



Sylmar Independent Baseball League, Inc.

2020

Playing Rules & Regulations for

Pony Baseball & USA Softball

Youth Divisions



LEAGUE

1. The Sylmar Independent Baseball League shall may be viewed at <http://siblbaseball.com/SIBL/managers-and-coaches> and are governed by the following rules and regulations,:
 - a. SIBL playing rules
 - b. PONY Baseball/USA Softball Rules and Regulation
 - c. MLB/USA rules, the current issue of the Official Baseball, "The Sporting News" edition or USA Softball of Southern California Rules and Regulations should be consulted.
2. All Children are welcome according to Pony Baseball/USA Softball regulations.
3. No noise making equipment may be used before 8:00am. No excessive noise is allowed. You may cheer as much as you want to support your team. No noise makers, loud music or horns of any type permitted.
4. Snack bars can only be used during practices, games and/or BOD approved events.
5. Entrance to the ball fields is Harding Street. No parking on Gridley for any reason. You must not climb any fence to enter the ball fields.
6. You must clean up immediately after each game. All playing fields, practice areas and parking areas must be kept clean at all times.
7. You must report any graffiti or safety concerns on SIBL property immediately to Facilities@siblbaseball.com.
8. Managers will have to go through a back ground check every year, no exceptions and all managers must be approved by Rules Committee.

REGISTRATION

1. Any physical limitations that would affect a child's ability to play baseball should be noted in the comments section of the player's registration section.
2. Every parent shall have, if they choose, the option to block "one" manager from drafting their child **ONLY IF** the player has previously played for that coach.
3. No refunds AFTER evaluations day.
4. Coach and/or carpool requests will not be honored.

THE FIELD

1. All activities or functions on the S.I.B.L. Complex shall be governed and sanctioned by the Board of Directors.
2. At each game, it will be the responsibility of both managers to make the field ready for play and clean up afterwards. Home team is responsible to get the field ready for play: water down infield, chalk, and place bases. The visiting team is responsible for after game maintenance, which includes: dragging the infield, raking the mound, removing and putting bases back in their respective equipment storage room. Each team should help out with this process or they should be reported to the commissioners. Refusal to comply could result in the need to present yourself before rules committee and loss of field use. 1st – warning, 2nd – lose practice day, 3rd - game loss and practice loss. If you are inter-leaguering you are responsible for BOTH the field set-up and clean up.
3. Cleanup is to be done after each game and practice. This includes the visiting team cleaning their side of the field, dugout and their bleachers while the home team cleans their side of the field, dugout and their bleachers. Refusal to comply could result in the need to present manager before rules committee.
4. After evaluations, "NO" practices will begin anywhere for any division until that division's field is ready for play. NO EXCEPTIONS! Only VP of Facilities will decide when the field is ready. Violation could result in the penalty of one loss. Manager must appear at Rules Committee meeting for review.

SCHEDULE

1. The league shall adopt and play a schedule of games. Teams must have the approval of the Board of Directors to play outside the area.
2. Practice games are permitted on any available open date. Check with the respective field player agent for availability.
3. All practices on unscheduled days or hours on any field are on a first come, first serve basis after approval by that division's Player Agent. There is a two-hour maximum per team.
4. All rained out games will be scheduled by the player agent on the first available open date. All incomplete games will be made up the next time those two teams play one another. Incomplete games will be played before the regularly scheduled game.
5. Playoffs will be scheduled by the commissioner. Tournament Pitching Rules will apply.

MANAGERS & COACHES

1. A manager and coach will be allowed to occupy the first and third base coaching boxes during offensive play in all leagues.
2. No more than two adults will be allowed on the field during the game and one adult in the dugout per team.
3. Managers are responsible to ensure all foul balls are returned to the umpire. All baseball/softball equipment must be returned to the respective equipment room (in good condition). Failure to return all equipment at the team's last game will result in a Rules Committee review of that manager's eligibility. No all-star equipment will be handed out to any manager who has not turned in their regular season equipment.
4. **NO ALCOHOLIC BEVERAGES ARE PERMITTED ON THE SIBL COMPLEX.** This is an automatic ejection from the ball fields. Use of tobacco, in any form, by players, umpires, managers or coaches on the field, in the dugout, or on the benches is also NOT PERMITTED.
5. All persons involved in the ball game shall refrain from using profanity.
6. All new Managers and Coaches shall have a one-year probation period.
7. Any manager ejected from a game by an umpire due to unsportsmanlike conduct will be required to sit in your vehicle or leave and refrain from coaching during the remainder of the game. The manager must sit out his/her next game and refrain from coaching. Failure to abide will result in forfeiture of game. The next game will be monitored by the Player Agent or his/her representative from the Board. Appeals to be made through Player Agent for review by Rules Committee.
8. If a manager has 4 or more blocks by players, his/her eligibility to remain a coach/manager must be decided by rules committee.

