

2018 SFYBL Bronco Division

Rules Highlights (highlights only, see main rules for more info)

Eligibility:

SFYBL Regular Season and Playoffs

10U playing up, DOB 5/1/2007 to 4/30/2008

11U, DOB 5/1/2006 to 4/30/2007

12U, DOB 5/1/2005 to 4/30/2006

PONY Summer All Stars

10U playing up, DOB 9/1/2007 to 8/31/2008

11U, DOB 9/1/2006 to 8/31/2007

12U, DOB 9/1/2005 to 8/31/2006

Roster Size:

Minimum 11 players

Maximum or not more than 16 players

Playoff Eligibility:

for teams must no more than one (1) forfeit

for players must have appeared in at least 50% of the team's regular season games

Forfeits (non appearance and not enough players)

- 1st infraction: \$100
- 2nd infraction: another \$100 and elimination from playoffs
- 3rd infraction: immediate expulsion; the team's future games will be granted to other teams in the Division

Playing field:

- If the field is not already set up, the home team is responsible for providing regulation bases
- Choice of dugouts is first come, first serve
- 50 ft pitching distance, 70 ft basepaths

Game Length:

- 7 innings or 2 hours and 15 minutes, whichever comes first
- A new inning cannot begin after 2:00 of playing time
- Game stops at 2 hours and 15 minutes. If full inning not completed, score reverts to previously completed inning

Lineup:

- Bat 9, 10, or all players present (i.e., continuous)
- Continuous: players free to switch among defensive positions (except pitcher)
- 9 or 10: substitutions required; starter can re-enter, but only in original batting position; substitutes may not re-enter

Mandatory Player Participation:

- At least 2 defensive innings and 1 at bat for each player
- By 5th inning: everyone must have played defense (continuous batting) or substituted into the lineup (9 or 10 batters)
- Does not apply in a game shortened by the mercy rule

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Pitch Count limitations:

In the following table, "Age" refers to a player's actual age **as determined by date of birth**, (not player's eligibility age SFYBL nor PONY playing age.)

Age	Maximum per day
9-10	75
11-12	85
13	95

If a pitcher reaches the pitch count limit while facing a batter, the pitcher may continue to pitch until that batter reaches base; or that batter is put out; or the third out is made to complete the half-inning or the game.

Days rest required after throwing X pitches in a day:

1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+ pitches
0	1	2	3	4

Stealing:

- Uncaught 3rd strike in effect; batter may attempt to advance if 1st base is unoccupied or if there are two outs.
- Balks in effect
- Lead-off of all bases allowed
- Stop stealing if ahead by 10 runs or more
- Stop advancing on passed balls/wild pitches if ahead by 10 runs or more
- Stealing of 2nd base, 3rd base, and home allowed

Runs limitations:

- Maximum of 8 runs per inning except final inning
- 10-run mercy rule after 5 innings; if the visiting team is leading by at least 10 runs at the end of 5 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed batting in the 5th inning or later, the game shall be declared complete and the home team shall be declared the winner.