



Simi Youth Baseball

LOCAL PLAYING RULES 2023
ALL DIVISIONS – PONY BASEBALL
REVISED 3/24/2023

SYB LOCAL PLAYING RULES 2023 SEASON

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1. **GAME START TIME.** A game may start earlier than scheduled if both teams and the umpire are ready. Any team not ready to play fifteen (15) minutes after the scheduled game time will forfeit that game. In the event that a play-up is added to the official lineup card from a lower division and the play-up is not ready to play at game time due their division game not being completed, the game shall begin at the scheduled time and an out will be recorded for the play-up batting position until the play-up has arrived.
2. **GAME TIME LENGTH.** Scheduled games will be limited so that no new inning will be started after two (2:00) hours for Pony, two hours (2:00) for Bronco, and one hour and forty five minutes (1:45) for Mustang. Reference the Pinto Rules for Pinto. Reference the Shetland Rules for Shetland.
3. **SUSPENDED GAME.** In all divisions, except Shetland and Pinto, in case of inclement weather or darkness, or other uncontrollable circumstances, so long as 1 hour and 45 minutes 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 1 hour and 45 minutes 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. Reference PONY Rule 11 – Length of Games, Section D.
4. **LAST INNING START TIME.** In the event of darkness or inclement weather, the start of the last inning of any game will be at the umpire's discretion.
5. **NEW INNING.** For the purposes of rules 2, 3, and 4, a new inning officially begins at the moment the last out is recorded in the bottom half of the previous inning.
6. **CONTINUED GAME.** If a game is continued for any reason to a later time, regular pitching and innings allowed rules apply to the continued game. If a player has pitched and was removed as a pitcher, he may not be utilized again as a pitcher in the continued portion of the game. If a player is absent on the day a game is started and is present on the day a game is continued, he is an eligible player and must be used. If the player does not play his required number of innings in the continued game due to this absence when the game started, the "must play" rule will not apply. Pitcher rest periods only apply to

the days on which the pitcher actually pitches.

7. **PLAYER UNAVAILABILITY.** Any player who is not available to play in a game will be listed on the line-up sheet along with the reason for the player's unavailability. The line-up sheet must be given to the opposing manager and scorekeeper prior to the start of the game. If a player is missing the day of the makeup and no replacement is available that player's at bat will count as an automatic out one time only.
8. **MINIMUM PLAYERS.** If, at the scheduled start time of a game, a team has fewer than nine (9) 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 ninth spot in the line-up comes up. If a team has less than nine (9) 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 nine (9) player roster, in accordance with Rule 47, "Use of Temporary Players." Reference Pinto rules for Pinto.
9. **PLAYER BENCHING.** Any time a team is reduced to eight players, the ninth spot will be an out every at bat. If a player is injured or any other event forces a player to leave during a game, an out will be assessed the next at bat only (unless reduced to eight players). 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. Temporary players / play ups cannot be added to line up during the game.
10. **EJECTED PLAYER.** The approval of a member of the Board of Directors not involved in the Division is required prior to any player being "benched" for disciplinary reasons. Every effort should be made to notify the player's parents and the Division Player Agent of the benching and the reasons therefore prior to the start of the game. If this is not possible, the parents and the Division Player Agent must be notified after the game by the Manager of the affected team and an approving Board Member. The approving Board Member must sign the official scorebook, acknowledging the benching. An email needs to be sent to the division Player Agent within 24 hours for documentation.

If a player is ejected from a game by an umpire, the umpire must advise the official scorekeeper of the reason(s) for the ejection and the scorekeeper shall enter the reason(s) in the scorebook. An ejected player will be declared an ineligible player and can no longer play in that game. Further, a player that is ejected must be in uniform, sit on the bench, and shall not be allowed to play during the next scheduled game that the player attends. A player ejected from a game may appeal the subsequent game suspension as follows:

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- a) The Manager (or Coach acting on his behalf) must notify a member of the Board of Directors before leaving the complex. If this cannot be done, the manager must notify the Division Player Agent, Chief Player Agent, or President by 10:00 p.m. of that day or the right to appeal is lost.
- b) The Protest Committee will consist of at least three of the following: Chief Player Agent, Chief Umpire, and any Division Player Agent not directly involved. No board member who is directly involved in the protest will be allowed to be on the protest committee.
- c) Any rule violation that does not have a specified penalty, the penalty will be decided by the Board of Directors
- d) If practical, before the player's next game, a hearing will be held by the Protest Committee. Otherwise, a hearing before the entire Board of Directors will be held at which the Board must
 - i. Determine the reasons for the ejection;
 - ii. Consider whether the player has been the subject of previous ejections;
 - iii. Consult with the umpire involved in order to determine the umpire's opinion as to whether the conduct involved was of such character as to warrant a subsequent game suspension, and
 - iv. Grant the affected player a reasonable opportunity to rebut or explain the conduct that led to the ejection and to present witnesses on his/her behalf.