UMPIRES

1. Teams may wait 15 minutes past the scheduled starting time for the arrival of the umpire. If the umpire fails to arrive, anyone agreed upon by both managers shall become the umpire. If after 30 minutes the scheduled umpire arrives, the teams have the option to keep the substitute umpire or use scheduled umpire providing both managers agree.
2. It will be strictly up to **VP or Commissioner** if a game starts or ends because of rain.
3. It will be strictly up to the umpire when a game shall be ended because of darkness.
4. It is the responsibility of the umpire to keep the game moving at all times. No stalling delay tactics of any kind will be tolerated.
5. After the game is completed, the umpire will return ALL game balls to snack bar.
6. Games that are cancelled will be paid at \$15 if the umpire has shown up, unless he has not shown up at least 15 minutes prior to the scheduled starting time.

PLAYERS EQUIPMENT

1. Uniforms, consisting of shirts and caps for baseball or socks for softball, for all players will be furnished by the league. No individual purchase of uniforms will be allowed, except by Rules Committee approval.
2. Catchers are required to wear mask; throat and chest protector, shin guards, cup and protective headgear which gives protection to top of the head and ears when catching behind the plate. Manager's responsibility!
3. ANY ONE UNDER THE AGE OF 18 WARMING UP A PITCHER SHALL WEAR A CATCHER'S MASK.
4. It is required that league officials along with parents make every effort to see that athletic supporters w/cup inserts are worn by all baseball players.
5. Headgear provided by the league shall be worn by all offensive players on the field and all coaches on the field under 18 years of age. Players may wear their own headgear if it has an approved seal on it. NO jewelry is allowed to be worn while participating in a game or practice.
6. Players deliberately throwing equipment during a game shall be ejected from the game. Players unintentionally throwing equipment, bats, etc., may be given one warning- umpire's call. Ejected player must sit out his/her next game in uniform and in the dugout.

PITCHING

1. A pitcher will have been considered to have pitched in an inning once he/she has assumed the mound and thrown one pitch to one batter for softball and one warm-up pitch for baseball.
2. In the resumption of a suspended or protested game, if a pitcher is eligible under all pitching rules, he/she may continue in that game. He may also be substituted for, governed by standard substitution rules. A pitcher who is withdrawn from the mound shall not be permitted to return to the mound as a pitcher in the same game for baseball.
3. The umpire shall allow a relief pitcher entering a game to warm up properly with at least ten (8) warm-up pitches for baseball and 5 for softball.

PLAYERS & SUBSTITUTIONS

1. Each player MUST bat in the line-up and free substitution play is allowed in every game scheduled unless he/she is restricted for disciplinary action. Failure on the part of the manager to adhere to this rule shall result in the following penalties: 1st offense: Forfeiture of one win and the manager is to meet with the Rules Committee. 2nd offense: Forfeiture of one win, the manager is suspended his/her next game and he/she Must meet with the Board of Directors.
2. If a player was absent during the original game of a suspended or contested game, this player may not enter that game upon continuation unless his team has less than 9 players.
3. Any player benched by his/her manager or coach (with a valid benching report signed by that division's Player Agent) before a game may not play in the game unless his/her team has less than 9 players. Any such restrictions must be made in writing to the Official Scorekeeper before the start of the game. Written or verbal confirmation must be given to the opposing manager. Any player benched by an umpire may not enter the game under any circumstances. Parents may request their child not play for disciplinary reasons; they must inform the Manager and the scorekeeper of this request.
4. Player agents will make weekly checks of the official scorebook for pitched innings, complete games, etc., and report to the Rules Committee immediately if any discrepancies are found.
5. Managers must report to the scorekeeper in writing, "line-up card" the number of players available.
6. If a team loses a player, it is the manager's option to pick up the first player from the waiting list, within 7 days, as assigned by the Registrar.
7. In the first two weeks of the season a manager need not pick up a player from the waiting list. Parent and child must be notified by the Player Agent before the child is dropped for any reason.
8. If a player is ejected from a game by an umpire after all subs have been made, a previously substituted player may replace him/her in the line-up except a pitcher may not pitch again for bb. The child who is ejected may not participate in the next game, but must come in full uniform and sit in the dugout. If he/she does not come to the next game and sit in the dugout, the rule applies to the following game.

