2027 SEASON

PONY LEAGUE

RULE MODIFICATIONS & GENERAL RULES

For Upper Divisions:

Mustang, Bronco, and Pony

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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. 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 cleared by SFYBL and have an SFYBL COACH's BADGE on their phone.

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. Fire Dept. FLAME Representative	Donny Bendo
S.F. Recreation & Park Representatives	Jimmy Chin
	Rachelle Henley
	Gerald Reader

1.2 SFYBL Baseball Committee

The Baseball Committee will be composed of the members of the SFYBL Board of Directors as well 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	Brent Lewellen
Pony Commissioner	Brent Lewellen
Girl's Baseball Commissioner	Rachelle Henley
PONY Summer All Star Teams	Donny Bendo
Umpires Director	Eric Tam
Social Media	Gina Nelson
Volunteer Coordinator	

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:

Division	**DOB (Date of Birth) Range**
Mustang (9U-10)	DOB: May 1st, 2016 – April 30th, 2018
Bronco (11U-12)	DOB: May 1st, 2014 – April 30th, 2016
Pony (13U-14)	DOB: May 1st, 2012 – April 30th, 2014

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

2.1.4 If a player “plays up” to a division above their age level, they are eligible to try out for Summer All-Star teams only in that division. Exemption: a player that is age eligible for 8U All Stars.

2.1.5 Teams with Ineligible Players are subject to forfeit any game played using those Ineligible Players. Coaches are 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.

2.1.9 To be eligible to participate in the SFYBL playoffs, a player must have played in at least 50% of their team's regular season games.

2.1.10 A player must be in good standing to be a LEGAL PARTICIPANT in any particular SFYBL Game.

2.1.11 A suspended player is not in good standing during the term of their suspension.

2.1.12 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.

2.1.13 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 2026 SFYBL waiver for that player must be submitted to SFYBL.

2.1.14 A team's roster shall contain a minimum of 10 and a maximum of 16 eligible players.

2.1.15 A roster not containing full information for each and every player will not be accepted.

2.1.16 Players on a roster who have not submitted a 2027 SFYBL online waiver by March 31, 2027 are not eligible to participate in the league.

2.2 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 and fingerprint scan through SF Rec & Park and shall present their Coach's badge at the start of each game.

2.3 SFYBL does not recognize the legality of any game played in violation of any of these requirements.

2.4 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.

2.5 In all eligibility matters, any decision of the SFYBL Baseball Committee shall be final.

RULE 3: Player Transfers

3.1 A transfer player: a player who has been on a roster of a SFYBL team from the previous season who is moving to a different team.

3.1.1 Players are free to play on any team they are invited to.

3.1.2 Players may not transfer teams after the first week of regular season games without permission from the Division Commissioner.

3.1.3 Coaches seeking transfer players should check-in with their Division Commissioner

RULE 4: EQUIPMENT

4.1 If a pitcher's plate 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 plate, upon the agreement of its placement. The Umpire will be the final judge of its placement. Lacking any plate, the Umpire, with the consultation of both managers, will designate a spot from which pitchers will throw. The Umpire will be the 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 substitutes for regulation bases is prohibited. A double forfeit will ensue.

4.3 The league will provide each team with two (2) 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 (boys only). 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 or removal from the field.

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 one of the following standards:

4.13.1 USA Baseball bat standard

4.13.2 BBCOR Certified .50

4.14 2 ¾" barrel bats are not allowed

4.15 The penalty for the use of an illegal bat is an automatic out.

4.16 Noise makers including, but not limited to, cow bells, pots and pans, etc. may be deemed illegal at the umpire's discretion or request by the opposing coach.

4.17 SFYBL recommends the use of "double first bases" in accordance with NFHS guide lines.

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 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.

5.3.5 Home and Visiting Teams 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

5.3.7 Teams shall have no more than 4 coaches present during games.

5.3.8 Intentional walks are not allowed.

5.3.9 All cheering must stop when the pitcher has come set.

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 Each team must decide to use one of the following batting lineups: the standard MLB 9-player lineup; a 10-player lineup, which contains 1 EH (extra hitter); or a continuous lineup, which contains all present players. This decision must be made before the start of the game and told to the plate umpire. A team cannot change its decision during the game; for example, change from a continuous lineup to a 9-player lineup in the 4th inning.