After considering these facts, the Protest Committee or the entire Board shall decide whether a subsequent game suspension is appropriate. Unless extraordinary circumstances are present, no decision on the appeal can be made until the involved umpire has been consulted. If an emergency meeting of the Board of Directors cannot be convened prior to the affected team's next game, then the suspension will be stayed until such time as the Board of Directors acts upon the appeal after notice of the hearing to the affected player. If the umpire cannot be located immediately after the game, the Protest Committee may not hold a hearing at the field. There is no appeal from the decision of either the Protest Committee or the entire Board of Directors.

11. **SUBSTITUTIONS.** Each team shall have a batting lineup. The lineup will allow free defensive substitution throughout the game with the exception of pitcher substitution limitations (see Rule 33). The batting lineup will consist

of all rostered players in all divisions.

12. **MUST PLAY RULE.** All players must play a minimum of three (3) completed innings in the field and at least one of those innings which consist of 3 outs, being in the infield. No player shall be out of the field for more than one (1) inning at a time. If a player does not play the required number of innings in the field due to a short, completed game, then that player must start and play 4 consecutive completed innings in the next scheduled game in the field, 2 of which must be in the infield.
13. **MUST PLAY VIOLATION.** If a manager fails to substitute players in accordance with Rules 11 and 12, resulting in a player not receiving the proper amount of innings in the field, then the affected player must start and play the entire next scheduled game. Further, 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.
14. **MUST PLAY (Mercy Rule).** Rules 11, 12, and 13 apply to all regularly scheduled games whether they are played prior to the commencement of daylight savings time or not, including games that end early because of the “mercy rule”.
15. **LINE UP CHANGES.** All line-up changes must be reported to the official scorekeeper at the time the changes are made.
16. **COACHING AREA.** Managers and coaches must carry out their respective functions from the prescribed areas on the field. No form of coaching may be performed from outside the designated areas. Designated area is to be no closer to home plate than the bat rack and no further than the bullpen entrance. This only applies for Pinto through Pony Divisions
17. **COACHING UNIFORM.** Adult managers and coaches who occupy the “coaching boxes” must be wearing a SYB provided team cap and shirt (*shirt only applies for the Shetland Division*) that is provided by the league. No open toe shoes allowed on the field at any time. Any minor under the age of 18 must wear protective helmet. Players who coach must be in full uniform, wearing protective helmets. Under extenuating circumstances, adult coaches may occupy coaching boxes without being in uniform. There shall be a maximum of three coaches (including manager) on the field of play at any time, in the Pinto, Mustang, Bronco and Pony Division.
18. **COACHING OFFENSIVE TIME OUT.** Only a manager or a coach may enter the playing field during a time out for consultation with a player or umpire. There will be only one offensive time out per inning.
19. **DEFENSIVE TIME OUT.** One defensive time out is allowed per inning that does not

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include the coach or manager making a visit to the mound/pitcher. One visit to the mound/pitcher by the manager is allowed for all pitchers each inning. The second visit to the same pitcher in the same inning will require the pitcher to be removed as a pitcher for the rest of the game.

20. **CODE OF CONDUCT.** All managers, coaches, players, parents and fans are hereby notified that league rules prohibit anyone from:

Using profanity and/or harassing any umpire, player, opposing player, manager, coach, league official, parent or fan. Team managers are responsible for the good conduct of their coaches, players, parents and fans during games.

Any manager, coach, player, parent or fan violating the Code of Conduct, during Spring, Fall or All Stars is subject to:

- a) Immediate ejection from the game by the umpire in charge of the game, or a Board Member, not involved in the game, and subsequent suspension or disciplinary action from the Board of Directors.
- b) The umpire in charge, either at his discretion or at the direction of the attending Board member, may go to the managers and ask them to return their teams to their respective dugouts.
- c) The umpire in charge and/or the Board Member will then inform the crowd that play will be suspended until the offending individual(s) leave the facility.
- d) In the event that the offending individual(s) refuse to comply, the manager of the offending team will be responsible for compliance. *Failure to comply may result in a forfeiture of the game and subject the manager of the offending team to disciplinary action from the Board of Directors according to league rules.* Additionally, offenders may face disciplinary action from the Board of Directors up to and including appearance in front of the Board of Directors and/or suspension of the player/s associated with the violator.

