

2019 SFYBL Bronco Division Rules Highlights

Eligibility:

10U DOB 9/1/2008 to 8/31/2009 (playing up)

11U DOB 9/1/2007 to 8/31/2008

12U DOB 9/1/2006 to 8/31/2007

Roster Size: Minimum 11 players
 Maximum 16 players

Playoff Eligibility: Teams: must have no more than one (1) forfeit during the season
 Players: must have appeared in at least 50% of the team's regular season games

Forfeits: non appearance and/or not enough players

- 1st infraction \$100
- 2nd infraction: \$100 and elimination from playoffs
- 3rd infraction: immediate expulsion; the team will play no more games during the season

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** base paths

Game Length:

- 7 innings or 2 hours and 15 minutes, whichever comes first
- The final inning of the game will be determined solely at the umpires discretion in order to complete the game within or around the 2:15 time frame

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)

Batting:

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

Pitch Count limitations:

In the following table, "Age" refers to a player's actual age **as determined by date of birth**.

Age	Maximum per day
10	75
11	85
12	85

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. Rest is calculated per **Calendar Day**.

Days rest required after throwing X pitches in a day:

Age	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+ pitches
10 - 12	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 or more runs
- Stop advancing on passed balls/wild pitches if ahead by 10 or more runs
- Stealing of 2nd base and 3rd base and home allowed

Run 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.

Base Paths

- No player contact is allowed on the base paths (automatic out) Runner must avoid or slide.
- No head first slides – diving back is OK. (automatic out)