

2021 Spring Rules Addendums

For this 2021 Spring Season ONLY, these addendums will supersede the standing 2021 Rules as written.

Game Times

2. Scheduled games will be limited so that no new inning will be started after two hours fifteen minutes (2:15) for Pony, two hours (2:00) for Bronco, and one hour forty-five minutes (1:45) for Mustang. Reference the Pinto Rules for Pinto. Reference the Shetland Rules for Shetland.

Miscellaneous

42. Miscellaneous General Rules:

(A) In Mustang only, “balks” will be enforced without warning starting May 1st. Prior to May 1st, balks will be enforced after (1) warning per pitcher

Pitching Rules (Pinto, Mustang, Bronco, Pony)

49. (A) Simi Youth Baseball has adopted the MLB Pitch Smart Guidelines for all applicable divisions. While the following constitutes a summary of the relevant guidelines, the entirety of the MLB Pitch Smart Guidelines, as can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines>, are incorporated fully herein by reference.

(B) *Pitch Count Limits and Required Rest Recommendations.* The following pitch count limits and required rest recommendations are to be followed for all divisions.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-1 2	85	1-20	21-35	36-50	51-65	66+
13-1 4	95	1-20	21-35	36-50	51-65	66+
15-1 6	95	1-30	31-45	46-60	61-75	76+

(C) *****2021 Spring Season COVID-19 Rule***** Unless otherwise extended by the Board of Directors, all divisions during the 2021 Spring Season will be subject to a two (2) inning limitation per pitcher, per game in the Pinto and Mustang Divisions and a three (3) inning limitation per pitcher, per game in the Bronco and Pony Divisions. Consequently, a pitcher must be removed from the game upon the earlier of (1) the pitcher reaching the maximum Pitch Count Limit for his/her respective age group; or (2) upon the conclusion of the second inning for Pinto and Mustang or third inning for Bronco and Pony, in which the player has pitched in a given game.

- (i) For the purpose of this rule, one (1) pitch is the equivalent of one (1) inning. [EXAMPLE: If a pitcher is brought into a game with two outs and the pitcher's first pitch results in a third out, the player will be deemed to have pitched one (1) inning and will only be eligible to pitch the following inning.]
- (ii) Notwithstanding the inning limitation, coaches shall adhere to all Pitch Count Limits and Required Rest Recommendations. [EXAMPLE: If a 9-year-old player makes 36 pitches and completes two innings on Saturday, that player will be unable to pitch again until Tuesday.]

(D) *Additional Pitching Rules.*

- (i) Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. In the event this occurs, this should appropriately noted on the official scorecard by the manager for the pitcher in question and initialed by both managers and the official scorekeeper in order to avoid an invalid report of a pitching violation.
- (ii) A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are playoff, postponed games, or suspended games.
- (iii) Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- (iii) Simi Youth Baseball allows for players up to league age 15. By virtue of

this local rule, 15 year old pitchers shall adhere to the Pony division pitch count allowance for 14u.

- (E) *Violations of Pitch Counts and Required Rest.*
- (i) If a pitcher exceeds their daily maximum pitch count, the opposing manager must notify official scorekeeper of the violation at the time of the violation. At that time, the opposing pitcher will no longer pitch in the game and the appropriate penalty shall apply as per the penalty for 1st and 2nd Offenses listed in Rule section 49.7 below.
 - (ii) If a pitch count rule violation is identified after a game has concluded, the subsequent game suspensions and additional penalties shall apply as per the penalty for 1st and 2nd Offenses listed in Rule section 49.7 below.

PINTO DIVISION RULES AND REGULATIONS (2021 Spring Rules addendum)

1. There will be no leading off any base.
2. Runner must remain in contact with the base until the pitcher releases the ball. Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitcher has released the ball. PENALTY: If runner leaves early, they are out. The ball is dead.
3. Until May 1st, a runner at 3rd may not steal home. If a runner at 3rd draws a throw from the catcher, it will be ruled as an attempt to steal home. If the runner successfully steals home, they will be sent back to 3rd. However, if the runner is called (tagged) out, the out will stand. No runner may advance and they are in jeopardy of being tagged out.
4. Home plate is live on passed ball, batter ball, or stolen base. If a runner steals 2nd or 3rd, the runner can advance and score in the event of an overthrow. Runners may not advance from third on a throw directly from the catcher to pitcher.
5. Effective May 1st bunting is allowed.
6. No infield fly rule.
7. No balks on pitchers; however, the pitcher will be instructed by the umpire if his delivery is deceptive.
8. A catcher may catch only three (3) innings per game, violation if they do not substitute the players accordingly to Page 7 Rule #13 (the game where the violation occurred shall be forfeited and the manager will serve a one game suspension. If a

substitution violation occurs in a playoff game by both teams, a double forfeit will be in effect and the runner up in the prior round that lost to the offending teams will advance.)

