

SIMI YOUTH BASEBALL ODDS/EVENS TOURNAMENT RULES (as of 5/2025)

- We are using the age cut-off date of April 30th.
- 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 as defined in the Pitch Smart Pitching Guidelines ([Pitch Smart | Guidelines | MLB.com](#))
- 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.
- Mercy Rules
 - 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.
- In the event of a tie during pool or seeding games, additional innings can be played only if the time limit has not been reached. Once the time limit has been reached, 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 in order to determine a winner:
 - A California tie breaker (1 out, last out from previous inning on 2B) will occur. 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 inning of International Tie breaker (1 out, bases loaded with last 3 outs from previous inning) will occur and then again for a second 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. In the event that this number is tied, then the following will occur.
 - Total men left on base for the entire game with the exception of 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.
- Gold Championship games – Games will be played to completion. There will be no tiebreaker in Championship games.
- Consolidation Championship games will follow Time Limit and Tie Breaker rules stated above.
- 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. Managers 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 the lineup. No reporting necessary in the case where team is batting their entire lineup.
- Runner for the catcher optional with 1 out and required with 2 outs.
- Runner for the pitcher is optional regardless of number of 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.
 - 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.
- Metal cleats are NOT allowed on SYB fields for any age
- 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.
- 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 5-0 for Shetland; 6-0 for Pinto; Mustang and 7-0 for Bronco and Pony.

- Line up.
 - A nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH).
 - A ten (10) player line-up with an Extra Hitter (EH)
 - A continuous line-up of all present, eligible, uniformed players. (No DH allowed)

Pitching Rules:

PONY Pitch Smart Rules will be in place for the entire tournament. Ages refer to league age.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
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

- Managers are responsible for signing the game card with accurate pitching before leaving the field. If you do not sign, the umpire will submit a 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 team begins.
- Visitors will be responsible for keeping the pitch count log and home team will be responsible for manning the scoreboard. The pitch log will be located in a binder in the score booth.

Code of Conduct

All players, managers, coaches, parents & 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 the 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 be 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 & 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 and 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 are NO DOGS allowed at our complex.
- 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.