

**2022 SEASON**



## **PONY LEAGUE**

### **RULE MODIFICATIONS & GENERAL RULES**

**For Lower Divisions:**

**Shetland T-Ball, Shetland Coach Pitch, and Pinto Kid Pitch  
aka STB, SCP and PKP**

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# **SFYBL CODE OF ETHICS**

## **COACHES HEREBY PLEDGE TO LIVE UP TO THE FOLLOWING SFYBL CODE OF ETHICS**

- 1) I will place the emotional and physical well being of my players ahead of any personal desire to win.
- 2) I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the age group.
- 3) I will do my very best to provide a safe play situation for my players and staff.
- 4) I will review and practice the necessary first aid principles needed to treat injuries of my players.
- 5) I will do my best to organize practices that are fun and challenging for all my players.
- 6) I will lead, by example, in demonstrating fair play and sportsmanship to all my players.
- 7) I will ensure that I am knowledgeable in the rules of SFYBL baseball, I will teach these rules to my players plus share with their families as needed.
- 8) I will use those coaching techniques appropriate for each of the skills that I teach and take into consideration the age/skill of players.
- 9) I will remember that I am a youth coach, the game is for the benefit of children and not adults.

# **SFYBL CODE OF CONDUCT**

Coaches are responsible for the adherence of their team's members and team's supporters to the following Code of Conduct.  
Coaches may be either warned or ejected, and the game may be declared a forfeit for failure to comply.

Coaches, Players, and Parents shall not use any words and/or actions to incite their team's members and/or supporters to demonstrations of unsportsmanlike conduct.

- 1) Demonstrations, which disrupt the game, are unsportsmanlike.
- 2) Demonstrations abusive to the umpires are unsportsmanlike.
- 3) Coaches shall not encourage or allow attempts at verbal intimidation of the opposing team by their team's members and/or supporters.
- 4) There shall be no "negative chatter" directed at the opposing team.
- 5) "Positive chatter" by team members with their teammates is permitted and encouraged.
- 6) Ejected participants are henceforth illegal participants, and any further misconduct on their part will result in the suspension of the game by the umpire(s), and may result in forfeiture of the game.
- 7) An ejected manager/coach must leave the vicinity of the playing field. The game can continue only if another person, affiliated with said team, who is listed as a coach on the team roster and has been background checked through SF Rec & Park, assumes the responsibility for the team for the remainder of that game.
- 8) Any ejected adult team member must leave the vicinity of the playing field.
- 9) Any ejected team supporter must leave the vicinity of the playing field.
- 10) Any ejected non-adult team member may remain in their team's area if the manager/coach's supervision is necessary. The manager/coach is responsible for further misconduct on the part of the ejected player and will be required to remove the ejected player from the field area if so instructed by an umpire.
- 11) An umpire may suspend the game in the event of a situation which they judge to be threatening to or detrimental to the healthy continuation of the game
- 12) No contact is allowed with umpires after the game is completed. Coaches, players, and supporters are not allowed to address, question, speak, or confront umpires regarding the umpires' performance after the game. If there is an issue in question, those questions and issues should be directed to the SFYBL Division Commissioners.
- 13) All Adults (18+) who are working with our teams in either practices and/or games must be fingerprinted and background checked through SF Rec & Park and be listed on the team's roster.
- 14) SFYBL reserves the right to withdraw membership from any team, player, or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interest of SFYBL.
- 15) Coaches, players, and spectators who engage in unsportsmanlike conduct, such as fighting, abusive language or similar derogatory activity, can be suspended for one or more games. Coaches, players, parents or spectators in violation of any of these Rules of Conduct may be removed from the league at the discretion of the SFYBL Board.

## **RULE 1: ADMINISTRATION**

*The overall direction of the SFYBL is the sole responsibility of the SFYBL Board of Directors, whose members have been appointed to represent all players, coaches, and teams.*

### **1.1 Board of Directors**

S.F. Recreation & Park Representatives	Linda Barnard , Jimmy Chin, and Gerald Reader
S.F. Fire Dept. FLAME Representative	Donny Bendo

### **1.2 SFYBL Baseball Committee**

*The Baseball Committee will be composed of the members of the SFYBL Board of Directors serving as division commissioners and will have the authority to render all decisions regarding the conduct of all matters involving the rules and philosophy of the SFYBL, and to hear and decide protests, and discipline appeals.*

### **1.3 Division Commissioners**

SFYBL League Commissioner	Donny Bendo
Shetland Commissioner	Allyson Rupp
Shetland Commissioner	Erin McClure
Pinto Commissioner	Scott McDonald
Mustang Commissioner	Brent Lewellen
Bronco Commissioner	Donny Bendo
Pony Commissioner	Melissa Anderson-Hinn
Girls Baseball Commissioner	Emmanuel Blackwell
PONY Summer All Star Teams	
Umpires Director	Gerald Reader

## **RULE 2: ELIGIBILITY**

2.1 Player Eligibility Requirements and/or Restrictions shall be as follows:

2.1.1 A player must either reside in or attend school within the City and County of San Francisco. Any request for an exception to this requirement must be made in writing to the SFYBL Committee.