Remember: GOOD BEHAVIOR DOESN'T COST ANYTHING!! However, it does pay - it allows the players and other teams to enjoy a game between kids just for the fun of it.

21. **SPECTATORS ON FIELD.** Parents or other spectators shall not enter the playing field at any time during the game unless summoned by a manager or umpire to attend to a sick or injured player

22. **PROTESTS.** Protests of a game must be lodged in accordance with PONY Baseball, Inc. rules

23. **EQUIPMENT AREA.** All equipment must be kept in designated areas.

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24. **WARM-UP AREA.** No players are permitted to warm-up in any spectator areas. Warm-ups are to be conducted in the designated areas of the playing field. Each team is allowed to use or occupy one-half (½) of the playing field during warm-ups
25. **FIELD PREP & CLEAN UP. SYB West Fields-** The home team is responsible for preparing the field for the game. This includes setting the bases up, painting the foul lines, dragging the field and watering the mound, if necessary. The visiting team is responsible for applying and raking in rubber to home plate area and around bases, re-compacting the pitcher's mound and watering the mound and bullpens after each game and for securing the equipment if there are no more games that day. Both teams are responsible for picking up trash and keeping their dugouts and bleacher areas clean. Both teams shall empty the trashcans on their side of the field as needed. **SYB East Fields-** All above applies in addition the home team to dragging and watering the field prior to the game and the Visiting team dragging and watering the infield after the game
26. **OFFICIAL SCOREKEEPER.** Except in Shetland American and 4U, the home team must supply the official scorekeeper who must be at least sixteen (16) years old. The visiting team must supply a person to keep the official pitch count (not for Shetland). If no scorekeeper can be found, the home team manager or coach will act as the official scorekeeper. The official scorebook shall be stored in the score booth. The official scorekeeper must remain in the scorekeeper's booth, if directed by the umpire. Managers are required to sign the pitch count log after each game (not Shetland). Shetland National Managers are required to sign the scorebook after each game
27. **EJECTED COACH/SPECTATOR PROCEDURE.** Any manager, coach, or parent ejected from a game shall return to their vehicle and not be involved in the game in any way. Failure to leave within five (5) minutes may cause that game to be ruled as a forfeit against the offending team. Additionally, any continued nuisance may also result in immediate forfeiture of the game.
28. **EJECTED MANAGER FINES/APPEALS.** Managers, All Star managers and coaches must govern their conduct in accordance with standards of good sportsmanship and fair play and must bear in mind that they are acting as role models for young people. Any manager or coach ejected from a game will be fined fifty dollars (\$50.00) and will not be allowed to return to the team's next game until the fine is paid. With the consent of the Board of Directors, any imposed fine may be reduced by the performance of work on behalf of the league. Spectator ejection could be subject to a \$50.00 fine before they are let back into complex. If an umpire ejects a manager or coach from a game, the umpire must advise the official scorekeeper of the

reasons for the ejection and the scorekeeper shall enter the reasons in the scorebook. Further, any manager or coach ejected from a game, shall be suspended from participating in that team's next game. Any manager, all star manager or coach ejected from a game may appeal the subsequent suspension as follows:

- a) The manager or coach must notify the official scorekeeper of the appeal prior to the end of the game.
- b) The scorekeeper shall note the appeal in the official scorebook.
- c) The manager or coach shall sign his or her name in the scorebook acknowledging the recording of the appeal.
- d) The manager or coach must also notify a member of the Board of Directors not involved in the game of the appeal before leaving the complex. If this cannot be done, the manager or coach must notify the Division Player Agent, Chief Player Agent, or President by 10:00 p.m. of that day or the right of appeal is lost.
- e) If practical, before the manager's next game, a hearing will be held by the Protest Committee. Otherwise, a hearing by the entire Board of Directors will be held. At the hearing, the Board must:
 - i. Determine the reasons for the ejection.
 - ii. Consider whether the manager or coach has been the subject of previous discipline.
 - iii. Consult with the umpire involved in order to determine the umpire's opinion as to whether the conduct involved was of such character as to warrant a subsequent game suspension.
 - iv. Grant the affected manager or coach a reasonable opportunity to rebut or explain the conduct which led to the ejection and to present witnesses on his or her behalf. After considering these facts, either the Protest Committee or the entire Board must decide whether a subsequent game suspension is appropriate and how the suspension will be served. Unless extraordinary circumstances are present, no decision on the appeal may be made until the involved umpire has been consulted. If an emergency meeting of the Board of Directors cannot be convened prior to the affected team's next game, then the suspension will be stayed until such time as the Board of Directors acts upon the appeal after notice of the hearing to the affected manager or coach. If the umpire cannot be located immediately after the game, the Protest Committee may not hold a hearing at the field. There is no appeal from

the decision of either the Protest Committee or the entire Board of Directors.

