

2022 SFYBL Pony Division Rules Highlights

Eligibility:

12U DOB 9/1/2009 to 8/31/2010 (playing up)

13U DOB 9/1/2008 to 8/31/2009

14U DOB 5/1/2007 to 8/31/2008*

* 14U Players born between 05.01.07 – 08.31.07 can not participate in high school baseball and are not eligible for the 14U Summer All-Stars Team

Roster Size: Minimum 10 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 fewer than 8 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, but both teams should bring them
- Choice of dugouts is first come, first serve
- **54 ft** pitching distance, **80 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 th 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, "League age" is determined by the players age on 08/31/2022.

| League Age | Maximum per day |
|------------|-----------------|
| 11 -12 | 85 |
| 13 -15 | 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. Rest is calculated per **Calendar Day**.

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

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 |
|---------|--------------|---------------|---------------|---------------|-------------|
| 11 - 14 | 0 | 1 | 2 | 3 | 4 |
| Age | 1-30 pitches | 31-45 pitches | 46-60 pitches | 61-75 pitches | 76+ pitches |
| 15 | 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
- Mercy Rule: 15-runs after 4 complete innings; 10-runs after 5 or more complete innings.
- If the visiting team is leading by at least 15 runs at the end of 4 or 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 15 runs at the end of 4 or 10 runs at the end of 5 or more complete innings, 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. Runners must slide or avoid.
- No head first slides (automatic out)– diving back is OK.