2.1.2 Players enrolled in the Mustang, Bronco, and Pony division are eligible to play in the division that corresponds to their age.

SFYBL uses the following date of birth (DOB) ranges to determine division eligibility:

<b>Division</b>	<b>DOB (Date of Birth) Range</b>
Shetland T-Ball	(4U-5U-6U) DOB: September 1st, 2015 – August 31st, 2018
Shetland Coach Pitch	(5U-6U-7U) DOB: September 1st, 2014 – August 31st, 2017
Pinto Kid Pitch	(7U-8U) DOB: September 1st, 2013 – August 31st, 2015

2.1.3 Players may “play up” in a division one year higher than their age-eligible division (e.g. an 8U in the 9-10U Mustang division). Players who are playing up more than one year (e.g. a 7U playing in the 9-10U Mustang division) are Ineligible Players. Players who are playing down to a division they are too old for are Ineligible Players.

2.1.4 Teams with Ineligible Players are subject to forfeit any game played using those Ineligible Players. Coaches to report to the league if they suspect an age ineligible player. Player/Coach to provide proof age eligibility upon league’s request.

2.1.6 Players who are on a high school baseball or softball team are not eligible to play in SFYBL.

2.1.7 Players who play on multiple SFYBL teams are Ineligible Players.

2.1.8 Players who play on another PONY-league team are not eligible to play in SFYBL.

- 2.2 A player must be in good standing to be a LEGAL PARTICIPANT in any particular SFYBL Game.
  - 2.2.1 A suspended player is not in good standing during the term of their suspension.
  - 2.2.2 A player whose eligibility has not been certified because of some question, which has not been resolved, is not in good standing. Their eligibility is pending SFYBL approval.
  - 2.2.3 To legally play on any SFYBL Team, a player's registration and eligibility information must be submitted through the SFYBL online registration mechanism and a completed and signed 2021 SFYBL waiver for that player must be submitted to SFYBL.
  - 2.2.4 A team's roster shall contain a minimum of 10 and a maximum of 16 eligible players.
  - 2.2.5 A roster not containing full information for each and every player will not be accepted.
  - 2.2.6 Players on a roster who have not submitted a 2021 SFYBL online waiver by March 30, 2021 are not eligible to participate in the league.
- 2.3 Coach Identification: All coaches must be listed on the official roster of each team. Any coach listed must complete the registration process, including a background check (fingerprint scan) through SF Rec & Park and shall present their Coach's Card at the start of each game.
- 2.4 SFYBL does not recognize the legality of any game played in violation of any of these requirements.
- 2.5 The Division Commissioners may, at any time, require submission or resubmission of any information required for the registration and eligibility certification of any player, and they may at any time temporarily suspend any player whose eligibility is in question until said player's eligibility has been clarified and approved.
- 2.6 In all eligibility matters, any decision of the SFYBL Baseball Committee shall be final.

### **RULE 3: Player Transfers – Voluntary, Involuntary, Team Disbanded**

#### **3.1 Definitions:**

- 3.1.1 Transfer Player: a player who has been on a roster of a SFYBL Team (Not Disbanded team) from the previous season who is moving to a different team. NOTE: Not Disbanded teams are allowed only one(1) “transfer player” addition to their roster per year.
- 3.1.2 New Player: a player who has not been on a roster of an SFYBL Team from the previous season or a player who was on a team that is now “Disbanded” or a player whose former team has advanced to a higher division and said player has chosen to stay at the lower division, or a player who has aged out of the division where their former team is still playing. NOTE: Not Disbanded teams are allowed as many “new players” additions as their roster will accommodate.
- 3.1.3 Disbanded team: a disbanded team is a team not returning for the upcoming season. There may be several reasons why a team disbands. However, the league has established guidelines as to what constitutes disbandment: A team is considered disbanded when fewer than 7 players from the previous year’s roster remain playing on the same roster.

A team is NOT disbanded when:

- a) Seven (7) or more players from the previous or current year’s roster are still on the roster
- b) The coach has left the team, yet the roster, from last season still remains intact (with at least 7 players).
- c) The team changes its name.

If a team is not determined to be disbanded, then any player wishing not to play on that team will follow said guidelines as listed below (Voluntary Transfer - When a PLAYER chooses to leave their team)

Two (or more) coaches may decide to merge their teams into one team. However, any such merger must be submitted in writing, and approved, by the SFYBL Board of Directors.

#### **3.2 Voluntary Transfer - When a PLAYER chooses to leave their team:**

- 3.2.1 Player and/or Parent(s)/Guardian(s) must notify the coach in writing that the player requests to leave the team. The League must be copied on this letter if the player intends to play/transfer onto another SFYBL team .
- 3.2.2 There is a limit of one “transfer” onto a team.
- 3.2.3 Under special circumstances and at the discretion of the League Board, exceptions may be made.