5.4.4 If a team uses a continuous batting lineup, late arriving players are added to the lineup after the final slot in the order.

5.4.5 If a team is not using a continuous batting lineup, late arriving players are substitutes. They enter the game only when a teammate (who is currently in the lineup) exits.

5.4.6 A player must be in the batting lineup in order to play defense on the field.

5.4.7 A team may play a game with only 8 players. However, the 9th spot in the batting order is an automatic out. EXCEPTION: If this automatic out were to end the inning, this out is postponed until the next inning. The team will start the next inning with one out already recorded.

5.4.8 When it is a player's turn to bat, but the player is not available (e.g., injury, ejection, etc.) and a substitution has not been made, an automatic out occurs. EXCEPTION: If this automatic out were to end the inning, this out is postponed until the next inning. The team will start the next inning with one out already recorded.

5.4.9 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.

5.4.10 When a player becomes injured running the bases, the team may courtesy run for them.

5.4.11 If a team is using a continuous batting lineup, the courtesy runner is the player who made the last out. If a team is not using a continuous batting lineup, the courtesy runner must be a player who is not in the batting lineup.

5.4.12 The EH must be declared on the starting lineup. An EH cannot be added to the lineup after lineups become official at the plate meeting.

5.4.13 The EH is eligible for substitution and re-entry into the game. This means you may sub in a new EH during the game, and re-enter the original EH later in the game. It is illegal for a player to be an EH for the entire game.

5.4.14 The EH may be entered into the game defensively. Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EH, including swapping a defensive player for the EH, whereupon the defensive player that was just swapped out can become the new EH. In short, the manager can shuffle the ten players who are currently in the batting order among the nine defensive positions. <u>These are defensive swaps, not substitutions.</u>

5.4.15 The EH role may not be eliminated during the game. Once you start with an EH, you must keep the EH for the entire game. The only exception is if your team drops to only nine players due to injury, ejections, or players leaving early.

5.5 SUBSTITUTIONS

5.5.1 A substitution occurs only when a player not in the batting lineup replaces a player who is in the batting lineup.

5.5.2 A player must be in the batting lineup in order to play defense on the field.

5.5.3 If a team is 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.

5.5.4 **SFYBL has a mandatory participation rule**. Every player must play at least 2 innings on defense (in the field) and get at least 1 inning on offense (at bat) each game. Violation of this rule may result in a forfeit of the game. Injured players not playing but sitting in the dugout must be identified on the bottom of the lineup card as “injured.”

5.5.5 If a team is using a continuous batting lineup, players who have not yet played defense must play on defense in the 4th inning (Mustang) or 5th inning (Bronco/Pony).

5.5.7 If a team is not using a continuous batting lineup, players who have not yet been in the batting lineup must be put into the batting lineup in the 4th inning (Mustang) or 5th inning (Bronco/Pony).

5.5.8 If a team is not using a continuous batting lineup, players who have not yet played defense must play on defense in the 4th inning (Mustang) or 5th inning (Bronco/Pony). It is illegal for a player to be an EH the entire game.

5.5.9 Substitutions occur only when a team is using a 9-player or 10-player batting lineup. Players who are not in the starting batting lineup are the substitutes.

5.5.10 Starting players who are substituted for can re-enter only once. They must return to their original position in the batting order. If a starting player re-enters, the corresponding substitute cannot re-enter the game.

5.5.11 A spot in the batting order consists of the starting player and at most one substitute.

5.5.12 A player may bat in only one position in the batting lineup. Players who are substituted out may return to the batting lineup, but only in their original position. For example, a team has a 10-player lineup: Abel, Baker, Charlie, Daniel, Edward, Frank, George, Henry, Irwin, John. Substitutes are Allen and Bob. In the 3rd inning, Allen substituted for Abel and Bob for Baker. Later, if the coach wants Abel or Baker to return, Abel must substitute for Allen, and Baker for Bob.

5.5.13 An exception to the substitution rule occurs when a player is removed because of injury or ejection. For the previous example, if after Allen and Bob have substituted for Abel and Baker (respectively), and Charlie becomes injured, either Abel or Baker may take Charlie's position in the lineup.

