

# 2019 SFYBL Mustang Division Rules Highlights

## Eligibility:

8U DOB 9/1/2010 to 8/31/2011 (playing up)

9U DOB 9/1/2009 to 8/31/2010

10U DOB 9/1/2008 to 8/31/2009

**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
- 46 ft pitching distance, 60 ft base paths

**Game Length:**

- 6 innings or 2 hours, 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 2:00 time frame

**Mandatory Player Participation:**

- At least 2 defensive innings and 1 at bat for each player
- By 4th inning: everyone must have played defense (continuous batting) or substituted into the lineup (9 or 10 batters)

**Batting:**

- 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

**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 |
|------|-----------------|
| 7-8  | 50              |
| 9-10 | 75              |
| 11   | 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 |
|------|--------------|---------------|---------------|---------------|-------------|
| 7-8  | 0            | 1             | 2             | Not allowed   | Not allowed |
| 9-11 | 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 not enforced; however, runner is allowed next base if running on the pitch
- 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 and 3rd base allowed
- A runner on third may not run home as the pitcher is throwing a pitch. Nor may the runner run home as the catcher is returning the ball to the pitcher. However, the runner may run home on a passed ball/wild pitch, an attempt by the defense to put out a runner, or a wild return throw by the catcher to the pitcher.

**Runs limitations:**

- Maximum of 5 runs per inning except final inning
- 10-run mercy rule after 4 innings; if the visiting team is leading by at least 10 runs at the end of 4 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 4th 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)