- 1.1.2 The Executive Committee may allow players with physical and/or mental challenges to play down to a lower division in order to prevent such player from being harmed.

1.2 Rosters

- 1.2.1 Each team shall have a maximum of twelve (12) players, when possible.
- 1.2.2 Rosters will be established by a draft. (See Section 4 for draft procedure details).

1.3 Volunteers

- 1.3.1 All volunteers serving on the board of directors and/or coming into contact with Toluca players on its fields shall undergo a background check determined by the board of directors.
- 1.3.2 Volunteers with criminal convictions involving violence or abuse of minors are not eligible to volunteer in this league.
- 1.3.3 The executive committee reserves the right to prohibit prospective volunteers who are determined to pose a threat to public safety or the public's general enjoyment of this league.
- 1.3.4 All managers must be approved to manage teams prior to each season by the executive committee.
- 1.3.5 All members of the coaching staff must be approved by the division's commissioner.

1.4 Sportsmanship

- 1.4.1 Codes of Conduct: All coaches, players and parents are expected to behave in responsible and sportsmanlike manners at all times and are required to sign codes of conduct before each season. (See Section 6 for details).
- 1.4.2 Disputes: To avoid unnecessary escalation of disputes, coaches and parents are encouraged to ask

division commissioners, or another person of authority at Toluca Baseball, to address such situations at a later time as opposed to gamedays.

- 1.4.3** Interactions: If conversations between coaches are necessary during games, such communications should be facilitated by the umpires, preferably between innings.

1.5 Discipline

- 1.5.1** Incidents of unsportsmanlike conduct of players must be reported by coaches to division commissioners or the board of directors within 48 hours.
- 1.5.2** A discipline committee, consisting of board members, shall review such incidents—including game ejections and written complaints from coaches, parents and umpires—within 48 hours of receiving reports of incidents.
- 1.5.3** The discipline committee shall consider disciplinary action and take appropriate steps to ensure public safety if necessary.

1.6 Access to Facilities & Equipment

- 1.6.1** Full access to Toluca's facilities is reserved for authorized volunteers and vendors for maintenance purposes only. Use of facilities for personal purposes or professional gains is prohibited.
- 1.6.2** Access to baseball fields is limited to teams with scheduled games and practices, including the players and members of each team's board approved coaching staffs.
- 1.6.3** Non-authorized personnel including minors who are not registered in the league and adults who have not undergone a background check by the league are not permitted on the fields and, therefore, subject to disciplinary action. Temporary visitors, such as professional instructors, must be approved by either the travel commissioner for travel teams or the Vice President of Baseball Operations beforehand. Adults who are assisting with field preparation before games and practices or breakdown after games and practices are permitted on the field under supervision of a team's coaching staff.
- 1.6.4** Snack stands shall be accessed by approved volunteers for purposes associated with Toluca Baseball as opposed to personal benefit. Minors under 14 must be supervised from nearby by a responsible adult.
- 1.6.5** Misuse of fields or equipment is subject to disciplinary action.
- 1.6.6** No shelled nuts, seeds or gum will be allowed on the fields (including in the dugouts). No seeds or gum will be sold at Toluca snack stands.

1.7 Public Safety

- 1.7.1** All participants and spectators involved with Toluca Baseball are expected to use the parks, which are publicly owned by the City of Los Angeles, in a safe, responsible and considerate way and must adhere to the city's ordinances on alcohol, tobacco, E-cigarettes, speed limits, and parking regulations.
- 1.7.2** Baseball related activities, such as pregame warm-ups, must be supervised by coaches and occur away from bleachers, play areas, parking lots, walking paths and other sections of the parks where people are present.

1.8 Uniforms & Player Equipment

- 1.8.1** All players and coaches must be in proper league issued uniforms and caps for games without alteration with the exception of last or first names in block letters across the back above the uniform number.
- 1.8.2** All boys must wear protective cups for the duration of each game with the exception of Shetland division.
- 1.8.3** All batters and base runners must wear helmets that cover the ears.
 - 1.8.3.1** In Shetland and Pinto divisions, all batters and baserunners must wear helmets that include facemasks.
- 1.8.4** Players playing the position of catcher are required to wear proper protective equipment including a mask chest protector, shin guards, and headgear which gives protection to the top of the head and both ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- 1.8.5** Metal cleats are not allowed in any division.
- 1.8.6** Barrel size limits shall not exceed 2 5/8" for all divisions. Bats must be stamped with USA certification.
USSSA BATS ARE ILLEGAL AND NO LONGER ALLOWED AT TOLUCA BASEBALL

1.9 Scoring & Standings

- 1.9.1** Official scoring of games and standings occurs only in the spring season.
- 1.9.2** Except in Shetland division, each team shall designate their own official scorekeeper prior to the start of the game. In the event of a discrepancy between scorekeepers, the home team's scorekeeper's record shall be considered the official record of the game subject to review by the division commissioner if a scoring dispute affects the final score of the game.
- 1.9.3** In all divisions where score is kept and in all seasons when standings are kept, points are assigned as follows:
 - a. A win equals two (2) points.
 - b. A tie equals one (1) point.
 - c. A loss equals zero (0) points.
- 1.9.4** Each team's point total shall be divided by the team's total number of games played to determine the team's winning percentage.
- 1.9.5** All ties in the standings between teams in each division will be determined using the following tie breakers in the order they are listed below
 - a. First - Head to head results;
 - b. Second - Number of wins (does not include ties);
 - c. Third – Runs allowed.
 - d. Fourth - Coin toss.

2.0 Games Rules Common to All Divisions

- 2.1** Minimum Players: A minimum of eight (8) players present at the scheduled game time is necessary for a team to play. If only eight (8) players are playing, the ninth spot in the batting order shall constitute an

automatic out only on the first occurrence. Seven (7) players or less in attendance at the scheduled game time shall constitute a forfeit. However, the game shall be played as a practice game. (This rule does not apply to Shetland)

2.1.1 To avoid forfeits a manager may request a replacement player/players if the team's roster falls below eight. A manager may also request a replacement player should their roster fall below nine in order to field a complete team. This can apply for all regular season games but does not apply for the playoffs. Requests must be in no later than midnight the night before a game.

2.1.2 Per the rule above, the division commissioner will name an eligible replacement player who was drafted in the round averaged by the players who are unable to play in the upcoming game.

