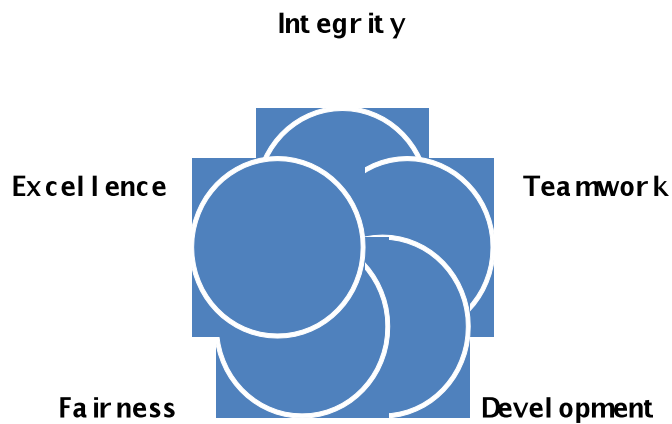




## ***2016 Junior Bronco***

# ***Rules and Regulations***

*You will be remembered by your player's years from now by how you treated, respected, and believed in them, more than how many games you won!*



## Oak Park Jr. Bronco Rules and Regulations – Revised 2016

Overview: Jr. Bronco is a competitive baseball league consisting of 8 teams. Regular season league play begins in April and concludes with a double-elimination playoff tournament and three game championship series in late June.

1. **Base and Pitching Distances:**

<b>Bases</b>	<b>Pitching</b>
60 feet	44 feet
2. **Equipment**
  - a. Regulation size home plate, pitching plate and bases are recommended. An official ball, bearing an emblem of PONY BASEBALL, is required in league and tournament play.
  - b. The ball shall weigh not less than five nor more than five and one-quarter ounces (142-149 grams) and measure not less than nine nor more than nine and one-quarter inches (22.9-23.5 cm) in circumference. Baseballs, specially manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, are approved for use in local league play.
  - c. Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and five-eighths inches (6.7 cm) in diameter at the thickest part, nor more than 42 inches (106.7 cm) in length, are acceptable.
  - d. Rubber soled or rubber-cleated shoes are permitted. **NO METAL CLEATS!**
  - e. No slashing is permitted. A player “slashes” when he squares to bunt, draws in the opposing team’s defense, and then swings freely at the batted ball. A player who slashes during a league game will be called out by the umpire and all advancing runners must return to the base they were on before the batted ball was put into play. A second violation by the same player in the same game will result in an ejection.
  - f. Fielder’s balk. A fielder’s balk takes place when a fielder has one or both feet in foul territory before the ball is pitched. All fielders must have both feet in fair territory before the ball is put into play. Fielder’s balks are committed most regularly at 1B and 3B by players attempting to hold runners on base. A fielder’s balk will result in the umpire calling time and calling a balk. Base runners will then be awarded a base.
  - g. The batter, players in the on-deck batting area, and base-runners shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
  - h. Coaches and assistant coaches are required to stay in the dugout or the dugout doorway when their teams are in the field. Failure to comply with this rule will result in the umpire charging the coach with a visit to the mound. A pitcher must be removed after two coach visits to the mound in any inning. Exceptions include

calling time out for a legitimate visit to the mound, player injuries, equipment issues and field maintenance.

- i. Use of facemasks and properly fastened chinstraps on protective headgear is optional.
- j. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and NOCSAE approved 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.
- k. It is recommended that managers make every effort to encourage the wearing of protective cups by all male players.
- l. Field Maintenance. All teams are required to provide coaches and/or parents to maintain baseball fields when requested to do so by the league president. Teams failing to fulfill field maintenance obligations risk having regular season games cancelled. Cancelled games may or may not be rescheduled which may adversely affect playoff seeding. Teams may also, at the discretion of the league president, forfeit practice time for refusing to assist with mandatory field maintenance activities.