5.5.14 When a team bats out of order, the player who should have properly batted is out. For example, Abel and Baker both strike out to start the inning. Daniel then comes up to bat and gets on base. The defensive team informs the umpire of the batting-out-of-order violation. Charlie (the player who was supposed to bat) is called out, and the inning ends. Daniel is the proper batter to start the next inning.

5.5.15 If a team informs the umpire of the batting-out-of-order violation while the improper batter is still at bat, the proper batter then replaces the improper batter in the batter's box and assumes the count; there is no automatic out in this situation.

5.6 BASE RUNNING SAFETY

5.6.1 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.

5.6.2 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.

5.6.3 Runners at all bases must avoid contact with defensive players, whether such players are legally or illegally in the runner's path.

5.6.4 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.

5.6.5 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.

5.6.6 If a base runner's actions leading to ejection are judged to be flagrant, the League may further suspend the offender.5.6.7 When a fielder is illegally positioned and the runner slides or avoids contact, obstruction will be called. The said runner will be ruled safe.

5.6.7 When a fielder is illegally positioned and the runner slides or avoids contact, obstruction will be called. The said runner will be ruled safe.

5.6.8 A fake tag by a defensive player is obstruction.

5.7 ADDITIONAL BASE RUNNING RULES

5.7.1 Runners may lead off from all bases. (except Mustang Bronze)

5.7.2 In the Mustang division, balks will be enforced only when a runner is in the process of stealing. For example, when a runner is not attempting to steal and the pitcher illegally stops his delivery, the runner will NOT be awarded the next base.

5.7.3 In the Bronco and Pony divisions, balks will be enforced.

5.7.4 In the Mustang division, runners may steal second base and third base.

5.7.5 In the Mustang division, a runner on third base:

a. May not run home as the pitcher is throwing a pitch.

b. May not run home as the catcher is returning the ball to the pitcher.

c. May run home on a passed ball/wild pitch,

d. May run home on an attempt by the defense to put out a runner

e. May run home on a wild return throw by the catcher to the pitcher

5.7.6 In the Bronco and Pony divisions, runners may steal second base, third base, and home per MLB rules.

5.7.7 Teams with a 10 run lead may no longer steal bases or advance on passed balls/wild pitches.. A runner may advance only when the batter puts the ball in play; a runner is forced to advance because the batter becomes a baserunner (i.e., uncaught strike 3); or the defense makes a wild pick-off attempt.

5.7.8 Only feet first sliding is allowed. Head first sliding will result in the runner being called out. A headfirst dive or slide back into a previously touched base is allowed.

5.7.9 Runners may steal on a foul tip. A foul tip is a batted ball that goes sharply and directly to the catcher's hand or glove and is legally caught. For base running purposes, a foul tip is treated as a “swing and miss” strike. There is no need for runners to “tag up” to advance.

5.8 UNCAUGHT THIRD STRIKE / DROPPED THIRD STRIKE

5.8.1 On strike 3, the batter becomes a baserunner when the catcher does not legally catch the pitch and:

First base is unoccupied (at the time of the pitch)
or
There are 2 outs

Example: no runners on, batter swings and misses for strike three, catcher drops the ball. The catch is not a legal catch. The catcher must either tag the batter or throw to 1st base to get the out.

Example: bases loaded, two outs, catcher drops strike three, resulting in the batter becoming a runner. So, to record the 3rd out, the catcher can tag the batter, throw to first, throw to second, throw to third, or step on home plate.

5.8.2 If there are 0 or 1 outs and 1st base is occupied at the time of the pitch, the catcher need not catch the 3rd strike; the batter is out.

5.8.3 An exception to the uncaught strike 3 rule occurs if the pitch hits the batter with the end result being strike 3; the catcher need not catch this 3rd strike. For example, the batter's elbow is in the strike zone, the pitch hits the elbow for a called strike 3, the batter is out. Another example, batter swings and misses for strike 3, but the pitch hits them. The batter is out. (In both situations, the ball is dead because it hit the batter.)

5.8.4 These rules do not apply to Mustang Bronze.

5.9 DISTANCE BETWEEN BASES

Mustang	60 feet
Bronco	70 feet
Pony	80 feet

RULE 6: PITCHING RULES

6.1 Pitching distances:

Mustang	46 feet
Bronco	50 feet
Pony	54 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 04/30/2027.**

League Age	Maximum per day
7-8	50
9-10	75
11-12	85
13-14	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.