2.1.3 Replacement players are not eligible to pitch and must bat last in the lineup.

2.2 Loss of Player: The loss of a player during a game due to injury, illness or any other reason, shall result in an automatic out only on the first occurrence of that player's turn at bat. If the player leaves the game prior to having an at bat, no automatic out will be imposed. (This rule does apply to Shetland).

2.2.1 A player arriving to a game after the lineups have been exchanged will not be penalized but will be added to the end of the batting order. Previous innings, based upon the first pitch by a team member for any defensive inning, will not count toward the late arriving player's sit out inning on defense.

2.3 Everyone Bats: Bat-a-round is in effect in all divisions. Bat-a-round is defined as putting the entire roster into the batting order and batting accordingly, from the first at bat to the last.

2.4 Everyone Plays: In all divisions, in any one game, no player shall sit out for a second time (inning) until every player on their team has sat out for one full inning. Further, no player shall sit out a third time (inning) until every player on their team has sat out for two full innings.

2.4.1 Before each game managers shall exchange their inning by inning sitting order. Any changes made mid-game must be brought to the attention of the opposing manager.

2.4.2 The Manager shall be responsible for ensuring that this rule is enforced. Failure to comply with the above "Minimum Play Rule" will result in the forfeiture of the game and suspension of the offending manager for one game. Flagrant abuse of this "Minimum Play Rule" shall be brought to the attention of the Disciplinary Committee for action.

2.4.3 Notwithstanding any other rule, a manager may bench a player for any number of innings the manager deems necessary to address a disciplinary issue with that player. Any manager who benches a player must notify the umpire and the manager of the opposing team at the time he imposes the discipline. If a manager benches a player and that player's turn at bat comes up, the manager can elect to have the player re-enter the game to bat or take an out for each at bat the benched player misses. Upon any such action by a manager, that manager must notify the division Commissioner in advance or as soon as reasonably possible. Failure to make such notification may subject the offending manager to disciplinary action.

2.5 Coaches on field (offense): A team shall not be allowed more than four coaches collectively on the field and/or in the dugout during any game. When a team is at bat, a maximum of two coaches are allowed on the field. The coaches must be stationed in the first base and third base coaching boxes.

2.6 Coaches on field (defense): When a team is on defense, no more than two coaches are allowed

immediately in front of their team's dugout. All other coaches must remain in the dugout (except for coach pitch situations in Shetland and Pinto divisions).

2.6.1 If a coach is in violation of any of Rules 2.5 or 2.6, the umpire shall stop the game until the coach is in compliance. The umpire maintains discretion to eject a coach for continued noncompliance, and such behavior is subject to further discipline by the league.

2.7 Prior to each game, the following rules apply:

2.7.1 Field preparation: Volunteers from both teams scheduled to play the next game are responsible for preparing the field including installing bases to proper distances, painting foul lines and batter's box, and turning on the scoreboard. Continued violation of this rule may result in suspension of the offending team's manager. Volunteers who have not been background checked may help with field preparation so long as they are being supervised by a certified coach.

2.7.2 Field Breakdown: Volunteers from both teams that have played the last game of the day are responsible for cleaning up the field and ensuring that all equipment is properly stored and locked. Continued violation of this rule may result in suspension of the offending team's manager. Volunteers who have not been background checked may help with field preparation so long as they are being supervised by a certified coach.

2.7.3 Lineups: Lineups for each team must be presented to the opposing manager prior to the first pitch with a copy available for the other team's scorekeeper. Lineups must include each player's jersey number and either first or last name in the order they will bat for the game. Continued violation of this rule may result in suspension of the offending team's manager.

2.7.4 Game balls: Each team is responsible for providing one unused baseball, still wrapped, as provided by the league to each team at the beginning of the season.

2.7.5 Lineups for each team must be presented to the opposing manager prior to the first pitch with a copy available for the other team's scorekeeper. Lineups must include each player's jersey number, and either first or last name in the order they will bat for the game and, for the Pinto, Mustang and Bronco divisions, their anticipated defensive positions for the first 4 innings of the game. Managers must inform opposing managers of any changes to Infield positions in the first 4 innings of the game and no changes may be made that would result in a violation Rules 3.2.6.5, 3.3.5 or 3.4.10 regarding Infield requirements.. Continued violation of this rule may result in suspension of the offending team's manager.

2.8 Game Stoppage: Coaches stopping games to discuss judgment calls with umpires is prohibited.

2.9 Amplified noise makers are not permitted during games or practices

2.10 All players using the league's batting cages shall wear protective helmets except for pitchers who are warming up and are not facing batters in the cages.

2.11 Flagrant Collision: When there is a collision between a runner and a fielder whom is clearly in possession of the ball, the umpire shall judge whether the collision was avoidable and whether the runner was attempting to dislodge the ball or simply attempting to reach the base. If the runner is judged to have attempted to intentionally dislodge the ball, the runner shall be called "Out", the ball is dead, and all runners return to their last base touched at the time of the interference. Any player in the judgment of the umpire, flagrantly colliding with any fielder is subject to immediate ejection.

2.12 All games are official after three (3) innings. Example: If the home team is leading after the top of the 3rd is played, and the game is called due to rain, it's a complete game.

2.13 Dropped third strike is ONLY enforced in Bronco Division

2.14 Except in Shetland, each team must track the pitch count of their team and the opposing team.

2.14.1 Any violations of the division's Pitching Rules as described elsewhere within this document must be reported to the division's commissioner. In the event of a discrepancy, managers of both teams must submit the game's pitch count sheet for both teams. Sheets must detail each pitcher's pitch count by inning.

2.14.2 Should the commissioner assess that a manager has violated the pitch count rule – and the league's Disciplinary Committee agrees – the offending team will forfeit the game and relinquish any runs scored. The game will be recorded as a win for the non-offending team. Subsequently, the non-offending team will keep any runs they have scored. If the non-offending team has not scored, then the score will be recorded as 1-0.

3.0 Divisions

3.1 Shetland Division Rules (ages 5-6)

3.1.1 Game length is 75 minutes. Toluca Baseball does not have a "drop dead" rule. No new inning shall begin after seventy-five minutes has elapsed from the actual start time of the game. Once eighty-five (85) minutes has elapsed, the game will end immediately.