**3.3 Involuntary Transfer - When a COACH excuses a player:**

- 3.3.1 The Head Coach must notify the parent(s)/guardian(s) of the dismissed player in writing.\* A copy must be sent to the League. (\* "in writing" here and at all other places in this document includes email notification)
- 3.3.2 Child/parents find a new team (as a "new player")
- 3.3.3 Coaches and Parents should be aware that a team may add as many new players to the team as it likes. However, only one transfer player per team will be allowed per year.
- 3.3.4 The League may assist in finding a team according to the following criteria:
  - a) neighborhood/school vicinity of player
  - b) practice schedule/player's schedule
  - c) roster size of teams
  - d) the discretion of the League

**3.4 Disbanded Teams:**

There may be some cases in which a team will disband, meaning that this team will not be returning to play in the upcoming season. The League requests that the coach notify the League as soon as it is determined that the team will be disbanded.

If a team disbands before the Roster freeze deadline, then the remaining players may go to other teams as though they are New Players. If a team disbands during a season but after the Roster freeze deadline, the Board will place players on the three bottom teams still playing in the Division.

## **RULE 4: EQUIPMENT**

- 4.1 If a pitcher's rubber is not available, the game shall be played without it unless the plate umpire judges the situation to be unsafe. The Home Plate umpire and both Managers may install a temporary rubber, upon the agreement of its placement. The Umpire will be the final judge of its placement. Lacking any rubber, the Umpire, with the consultation of both managers, will designate a spot from which pitchers will throw. The Umpire will be final judge of the spot from which pitchers will throw.
- 4.2 Each team is expected to bring a set of 3 regulation bases to each and every game it plays, although the Home team is responsible for providing the bases for each game. A game cannot be legally played without Regulation Bases. There shall be no exceptions to this rule. The use of carpet squares or other substitute for regulation bases is prohibited. A double forfeit will ensue.
- 4.3 The league will provide each team with one (1) dozen approved game baseballs. Use these game balls for games; do not use them in practices. Teams are responsible to purchase additional approved baseballs as needed.
- 4.4 Each team shall provide a minimum of two (2) balls to begin the game, and the teams shall provide additional balls as required.
  - 4.4.1 The game shall be played with approved game baseballs whenever they are available.
  - 4.4.2 Whenever necessary, the game shall be either played or continued with any acceptable regulation baseball.
- 4.5 Conventional and matching baseball uniforms must be worn by all players:
  - 4.5.1 A player's uniform must include their team's uniform shirt, uniform pants, and team cap, and these must all be appropriately worn (as used by teams in the major leagues).
  - 4.5.2 All Uniforms must have numbers, and no number may be repeated.
  - 4.5.3 When a player is out of uniform, the Plate umpire shall decide whether the player may play.
- 4.6 Any player occupying the catcher's position must wear the required gear:
  - 4.6.1 Required gear includes: shin guards, a chest protector, a catcher's mitt, and a catcher's mask with helmet and throat guard (hockey style mask is exempt from throat guard), and a protective cup. The catcher's headgear must be NOCSAE approved and give protection to the top of the head and both ears. No player will be allowed to catch an SFYBL game without all the required gear.
  - 4.6.2 Any non-adult warming up a pitcher at any location must wear an approved mask.
- 4.7 The batter, players in the on-deck batting area, base runners, and any non-adult coaching in the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of skull.

- 4.8 METAL SPIKES ARE NOT ALLOWED. The penalty is an automatic out.
- 4.9 A player may not wear jewelry. Medical alert bracelets are exempted.
- 4.10 The pitcher's glove shall be uniform in color, including all stitching, lacing, and webbing. The pitcher's glove may not be white, gray or multicolored. Pitchers may not wear white or gray sleeves.
- 4.11 A pitcher may wear mirrored sunglasses provided that the opposing coach does not object.
- 4.12 All equipment is subject to the approval of the umpire(s), whose decision is final. Any equipment judged by an umpire to be potentially dangerous is illegal and should not be used.
- 4.13 Non-wood bats must meet have one of the following labels:
  - 4.13.1 USA Baseball bat standard
  - 4.13.2 -3 BBCOR Certified
  - 4.13.3 2 ¾" barrel bats are not allowed
- 4.14 The penalty for the use of an illegal bat is an automatic out.

## **RULE 5: PLAYING RULES**

- 5.1 The Rules and Regulations of SFYBL contained herein have precedence whenever they apply.
- 5.2 All games shall be played in accordance with the current season's MLB (Major League Baseball) Rules, PONY rules, and SFYBL PONY Rule Modifications, which include the NFHS rules for base running and issues of safety. When there is a discrepancy among rules, the order of precedence is: SFYBL rules, PONY rules, MLB rules.