29. **CATCHER'S PROTECTIVE CUP.** It is recommended all players should wear a protective cup that they must supply.
30. **METAL CLEATS.** Metal cleats are not permitted at SYB. Failure to comply will result in the player being removed from the game until in compliance.
31. **PLAYER SUPERVISION.** With the exception of the Colt division, No manager or coach may leave a player at a practice field without his / her parent or guardian.
32. **WRITTEN WARNING (Manager/Coach).** Any manager or coach receiving two (2) negative written reports from the umpires regarding behavior and conduct will cause said manager to be called before the Board of Directors for questioning and possible disciplinary action.
33. **WRITTEN WARNING (Umpire).** Any umpire receiving two (2) negative written reports from the managers will cause said umpire to be called before the Board of Directors for questioning and possible disciplinary action
34. **TRIPS TO THE MOUND.** If a manager or coach makes two (2) trips to the mound in Pinto, Mustang, Bronco, or Pony during any one (1) inning (per pitcher), the pitcher must be removed as pitcher, but may continue to play in the game in another position. Once a pitcher has been removed from that position, he/she may not pitch again in that game.
35. **UNIFORMS.** All teams must use league issued uniforms and hats for all games
36. **PLAYER ILLNESS.** Any decision as to whether a child is too ill or injured to play will be a collective decision between the child's parents and the manager. Any player wearing a cast or other appliance that is likely to cause injury to another player, if contacted, or any player suffering from any communicable disease shall be deemed ineligible to play. Other situations regarding eligibility of a player for reasons of sickness and/or injury shall be decided on a case by case basis
37. **COLLISION RULE.** All offensive players while approaching a base must either slide, or veer to avoid contact with a defensive player who is in possession of the ball or who is in the act of fielding a throw. Any offensive player who does not slide, or veer and causes contact with a defensive player, who has possession of the ball or who is in the act of fielding a thrown ball may be called out. Incidental contact between players shall be disregarded, as this rule is in place to avoid collisions. If in the umpire's judgment, the offensive

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player attempted to injure the defensive player, then the offensive player shall be ejected from the game and will be subject to the provisions of rule #10. If in the umpire's judgment, the defensive player completely blocks the offensive players right to the base, then the umpire may call the runner safe due to obstruction.

38. **LOCAL PLAY RULES (Pinto/Shetland)**. The local playing rules for the Pinto and Shetland divisions are incorporated into these rules.
39. **SEASON SCHEDULING**. Season scheduling will be applied based on the number of teams per division. Board of directors may modify schedule as they see fit. There are no guarantees on the number of games played due to weather or extenuating circumstances. All games cancelled due to weather or extreme circumstances, will be rescheduled if possible.
40. **POST SEASON**. Post season play to be determined. Post season rules are at the discretion of the SYB Board of Directors and will be posted before the tournament starts.
41. **DRAFT, BLOCK RULE**. Draft Rules:
 - a) NOTE: Any collusion or attempt to negatively impact or manipulate a draft will result in the following:
 - b) The draft will be stopped and team rosters will revert back to include only those players assigned to their respective teams prior to the tryouts. (Manager's Option & Priority Pick Option)
 - c) The draft will resume and ALL players will be selected via a "hat pick".

If it is determined that only a portion of the Managers are participating in this "3rd priority pick", these managers will not participate in the remainder of the draft, and their rosters will be filled via a hat pick after all other managers have completed drafting their respective teams.
 - d) Managers draw numbers for their position in draft round.
 - e) All managers begin with equal points (unless otherwise noted). No carry overs. 10 players = 2000 points, 11 players = 2200 points 12 players = 2400 points
 - f) Draft Option Round: Manager Option = (100 - 400 Points) Priority Pick (Coaches) Option = (100 - 400 Points)
 - g) Manager Option and Priority Pick (Coaches) Option Ranking
 - i. Managers with 2 children in the same division may take both their children PLUS one Priority Pick, Managers with 1 child in the division may take a Priority Pick (Coaches) Option that are siblings, thus giving them 3 players to start the draft. Manager Option and Priority Pick (Coaches) Option must attend one of the

tryout sessions and will be ranked by the managers within the respective division. Upon completion of tryouts - and at least 3 days before the draft - all managers will send their player rankings of the Manager Option and Priority Pick (Coaches) Options to the Division Player Agent & Chief Player Agent. Rankings should be sent in ranked order starting with the top ranked player on down and must include all players (Manager Option and Priority Picks). Once the Division Player Agent has received all rankings, he/she will place each manager's player rankings within the player ranking scale.