3.1.2 An inning is defined as a bat-a-round. The batting order shall be reversed every other inning.

3.1.3 Baseballs for this division must be PONY or league approved "safety" balls.

3.1.4 Standings shall not be kept during the season and game scores shall not be kept.

3.1.5 There shall be no limit on number of defensive players

3.1.6 No player shall be positioned at catcher. There shall be no plays, either tag or force out, within the home plate circle.

3.1.7 Batters and the player in the pitcher's position must wear a protective helmet with a face mask.

3.1.8 No player may play the same infield position for more than two (2) innings per game.
A maximum of three defensive coaches may coach from the outfield. Coaches may rotate their defensive positions during the inning to assure all players have had a chance to play multiple positions.

3.1.9 Pitching is to be done by a machine approved by the board of directors and must be done from the rubber on the pitching mound. One (1) offensive coach shall serve as a pitcher or the operator of the pitching machine, whichever the case may be.

3.1.10 If a batted ball strikes the coach-pitcher (or pitching machine), the ball is dead and the batter is awarded a single. All runners may advance one (1) base.

3.1.11 Each batter shall get three (3) pitches from the coach or pitching machine. If the batter has not put a

ball in play, the batter gets three (3) swings at the ball placed on the batting tee. If, after three (3) pitches from the machine and three (3) swings from the tee, the player is unsuccessful in making contact, the coach may physically assist the batter to put the ball in play from the batting tee. Exception: If the last coach (or machine) pitched ball is a foul tip by the batter, then the batter gets another pitch before using the batting tee.

3.1.12 Bunting is not permitted, and balls put into play that do not travel outside the batter's box shall be counted as foul balls.

3.1.13 A runner may advance only one (1) base at the runner's own risk on any overthrown ball to any base or the pitcher. If the runner does advance one (1) base, the ball will be considered dead and play will be stopped.

3.1.14 The ball is dead when in controlled possession of an infielder who is in the infield area within the baselines. The player in controlled possession of the ball has to request time.

3.1.15 Baserunners at least half of the way in each base path toward the next base may advance to the next base, subject to defensive play being called dead.

3.1.16 There are no tag plays within the home plate circle.

3.1.17 Stealing bases is not permitted, and baserunners shall not leave their bases until contact has been made with the ball by the batter.

3.1.18 OUTS will be enforced at every base starting on the third game of the season. For the first two games, even if a player would have been out under traditional baseball rules, they will be allowed to stay on base. In the third game and for the rest of the season any player ruled out on the bases will return to the dugout. This will not impact every player batting in every inning.

3.2 Pinto Division Rules (Ages 7-8)

3.2.1 The American League shall be comprised of league age seven (7) year-olds and the National League shall be comprised of league age eight (8) year-olds. For Fall Seasons, the Board of Directors may elect to combine the seven (7) and eight (8) year olds and in that event the Pinto Divisions rules for the National League shall be utilized.

3.2.1.1 Bases in the American League shall be 60 feet apart and the pitching distance shall be 40 feet.

3.2.1.2 Bases in the National League shall be 60 feet apart and the pitching distance shall be 40 feet.

3.2.2 Six (6) innings shall constitute a game or 90 minutes on Saturdays and 105 minutes on weekdays. Toluca Baseball does not have a "drop dead" rule. No new inning may begin after time has elapsed from the actual start time of a game. Any inning that begins prior to the time limit being reached must be played to its conclusion unless, while the home team is at bat and has the lead, the time limit is reached. In such case the game is over once the time limit is reached.

3.2.2.1 For fall season or preseason games, the umpire may end each game at any time in order to keep games on schedule.

3.2.3 An inning in Pinto is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted after the conclusion of the third (3rd) inning.

3.2.4 If a game is called for darkness before completion of the current inning, which can only be called at the discretion of the umpire, and the home team is losing and hasn't completed its half of the current inning, the score of the game reverts back to the score at the end of the last completed inning. If the visiting team has completed its half of the inning and the game is tied or the home team is winning the current score will be the final score of the game.

3.2.5 Baserunners

3.2.5.1 Base runners are not permitted to lead off and shall remain in contact with the base until the ball is hit or crosses home plate. If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

3.2.5.2 When the runner's point of origin is on first, second or third base at the time a pitch is made, the runner may only score on a batted ball. The pitch must cross home plate before the runner attempts to steal second or third base or break contact with the runner's base of origin. The runner can be called out for leaving the base early. Runners may not advance once the catcher has possession of the ball and, in the opinion of the umpire, the play on the runner is dead and the catcher has started to return the ball to the pitcher. Any runner that attempts to advance under these circumstances shall not be eligible to be put out and shall return to their position of origin prior to the next pitch at the direction of the umpire. Furthermore, a base runner whose point of origin is first or second base cannot advance more than one base on anything other than a batted ball.

3.2.5.3 If a base runner that is at third base attempts to advance to home on a non-batted ball, there will be no play on that base runner and the base runner must return to third base.

3.2.5.4 Head first slides into home plate are not allowed in the Pinto division. Violation of this rule will result in an automatic out.

To move games along, baserunners who are scheduled to play catcher in the next inning may be replaced with a pinch-runner if there are two outs. The pinch runner shall be the player who made the last out.

3.2.6 Defense

3.2.6.1 For the American League (Pinto7) only, four (4) outfielders are permitted. All outfielders must be positioned on the outfield grass when the ball is put into play.

3.2.6.2 Except for the pitcher, free defensive substitutions shall be allowed. That is, in addition to the rules governing the maximum number of innings a pitcher may pitch, once a pitcher who has thrown at least one pitch is removed from the position as pitcher, that player may not take the position of pitcher for the duration of the game. However, no player may play the same defensive position for more than three (3) innings in any one game.

3.2.6.3 When the ball is in controlled possession of the infielder and, in the umpire's judgment all play on the runners has ceased, the umpire may call time.

3.2.6.4 There is no infield fly rule in effect.

3.2.6.5 Rule 3.2.6.5 (Pinto Defense): Players must play at least one full inning at an Infield position within the first four (4) innings of every game. A "full inning" constitutes three outs or five runs, whichever comes first. For purposes of this rule, an "Infield" position includes Pitcher, First Base, Second Base, Shortstop

and Third Base.. Catcher is not an “Infield” for the purpose of this rule. Continued violation of this rule may result in the suspension of the offending team’s manager. This rule shall not apply to playoff games.