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
9-10	0	1	2	3	4
11-12	0	1	2	3	4
13-14	0	1	2	3	4

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 the pitcher is removed before delivering a pitch to the next batter. For example, a pitcher starts a batter with 48 pitches. They retire the batter on the 53rd pitch. If removed from the game, their pitch count would revert back to the threshold reached, 50, and they would only be required to have 2 days of rest.

Days of rest are 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 1 minute.

6.5 No player can pitch again in the same game once they have been removed from the mound whether or not they stay in the line-up.

6.6 Both teams should track ALL pitches and check in with each other after each ½ inning to confirm they have the same count.

6.7 Both teams are responsible for reporting to the league the pitch count for <u>all</u> the pitchers who participated in the game.

6.8 No intentional walks.

RULE 7: LENGTH OF GAMES

7.1 The official starting time is determined by the plate umpire.

7.1.1 The plate umpire's timepiece or timepiece designated by the plate umpire shall be the official game clock.

7.1.2 A new half inning begins immediately after the 3rd out of the previous half inning.

7.1.3 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.

7.1.4 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 1hr 30m (Mustang) or 1hr 45m (Bronco/Pony) time that determines the final inning. The time shall be extended accordingly.

a. The plate umpire shall make this determination.

b. The plate umpire shall announce the new time limit before resuming the game

7.1.5 Any attempt by a team to intentionally delay the progress of a game may result in forfeit.

7.2 **GAME DURATION:**

7.2.1 Mustang games end after 6 innings. The final inning of the game will be the first inning that begins after 1hr 30m of play.

A Mustang game is official if 3 innings (2 ½ if the home team is ahead) or 1hr 30m have been played, whichever comes first.

7.2.2 Bronco/Pony games end after 7 innings. The final inning of the game will be the first inning that begins after 1hr 45m of play.

A Bronco/Pony game is official if 4 innings (3 ½ if the home team is ahead) or 1hr 45m have been played, whichever comes first.

7.2.3 Regular season games that do not reach status as described in 7.2.1 and 7.2.2 are considered rainouts and will not be rescheduled.

7.2.4 All games will have a "Hard Stop" 5 minutes before the next scheduled event on the field. A game that is in progress will immediately stop after any current batter's at bat. The score will revert to the last completed inning only if doing so favors the home team.

If there is no scheduled event after the game being played, the game may be played until completion or until both teams agree to a tie.

7.2.5 All games played on fields without lights will have a "Hard Stop" at sunset. Sunset will be determined using standard weather apps and announced by the Umpire at the plate meeting prior to the game. A game that is in progress will immediately stop. The score will revert to the last completed inning only if doing so favors the home team.

7.2.6 Regular season games may end in a tie. A tie shall count as ½ win and ½ loss for each team.

7.2.7 For all regular season games, a team may score a maximum of 5 runs (Mustang) or 8 runs (Bronco/Pony) in its half inning, subject to the conditions below.

a. Once the maximum runs have scored, teams change sides, regardless of the number of outs

b. All runs scored in the excess of the maximum are disallowed.

c. If more players bat than should have, these at bats shall stand, and the teams change sides, and the score is corrected when the error is discovered.

7.2.8 The maximum run rules do not apply in the 6th inning (Mustang) or 7th inning (Bronco/Pony) or any inning that is considered the final inning.

7.2.9 **15/10-Run Mercy Rule-Mustang Division**. If the visiting team is leading by at least 15 runs at the end of 3 innings or 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 15 runs at the end of 3 innings or 10 runs during the 4th or higher innings after the visiting team has completed batting, the game shall be declared complete and the home team shall be declared the winner.

7.2.10 **15/10-Run Mercy Rule-Bronco/Pony Division**. If the visiting team is leading by at least 15 runs at the end of 4 innings 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 innings or 10 runs during the 5th or higher innings after the visiting team has completed batting, the game shall be declared complete and the home team shall be declared the winner.

7.2.11 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 Baseball Committee within 48 hours.

7.3 PLAYOFF GAMES:

7.3.1 Playoff and Championship games shall follow the same rules as regular season games with the following exceptions:

7.3.2 Playoff games may not end in a tie; if the game is still tied after the hard stop rule is enforced, a coin toss will decide the winner. Heads indicates a victory for the home team and Tails a victory for the away team.