### **5.3 PLAYING RULES MODIFIED FOR SFYBL**

- 5.3.1 Game time is forfeit time. If the scheduled start of a SFYBL game is delayed due to a previous game, practice, etc., the SFYBL game shall begin immediately after the completion of the previous activity.
- 5.3.2 All pre-game activity, such as but not limited to, inspection of gear for safety by the umpires, submission of the SFYBL orange lineup card to the umpire, and review of ground rules, shall be completed before the appointed starting time.
- 5.3.3 Taking the field for pre-game infield and/or outfield warm-ups is not guaranteed. Neither the League nor the umpire(s) are under any obligation to allow infield / outfield warm-ups. Due to time limits and other considerations, umpires are expected to start games on time.
- 5.3.4 Teams must to be ready either to hit or take the field at game time. A team will forfeit a game when it cannot field a minimum of 8 players in the field. During the game, if a team has fewer than 8 players available (e.g., players unavailable because of injury, ejection, etc.), it forfeits the game. Does not apply to Shetland tee-ball.
- 5.3.5 Home and Visiting Team are designated in the SFYBL Schedule. However, an umpire may switch Home and Visiting designations in an attempt to get a game started. For example, if the Home team is waiting for its catcher's gear to arrive, the Home team will switch to become the Visiting team and bat first, with the original Visiting team becoming the Home team and taking the field.
- 5.3.6 A player or coach who has any amount of blood must immediately have the situation corrected.

## **LINEUPS AND SUBSTITUTIONS**

### **5.4 LINEUPS**

- 5.4.1 The SFYBL orange lineup card contains the official lineup and batting order. Before the game, coaches of both teams must fill out this card.
- 5.4.2 During the game, the lineup card is in the possession of the plate umpire, who must be notified of any lineup corrections or changes. The opposing coach/scorekeeper must also be notified.
- 5.4.3 Teams shall bat a "continuous lineup" which contains all present players.
- 5.4.4 With a continuous batting lineup, late arriving players are added to the lineup after the final slot in the order.

- 5.4.5 When there are two outs, the team on offense may courtesy run for its catcher, who must immediately return to the dugout and put on their catcher's gear.
- 5.4.6 When a player becomes injured running the bases, the team may courtesy run for them
- 5.4.7 The courtesy runner is the player who made the last out.
- 5.4.8 At the discretion of the coaches and if the teams are near equal in number each player may bat every inning in the Shetland Divisions.

## **5.5 SUBSTITUTIONS**

- 5.5.1 When using a continuous batting lineup, there are no substitutions per se. Players are free to switch among the defensive positions (except for pitcher) at any time.
- 5.5.2 **SFYBL has a mandatory participation rule.** All players must participate in the field of each game. Each player shall play at least ½ of a game (i.e 2/4 innings or 3/6 innings)
- 5.5.3 No player may play at one position for more than 3 innings. The 4 outfield positions are considered 1 position for the purposes of this rule. No parking kids in the outfield!
- 5.5.4 Players who have not participated in the field after one hour of play must be subbed into the game at that point.

### **5.6 Shetland T-Ball RULES**

- 5.6.1 Twelve players may be used defensively – 5 outfielders and 2 pitchers to be stationed on each side of the pitcher's mound. Both fielding pitchers must wear a batting helmet. The fielding pitchers must be within 3 feet of the pitcher's rubber.
- 5.6.1 Coaches may identify certain players, that have proven in practice to be capable of hitting a coach pitched ball, as their “Designated Coach Pitch Hitters” (DCPH). Batters hitting from the tee shall bat first in the batting order. DCPHs shall bat last in the line up.
- 5.6.2 Upon each DCPH's first at bat in the game, they will be allowed 10 pitches. If they do not put the ball into fair play in those 10 pitches, they must hit off the tee for the remainder of the game so as not to slow down the pace of the game.
- 5.6.3 Batters shall advance to first base after failing to hit the ball after 10 swings at the tee or at a coach pitched ball.
- 5.6.4 Each Batter-Runner is allowed to advance to first base only. Base runners must run in a “station-to-station” manner, that is, advancing one base for each batter that bats.
- 5.6.5 There are no “outs” in Shetland T-Ball

### **5.7 Shetland Coach Pitch RULES**

- 5.7.1 10 players may be used defensively with 4 outfield positions. This is the coach's preference.
- 5.7.2 Each batter shall receive a maximum of 10 pitches. If the batter cannot put the ball into fair play in 10 pitches, the batter “strikes out” and returns to the dug out.
- 5.7.3 Force outs, fly outs and tag outs are enforced (runner does not continue to run the bases) but they are counted “for fun”. There can be more than 3 outs in an inning in order to get through the batting order.

## **5.8 Pinto RULES**

- 5.8.1 9 defensive players
- 5.8.2 No “passed ball/dropped 3<sup>rd</sup> strike” rule enforced.
- 5.8.3 No bunting. Bunt equals “strike”
- 5.8.4 No balks, just warnings.
- 5.8.5 Players playing up may not pitch.
- 5.8.6 5 run limit per inning
- 5.8.7 Coaches limited to 6 pitches
- 5.8.8 Feet first slides are allowed
- 5.8.9 When a player becomes injured running the bases, the team may courtesy run for them.
- 5.8.10 The courtesy runner is the player who made the last out.
- 5.8.11 At any time, the team at bat may use courtesy runners for the pitcher and/or catcher. In the event that the offensive team bats around the pitcher and/or catcher who had a courtesy runner inserted on their behalf may bat in their normal position in the batting order.