3.2.7 Pitching

3.2.7.1 Pinto players are limited to no more than 40 pitches per day, but may continue to pitch to the batter when the pitching limit is reached until the batter is retired or gets on base. Pitchers can only pitch in two consecutive innings.

3.2.7.1.1 Pitchers who have thrown more than 30 pitches are not eligible to play catcher for the remainder of the day.

3.2.7.2 Pinto players may not pitch on back to back days.

3.2.7.3 A league-registered coach from the Pinto 7 team that is at bat shall pitch during the second, fourth and sixth innings and any extra innings for the first one-half of the scheduled spring season. The second-half of the scheduled Pinto 7 spring season will consist of players pitching every inning.

3.2.7.4 Base on balls are not recorded. If a batter is walked during a kid-pitch at-bat, a coach from the team on offense will come into pitch.

3.2.7.5 League-registered coaches from Pinto-8 teams will only come in to pitch in the event of base on balls. Pinto-8 is kid-pitch all season long.

3.2.7.6 No balks will be called

3.2.8 Coach-Pitch innings:

3.2.8.1 The offensive coach shall pitch to his/her team. Each batter shall receive no more than three pitches unless the last pitch results in a foul ball in which case the batter receives one additional pitch. Subsequent foul balls will result in one additional pitch.

3.2.8.2 If a batted ball hits the coach it will be a dead ball and the batter shall be awarded first base. All runners shall advance one base. If, however, in the Umpire’s sole discretion, the Umpire determines that the Coach Pitcher intentionally interfered with the batted ball the batter shall be ruled out and all runners shall return to the base at which they began prior to the ball being put in play.

3.2.8.3 Once the ball is put in play by the batter, the coach shall make his/her best effort to exit the playing area.

3.2.8.4 A coach who is pitching may not instruct the batter or any base runner or coach in any manner including hand gestures. The team shall receive a warning for the first offense. The second and any subsequent offense will result in an out being recorded against the team at bat but no player shall be put out.

3.2.8.5 A batter who is hit by a coach pitch will not be awarded first base and will continue batting. That pitch will not be counted as a ball or a strike.

3.2.8.6 A runner shall not advance except upon a batted ball. There is no base stealing during coach-pitch at bats.

3.2.8.7 The pitching coach shall deliver the pitch, overhand, while standing and shall begin the delivery of the pitch from the pitching rubber. If, in the umpire's opinion, the coach does not adhere to this rule the umpire will call "no pitch."

3.2.8.8 One player shall serve as the defensive pitcher and shall be positioned with one foot in contact with the pitcher's circle.

3.2.8.9 Bunting is not permitted against coach-pitchers and such bunts will be counted as foul balls.

3.2.8.10 When a batter hits a fair ball from coach-pitch after a kid-pitch walk, the batter will be limited to reaching second base. If the batter reaches a base other than first or second, the batter will be required to return to second base. Although the batter is limited to a double, all base runners may advance and continue to run until the umpire has granted time out. If there is an overthrow to second, the batter must still remain at second. If a batter continues past second they shall be subject to all baserunning rules before the play is called dead, including being called out for running out of the baselines. If the batter continues running past second base, the batter remains "live" and may be tagged out at any time, even while standing on third base. When a batter returns to second, it shall be a tag play at second. If the runner touches home, the batter is out and may not attempt to return to second base. This rule shall not apply during the 5th or 6th innings of any Pinto game.

3.2.9 Rules in Effect During Kid-Pitch innings:

3.2.9.1 No base-on-balls (walks) allowed. Batters can strike out.

3.2.9.2 Following a base on balls issued by a kid pitcher, the batter shall inherit the number of strikes at the time of being walked. The offense's coach will pitch to the batter up to an additional three pitches. However, the Umpire may call balls and strikes on coach pitches. For example, if a hitter has a 3-2 count and the coach pitcher throws a called strike, the batter is out. But if the coach pitcher throws two called balls, the hitter will get a third pitch. If the batter fails to make contact with a hittable pitch, as determined by the Umpire, the pitch will be called a strike and applied to their inherited strikes and if that brings the at bat to strike 3 the batter is out. If the ball is not put into play within three pitches, the batter will be called out unless the last pitch results in a foul ball in which case the batter receives one additional pitch. Subsequent foul balls will result in one additional pitch. If the coach fails to throw a strike after 3 pitches the batter is automatically out. However, a hitter may be granted an additional pitch if the third pitch is deemed "unhittable" by the Umpire. A pitch is "unhittable" if it hits the batter, goes behind the batter or is above the hitter's head.

3.2.9.3 Batters hit by kid-pitchers shall have the option of being awarded first base (except if bases are loaded) or being pitched to by his/her coach with the inherited count of balls and strikes.

3.2.9.4 Pitchers who hit more than one (1) batter in an inning of work shall be removed from the mound and replaced with another kid pitcher.

3.2.9.5 There is no dropped third strike rule

3.2.9.6 Intentional Walks are not allowed at any point in a game

3.2.9.7 When a batter hits a fair ball from coach-pitch after a kid-pitch walk, the batter will be limited

to reaching second base. If the batter reaches a base other than first or second, the batter will be required to return to second base. Although the batter is limited to a double, all base runners may advance and continue to run until the umpire has granted time out. If there is an overthrow to second, the batter must still remain at second. If a batter continues past second they shall be subject to all baserunning rules before the play is called dead, including being called out for running out of the baselines. If the batter continues running past second base, the batter remains "live" and may be tagged out at any time, even while standing on third base. When a batter returns to second, it shall be a tag play at second. If the runner touches home, the batter is out and may not attempt to return to second base. This rule shall not apply during the 5th or 6th innings of any Pinto game.

3.3 Mustang Division Rules (Ages 9-10)

3.3.1 Lengths of Mustang games are either six (6) innings or a 105 minute time limit on Saturdays only. Toluca Baseball does not have a "drop dead" rule. For weeknight games, the limit is 115 minutes. For Saturday games, no new inning shall begin after the stated number of minutes has elapsed from the actual start of the game. Any inning that begins prior to the time limit being reached must be played to its conclusion unless, while the home team is at bat and has the lead, the time limit is reached. In such cases the game is over once the time limit is reached. For fall season or preseason games, the umpire may end each game at any time in order to keep games on schedule.

