

2026 SFYBL Mustang Division Rules Highlights

Eligibility:

- 8 DOB 5/1/2017 to 4/30/2018 (playing up)
- 9 DOB 5/1/2016 to 4/30/2017
- 10 DOB 5/1/2015 to 4/30/2016

Roster Size: Minimum 10 players
 Maximum 16 players

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

Forfeits: No Show

- 1st infraction: \$200
- 2nd infraction: \$200 and elimination from playoffs
- 3rd infraction: immediate expulsion; the team will play no more games during the season

Forfeits: Scrimmage

Per infraction: \$50

Playing field:

BOTH teams should bring bases, the home team is responsible for setting them up.
Choice of dugouts is first come, first serve
46 ft pitching distance, **60** ft base paths

Game Length:

6 innings
The first inning that begins after 1hr 30m shall be called the final inning. (no run limits) Hard stop 5 minutes prior to the next scheduled event. (Current batter gets to finish.) The score reverts to the last completed inning unless tied and reverting to the last completed inning results in a loss for the home team.

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, "League age" is determined by the players age on 04/30/2026.

League Age	Maximum per day
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**.

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
7-8	0	1	2	Not allowed	Not allowed
9-11	0	1	2	3	4

Stealing:

Lead-off of all bases allowed

Stealing of 2nd base and 3rd base allowed

A runner on third may not steal home as the pitcher is throwing a pitch. Nor may the runner steal home as the catcher is returning the ball to the pitcher.

A runner may steal 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.

Uncaught 3rd strike in effect; batter may attempt to advance if 1st base is unoccupied or if there are two outs.

Balks are not enforced; however, runner is allowed next base if running on the pitch

Stop stealing if ahead by 10 runs or more

Stop advancing on passed balls/wild pitches if ahead by 10 runs or more

Runs limitations:

Maximum of 5 runs per inning except final inning

Mercy Rule: 15-runs after 3 complete innings; 10-runs after 4 or more complete innings.

Base Paths

No player contact is allowed on the base paths. Runner must avoid or slide.

No head first slides (automatic out) – diving back is OK.