### **3. Sportsmanship**

Sportsmanship is very important in Junior Bronco and appropriate behavior by players, coaches and parents are expected at all times. There will be a zero-tolerance rule for any and all unsportsmanlike conduct. All umpires and the league president reserve the right to stop play during regular season and playoff games in the event unsportsmanlike behavior is displayed by players, coaches and parents until order is restored. Players, coaches and/or parents who continue disruptions may be asked to leave the game or practice and the league president reserves the right to call a forfeit of any contest if unsportsmanlike conduct continues. All umpires also have the authority to issue warnings and eject coaches, parents or players for inappropriate behavior.

### **4. Disciplinary Action**

Oak Park Youth Baseball/Softball shall reserve the right to withdraw membership from any league, team, player or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of Oak Park Youth Baseball/Softball. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended for one or more games.

- a. Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed. In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be expected to attend.
- b. Persons, youth or adult, who refuse to comply with the Rules of Baseball, PONY Baseball, or the League, may be considered for disciplinary action.

- c. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. League officers may impose the one which, in their opinion, appears to match the severity of the offense.
- 1) **Warning.** The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.
  - 2) **Suspension.** The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
  - 3) **Dismissal.** The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
  - 4) **Barred.** The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

## 5. Teams

Teams shall consist of 13 players. Each team must have either seven or eight 10 year-old players. Thus, each team must have either five or six 9 year old players for the remaining roster slots. Teams are not allowed to slot players before the draft unless a player is the son or daughter of the head coach. However, a head coach's son or daughter must be placed on the draft board at the appropriate level respective to their evaluation at the league tryouts. Additionally, parents interested in serving as assistant coaches on Jr. Bronco teams may not slot their kids on a specific team before the draft.

## 6. Player Evaluations

Player evaluations will be held on consecutive weekends in late February or early March at a facility rented by OPYBS. Youngsters will be evaluated by coaches and players from local colleges and high schools. Junior Bronco and Bronco League head coaches will be responsible for running all stations during evaluations. Parents will not be allowed to assist with evaluations and will be asked to sit in the field house stands. Past tryouts have focused on pitching, hitting and fielding but coaches may use any format to evaluate players.

Players no longer eligible to play Pinto league may try out for Jr. Bronco. Players who will be 10-years-old prior to May 1 may also participate in tryouts.

Note: Returning players from the previous season are not required to tryout a second time for placement on a Jr. Bronco team. All second year league players return to the same team that drafted them originally. Parents may request that a player be removed from a team. However, the player cannot be placed onto another team directly via supplemental draft or trade. The player must be made available for the league draft as a ten-year-old. If the player is not drafted by a Junior Bronco team, he or she will be

released to Mustang Baseball. **It is strongly advised that parents are made aware of these rules before a request to remove a player from a team is granted.**

## **7. Draft**

Junior Bronco Baseball shall conduct two player drafts. The initial draft, held after the first day of player evaluations, will consist of four rounds. Teams may select 9 and 10-year-old players with their first, second, third, and fourth round picks.

Players not selected in the first four rounds of the draft will be invited to participate in the second player evaluations the following week. The final rounds of the draft will be completed after the second evaluation. Depending on number of returning players, teams could choose up to 8 rounds of players. Additionally, eligible players who choose not to return to the league will be compensated for in either a supplemental draft or additional round drafting as required. Players not selected after all rounds of the draft have concluded will be placed onto Mustang Baseball teams.

Team draft selection order is based on the final league standings at the end of the previous regular season with teams selecting in the same spot each round. In the event teams finish the regular season with identical records, the following tie-breaking criteria will be used to finalize draft order: head-to-head record, runs scored against, runs allowed, coin toss.

**To be considered for the Jr. Bronco draft, players must attend at least one evaluation. A player may not be placed into consideration for the draft if he or she does not participate in the tryout. All team rosters are final and may not be adjusted for players who are not selected during the draft. No team may add a 14<sup>th</sup> player to its squad or cut a player selected via the draft to make room for an un-drafted player.**

Any head coach who has a child trying out for junior bronco and will be drafted, that child will be slotted based on the following: Child has to qualify for draft board

a) Child will be slotted into round based on where they rank **as compared to 9 year olds**

- 1st round - ranks 1-8 for 9 years-olds
- 2nd round - ranks 9-16
- 3rd round - ranks 17-24
- 4th round - ranks 25-32
- 5th round - ranks 33-40
- 6th round - ranks 41-48
- 7th round - ranks 49-56
- 8th round - ranks 57 and above

e.g. if child ranks #10 in the draft but there are 2 10 year-olds ahead of him at #8 and #9 - he is the 8th ranked 9 year-old and will be slotted in 1st round.