- ii. For 9 teams or less: Top 3 players will be placed at a ranking value of 400 points. From the 4th ranked player on down, each player will have a sliding scale ranking value of minus 20 points (i.e. 4th ranked player 380 points, 5th ranked player 360 points, etc.)
- h) Division Player Agent shall compile the final ranking of the players, eliminating the highest and lowest ranking of each player in determining the in the final Manager Option and Priority Pick rankings. Final rankings will be provided to all managers at the beginning of the draft. If both agree, the Chief Player Agent and the applicable Division Player Agent may, subject to a 2/3 majority vote of the managers, change any players ranking point value which are determined to be too high or too low in value, (High) not to exceed 400 points (Low) not to be less than 100 points.

If the coaches option is siblings (2 players), both players must attend tryouts and will be ranked as outlined above in order to determine their final point value.

- i) Draft Round Bid:
 - i. Manager opens with player on floor for bid.
 - ii. Bids begin with minimum 50 points.
 - iii. Minimum bid increase is 10 points.
 - iv. Bids are to be in multiples of 10.
 - v. Manager may "pass" to withdraw from bid round for player. Upon passing the manager is no longer involved in the remainder of bidding for that player.
 - vi. Manager must maintain enough points to fill team roster. Manager is "locked out" from bid when short of points.
 - vii. Blocked manager cannot bid on a player who blocked the manager
- j) Conclusion of a division draft will be considered official and complete.
 - i. Any player registering after the conclusion of the draft will be placed on

a waiting list and will only be placed on a team with approval of the Executive Board and that division's player agent. Placement on any team will be via a random drawing held at a meeting to be determined by the Executive Board of Directors. All newly registered players will be put into a hat and all teams that have available positions will draw from that hat. No player is to be placed on the team by a manager, Player Agent, Chief Player Agent or any member of the Board. No player will be assigned to a team unless there are at least two players to be assigned or there are at least two teams that need a player - the following conditions may apply to any player that signs up after their respective draft process has taken place.

- ii. Opt-in clause - all Managers in the division that would otherwise not be eligible for a hat pick due to the number of positions available may choose to OPT-in to be eligible for any player that is placed in the random drawing. If the manager who chooses to OPT-in is awarded the hat pick, he is not eligible for future hat picks. Additionally, any Manager who is initially eligible for a hat pick by virtue of the reduced number of positions on their team cannot OPT-out for a hat pick at any time. At no point should a team have more than 2 roster players than any other team, unless, injury or other unforeseen circumstances throughout the course of the season occur.
- iii. Any player who is permitted to be placed by the CPA based on his/her discretion may be subject to future review and/or potential non placement If it is determined that a pattern of process circumvention is apparent in subsequent spring seasons

k) Miscellaneous Draft Rules:

- i. Two siblings entering a division together will be drafted as a package.
- ii. Blocks must be requested by the end of that division's try-outs dates and times. All blocks must be declared in writing, including the reason for the block. Any block must be approved by the Executive Board.
- iii. Any player not registered by the day of the last try out will automatically be a hat pick unless three quarters of the managers agree that the player must be in the draft.
- iv. All managers must notify the Chief Player Agent and or Divisions Player Agent who their priority pick will be before the first tryout or they will not receive a priority pick for that season.
- v. Only the manager plus one additional person reasonably related to the draft, ~~coach of record or parent of the priority pick~~ are allowed to be in the draft room and participate in the

draft. The additional person, if not the assistant coach of record, is subject to the approval of the Chief Player Agent.