### **5.9 BASE RUNNING SAFTEY**

- 5.9.1 There is NO SLIDING in the Shetland Division.
- 5.9.2 Play stops when a fielder returns to the to fielding pitcher or to the coach pitcher
- 5.9.3 When a defensive player has the ball and is waiting to tag the base runner, the base runner must avoid contact by either sliding or attempting to go around the fielder.
- 5.9.4 NO HEAD FIRST SLIDES! Head first sliding will result in the runner being called out. A headfirst dive or slide back into a previously touched base is allowed.
- 5.9.5 Whenever legitimate defensive plays are made at bases, runners are required to either legally slide or attempt to avoid the fielder. If a runner's failure to comply hinders a fielder's play upon another runner, offensive interference may be ruled.
- 5.9.6 Runners at all bases must avoid contact with defensive players, whether such players are legally or illegally in the runner's path.
- 5.9.7 When there is no play being made at a base, the runner is not required to slide. For example, the runner from first attempts to steal second. The catcher does not throw the ball to second. The runner is NOT required to slide. Another example, the runner from third attempts to score on a ground ball to the shortstop. The shortstop does not throw the ball home. The runner is NOT required to slide.
- 5.9.8 If the fielder is illegally positioned (e.g., blocking the base without the ball) and the runner crashes into the fielder, the runner will be called out and ejected from the game. Malicious conduct supersedes obstruction.
- 5.9.9 If a base runner's actions leading to ejection are judged to be flagrant, the League may further suspend the offender.
- 5.9.10 When a fielder is illegally positioned and the runner slides or avoids contact, obstruction will be called. The runner will be ruled safe.
- 5.9.11 A fake tag by a defensive player is obstruction.

### **5.10 DISTANCE BETWEEN BASES**

Shetland	50 feet
Pinto	60 feet



## **RULE 6: PITCHING RULES.**

6.1 Pitching distance:

Pinto 40 feet

6.2 Pitch count restrictions for Pitchers:

In the following table, "Age" refers to a player's "League age" **as determined by the players age on 08/31/2021.**

League Age	Maximum per day
7-8	50

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 of 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

*NOTE: The pitcher will only be required to observe the calendar day(s) of rest for the threshold they reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.*

**Days of rest is determined ONLY by calendar day.**

6.3 Any pitcher who has completed the pitch count restriction may not return to pitch the completion of a suspended game.

6.4 In the first inning in which a player appears as a pitcher, they are allowed a maximum of 8 warm-up pitches. In subsequent innings, they are allowed a maximum of 5 warm-ups pitches. Warm up pitches are to be completed within 2 minute.

6.5 No player may pitch more than 2 innings in a day.

6.6 No player can pitch again in the same game once they have been removed from the mound.

6.7 Each team is responsible for keeping track of the pitch count for its pitchers.

6.8 The coach of the winning team is responsible for reporting to the league the pitch count for all the pitchers who participated in the game.

- 6.9 No balks, just warnings. If balks occur coaches should quickly explain to the pitcher what they are doing wrong.
- 6.10 Hit by Pitch counts as a walk.
- 6.11 If a pitcher walks 3 consecutive batters in one inning that pitcher must be replaced by the offensive coach pitcher for the remainder of the inning.
- 6.12 Once a coach begins pitching, the Shetland Coach Pitch rules apply with these exceptions:
  - 6.12.1 6 pitch limit to put the ball in play, foul ball keeps it alive.
  - 6.12.2 The coach will pitch from 40 feet (no lobbing) and the player fielding the pitcher position must stand within 3 feet of the pitching rubber.
  - 6.12.3 No walks on coach pitching (hits and outs only).
  - 6.12.3 After a Coach Pitcher finishes an inning, a new kid pitcher may start the next inning regardless of how many kid pitchers have pitched.

## **RULE 7: LENGTH OF GAMES**

- 7.1 At each game, the plate umpire will announce the official starting time. The starting time is the time at which the plate umpire determines that the home team's pitcher is ready to throw the first pitch.
- 7.2 The plate umpire's timepiece or timepiece designated by the plate umpire shall be the official game clock.
- 7.3 In Shetland a new inning begins when each side has batted through once. In Pinto new half inning begins immediately after the 3rd out of the previous half inning.
- 7.4 It is the responsibility of the umpires, in consultation with both coaches, to terminate a game before the time limit is reached, if, in their judgement, field conditions, darkness, or weather poses a safety threat to the participants or spectators.
- 7.5 In any situation where play is suspended for more than 5 minutes due to injury, field conditions, or adjudication of a protest or inquiry, the full amount of the delay shall not be included in the 1:30 (Shetland) or 2:00 (Pinto) playing time. The time limit shall be extended accordingly.
- 7.6 The plate umpire shall make this determination.
  - 7.6.1 The plate umpire shall announce the new time limit before resuming the game
  - 7.6.2 Any attempt by a team to intentionally delay the progress of a game may result in forfeit.
- 7.7 Shetland games end after 1 1/2 hours (90 minutes) of playing time. No new inning shall start after 75 minutes.
- 7.8 Pinto games end after 2 hours (120 minutes) of playing time. No new inning shall start after 90 minutes.
- 7.9 Regular season games may end in a tie. A tie shall count as ½ win and ½ loss for each team.
- 7.10 There are no playoff games in Shetland or Pinto.
- 7.11 **15/10-Run Mercy Rule-Pinto Division**. If the visiting team is leading by at least 15 runs at the end of 3 or 10 runs and 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 15 runs at the end of 3 or 10 runs and the end of 4 or more complete innings after the visiting team has completed batting the game shall be declared complete and the home team shall be declared the winner.
- 7.12 A game is subject to forfeit if a coach disagrees with a decision of an umpire and withdraws their team from the field. Any appeal must be submitted in writing to the SFYBL Board of Directors within 48 hours.