9. All team members bat. Ten (10) players will play on defense, four (4) of which must remain in the outfield until the ball is in play.

10. When one team has a ten (10) run lead after four (4) innings, the mercy rule will apply and the game will end.

11. Game time will be no new inning after 1 hour 30 minutes; Game length will be six (6) Innings. A maximum of five (5) runs per one-half (1/2) inning may be scored. No run limit will be applied in the 5th and 6th innings only. In case of inclement weather or darkness, or other uncontrollable circumstances, so long as one hour and twenty minutes (1:20) are played, all games will be considered complete regardless of the number of innings played. If a game must be stopped during an inning, the score that was recorded at the end of the last complete inning of play will be the final score unless the score is tied or the visiting team has tied or gone ahead in its half of the uncompleted inning, in which case, the game will be considered a suspended game and will be continued to a later date from the point at which it was stopped. If a game, which would otherwise be suspended, is the last game of the day, play may continue at the umpire's discretion. The continuation of any suspended game is to be scheduled by the

Division Player Agent or Chief Player Agent on the next available date. If, prior to the commencement of daylight savings time, a game is suspended prior to the completion of one hour and twenty minutes (1:20) of playing time, on the continued game date the game will be played out for the complete game. All games that must be continued will be completed regardless of the result it may have in the standings. Also reference PONY Rule 11 - Length of Games, Section D.

12. The league recommends that all players seven (7) and eight (8) years old in the Pinto Division wear a protective batting helmet with a full mask. This will help in avoiding injuries to players while they bat.

13. If, at the scheduled start time of a game, a team has fewer than ten (10) players ready to start the game, it may use eight (8) players from its roster only if necessary to avoid a forfeit. However, an out will be assessed each time the 9th and 10th spot in the line-up comes up. If a team has less than ten (10) players at the start of the game, players from a lower division may be used to fill the missing spot(s) in the lineup, up to a ten (10) player roster, in accordance with Rule 47, "Use of Temporary Players."

If a player is injured or ill and cannot return to the game, an out will be assessed the next at bat only. If a player is ejected an out will be assessed every time that player is due to bat. Temporary players / play ups must be added to the line up before the start of the game, they cannot be added to the line up during the game.

An injured base runner occupying a base who is unable to run may be removed from the base and replaced by a pitch runner which must be the last out. Original runner may not return to the game. Injured players next at bat an out will be enforced. Refer to Rule 8.

SYB Shetland Overview (2021Spring Rules Addendum)

All coaches and players will treat the opposing team with respect and be considerate of their time on the field. Fair play is the ultimate goal at all times. All coaches will follow the rules as described here at all times. To keep the pace of play moving, coaches are encouraged to have lineups prepared ahead of time (both offense and defense) so they do not hold up play when making changes from inning to inning. Similarly, on-field instruction during games should be held to a reasonable amount of time. Coaches must all work to keep the momentum of the games going to help avoid players losing interest.

Shetland National Division Rules

A. National Division Team Formation

1. Managers will be selected from the list of applicants by the Board of Directors. All selected managers must attend the manager's orientation meeting and 6U Division tryouts.
2. National Division teams will be drafted by the National Division managers in an effort to create evenly matched teams.
3. The Shetland Division Player Agent will schedule the National Division tryout(s) to be attended by the 6-year old and 5-year old players that wish to be eligible for the 6U Division draft.

B. Umpires and Scorekeeping

1. Games will be umpired by coaches of the team at bat.
2. Umpiring duties are limited to determining if a base runner has passed the

half-way point between bases once play has been stopped, if a base runner is safe or out and if a batted ball is fair or foul.

3. Scorekeeping is limited to counting the number of runs scored each inning. For clarity, no team shall score more than five (5) runs each inning.