42. **MISCELLANEOUS (General Rules/Balks)**. Miscellaneous General Rules:

- a) In Mustang only, “balks’ will be enforced without warning starting April 1st. Prior to April 1st, balks will be enforced after (1) warning per pitcher.
- b) All players must be paid-for before or at the time of their try-out date.
- c) With the exception of games that are suspended, or postponed, due to inclement weather, darkness, or other natural conditions, there will be no rescheduling of games. If a team fails to field, and play, at least eight (8) players within 15 minutes of scheduled game time, that team will be given a forfeit. Managers with less than nine (9) players at game time, or in advance of that game, may augment their roster by using a temporary player from a lower division (see rule 47, Use of Temporary Players.)
- d) Amount of players per team will be determined by the SYB Board of Directors prior to the division draft.
- e) Balk rules per division: reference Pony Rule Blue Book and Sporting News Baseball Rules Book, for defining.
- f) Pony Baseball Blood Rule: Bleeding must be stopped, open wound covered and if there is excessive amount of blood on the uniform, uniform must be changed before athlete may participate.
- g) No unauthorized video equipment inside the score booth

43. **MANAGER & COACH OF RECORD**. A manager candidate, once approved, is allowed to be a manager in one division and a coach in another division. A manager is allowed to manage multiple teams upon board approval, if additional managers are needed.

44. **MANAGER SELECTION**. Selection of managers:

- a) All meetings or business held for the purpose of selecting or interviewing managers is to be overseen by the Chief Player Agent. Managers and Coaches of record must complete the Live Scan background process as soon as practicable and no later than the day prior to Opening Day.
- b) All persons interested in managing must turn in an application to the Chief Player Agent. The Chief Player Agent is to present the list of applications to the Board. When possible all managerial applicants

shall be interviewed. After all interviews are completed, the Board will select managers in the following order:

- i. A vote on each nominee as to whether they are qualified to coach in the division. Majority vote required.
 - ii. All the remaining nominees are to be placed in a pool vote. The Board will vote each division's ballot by placing the nominees in their order of selection. Every nominee must have a placing. If a ballot fails to place all nominees on the ballot, that ballot is void unless corrected by that Board Member. The nominees will be given teams in the order they are placed by this pool vote. If a new team is made, the next nominee in the order will be offered the team. If a team is lost, the last manager in the order will forfeit their team.
- c) Available team names will be selected from a random drawing on a date set with all managers and Board members invited to attend. The Division Player Agent will run the drawing. Only the managers that were voted on in the pool vote will be in the random drawing for a team. Any team name trades must take place at that meeting.

45. **ALL-STAR SELECTIONS.** All Star Selections:

- a) All All-Star Managers (Red, White, Blue) will be determined via a vote conducted by the Board of Directors. Factors taken into consideration include Team standings; Coaching ability; overall conduct throughout the year; overall participation in and support of the League; Input from Coaches poll; The Board will interview with any All-Star managerial candidate.
- b) The All-Star teams will be selected in the following manner:
- c) A mandatory manager's meeting will be held no later than the middle of April to discuss potential All-Star Candidates. A second mandatory manager's meeting will be held no later than the end of the first weekend in May to make any revisions to the original candidate list.
- d) A final mandatory manager's meeting will be held no later than two (2) weeks following the second meeting described in Rule 48(B)(1). The meeting will not be official unless the Chief Player Agent and applicable Division Player Agent are present. At that meeting, each manager will present their rankings of all of the nominated players, listing them in order from 1 to whatever the final number of players is. The order that the manager's present their selections will be made by a blind draw. At

the completion of a manager's presentation, each manager in the division will be permitted to challenge the ranking of one player, and the manager making the presentation must justify the ranking and may either change the ranking of that player, or let it stand as originally presented. Each team will send no more than one (1) representative to the manager's meeting as described in rule (B)(1)-(2). The representative must be the manager or a coach of the team.

- e) the Chief Player Agent and the applicable Division Player Agent shall compile the final ranking of the players, eliminating the highest and lowest ranking of each player in determining their final position in the rankings. If both agree, the Chief Player Agent and the applicable Division Player Agent may, subject to a 2/3 majority vote of the managers, change the order of any player if, in their opinion, the ranking of that player is not equitable due to gross inconsistencies in rankings by the managers. The Chief Player Agent and the applicable Division Player Agent will then certify the ranking of players.
- f) The top ten (10) players in the certified final rankings who agree to play will be on the "Red" All-Star team. The "Red" All-Star manager must then select a minimum of two (2) and a maximum of five (5) players; however, these players must be from the next consecutive five (5) players in the certified final ranking who agree to play.
- g) The "White" All-Star team players will be the next consecutive ten (10) players in the certified final ranking who agree to play after the selection of the "Red" All-Star players is complete. The "White" manager must then select a minimum of two (2) and a maximum of five (5) players; however, these players must be from the next consecutive five (5) players in the certified final ranking who agree to play.
- h) Any All-Star alternate must be approved by the Board of Directors.
- i) If a player is selected on either the "Red" or "White" All-Star team and elects not to play on that team, that player will not be allowed to play on another All-Star team sponsored by Simi Youth Baseball, Inc. for that current season/year.
- j) Any player that quits or is removed from an All-Star team will not be eligible for All-Stars the following year.