## **RULE 8: SCHEDULING & RESCHEDULING**

*Scheduling and rescheduling of league games and Playoff and Championship games shall be the sole responsibility of the SFYBL Board of Directors.*

- 8.1 All managers/coaches must submit all special scheduling requests (i.e. dates their team is unable to play) no later than the date established by the League.
- 8.2 The League reserves the right to move teams to a higher or lower subdivision in order to balance the level of competition.

## **RULE 9: UMPIRES**

- 9.1 Only Pinto division games may be umpired by SFYBL umpires. The authority of the umpires begins as soon as they appear on the field.
- 9.2 If an SFYBL umpire fails to appear for any game, that game shall still be played.
- 9.3 Shetland games shall be umpired by coaches from behind the pitcher's rubber.
- 9.3 When no umpire is present to officiate, umpiring should be done by coaches in a manner agreeable to both teams.
- 9.4 All members of the Baseball Committee may serve as emergency umpires to officiate if necessary.
- 9.5 Umpires shall be treated in a sportsmanlike and respectful manner by all managers/coaches, players, and spectators.
- 9.6 The responsibilities of the umpires at every game include the following:
  - 9.6.1 Fill out and have coaches fill out their team's lineup portion of the SFYBL Lineup Card (provided by the Umpire).
  - 9.6.2 Hold a pre-game plate meeting with the coaches to discuss issues such as ground rules. Umpires will ask the coaches, "Are all your players legally and properly equipped?"
  - 9.6.3 Coaches must present their SFYBL coaching cards to the umpires. Not having at least one rostered coach with a valid coaching card may be grounds for forfeit for that team. Only coaches with coaching card are allowed on the field. Umpires will document any missing coaching cards on game reporting card.
  - 9.6.4 At the end of the game, the plate umpire will meet with the coaches of both teams while the coaches verify the final score and the number of pitches thrown by all pitchers.
  - 9.6.5 The coach of the winning team is responsible for reporting the final score of the game.
  - 9.6.6 The coach of the winning team is responsible for reporting the pitch count for all the pitchers who participated in the game.
- 9.7 The use of any tobacco, e-cigarettes or alcohol in any form by SFYBL umpires is prohibited.

## **RULE 10: SCORE KEEPERS**

- 10.0 Scores are not kept in the Shetland divisions
- 10.1 The official scorekeeper shall be the scorekeeper of the designated home team. If the home team has no scorekeeper, the visiting team's scorekeeper shall assume the duty
- 10.2 Both scorekeepers shall be responsible for the following:
  - 10.2.1 Maintaining a scorebook and consulting and/or exchanging information whenever necessary.
  - 10.2.2 Keeping accurate score.
  - 10.2.3 Keeping accurate pitch counts for all pitchers.
  - 10.2.4 Informing the plate umpire whenever the maximum half-inning run rule occurs 5 runs for Pinto.
  - 10.2.5 Informing the plate umpire whenever the 10/15-run mercy rule occurs.
  - 10.2.6 Informing the plate umpire when an illegal substitute is in the game.
  - 10.2.7 Informing the plate umpire when an illegal pitcher is in the game.
  - 10.2.8 Informing the other team's scorekeeper and the plate umpire whenever their team makes a batting lineup change.
  - 10.2.9 All batting lineup changes must be reported to the plate umpire by the manager/coach, scorekeeper, or player.
  - 10.2.10 Except for pitcher, reporting defensive switches to the plate umpire is optional.
  - 10.2.11 Informing their own team's manager/coach when batting out of order takes place.
- 10.3 The plate umpire should confirm that both scorekeepers have the following information:
  - 10.3.1 The original lineups and any batting order/pitching changes.
  - 10.3.2 Any umpire ruling which may affect score keeping.
  - 10.3.3 Notice whenever any participant is ejected.
  - 10.3.4 Notice whenever any protest is lodged.
- 10.4 If a scorekeeping dispute should arise, the plate umpire shall resolve it by doing what they believe is correct. If they are uncertain of what to do, the umpire shall accept the record of the official scorekeeper.