3.3.2 An inning in Mustang is defined as three (3) outs or five (5) runs. The five (5) run rule shall be lifted after the conclusion of the third (3rd) inning.

3.3.3 If a game is called for darkness before completion of the current inning, which can only be called at the discretion of the umpire, and the home team is losing and hasn't completed its half of the current inning, the score of the game reverts back to the score at the end of the last completed inning. If the visiting team has completed its half of the inning and the game is tied or the home team is winning the current score will be the final score of the game.

3.3.4 Except for the pitcher, free defensive substitutions shall be allowed. That is, in addition to the rules governing the maximum number of innings a pitcher may pitch, once a pitcher who has thrown at least one pitch is removed from the position as pitcher, that player may not take the position of pitcher for the duration of the game.

3.3.5 Players must play at least one full inning at an Infield position within the first four (4) innings of every game. A "full inning" constitutes three outs or five runs, whichever comes first. For purposes of this rule, an "Infield" position includes Catcher, Pitcher, First Base, Second Base, Shortstop and Third Base. Continued violation of this rule may result in suspension of the offending team's manager. This rule shall not apply to playoff games.

3.3.5.1 Baserunning Rules.

In the first 3 innings:

3.3.5.2 As in official baseball rules, a runner may score on a batted ball, balk, bases-loaded walk, bases-loaded hit-by-pitch, wild pitch, passed ball, straight steal, overthrow and/or bases loaded catcher's interference.

3.3.5.3 Runners may lead off and steal all bases.

3.3.5.4 Home is Open: Like any other base it can be stolen, taken by a base runner on a passed ball or overthrow.

3.3.5.5 Defensive players may attempt pickoffs to any base.

3.3.5.6 Innings 4 and beyond. Home is closed. A runner may only score on a batted ball, balk, bases-loaded walk, bases-loaded hit-by-pitch, and/or bases loaded catcher's interference. In the event that an ineligible runner advances home and touches home plate, that runner will be called out and the run will not be counted. If an ineligible runner from third base is between third base and home plate and is tagged by any defensive player before reaching home plate or returning to third base, the runner is not considered out and will be returned to third base.

3.3.5.7 Any runner that advances while a runner violates 3.3.4.1 shall return to their base of origin.

3.3.5.8 Runners on third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball is released by the pitcher. Runners at third base who leave base before the pitched ball is released by the pitcher shall be called out and the pitch shall be called a dead ball.

3.3.5.9 No pickoff attempt may be made by any defensive player to third base. If a pickoff attempt is made, it will be treated as a balk.

3.3.05.10 Head first slides into home plate are not allowed in the Mustang division. Violation of this rule will result in an automatic out.

3.3.05.11 Intentional Walks are not allowed at any point in a game

3.3.6 Pitching Rules:

3.3.5.1 Pitching restrictions are 50 pitches per day and no more than two consecutive innings but pitchers may finish pitching to the batter when the pitching limit is met until the batter is retired or reaches base. Pitchers may not pitch on consecutive days.

3.3.5.1.1 Pitchers who have thrown more than 40 pitches are not eligible to play catcher for the remainder of the day.

3.3.5.2 Balks will be called with one warning for each pitcher.

3.3.5.3 Pitching distance shall be 46 feet.

3.3.5.4 There is no dropped third strike rule

3.3 Bronco Division Rules (Ages 11-12)

3.4.1 Lengths of Bronco games are seven (7) innings or 120 minutes, and no new inning shall begin after the stated number of minutes has elapsed from the actual start of the game. Toluca Baseball does not have a "drop dead" rule. Any inning that begins prior to the time limit being reached must be played to its conclusion unless, while the home team is at bat and has the lead, the time limit is reached. In such cases the game is over once the time limit is reached.

3.4.1.1 For fall season or preseason games, the umpire may end each game at any time in order to keep games on schedule.

3.4.2 In Bronco an inning is defined as three (3) outs or seven (7) runs. The seven (7) run rule shall be lifted after the conclusion of the fourth (4th) inning.

3.4.3 If a game is called for darkness before completion of the current inning, which can only be called at the discretion of the umpire, and the home team is losing and hasn't completed its half of the current inning, the score of the game reverts back to the score at the end of the last completed inning. If the visiting team has completed its half of the inning and the game is tied or the home team is winning the current score will be the final score of the game.

3.4.4 Except for the pitcher, free defensive substitutions shall be allowed. That is, in addition to the rules governing the maximum number of pitches a pitcher may pitch, once a pitcher who has thrown at least one pitch is removed from the position as pitcher, that player may not take the position of pitcher for the duration of the game.

3.4.5 Bronco pitching limits are 60 pitches per day and no more than two consecutive innings but may finish pitching to the batter when the pitching limit is met until the batter is retired or reaches base. Pitchers may not pitch on consecutive days.

3.4.5.1 Pitchers who have thrown more than 40 pitches are not eligible to play catcher for the remainder of the day.

3.4.6 Balks will be called with one warning for each pitcher.

3.4.7 Pitching distance shall be 50 feet.

3.4.8 Head first slides are not allowed at home plate. Violation of this rule will result in an automatic out.

3.4.9 Dropped third strike rule is in effect.

3.4.10 Players must play at least one full inning at an Infield position within the first four (4) innings of every game. A "full inning" constitutes three outs or five runs, whichever comes first. For purpose of this rule, an "Infield" position includes Catcher, Pitcher, First Base, Second Base, Shortstop and Third Base. Continued violation of this rule may result in suspension of the offending team's manager. This rule shall not apply to playoff games.

3.4.11 Intentional Walks are not allowed at any point in a game

3.4 Pony Division (Ages 13-14)

3.5.1 Lengths of Pony games are 135 minutes or seven (7) innings and no new inning shall begin after the stated number of minutes has elapsed from the actual start of the game. Any inning that begins prior to the time limit being reached must be played to its conclusion unless, while the home team is at bat and has the lead, the time limit is reached. In such case the game is over once the time limit is reached.

3.5.1.1 For fall season or preseason games, the umpire may end each game at any time in order to keep games on schedule.

3.5.2 In the Pony division an inning is defined as three (3) outs or seven (7) runs. The seven (7) run rule shall be lifted after the conclusion of the fourth (4th) inning. Except for the pitcher, free defensive substitutions shall be allowed. That is, in addition to the rules governing the maximum number of pitches a pitcher may pitch, once a pitcher who has thrown at least one pitch is removed from the position as pitcher, that player may not take the position of pitcher for the duration of the game.