46. PLAY DOWNS/PLAY UPS. Play downs and Play ups.

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- a) Play-downs are allowed providing the Division Player Agent, Chief Player Agent, managers, and the Board agrees it is in his or her best interest to play in the lower division. The player may be asked to supply a doctor's note stating that it is in the child's best interest to play in the lower division.
- b) A parent may appeal any decision to the Board.
- c) Other than the following exceptions, No player will be allowed to play up into the next division and fill a permanent roster spot. The exceptions to this rule are the use of a temporary player, as described in Rule 47 ([RIGHT TO APPEAL](#)).

47. **USE OF TEMPORARY PLAYERS.** If a team in the Mustang through Pony divisions cannot field nine (9) players for the start of any game, the manager of that team may obtain temporary players from a lower division, under the following conditions:

- a) Temporary players must be registered with Simi Youth Baseball, must be in their last year of play in their respective divisions, and may only play up into the next division.
- b) Temporary players can be used only to fill a roster up to nine (9) players. If a tenth player arrives unexpectedly before or after the start of the game, the temporary player must still be utilized. "Must Play" rules will still be in effect. A temporary player must bat at the end of the lineup, and may only be utilized as an outfielder in the defensive line-up. However, if playing with 5 team players and using 4 play ups, 1 play up may play the infield
- c) A temporary player's priority is to his or her regular team. No player will be used on a temporary basis if that player's game conflict's with that of the team that is in need of a player. On any calendar day, a temporary player must play in his or her regular game, if one is scheduled, in order to be eligible to play in a play-up game.
- d) For identity purposes, the temporary player will wear his regular uniform, and the opposing manager must be notified that a temporary player is being utilized for the game.
- e) Prior to utilizing a temporary player, the manager will have the player's parent or guardian sign the League's permission slip, which is kept in the scorebook as soon as practicable. Failure to obtain the required signature will subject the manager to disciplinary action, including suspension, by the Board.
- f) Division Agents are to compile a list of eligible play-up players in their respective divisions. These lists are to be distributed to their

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respective Division Agent (for example, the Bronco Play list is given to the Pony Player agent for distribution).

- g) Temporary players may not be used more than 3 times for the same team for the season and a max 12 play up games per season.
- h) For the Pinto division - 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 nine (9) players from its roster only if necessary to avoid a forfeit. However, an out will be assessed each time the tenth spot in the lineup 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." There is a 2 game max per day for any player (any combination of regular games or play up games)

48. **RIGHT TO APPEAL.** The Board recognizes that extenuating circumstances may arise. Managers are welcome to make an appeal to the Board. The Board will consider the case. Exceptions to the rule will require a vote of two thirds (2/3) majority of Board of Directors present as long as there is a quorum.

49. **PITCHING RULES.** Pitching Rules – Pinto, Mustang, Bronco, Pony

All Divisions, excluding Shetland, are subject to the restrictions of the pitch count, as recommended by MLB Pitch Smart Guidelines. The following rules should be adhered to:

- a) 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.
- b) 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.
- c) 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.
- d) 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 the [Rule Violations](#) section below.
- e) 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 the [Rule Violations](#) section below.

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- f) 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
- g) Official Pitch Tracking-
- i. The home team will provide the official scorekeeper and the visiting team will provide the official pitch counter. The league recommends that all managers carry a clicker and assign their own scorekeeper. The official pitch count will be made available on the scoreboard real time.
 - ii. Once a pitcher has been removed from the game, the manager shall confirm with the official pitch counter, thus acknowledging the pitchers pitch count. Additionally, at the conclusion of the game, both managers must initial the official scorecard. If the manager refuses to initial the pitch count on account of a disagreement regarding the official pitch count, the manager can protest and must provide proof of the violation within 1 calendar week of the violation. If a violation is proven, the appropriate penalty will apply as listed in [Rule Violations](#) section below. Inning allowance for the following day or subsequent days will be based on the scorekeepers initial count until proven otherwise and officially overturned by league officials.
 - iii. Once both managers initial the pitch count after a pitcher is removed or at the conclusion of the game, ALL OFFICIAL SCOREKEEPER PITCH COUNTS WILL BE FINAL. If either manager neglects to sign the pitch log for any other reason, the pitch count will be considered accurate and final.
- h) Rule Violations:
- i. Upon umpires confirmation (or division player agent as necessary), if the violation occurs, the following applies:
 - 1st Offense- The pitcher in question shall be removed from pitching immediately and the offending manager will be ejected. Additionally, the violation will result in forfeiture for the game in which the violation took place. The game can continue to conclusion.
 - 2nd Offense- The offending manager is ejected from the game and will suspended one game. Furthermore the manager will be fined \$50 not be permitted to manage on the field until the fine is paid. Additionally, the violation will result in forfeiture for the game in which the violation took place. The game can continue to conclusion.