## **RULE 11: PROTESTS**

- 11.1 No protest shall ever be considered on judgment decisions by the umpire. Judgement decisions include, by is not limited to: ball or strike; safe or out; fair ball or foul ball; interference or obstruction or lack thereof.
- 11.2 When a protest is based on an interpretation of the rules, the objecting manager/coach shall, at the time the play occurs and before the next pitch is made or a runner is retired, notify the plate umpire, the opposing manager/coach and the official scorekeeper that the game is being played under protest.
  - 11.2.1 The protesting manager/coach must make clear the rule interpretation which is under protest, and the umpire must confirm the decision to both sides before continuing the game.
  - 11.2.2 The plate umpire shall, as soon as possible, notify either the Division Commissioner or an authorized league representative within 24 hours whenever a team has played a game under protest and either lost or tied said game.
  - 11.2.3 If a manager/coach was unable to protest a game ending play at the game site they must contact either the Division Commissioner or an authorized league representative within 24 hours to give notice of their intent to file a protest.
- 11.3 If the protesting team either lost or tied the game, the manager/coach must submit the protest in writing to either the Division Commissioner or to the SFYBL Board of Directors within 72 hours of the completion of the game.
  - 11.3.1 The submission should include a copy of the protesting team's score sheets for the game. Any score sheet, which bears obvious alteration germane to the protest, shall be cause for denial of the protest.
  - 11.3.2 If the protest is properly filed, it shall be accepted and ruled upon by the Baseball Committee per SFYBL RULE #1
- 11.4 If the protest is upheld by the committee, the game shall be continued (replayed) from the point of protest.
- 11.5 If unsportsmanlike conduct/behavior is involved as part of a protest situation, disciplinary action thereon shall be considered separately by the Division Commissioner, who will determine the appropriate penalty for manager/coach, team member, team supporter, and/or team.
- 11.6 Rulings rendered by the SFYBL Board are final and are not subject to appeal.

## **RULE 12: PENALTIES**

- 12.1 The participation of an ineligible player in any game makes that game subject to forfeit at the discretion of the Division Commissioner.
- 12.2 Violation of Rule 2 is subject to penalty upon discovery. There is no statute of limitation to the imposition of any such penalty.
- 12.3 A manager/coach may be subject to penalty, at the discretion of the Division Commissioner, if any ineligible player participates.
- 12.4 A manager/coach may be subject to penalty, at the discretion of the Division Commissioner, if an illegal substitute participates.
- 12.5 A manager/coach may be subject to penalty, at the discretion of the Division Commissioner, for repeated failures to have an 11 player roster.
- 12.6 Illegal equipment shall be removed from the game and all required equipment shall be available and shall be properly used and worn. Otherwise the game cannot be legally played.
  - 12.6.1 Players must comply when ordered to remove such equipment, to properly use equipment, or to wear equipment. Failure to comply when ordered is unsportsmanlike conduct, and is subject to penalty.
  - 12.6.2 If necessary, equipment may be shared, and/or the game can be reasonably delayed until the required equipment can be obtained.
  - 12.6.3 A manager/coach may be subject to penalty, at the discretion of the Division Commissioner, for repeated failures to have the proper equipment available.
  - 12.6.4 The disposition of any game not played for lack of equipment is at the discretion of the Division Commissioner.
- 12.7 Players should be in proper uniform in order to participate.
  - 12.7.1 Failure to field a minimum of 8 players in proper uniform at game time is a forfeit. (Pinto Only)
  - 12.7.2 A player participating in violation of SFYBL Rule 4, section E must immediately comply with said rule or be subjected to ejection for failure to be in proper uniform.
- 12.8 Participants who are ejected may not participate further in the game.
  - 12.8.1 If an ejected participant returns and participates, the game is forfeited upon discovery.
  - 12.8.2 Ejections are subject to review by the Division Commissioner who may suspend the ejected offender for one or more games.

### **RULE 13: FORFEITS**

- 13.1 SFYBL games may be forfeited because of violations of these Rules.
- 13.2 Forfeits because of non-appearance or fewer than 8 players at game time:  
Each OFFENSE - \$100
- 13.3 Use of an ineligible player, upon discovery, will result in loss of games in which the ineligible party participated but will not cause the offending team to be automatically removed from further league play.

### **RULE 14: MANAGERS AND COACHES**

- 14.1 Managers and/or coaches are responsible for the actions of their team's players, team members, and team supporters (spectators).
  - 14.1.1 Managers/coaches shall not use any word(s) and/or actions to incite their team's members and/or supporters to demonstrations of unsportsmanlike conduct.
  - 14.1.2 Demonstrations, which disrupt the game, are unsportsmanlike.
  - 14.1.3 Demonstrations abusive to the umpires are unsportsmanlike.
  - 14.1.4 Managers/coaches shall not encourage or allow attempts at verbal intimidation of the opposing team by their team's members and/or supporters.
  - 14.1.5 There shall be no "negative chatter" directed at the opposing team. "Positive chatter" by team members with their teammates is permitted and encouraged.
  - 14.1.6 Managers/coaches are responsible for their team's adherence to the requirements of part 14.1a through 14.1e of this rule, and the responsible manager/coach may be either warned or ejected and the game declared a forfeit for failure to comply.
- 14.2 Ejected participants are henceforth—illegal participants, and any further misconduct on their part will result in the suspension of the game by the umpire(s), and may result in forfeiture of the game.
  - 14.2.1 An ejected manager/coach must leave the vicinity of the playing field. The game can continue only if another person, affiliated with said team, who is listed as a coach on the team roster and has been background checked through SF Rec & Park assumes the responsibility for the team for the remainder of that game.
  - 14.2.2 Any ejected adult team member must leave the vicinity of the playing field.
  - 14.2.3 Any ejected team supporter must leave the vicinity of the playing field.



