\* We are using the age cut-off date of April 30th, 2024.

\* Rules are implemented in the following order: Local Rules (below), Pony Baseball Rules, MLB

 Rules. So, if the rule is not found below, go to Pony Rules, if not found there, then MLB rules.

\* Tournament will use the Pitching Rules found below.

\* Time limits. No Drop dead time limit rule. Once an inning is started it must be finished (unless

 dark or rain on last day of tournament).

\* 5u thru 6u will play 5 innings or 1:15 no new inning. Must complete the inning.

\* 7u thru 8u will play 6 innings or 1:30 no new inning. Must complete the inning.

\* 9u thru 10u will play 6 innings or 1:35 no new inning. Must complete the inning.

\* 11u thru 12u will play 7 innings or 1:40 no new inning. Must complete the inning.

\* 13u thru 14u will play 7 innings or 1:50 no new inning. Must complete the inning.

\* 15 run mercy rule after 3 innings for all divisions

\* 10 run mercy rule after 4 innings for all divisions

\* 8 run mercy rule after 5 innings for all divisions

\* In the event a game cannot be completed due to darkness, it will be resumed the following day

at 7:30 a.m. If it is the last game on the last day of the tournament the score will revert back to

the end of the previous inning at the time the game is called for darkness.

\* If the game has been decided, i.e., the home team is ahead after time has expired, or the home

team is leading by the mercy run rule in the appropriate inning, at that time the game is

complete. The last half inning shall not be played or completed. Once the game has been

decided the game is over. Example, home team leads by 10 runs after 3 1/2 innings, the game is

over. If time expires during the bottom of an inning and the home team is ahead, the game is

over.

\*There is no reverting back an inning as there is no drop dead rule, except for the last game on

the last day of the tournament if a game is called for darkness/ weather. After the time limit

ends, the inning that is being played will be completed unless home team is ahead.

\* A new inning begins when the third out is made in the previous inning. The new inning does not

begin when the defense takes the field.

\* There will be no extra innings in pool or seeding games. The game will be recorded as a tie.

For bracket play, see below.

\* In the event of a tie after a completed game (7 innings for Pony and Bronco, 6 innings for

Mustang and Pinto) or time expires prior to all innings being completed, the following steps will

be taken to determine a winner:

\* A California tie breaker will occur. A runner, the last out will be placed on 2nd base and the next

batter in the batting order will be up. The inning will begin with one out. The inning will be

completed for both teams under normal baseball rules. In the event a tie still exists after 1

inning of a California Tiebreaker then an additional inning of California tie breaker will occur

and then again for a third inning if necessary. If no result has been determined after a max of

three tie breaker innings then the following will occur.

\* Total men left on base for the entire game including the Tie-Breaker innings will be determined.

The team with the greatest number left on base will be deemed the winner. If

this number is tied, then the following will occur.

\* Total men left on base for the entire game except for the Tie-Breaker innings. In the

event that this number is tied then the following will occur.

\* Flip a coin to determine the winner. It is not our wish or desire for two teams to have played

that closely only to determine the win or loss by a coin flip.

\* Championship games – Games will be played to completion. There will be no tiebreaker in

Championship games.

\* Only rostered players are eligible to compete in the tournament. Rosters must be turned in prior

to the first pitch of the team’s first tournament game that the team is playing in.

\* All rostered players may bat. Manager may bat any number of players (minimum of 9). Once

line-up is submitted, the number of batters may not change. Players not in the starting line up

may only enter once, and once removed can no longer re-enter the batting order. Players that

were in the original lineup and removed for substitution may re-enter lineup in the original spot

they were removed from and may not be removed again. All offensive substitutions must be

reported to the official scorekeeper.

\* Free defensive substitutions when batting more than 9 for those players in lineup. No reporting

necessary in the case where team is batting their entire lineup.

\* Runner for the catcher is optional with 1 out and required with 2 outs.