3.5.3 If a game is called for darkness before completion of the current inning, which can only be called at the discretion of the umpire, and the home team is losing and hasn't completed its half of the current inning, the score of the game reverts back to the score at the end of the last completed inning. If the visiting team has completed its half of the inning and the game is tied or the home team is winning the current score will be the final score of the game.

3.5.4 Pony pitching limits are 80 pitches per day over four consecutive innings but may finish pitching to the batter when the pitching limit is met until the batter is retired or reaches base. Pitchers may not pitch on consecutive days.

3.5.4.1.1 Pitchers who have thrown more than 40 pitches are not eligible to play catcher for the remainder of the day.

3.5.5 One warning on balks per game per team.

3.5.6 Dropped third strike rule is in effect.

3.5.7 For purposes of interlocking with other leagues, Pony rules may be modified if other interlocking leagues agree to them as well.

4.0 Drafting of Players

4.1 All kids are rated by the managers, coaches and player's agent based on Toluca Baseball's 50- point rating scale based on players' known abilities as opposed to solely their performances at the evaluation.

4.1.1 Each player's score will be averaged to compile a top to bottom list. A master list of players will be produced and broken down into rounds based upon the number of teams to be formed.

4.1.2 Players who missed evaluations will be contacted by the commissioner and requested to answer questions about their experience in other sports and leagues.

4.1.3 Players who have played on Toluca's travel teams must be disclosed by their travel team coaches with some information about their roles on their teams and positions normally played.

4.2 All coaches must disclose their knowledge of players' abilities to their division's commissioner for accuracy in round placement.

4.3 A maximum of two protected players will be allowed per team. A protected player is defined as the manager's kid and a maximum of one coach's kid per team.

4.3.1 In the event a coach has two or more kids in the same division, the number of protected players can be increased so that siblings are not separated.

4.4 To create the team picking order, protected player ratings by team are added up and averaged. The manager of the team with the lowest average of protected player ratings will select first, etc. continuing in order until the manager of the team with the highest average protected player ratings selects last. Each team that has two, consensus first round protected players will have their average ratings ordered

(separately from the other teams) and these teams will be placed in the last positions of the draft order.

- 4.5** The protected players for each team will be seeded on the draft board in the round they are shown in the master list. If the protected players on a team are listed in the same round on the master list, then they will be seeded in successive rounds on the draft board. (Example – Team B has two protected players that are both listed in the second round on the master list. The players will then be seeded in rounds two and three on the draft board.) This seeding will take place even if the protected players are from the first and second rounds. The player's agent is to carefully monitor the seeding to insure that there is no abuse
- 4.6** The draft order proceeds in serpentine fashion (forwards then backwards) until all kids have been drafted. This means that the team with the lowest protected player ratings will draft first in the first round and the team with the highest protected player ratings (subject to the ordering described above) will draft last in the first round. The second round will draft in the reverse order as the first round, etc.
- 4.7** Siblings are all drafted as soon as any one of them is selected. The initially drafted sibling is placed in the round they are selected in. The other siblings are then seeded in the round they are listed on the master list (or in the next available lower round if the round indicated on the master list is already filled for the team). There is no seeding by age. No team will be forced to draft more than 2 sets of siblings based on forced picks due to practice day conflicts and round exhaustion rules
- 4.8** Players shall be drafted no more than one round below the current round.
- 4.9** Trades may be made only in the draft room and immediately following the draft. The trade must be made in front of the commissioner and all other managers must give consent.
- 4.9.1** The commissioner may facilitate trades up to three days after the draft if warranted, but is under no obligation to do so. All managers must be given 24 hours to raise objections.
- 4.10** The board of directors may allow some divisions to modify player evaluation or draft processes, per approval of a recommended system (such as a blind draft) from the division commissioner.

5.0 Travel Teams (and All-Star Teams)

- 5.1** The League's role regarding travel teams is to facilitate and guide the formation and management of travel teams representing Toluca Baseball.
- 5.2** Travel team managers shall apply to manage travel teams through the league's travel team commissioner. Applications will be reviewed and acted upon with input from the travel team commissioner. Applications should include information about coaching staff, experience, and scheduling goals for competition. The executive committee reserves the right to replace any manager or coach during the year.
- 5.3** In coordination with the travel team commissioner, travel teams shall hold official tryouts each spring season with a minimum of 14-day notice on the league's website, including travel teams in formation. Tryouts must be monitored by an appointed representative of the executive committee to ensure a fair process.
- 5.4** Travel teams are eligible to enter PONY all-star tournaments, per approval from the travel commissioner and league president.

- 5.5** There shall be no more than two (2) travel teams in each age group (e.g. 12U). The first team formed in each age group shall be called 'Titans' and the second team formed in each age group shall be called 'Thunder'. Changes to these names required approval from the Executive Committee.
- 5.6** All players on Toluca Travel Teams shall have played a minimum of one season in the Toluca Baseball recreational league at the Pinto level or above. Travel players from the Mustang and Bronco Divisions are not required to play in the recreational league as long as they have fulfilled the requirement to play one season in the recreational league in the Pinto Division or above. Players in the Pinto and Shetland Divisions must play in the recreational league in either the Fall or Spring season each Toluca Baseball year (August-May) to play on a travel team. Team rosters shall consist of 10-13 players, and any variation of that figure must be approved by the executive committee.
- 5.7** All Travel teams must use GameChanger. The team's name on GameChanger must be "Toluca Titans" or "Toluca Thunder" followed by the age e.g., 7U, 8U, 9U, 10U, 11U, 12U. The roster on GameChanger must include the names of each player on the team. This roster must match the roster turned into the travel commissioner. The team must allow the travel commissioner to be a fan.
- 5.8** Age eligibility: All players on Toluca travel teams shall be of "Travel Age" and have a birthdate between May 1st and August 31st of the following year (e.g. May 1, 2011 through August 31, 2012 | 16-month window). Unless a team within their travel age group doesn't exist at Toluca, players must play within their age group. A player may play on only one Toluca travel team at a time.
- 5.9** Travel teams younger than 9U shall not participate in tournaments that disrupt players' participation in the league's regular spring season, including games and Opening Day without approval from the executive committee.
- 5.10** Any travel team player seeking a move to another travel team should contact the Travel Commissioner to facilitate such dialogues. A travel team player may not join another Toluca travel team without a voluntary resignation from their current travel team. Should a travel player desire a move and voluntarily resign from their travel team, that player may not participate in any travel-related activities, such as practice or games, on another Toluca travel team for a minimum of 120 calendar days. In the event that exhausting circumstances may exist with respect to a voluntary resignation, a parent of that player may petition the Travel Commissioner for consideration for a shorter stay period which would be subject to Executive Committee review and approval. In any case, the minimum stay that the Executive Committee may approve in extenuating circumstances is no shorter than 30 calendar days. A voluntary resignation must occur before any petition will be considered. Travel team leadership and their coaches shall not approach a player on another Toluca travel team without prior approval from the Travel Commissioner.
- 5.11** Any travel team seeking to add non-league players for upcoming tournaments must receive approval from the Executive Committee before that player is eligible to compete on a Toluca team. It is understood that, from time to time, a non-Toluca may be picked up for the purposes of a single game or tournament. These players shall not be considered a permanent travel team player and their presence must be approved by the Travel Commissioner in advance of any travel team event (practice or game). All such players and their parents must sign Toluca's applicable code of conduct agreement acknowledging their understanding of the program requirements and such forms shall be made readily available to the league's Travel Commissioner upon request.
- 5.12** Toluca Baseball is a player-first league and we trust that all travel teams will act in the best interest of its players and families. However, it is recognized that certain situations may present themselves in which a travel manager may desire to drop a player from the team's roster. Such decisions must be approved by the league's Travel Commissioner. Additionally, so as to avoid a player being without a team