- 14.2.4 Any ejected non-adult team member may remain in their team's area if the manager/coach's supervision is necessary. The manager/coach is responsible for further misconduct on the part of the ejected player and will be required to remove that ejected player from the field area if so instructed by an umpire.
- 14.2.5 Any violation of part 14.2a through 14.2d herein, and any situation in which the plate umpire may judge to be threatening to or detrimental to the healthy continuation of the game, shall be cause to suspend the game.
- 14.3 The following shall apply to ALL Divisions' Base coaches:
  - 14.3.1 A team may utilize base coaches at both 1st and 3rd in every offensive half inning.
  - 14.3.2 Any eligible player or rostered coach can be used as a base coach.
  - 14.3.3 A non-adult base coach must wear a batting helmet.
- 14.4 If the defensive manager or coach is granted a timeout to talk to any player or players more than once in a half inning and while the same player is pitching, a pitching change must immediately be made. If a pitcher is not removed after the first time out, they must complete pitching to the batter, and a second timeout is prohibited while the same batter is at bat.
- 14.5 Manager/coaches shall not be permitted more than one offensive timeout in each half inning to talk with a batter and/or runner(s).
- 14.6 Except when legitimately on the playing field in accordance with rules, the managers, coaches, players, and team members shall remain within their designated team areas (bench, dugout, bullpen, warm-up area, etc.) throughout the game.
  - 14.6.1 If a player/team member leaves the vicinity of the field for any reason, they remain the responsibility of the manager/coach.
  - 14.6.2 A manager/coach may enter the playing field to make inquiry and/or obtain a ruling only by permission of an umpire.
  - 14.6.3 First come first serve on dugouts.
- 14.7 All Adults (18+) who are working with SFYBL teams in either practices and/or games must be fingerprinted and background checked through SF Rec & Park. They also must have taken the Concussion Protocol Course and the Abuse Awareness Course.

## **RULE 15: GENERAL CONDUCT**

- 15.1 San Francisco Youth Baseball supports these policies regarding general conduct:
- 15.2 The SFYBL, 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 interest of SFYBL.
- 15.3 Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similar derogatory activity, can be suspended for one or more games.
- 15.4 Teams, players or adult volunteers in violation of this General Conduct Policy will be removed from league and/or tournament play.

## **RULE 16: INJURY REPORTS**

- 16.1. When a player or manager/coach is injured, an injury report must be filed the next working day with the Recreation & Park Department Office with the following the details surrounding the injury and information about the treating facility must be submitted in writing.

Sundays and legal holidays are not working days.

## **RULE 17: DISCIPLINARY ACTIONS**

- 17.1 The Division Commissioner and designated staff have the direct authority to warn, suspend, or dismiss any manager, coach, player, spectator, umpire, or other person from the division under their jurisdiction, when that individual's conduct has been determined to be in violation of the SFYBL Rules and/or Philosophy or is detrimental to the best interests of the SFYBL.
- 17.2 The Division Commissioner upon receipt of a written report by an umpire, league official or league member, may suspend or revoke the coaching/playing privileges of any member charged with unsportsmanlike conduct or conduct detrimental to the league. Such penalties shall only be considered if charges are filed in writing.
- 17.3 DISCIPLINARY APPEAL PROCESS
  - 17.3.1 All Sanctioned Individuals have the right to appeal any penalty imposed on them to the SFYBL Board of Directors within 48 hours of receiving written notification
  - 17.3.2 A manager, or coach ejected from a SFYBL game is automatically suspended from participating in the next regularly scheduled league, playoff or championship game.
  - 17.3.3 A player ejected for a flagrant offense which deliberately threatens the health or safety of another individual (e.g. deliberate equipment throwing, running into an opposing player, fighting, etc.) may also be suspended from the next regularly scheduled game.

- 17.3.4 The SFYBL Board of Directors will read all appeals. The Board will render their decision by removing, reducing, sustaining or increasing the penalties imposed. No further appeal will be considered.
- 17.3.5 In the event that a player, coach or manager fails to appear as required, the SFYBL Baseball Committee may at its discretion, proceed with a hearing and render a decision.
- 17.3.6 San Francisco Youth Baseball League has jurisdiction over all members participating in its activities. The term "Members" refers to managers, coaches, players, and others persons whose direct action may cause them to be deemed participants. No member shall bring any action at law in equity against San Francisco Youth Baseball unless all rights, remedies and appeals granted by San Francisco Youth Baseball have been exhausted. If a member brings any action before exhausting all rights and remedies herein set forth, such members agree that the court of law or equity, in which such action is pending, may award San Francisco Youth Baseball the legal cost and attorney's fees incurred in a successful defense of any such action.
- 17.3.7 All disciplinary rulings of any SFYBL Committee shall be emailed to the involved parties within 72 hours of said ruling.