Official Pitch Count Guidelines

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The following guidelines are based on league age. (I.E. 12 year olds in Pony will fall under 13U guidelines, 12 year olds in Bronco will fall under the 12U guideline)

League Age	Daily Max Pitches	Required Rest (Pitches)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-15	95	1-20	21-35	36-50	51-65	66+	N/A

50. **BAT RULES.** Players in all divisions will continue to be permitted to use the USSSA approved 1.15 bat. USA Stamps are not required for league play however **an official USA approved bat will be required for Pony All Star Sanction play.**
51. **MUST TRY OUT RULE.** In order to be eligible for the draft process, all players must attend one tryout for their respective division.
52. **PICKOFF ATTEMPTS.** All pitchers are allowed unlimited disengagements from the pitching rubber once they engage the pitching rubber. There is no limit on pickoff attempts by the pitcher to any base. This applies to Mustang, Bronco and Pony.

53. PINTO RULES.

- a) There will be no leading off any base.
- b) Runner must remain in contact with the base until the pitcher releases the ball. PENALTY: If runner is not in contact until the pitcher releases the ball then they are out.
- c) 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.
- d) Until April 1, 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.
- e) After April 1, 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.
- f) Effective April 1st bunting is allowed.
- g) No infield fly rule.
- h) No balks on pitchers; however, the pitcher will be instructed by the umpire if his delivery is deceptive.
- i) 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.)
- j) 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.
- k) When one team has a ten (10) run lead after four (4) innings, the mercy rule will apply and the game will end.
- l) Game time will be no new inning after 1 hour 45 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 forty minutes (1:40) 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 forty minutes (1:40) 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.

- m) 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.
- n) 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."
- o) 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.
- p) 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.

54. SHETLAND RULES.

SYB Shetland Overview

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 umpires.
2. 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 except for the 5th inning, which shall be unlimited.
3. See [Section 25](#) for Scorekeeper Rules.

C. The Game

1. Games shall be up to five (5) innings.
2. No new inning shall start after 1 hour and 15 minutes. There will be a time limit of 1 hour and 45 minutes.
3. Maximum of five (5) runs scored or three (3) outs per half inning, except for the 5th inning, which shall not have a cap on the number of runs scored.

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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.

Mercy Rule: If a team is leading by ten (10) runs at the end of four complete innings, the game shall be declared complete and the leading team shall be declared the winner. Teams **must** complete four innings, even if the home team is leading by ten (10) runs after the visiting team has completed batting in the 4th inning.

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 may not in any way interfere with the defensive players. If, in the umpire's judgment, the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

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. Players will receive five (5) pitches from the machine. Failure to put the

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ball in play after 5 pitches will result in an out. Note, if the 5th pitch is fouled, the player will receive another pitch. [Commencing on April 15, 2023 for the Spring 2023 and April 1st for each subsequent year, the batter is out if failing to reach base after a maximum of five (5) pitches or after three (3) strikes from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the 5th pitch or any subsequent pitch that it also a foul ball. The batter is out on a caught foul tip if it is on the 5th or subsequent pitch.]

4. 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.
5. .
6. Batting helmets will be worn when batting, whether hitting from a tee or hitting a pitched ball.
7. USSSA (with barrels not exceeding 2 $\frac{3}{4}$ ") and USA bats are permitted to be used during the games.

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 over their head. 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

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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

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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 pre-April 1st National Division rules after April 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.

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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 April 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 April 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 April 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 April 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

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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

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1. Shetland 4U Division players will hit using the tee.
2. Base runners will be allowed to remain on the bases.
3. After April 1st, managers may coach pitch to the players HOWEVER pace of the game must continue.

All other rules from Shetland American Division shall apply.