during tournament seasons, all travel team must adhere to the following drop deadlines:

- Prior to summer play, all drops must happen before May 15
- Prior to winter play, all drops must happen by Nov 15

5.13 Travel teams have access to the league's fields and facilities every Sunday excluding those months when the fields are closed. In each fall and spring season, practice days and times shall be assigned to recreation program teams in a consistent manner such that each team will share a practice assignment with another team, unless a) there are an odd number of teams in which case one team will not be required to share a practice assignment, or b) there are five (5) or fewer teams requiring assignment in which case no field sharing shall be required. In each fall and spring season, a good faith effort shall be made to assign recreation program games and practices in a manner which ensures Fridays are assigned after other days are already assigned. In each season wherein the foregoing consolidated practice schedule or recreation program game schedule results in available days (e.g. Fridays), Travel teams have access to the league's fields and facilities on those available days excluding those months when the fields are closed. Following spring seasons, travel teams are entitled to use the fields for practices 2-3 weekdays per week (after 4 p.m.) with all-star teams still in competition given scheduling priority. Travel practice schedules shall be set by the league's scheduler and travel team commissioner, with scheduling priority given to travel teams primarily by descending order of age (e.g. 12U first) and secondarily by descending order of time since team formation. All practices must be led by a member of the coaching staff and be open to all players on that team.

5.14 Upon executive committee approval of travel team managers, an annual dues are payable to the league in the amount of \$300 per player per baseball calendar year (Fall through Spring) for players 9U and above, \$100 per player per baseball calendar year (Fall through Spring) for players 8U and below to help pay for maintenance of facilities, field time and insurance.

5.15 All Travel team uniforms must be any shade of Black, Grey, White, or Green. The hat must have the Toluca Travel "T" or the league-approved titans or Thunder specific logo. You may use any font to spell out the following on your jersey: Toluca, Titans, Thunder. Team sponsors are allowed on the sleeve of the jersey. The sponsor must be age appropriate. Symbols that may be used on the jersey include baseball, bat, thunder bolt, or Titan helmet. Any uniform that doesn't fall under the above must be approved by the Executive Committee. Custom practice jerseys are permitted for practices and scrimmages but not tournament play.

5.16 For travel teams that have been approved, the League shall provide oversight, insurance, seasonal use of league's fields, access to league's hitting & pitching facilities, organizational support, exposure, support network, market for fundraising, (i.e. raffles, silent auctions, refreshments, etc.) wherever possible and approved by the board of directors.

5.17 Travel teams shall hold at least two meetings of the parents annually to provide them a forum to comment on the general direction of the team and to express concerns.

5.18 All coaches, players and parents associated with Toluca's travel teams are expected to represent the league with class at all times. Any possible violations of the league's codes of conduct committed by anyone associated with a travel team must be communicated to the travel team commissioner within 48 hours. Ejections from games must be communicated by a representative of the team within 24 hours to the travel commissioner or a member of the executive committee. Violations of any of the rules may result in penalties including, but not limited to: suspensions or removal of coaching staff or players, reductions in access to league's facilities, monetary fines, and dissolution of the travel team.

6.0 6.0 All-Star Teams (Select & Tournament)

6.1 The League's role regarding All-Star teams is to facilitate and guide the formation and management of All-Star teams representing Toluca Baseball. Toluca will form two distinct types of All-Star teams: Select & Tournament. Select teams will be referred to by division and age (i.e. Bronco 12U Select).

6.2 Section 6.2 rules apply specifically to Select teams.

6.2.1 Select teams are used for the purpose of preparing and developing players for the summer PONY tournaments through practice, scrimmages, and potential participation in an interlocking league with other PONY recreational leagues.

6.2.2 In coordination with the Travel Commissioner, Select teams can form immediately after spring evaluations, but no later than spring season opening day. Tryouts must be monitored by an appointed representative of the Executive Committee to ensure a fair process.

6.2.3 Invitation to participate in the Select team tryouts will be based on player ratings from spring evaluations. Only the top 25 players per age group in each division – excluding travel players – will be invited.

6.2.4 Rosters for Select teams shall start at a minimum of 11 players, leaving space to add players throughout the Select season. Additional players can be invited to a Select team workout at the discretion of the Select Manager. Players can also be nominated by rec coaches. Roster shall not exceed 15 players.

6.2.5 Playing on the Select team does not guarantee a roster spot on the Tournament team. Coaching the Select team does not guarantee that a coach will be the coach of the Tournament team.

6.2.6 Fees for Select teams will be minimal; only umpire fees and other league fees may be required.

6.2.7 Select teams will cease to operate upon the formation of Tournament teams.

6.3 Section 6.3 rules apply specifically to Tournament teams.

6.3.1 Tournament teams will be official team representing Toluca in the PONY summer tournaments.

6.3.2 In coordination with the Travel Commissioner, tournament teams shall hold official tryouts mid-April of each spring season. Tryouts must be monitored by an appointed representative of the Executive Committee to ensure a fair process.