## 8. Legal Players

Players of league age 9 and 10 year-old as of April 30, 2016.

## 9. Playing Fields

- a. The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as "Home Run Distances." **RECOMMENDED HOME RUN DISTANCES** - 175 feet down the left and right field lines(53.34m), 225 feet to center field (68.58m). At Barrie Park, a batted ball shall be considered a home run when it passes the sidewalk by South Taylor Avenue beyond left and left-center fields. At Mann School, the batted ball shall be considered a home run when it reaches the blacktop area beyond right and right-center field. At Stevenson Park, a batted ball shall be considered a homerun when it lands on the railroad tracks beyond right field or the playground beyond left and left-center field.
- b. Home plate, the pitcher's plate and the bases shall be official size as used in regulation baseball.
- c. The third base dugout shall be reserved for the home team.
- d. Batted balls that hit trees overhanging the ball field will be called, dead-ball foul ball.

## 10. Playing Rules

- a. The official playing rules, with the exceptions and variations contained in these rules, shall be "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.
- b. No more than three players shall "huddle" on the playing field at any time during the game. Umpires shall discourage such gatherings when they tend to delay the game.
- c. Each player on the team shall play in the field at least three innings of each full game. Coaches shall schedule each player to play in the field three innings **PRIOR** to the 6<sup>th</sup> inning and a player may sit more than this only if there is an illness, injury, ejection, or a player arrives late to a game. Failure to adhere to this participation rule will result in an automatic team forfeit.
- d. Players can be removed from playing in the field after the end of an inning and put back into the game at any time.
- e. Continuous Batting Order: All players regardless of whether they are playing in the field shall bat. If a player has been ejected from the game, an automatic out shall be recorded each time his time to bat comes up in the order for the remainder of the game.
  - If a player cannot play due to a true injury or illness sustained once the game has started, the coach must inform the opposing team coach. No out shall be

taken for his remaining turns at bat. The player cannot return to the game in any capacity.

- If a player must leave the game due to another scheduled event after the batting lineup has been turned in, the coach must inform the opposing team coach **PRIOR** to the start of the game of that player having to leave in the middle of the game. The team will not be penalized an out for his remaining turns at bat **DURING THE REGULAR SEASON**. During the playoffs, **AN OUT SHALL BE RECORDED** for his remaining turns at bat.
- f. Once removed from the lineup a pitcher may return to the lineup but shall not pitch again in the same game.
  - g. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or ejected from the game by the umpire, the player last removed from the lineup by the manager or coach, who is otherwise eligible to play, shall be used as a substitute.
  - h. Runners may leadoff and steal bases, as in Official Baseball Rules.
  - i. Overthrows. Hitters and any runners already on base when the ball is put into play shall be awarded 1 base on overthrows. Overthrows occur when the ball in play is thrown beyond the fencing along the first base and third base dugouts and bleachers or into a dugout. The ball shall be considered in play when the fielded ball hits the fencing along the first base and third base dugouts and bleachers or anywhere in the backstop area.
  - j. Substitute runners. Teams may use substitute a runner for the catcher if there are 2 outs and the catcher is on base. Team may use substitute runners if a base runner is injured. A team's substitute or pinch runner must be the last out in the current inning or the last out in the team's previous at bat if there are no outs and a base runner is injured. **Teams may not substitute runners randomly**. Ex: a team may not substitute their fastest base runner unless that player made the last out and he/she replaces an injured player or the catcher who is on base with 2 outs.