7.3.3 Championship games will follow the rules posted by the league prior to the post-season.

7.3.4 Championship games can not be played under protest. Any challenges must be settled during the game.

7.3.5 Playoff and Championship games that don't finish due to rain shall be rescheduled and resumed from the point they stopped.

RULE 8: SCHEDULING & RESCHEDULING

Scheduling and rescheduling of Regular Season games and Playoff and Championship games shall be the sole responsibility of the SFYBL Baseball Committee.

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 Pony, Bronco, and Mustang division games are 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 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 SFYBL 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 ID123 coaching badges to the umpires. Not having at least one rostered coach with a valid coaching badge may be grounds for forfeit for that team. Only coaches with an ID123 coaching badge are allowed on the field. Umpires will document any coaches missing

badges on the game reporting cards.

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 Both coaches are responsible for reporting the final score of the game.

9.6.6 Both coaches are 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.

9.8 The use of videotape or equipment by game officials for the purpose of making calls or rendering decisions is prohibited.

RULE 10: SCORE KEEPERS

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 <u>all</u> pitchers.

10.2.4 Informing the plate umpire whenever the maximum half-inning run rule occurs 5 runs for Mustang, 8 runs for Bronco/Pony.

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 the 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, but are 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.

11.2.4 Video Recordings may not be sent into the Baseball Committee when making complaints about Umpire calls or judgments. Videos may be sent to the Baseball Committee when complaining about the behavior of other coaches, players or spectators.

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 24 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 Baseball 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 Baseball Committee 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.

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

RULE 13: FORFEITS

13.1 SFYBL games may be forfeited because of violations of these Rules.

13.2 Forfeits because of not enough players at game time:

Each OFFENSE - $50

13.3 Forfeits because of non-appearance:

1ST OFFENSE - $200

2ND OFFENSE - Another $200 + Elimination from Playoffs

3RD OFFENSE - Immediate expulsion from the League and the team's future games will be granted to other teams in the Division

13.4 Use of an ineligible player, upon discovery, will result in loss of games in which the ineligible player 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).

14.2 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.

14.3 Demonstrations, which disrupt the game, are unsportsmanlike.

14.4 Demonstrations abusive to the umpires are unsportsmanlike.

14.5 Managers/coaches shall not encourage or allow attempts at verbal intimidation of the opposing team by their team's members and/or supporters.

14.6 There shall be no "negative chatter" directed at the opposing team. "Positive chatter" by team members with their teammates is permitted and encouraged.

14.7 Managers/coaches are responsible for their team's adherence to the requirements of part 14.1 through 14.6 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.

14.7.1 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.

14.7.2 Any ejected adult team member must leave the vicinity of the playing field.

14.7.3 Any ejected team supporter must leave the vicinity of the playing field.

14.7.4 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.

14.7.5 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.

14.7.6 At their discretion, umpires may restrict a coach to the dugout for unsportsmanlike conduct. Coaches who are restricted to the dugout may leave only to attend to an injured player, to perform concussion protocol testing, or to restore order during a fight. If a coach is the sole coach on a team and they want to make player substitutions (e.g. pitching change),they will need to ask the player(s) to communicate such substitution(s) to the umpire.

14.8 The following shall apply to ALL Divisions' Base coaches:

14.8.1 A team may utilize base coaches at both 1st and 3rd in every offensive half inning.

14.8.2 Any eligible player or rostered coach can be used as a base coach.

14.8.3 A non-adult base coach must wear a batting helmet.

14.9 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.

14.10 Manager/coaches shall not be permitted more than one offensive timeout in each half inning to talk with a batter and/or runner(s).

14.11 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.

14.11.1 If a player/team member leaves the vicinity of the field for any reason, they remain the responsibility of the manager/coach.

14.11.2 A manager/coach may enter the playing field to make inquiry and/or obtain a ruling only by permission of an umpire.

14.12 First come first serve on dugouts.

14.13 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 details surrounding the injury and information about the treating facility 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 by a Division Commissioner to the SFYBL Board of Directors within 48 hours of receiving written notification.

17.3.2 A manager, or coach ejected from an 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 SFYBL Board of Directors 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 Board of Directors 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 Baseball Committee members shall be emailed to the involved parties within 72 hours of said ruling.