C. The Game

1. Games shall be up to five (5) innings. Shetland National Division keeps a score without standings beginning after May 1st. If a 10 run deficit occurs, scoreboard is to be turned off.
2. There will be a time limit of 1 hour and 30 minutes No new inning shall start after 1 hour and 15 minutes.
3. Maximum of five (5) runs scored or three (3) outs per half inning.
4. The base paths will be fifty (50) feet in length.
5. Four (4) offensive coaches may be positioned on the playing field (entire season). Two (2) of these coaches shall be positioned in the coaching boxes. A third offensive coach may be positioned near home plate in order to speed up play. The fourth coach will pitch.
6. Three (3) defensive coaches are allowed on the playing field. Two (2) must remain along the fair/foul lines and one (1) may be a rover.

D. The Pitcher

1. Coaches or managers shall operate the pitching machine thirty-eight (38) feet from the point of home plate. The pitching machine (Louisville Slugger UPM 45 or 50) settings are: Power Lever = 2; Micro Adjust = 3; Release Block = 4.
2. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
3. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts and no runners shall advance.
4. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
5. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
6. The coach who is operating the pitching machine shall not give coaching

instructions to batters after they hit the ball or to base runners. They may not in any way interfere with the defensive players.

E. The Batter

1. All players listed on the roster and present will bat.
2. Batters are not permitted to bunt or swing easy at the ball. Penalty - The batter shall be called back to the plate, the swing is foul-strike, the ball is dead and no runners may advance.
3. Until May 1st, if the batter fails to hit a fair ball after a maximum of four (4) pitches from the pitching machine, they will hit off the tee until the ball is put in play. Note: Should the 4th pitch be a foul ball, the batter will receive another pitch.
4. After May 1st, players will receive five (5) pitches from the machine. Failure to put the ball in play after 5 pitches will result in an out. Note, if the 5th pitch is fouled, the player will receive another pitch.
5. A batted ball that fails to pass the cutout area of the dirt in front of home plate will be considered a dead ball. This includes balls that hit outside the cutout and spin back.
6. A ball in play from the tee can only result in a single and base runners may only advance one base unless put out by the defense prior to reaching the next base.
7. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.
8. No big barrel bats exceeding $2\frac{3}{4}$ in size may be used at any time.

F. Base Runners

1. Runners are not permitted to steal or lead-off, and shall remain in contact with the base until the ball is hit.
2. On a batted ball, runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up unless ball was hit from the tee. Once the ball becomes dead and if the runner has not gone beyond the halfway point between the bases, the runner will be required to

return to the base in which they are coming from.

3. Scoring from third: Only on a batted ball or continuation of play of a batted ball.
4. No infield fly rule
5. No coach may touch a runner. The first violation will result in a warning. All subsequent infractions in that game will result in the runner being called out.

G. Defense

1. A batted ball becomes dead when an infielder is inside of the baselines or at a base, has possession of the ball, and holds the ball over their head.
2. Each half-inning will be complete after three (3) outs or five (5) runs have scored.
3. Defensive Substitutions
 - a. All players listed on the roster and present will play defense each inning.
 - b. During the game, the manager shall rotate all players so that each player will play a minimum of two (2) innings in the infield per game but cannot play three (3) consecutive innings in the infield. Each player may play a maximum of two (2) innings at any given position per game (consecutively or staggered).
 - c. Immediately following each game, managers will be required to complete, sign and submit the league-provided position sheet by placing in the Shetland scorebook. First game of the day is to pick up scorebook from snackbar. Last game of the day, the Shetland scorebook is to be given to the snackbar.
 - d. If the manager uses an illegal infielder, he/she will be issued a warning for the First Offense and suspended one (1) game for the Second Offense. Any manager or coach who receives a Second Offense within the same season will be required to appear before the Board of Directors and may be subject to further disciplinary action, including forfeiture of his/her right to manage or coach any all-star team.
 - e. A maximum of six (6) players may be stationed in the infield (incl. the catcher & pitcher). Besides the catcher, no player may be closer to the batter than the pitcher.
 - f. Outfielders must be stationed at least 15 feet behind the baseline (e.g., on

the outfield grass) when the ball is pitched. No “stacked” or “shifted” alignments.

4. In the event of coach’s obstruction (e.g., a coach interferes with a position player making a play on a batted ball), the batter will be awarded first base and all base runners shall advance one (1) base.
5. No player shall be benched. If you feel there is a need for disciplinary action, please contact the Shetland player agent to discuss the matter.
6. All players must stay in front of or behind the base path.