## 11. Pitching Rules

- a. Pitchers shall not pitch in more than 2 innings per game. In the event a double header is scheduled, pitchers shall be allowed to pitch each game but no more than **2 innings per game with the 55 maximum pitch limit for the DAY** to be strictly enforced. Pitchers shall be allowed to pitch in no more than eight innings in any one calendar week. A calendar week begins on Monday and ends the following Sunday.
  - Pitchers shall have at least 40 hours rest after pitching three innings on the same calendar day. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

- b. **Players are on a strict pitch count. Pitchers can throw no more than 55 pitches per game, and no more than 110 pitches per calendar week. Pitch counts reset to zero on Monday of every week. Failure to adhere to these rules will lead to forfeiture of the game in which the pitching rule was violated.**
- c. A manager can issue an intentional walk by requesting it from the home plate umpire. The umpire will grant the intentional walk and no pitches are required to be thrown. The intentional walk does not count against a pitcher's pitch count.
- d. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they pitched, regardless of whether they are local league games, the playoff or postponed games or suspended games, tie games or exhibition games, or All-Star games.
- e. **During a game, both teams must count their team's pitches as well as the other team's pitches. Pitch counts must be e-mailed to the league president at the end of the week, Sunday nights at 8pm.**
- f. Pitchers may only throw fastballs and changeups. No breaking balls are allowed. Pitches which don't include a wrist rotation on the release, like a cut fastball, are allowed.
- g. Pitchers who throw breaking balls will be warned by the umpire. The team head coach will also be warned. If the pitcher throws a second breaking ball, the umpire shall eject both the pitcher and the head coach from the game. The league will then be notified and disciplinary action as specified in Section 2 of the Junior Bronco Rulebook shall be enforced by the league.
- h. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- i. Pitchers may not wear white long-sleeved shirts under their uniforms. The opposing head coach and/or umpire may call timeout and request the player remove the white long-sleeved shirt prior to throwing his or her next pitch. The pitcher may not be allowed to wear sunglasses while pitching.
- j. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
- k. Pitchers in violation of any of the pitching rules shall be considered ineligible players.
- l. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
- m. A pitcher shall be removed from a game if he hits 3 batters in an inning with the pitched ball or 4 batters during the course of a game. The pitcher may not return to pitch in the same game. If the pitcher is pulled for hitting batters, the defensive team is allowed time to warm up a cold pitcher, typically 10 pitches thrown to the catcher, before play resumes.



- n. Pitchers shall receive a warning from the home plate umpire after committing their first balk during a game through Memorial Day Weekend. Umpires are required to stop play, walk out to the mound and instruct the pitcher on what constitutes a balk and proper motion and delivery. The umpire will call a balk if the same pitcher commits another subsequent violation during the same game. After Memorial Day Weekend, umpires will call balks without issuing warnings to pitchers.
- o. **Pitch count and innings pitched rules are in effect during All Star games and travel tournament games. If a player pitches in an All Star or tournament game, his total number of pitches counts against his weekly allotment of 110 pitches per calendar week.**

## **12. Length of Games**

- a. Regulation games shall be: six (6) innings.
- b. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.
- c. If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three or three and a fraction innings, than the visiting team has scored in four completed innings.
- d. If a game is called when it is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.
- e. If a game is called for any reason in an uncompleted inning, after having reached complete-game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by league officials. The innings for the pitcher in the suspended game “follow” the game. The pitcher’s total innings pitched for a week reset every Sunday. Example: “Joe Pitcher” on Team A has one inning left for the week and it is a Saturday game. When the game is suspended on Saturday in the 3<sup>rd</sup> inning he is pitching his one inning of eligibility. If the game is suspended and started again on Monday, “Joe Pitcher” will still have one inning used for that game, but he can now pitch a second inning in that game. Consult the league president if this does not make sense.
- f. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four or more complete innings have been played or after four and one half innings if the home team shall have a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

## **13. Schedule**

Scheduling and rescheduling of league games shall be the responsibility of the officers and executive committee, and shall provide not less than 12 regular season games for each team.

#### **14. Umpires**

Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing managers, preferably in writing.