\* Bat Rule – ONLY USA BASEBALL BATS and BBCOR bats are allowed. Wood bats are legal in all

divisions. Details of the new bat rule can be found on the pony website at pony.org.

\* SYB Illegal Bat Policy - Penalty for use of an illegal bat:

\* If detected before the first pitch of an at-bat or before the ball is put in play, the bat shall be

removed from the game. The batter is not out and is required to use a bat that conforms to bat

regulations. The manager of the team shall be warned regarding the bat. If the bat is used

again, at any time during the game or the rest of the tournament, the manager will be ejected

from the game and is subject to an additional game suspension.

\* (b) If detected after the ball is hit, the batter is declared out and base runners shall return to

their original base prior to the hit. The manager of the team shall be warned regarding the bat. If

the bat is used again, at any time during the tournament, the manager will be ejected from the

game and is subject to an additional game suspension. The appeal of the illegal bat must be

made before the next pitch to the next batter.

Pitching Rules:

LEAGUE DAILY MAX REQUIRED REST (PITCHES)

AGE PITCHES O 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

13-14 95 1-20 21-35 36-50 51-65 66+ N/A

Pony Pitch Smart Rules will be in place for the entire tournament. Pony will be using actual age, not

division. For example if you are playing 13u but are pony age 12 your daily max is 85

\* Managers are responsible for signing the game card with accurate pitching before leaving the

field. If you do not sign, umpire will submit card and that card will be final.

\* Violation of the pitching rules / limits will result in the ejection of the manager from the game

and forfeit of the game. The pitcher must be immediately removed from pitching in the game. It

is the manager’s responsibility to be aware of pitches pitched by pitchers for the opposing

team as well as his own team. The manager must report any pitching violation to the umpire or

tournament director at the time of the violation. If a violation is realized after the game is

complete the manager will be suspended from the next game. Forfeit can be administered at

any point prior to seeding and once entering seeded play forfeit can be administered before

next game for violating tea begins.

Visitors will be responsible for keeping the pitch count log and Home team will be responsible for

keeping the official score book and manning the scoreboard. Both score sheet and pitch count sheet

MUST be signed by both managers after the game. Two binders will be placed inside each score booth,

one with score sheets and the other with pitch count log.

Rubber cleats required for Pinto and Mustang divisions (7-8 yrs &amp; 9-10 yrs).

Metal cleats are NOT allowed for all older ages / divisions Bronco and Pony (11-12 yrs 13-14 yrs).

A runner must slide or attempt to avoid contact with another player. Any runner that attempts to hurt

or injure another player (including but not limited to dropping shoulder) will be called out, and may be

thrown out of the game at the umpire’s discretion.

Home team is responsible for keeping the OFFICIAL TOURNAMENT SCORE BOOK; provided in the score

booth behind home plate. Both managers must sign the pitching log at the conclusion of the game.

Eight-player minimum to take the field and play. If a team plays a game with only eight players, they will

take an automatic out every time the ninth spot comes up.

Injury / event or sickness to a player in the batting order will result in an out the next time at bat only

(except in the case of team being reduced to eight players, the ninth player / spot will be an out every

time).

Forfeits are recorded as 6-0 for Pinto &amp; Mustang and 7-0 for Bronco and Pony.

Code of Conduct

All players, managers, coaches, parents &amp; spectators must adhere to the Simi

Youth Baseball Code of Conduct.

In the event a manager or coach is thrown out of the game he will be asked to leave the baseball

compound, for which he will have 5 minutes to do so, if he does not cooperate his team will forfeit the

game at that time. If a manager, coach or player is ejected from the baseball game he will be required to

sit out the next scheduled game.

If a player is ejected from a game and no substitute is available to replace the player, an out must be

recorded every time his spot is reached in the lineup. If you bat complete line up, no substitute would be

available. If a parent or spectator is causing a distraction to the game or the umpire, the manager will

warned and if repeated the manager will be ejected from the game.

\* Awards are presented to first & second place teams.

\* Please no ice chests or outside food, this is our fundraiser and we appreciate patronage at our snack

bar.