Shetland American Division Rules

A. American Division Team Formation

1. Managers will be selected from the list of applicants by the Board of Directors. All selected managers must attend the manager’s orientation meeting.
2. American Division teams will be selected by the league in an effort to create evenly matched teams.
3. The American Division will consist of league age 6, 5 and 4 years who have prior baseball playing experience.
4. The American Division will follow the National Division rules after May 1.

B. Umpires

1. Games will be umpired by coaches of the team at bat.
2. Umpiring duties are limited to determining if a base runner is safe or out and if a batted ball is fair or foul.

C. The Game

1. Games shall be up to three (3) innings.
2. There will be a time limit of 1 hour and 30 minutes. No new inning shall start after 1 hour and 15 minutes.
3. The base paths will be fifty (50) feet in length.
4. Four (4) offensive coaches may be positioned on the playing field (entire season). Two (2) of these coaches shall be positioned in the coaching boxes. A third offensive coach may be positioned near home plate in order to speed up play. The fourth coach will pitch.
5. Three (3) defensive coaches may be positioned in the outfield to help direct the defensive play, but may not interfere with any play.

D. The Pitcher

1. If the pitching machine is used, coaches or managers will operate the pitching machine thirty-eight (38) feet from the point of home plate. The pitching machine (Louisville Slugger UPM 45 or 50) settings are: Power Lever = 2; Micro Adjust = 3; Release Block = 4.
2. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
3. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts and no runners shall advance.
4. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
5. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
6. The coach who is operating the pitching machine may not in any way interfere with the defensive players.

E. The Batter

1. All players listed on the roster and present will bat.
2. The entire line-up for both teams will bat once per inning, regardless of the number of outs.
3. Batters/runners thrown, forced, or touched out will be allowed to remain on base. After May 1st, bases will be cleared after three (3) outs are recorded, but the team at bat will continue batting through their batting order.
4. Batters are not permitted to bunt or swing easy at the ball. Penalty - The batter shall be called back to the plate, the swing is foul-strike, the ball is dead and no runners may advance.
5. Until May 1st, the batter will have four (4) attempts to hit the coach-pitched or machine-pitched ball. If the ball is not put in play, player will hit off the tee. Note, should the 4th pitch be a foul ball, the player will receive another pitch.
6. After May 1st, players will receive five (5) pitches from the coach or pitching machine. If the ball is not put in play, the player will have three (3) attempts to hit the ball off the tee.
7. After May 1st, managers are allowed to play tournament rules as outlined in the

National Division.

8. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.
9. No big barrel bats exceeding 2 ¾ in size may be used at any time.

F. Base Runners

1. Runners are not permitted to steal or lead-off, and shall remain in contact with the base until the ball is hit.
2. On a batted ball, runners may advance one base.
3. Scoring from third: Only on a batted ball or continuation of play of a batted ball.
4. No infield fly rule.

G. Defense

1. A batted ball becomes dead when an infielder is inside of the baselines or at a base, has possession of the ball, and holds the ball over their head.
2. Defensive Substitutions
 - a. All players listed on the roster and present will play defense each inning.
 - b. Players must play at least one (1) outfield position and one (1) infield position per game.
3. A maximum of six (6) players may be stationed in the infield (incl. the catcher & pitcher). Besides the catcher, no player may be closer to the batter than the pitcher.
4. Outfielders must be stationed at least 15 feet behind the baseline (e.g., on the outfield grass) when the ball is pitched. No “stacked” or “shifted” alignments.
5. No player shall be benched. If you feel there is a need for disciplinary action, please contact the Shetland player agent to discuss the matter.
6. All players must stay in front of or behind the base path.

Shetland 4U Division Rules

A. Shetland 4U Division Team Formation

1. Managers will be selected from the list of applicants by the Board of Directors. All selected managers must attend the manager’s orientation meeting.
2. Shetland 4U Division teams will be selected by the league in an effort to create

evenly matched teams.

3. Shetland 4U Division is to be played by league age 3 year olds and league age 4 year olds who have no previous baseball experience.
4. No big barrel bats exceeding $2\frac{3}{4}$ in size may be used at any time.

B. The Game

1. Shetland 4 Division players will hit using the tee.
2. Base runners will be allowed to remain on the bases.
3. After May 1st, managers may coach pitch to the players HOWEVER pace of the game must continue.
4. All other rules from Shetland American Division shall apply.