6.3.3 Select team players will be invited to tryout for the tournament team should they choose to participate. Tryout invitations to players not on the Select team shall be based on Rec coach nominations and a point system. Rec coaches can nominate two (2) players from their own team as well as one (1) player from another team and will rank their 3 choices, with the first player receiving 5 points, second player receiving 3 points and third player receiving 1 point. Nominations will be submitted two weeks prior to Tournament team tryouts. Top players with the most points will be invited to Tournament team tryouts. Total number of players invited to Tournament team tryouts will not exceed 25 players (Select players + highest nominated players).

6.3.4 Roster will have a minimum of 12 players and will not exceed 15 players.

6.3.5 Fees will include, but not limited to, uniforms and hats, field permits, tournament fees, and other miscellaneous travel fees.

6.3.6 Once eliminated from the PONY tournament, the Tournament team will cease to operate.

6.4 Potential All-Star team managers shall be nominated by their respective division commissioners in agreement with the Travel Commissioner. The Executive Committee will have final approval of All-Star managers and reserve the right to replace any manager or coach during the season.

6.5 There shall be no more than two (2) All-Star teams in each age group (e.g. 12U). This does not include Travel teams participating in summer PONY tournaments.

6.6 All players participating on Toluca All-Star teams (Select & Tournament) will have played in the current spring season in the Toluca Baseball recreational league.

6.7 Age eligibility: All players on Toluca All-Star teams shall be of PONY age and have a birthdate between May 1st and April 30th (e.g. May 1, 2012 through April 30, 2013). Unless an All-Star team within their PONY age group doesn't exist at Toluca, players must play within their league registered age group. A player may play on only one Toluca All-Star team at a time.

6.8 Toluca Baseball is a player-first league and we trust that all All-Star teams will act in the best interest of its players and families. However, it is recognized that certain situations may present themselves in which an All-Star manager may desire to drop a player from the team's roster. Such decisions must be approved by the league's Travel Commissioner.

6.9 For All-Star teams that have been approved, the league shall provide oversight, insurance, seasonal use of league's fields, access to league's hitting and pitching facilities, and organizational support wherever possible and approved by the board of directors.

6.10 All coaches, players and parents associated with Toluca's All-Star teams (Select & Tournament) are expected to represent the league with class at all times. Any possible violations of the league's codes of conduct committed by anyone associated with an All-Star team must be communicated to the Travel Commissioner within 48 hours. Ejections from games must be communicated by a representative of the team within 24 hours to the Travel Commissioner or a member of the executive committee. Violations of any of the rules may result in penalties including, but not limited to: suspensions or removal of coaching staff or players, reductions in access to league's facilities, monetary fines, and dissolution of the All-Star team.

6.11 All-Star teams (Select & Tournament) have access to the league's fields and facilities every Sunday, excluding those months when the fields are closed, during the spring season. Following spring seasons, All-Star teams are entitled, but not guaranteed, to use the fields for practices 2 weekdays per week (after 4 p.m.) while still in competition. All-Star team practice schedules shall be set by the travel commissioner, with scheduling priority given to travel teams primarily by descending order of age (e.g. 12U first) and secondarily by descending order of time since team formation. All practices must be led by a member of the coaching staff and be open to all players on that team.

6.12 Any exceptions to these rules must be approved by the Executive Committee by majority vote.

6.13 Codes of Conduct

6.14 Prior to the first game of each season, coaches, players and parents are required to sign the League's Code of Conducts as established by the board of directors.

6.1.1.14 Players Codes of Conduct consists of the following language:

- a.** As a competitor, I will demonstrate strong character by winning with class and losing with grace.
- b.** As a teammate, I will support my team through my efforts, encouragement for others, and picking my teammates up after tough losses and on-field miscues.
- c.** As a player, I will show support for my coaches by working hard and helping them improve the team.
- d.** As a good sport, I will show respect for the spirit of the game and the umpires—whose calls will not always go my way.
- e.** As a kid, I will keep baseball fun for my teammates and my family by trying my best and learning from my mistakes—staying positive!

6.1.1.15 Parents Codes of Conduct consists of the following language:

- a.** I will show support through positive cheering for my child's team and demonstrate respect for members of each team, the coaches, umpires and the league's volunteers.
- b.** I will let the coaches do their jobs and refrain from interfering with their instructions and communications to their players before, during and after all games and practices.
- c.** I will recognize that the league's baseball facilities are located in public parks and in residential neighborhoods, thus requiring that we all share in the enjoyment of this public resource.
- d.** I will recognize that baseball is a game through which Toluca Baseball league's intent is to build character, foster good sportsmanship and teach boys and girls the fundamentals of baseball with an ultimate goal of having fun.
- e.** I will take responsibility for my guests invited to enjoy Toluca Baseball games and ensure that they understand and respect this code of conduct.
- f.** I am clear about Toluca Baseball's rules and obligations to suspend and consider additional disciplinary actions against any parent, player or coach that has been ejected from a game.

6.1.1.16 Coaches' Code of Conduct consists of the following language:

- a.** I will teach my players the rules and fundamentals of baseball as well as the concepts of sportsmanship, baseball etiquette, and fair play.
- b.** I will coach my players through positive reinforcement and refrain from language and behavior that could be interpreted as abusive or inappropriate including verbal or physical intimidation.
- c.** I will not tolerate any behavior on my team that could be interpreted as abusive or inappropriate including verbal or physical intimidation, and I will immediately address any instances of such behavior or occurring. I will teach my players through example to respect our opponents and umpires.
- d.** I will teach my players how to win with class and lose with grace.
- e.** I will take responsibility for my coaching staff, players and parents to adhere to Toluca Baseball's codes of conduct.
- f.** I will accept the responsibility to respect the league's busy field schedules and be mindful of Toluca Baseball's permits with the City that can seasonally limit access to fields.
- g.** I will give my players opportunities to develop baseball skills at their own paces and give them opportunities to try more challenging positions when possible.
- h.** I will make sure that my team takes care of Toluca's equipment and facilities, including a commitment to leave our dugouts clean for the next team.
- i.** Above all, I will place the players' safety and well being as my top responsibility.