#### **15. Scorekeepers**

The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules. Unless, the score keeper is either the team head coach or one of the two named assistant coaches, he/she is not allowed to sit in the dugout. They may sit outside the dugout close to home plate.

#### **16. Sponsors**

- a. Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
- b. Specifically, no firm or company who's advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program.

#### **17. Managers and Coaches**

- a. Only three adults (head coach, two named assistant coaches) are allowed in the dugout. No other adult or children are allowed in the dugout during game time.
- b. If because of scheduling conflict or absence, a team has one or more coach not available during a game, the head coach can name another adult to assist and be present in the dugout or coach in the field during game time.
- c. The head coach and adult coaches should be the first and third base coaches.
- d. A coach or coaches shall not switch coaching boxes during an inning.
- e. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- f. If a manager or coach leaves the dugout and goes onto the playing field to talk to a pitcher or any player or players more than once in a half inning, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
- g. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

#### **18. Forfeiting Games**

- a. Teams failing to field at least nine uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game.
- b. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question.
- c. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.
- d. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
- e. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
- f. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.

**19. Illegal equipment**

- a. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
- b. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
- c. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
- d. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.
- e. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

**20. Protests**

- a. A protest based on a play which involves an umpire's judgment shall not be permitted.
- b. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary, or to the Decisions Committee, within 48 hours of the completion of the game.
- c. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
- d. Umpires should make a public announcement to the crowd when a game is being played under protest.
- e. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

## **21. End of season playoffs**

- a) Junior Bronco playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be double elimination as scheduling allows and at the discretion of the league president and vice-president of boys baseball.
- b) Seeding for the first round only will be based on regular season record. Home team will be higher seed in first round. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
  - 1) Head to Head
  - 2) Common Opponents
  - 3) Head to Head Run Differential
  - 4) Coin Flip
- c) Once the playoffs have started and the first round has been completed, then in subsequent rounds:
  - 1) Home team will be team in the winners bracket who is facing team coming out of losers bracket
  - 2) Home team in a losers bracket game in which each team has the same loss record (1 loss each) will be:
    - the team that held onto their seed the longest (i.e. stayed in winner's bracket longest) - regardless of original seed
    - e.g. if #1 seed drops down to losers bracket after 1st round and the #5 seed doesn't drop down into losers bracket until after the 3rd round and plays the #1 seed, the #5 seed is the home team in the game

- 3) In the championship round (2nd game only (if necessary)) and both teams with 1 loss, team with original highest seed starting the playoffs will be home team

**22. House League/Travel Ball**

House league practices, regular season and playoff games and OPYB/S all-star games take priority over travel teams. Players must honor house league commitments first. Players may participate in travel activities only if they do not interfere with scheduled house league activities.

**23. Travel League Tryouts**

Travel tryouts for 9 and 10-year-old A and B teams will be held during consecutive weekends in the spring. Travel teams will be set prior to Memorial Day.

**24. Travel Baseball Exclusive Play Policy**

*To promote the health, safety and well-being of the players, avoid disruption of the house leagues and preserve their integrity, the Board on February 12, 2002 approved the following policy (as amended and restated effective January 1, 2013):*

**EXCLUSIVE PLAY POLICY**

***Effective immediately, no player registered in the Boys Junior Bronco, Mustang (Hardball and RIF), Bronco or Shetland leagues of Oak Park Youth Baseball/ Softball shall be permitted to participate in competition on any baseball team or with any baseball organization not affiliated with or sanctioned by Oak Park Youth Baseball/Softball. This restriction shall apply during the period beginning on the date of Junior Bronco/Mustang and Bronco/Shetland tryouts and ending on the date the player's house league or tournament team concludes the season. Interpretation and enforcement of the policy shall be determined jointly by the President and Vice-President (Boys' Baseball) of OPYB/S, along with the League President of Junior Bronco, Mustang, Bronco or Shetland League, as applicable. Penalties for violation may include, but shall not be limited to, suspension or expulsion from OPYB/S activities for the applicable season and forfeiture of games.***