\* Adhere to all parking signs. If you park in an umpire spot or a reserved spot your car will be towed.

Entry into our fields is 5 MPH. Please speak to your parents about this. The board members working the

tournament will ask speeders to turn around and park outside the gate and walk in. We will lose use of

the fields if speeding is abused. Not to mention the safety of our children.

\* ABSOLUTELY NO SOFT TOSS OR HITTING INTO ANY CHAIN LINK FENCES.

\* Each team is required to supply tournament with proof of insurance and roster /medical waivers.

\* Batting cages are available for coach pitch prior to each of their games. All teams must only use their

respected age / division cages; 7/8 Pinto, 9/10 Mustang, 11/12 Bronco &amp; 13/14 Pony. NO HITTING

BEFORE 9AM (including soft toss of hard balls). The team on top of each bracket for each game has first

use of the cage and must give it up 40 minutes prior to game time to the lower bracketed team.

\* Due to number of games each day, pre game infield / outfield can only be performed when there is

equal and adequate time for both teams. When game is over please let team completely off field before

entering gate and use respective outfield.

\* Prior to each game umpires will meet with managers &amp; coaches at home plate. Home team must

be on the field preparing for start of game. Please have line-ups ready to exchange with opposing team

at this time.

\* All Teams must be ready to play 15 minutes prior to each game. This to assist us with getting all

games in and completed each day.

\* Please have line-ups given to scorekeeper at least 20 minutes prior to game time.

\* Home team is in the dugout on the third base side and visitors on the first base side (unless mutually

agreed upon differently by both managers). Coin flip to determine home and visitors for all seeding

games. After seeding, the team with the higher seed will have choice of home or visitor.

\* Game must be stopped at the time of a protest and ruled upon by tournament officials. Upon decision

of official, game will continue with no further questions or ruling needed.

\* Games are played by Pony regulations.

\* All teams are required to clean out dugouts of all food, trash and debris prior to leaving after your

game.

\* No more than one offensive and defensive timeout per inning.

\* Absolutely no jewelry can be worn by players, to include rope necklaces, bracelets, etc. The player will

be warned and asked to remove the jewelry. The manager will also be warned. If they do not comply,

the player and manager will be ejected from the game.

 There will be NO coolers of any type allowed at our complex. We have a fully stocked snack bar

on site and we ask that you please utilize them to help support our league.

 There are NO DOGS allowed at our complex. The only exception will be for service animals.

 The use of tobacco and/or vapor products is not allowed.

 There is to be no drinking of alcohol anywhere in the complex.

 Please adhere to the NO Parking signs throughout the complex, including, no parking in any

Reserved Parking signs. Failure to abide, will result in ticketing and/or being towed.

\* No seeds or shelled snacks are allowed ANYWHERE in the facility. If a person, including player,

manager, coach, parent, etc. is observed eating seeds / shelled snacks, the person will be asked to

stop and the manager of the team (the person is associated with) will be warned. If the person

continues to eat seeds / shelled snacks the person will be asked to leave our facility and the manager

of the team (that the person is associated with) will be ejected from the game. If it is a player, he will

also be ejected from the game.

PINTO RULES (8 Under / 7 Under)

\* Base Stealing. A runner may lead off the base once the pitcher releases the ball. If the runner leaves

too soon, the ball is dead, and the runner is called out if the batter makes contact with the ball and the

ball is immediately dead. If the batter does not swing or does not make contact with the ball, the pitch is

declared no pitch and the runner is called out.

\* A maximum of 9 defensive players in the field and a minimum of 8 required.

\* Innings 1-4 have a 5 run maximum per inning.

\* Innings 5 and after there is no run limit.

SHETLAND RULES (6 Under / 5 Under)

\* Tournament will be played by Pony West Zone Tournament rules. Please see

Pony website for details. Copies of these rules will be provided by Tournament

Director as well at the time of check in. Note, local rules will be in effect re: Mercy

rule and game time limits.