PLAYING RULES

1. There shall be no more than one (1) offensive time-out per inning.
2. If a game is called for any reason before it is a complete game. Or if the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment. If a game is called for any reason after it is considered a complete game and the visiting team either ties the score or goes ahead in its half of an inning, the game is considered suspended from that point and resumed at a later date. Standard baseball/softball rules apply.
3. Applies to Baseball only: 10 RUN RULE - If a team is leading an opponent by 10 or more runs after the game has completed (four innings in Pinto and Mustang) (in Bronco and Pony), the game is considered complete and terminated at that point, except that the home team shall be allowed to bat if it is behind to complete an inning.
4. The Home team manager will furnish the Official Scorekeeper 10 minutes prior to game time. If at game time there is no scorekeeper, the home team manager will become the Official Scorekeeper.
5. 5. SLIDE RULE –If a play is being made at home plate or a base, the runner must slide or attempt to avoid collision with the fielder or he/she is out. A play being made is defined as the fielder holding the ball awaiting the oncoming runner or imminently about to catch a throw at a base/plate in order to make a tag on the base runner. Determination of whether or not a play was being made, and whether or not a collision occurred are judgment calls made by the umpire and shall be the basis for determining whether the runner is safe or out. If in the opinion of the umpire, a runner intentionally collides with the fielder while not attempting to slide, the runner is OUT and ejected from the game. THIS IS NOT A MUST-SLIDE RULE!
6. Any deliberate attempt or act of one player to injure another, in the opinion of the umpire, shall result in the ejection of the player from the game. This includes bowling over a player at any base, a pitcher deliberately throwing at a batter, etc. The player will be benched at his/her next game.
7. Batter out of order - In Pinto the Official Scorekeeper shall notify the umpire. In Mustang, Bronco, and Pony, the Official Scorekeeper will not notify the umpire, Manager, Coaches or other scorekeepers if a player is batting out of order. It is the responsibility of the Manager to ensure players are batting in order of the official lineup. If batted out, otherwise correct batter absorbs the count.
8. A team failing to field at least seven uniformed players within 15 minutes of the scheduled starting time of the game shall forfeit the game providing the umpire is present and has called "Play Ball". If a team has nine players present, the team must field nine players. 6U is the exception. See 6U rules.
9. Spectators are restricted from the field unless involved in field maintenance.
10. All protests registered during the game shall be made in writing to one of the following: the SIBL Vice President, Commissioner, or your Division Player Agent within 24 hours of the game being protested. A cash deposit of \$25.00 must accompany all protests. This will be returned if the protest is ruled in protester's favor. To be a legal protest, the protest must be stated before the next pitch is made. The umpire will stop the game and the protest will be put in writing in the official score book.
11. When any player intentionally, in the judgment of the umpire, discards his protective headgear while batting or running the bases, the following shall occur:
 - a) First Occurrence - Both teams shall be warned by the umpire that the next and any subsequent occurrence shall result in ejection from the game.
 - b) ANY Other Occurrence - The player shall be ejected from the game after the completion of the play in progress at the time the violation occurs. Such action shall constitute an out.
 - c) Exception: Does not apply if play is dead or time is out.
12. When swinging the bat, the hands are considered part of the bat. When trying to avoid being hit by a pitch, the hands are not considered part of the bat. Umpires Judgment.
13. If the ineligible status of a player is not established until after the completion of the game, the game is still subject to forfeit.
14. If a manager or coach goes onto the playing field to talk to any player more than once (twice in Pinto) in a half inning, while the same pitcher is pitching, a pitching change shall be made (Baseball). Softball: A team is allowed 3 Conferences per seven innings. It is not a charged conference, if the pitcher is removed. They may use all 3 conferences in one inning or spread them out over a seven-inning game. Once 3 conferences have been used, the

pitch must be removed for each additional charged conference. In extra-inning games there will be one charged conference allowed in each extra inning. On the second conference in extra inning of a game, the pitcher must be removed. If the pitcher returns to the pitching position after being removed and one pitch is thrown, the pitcher is disqualified from that inning and is counted as an inning pitched. Exceptions: time is called by the opposing team or by an umpire, or in case of an injury. Umpires Judgment.

15. As of game three of regular schedule games, all players must be in a full, complete baseball/softball uniform to play in any game. If the player does not have a complete uniform, he/she cannot play. A team cannot be made to forfeit. A complete uniform will include matching baseball pants, matching team jersey with number on back. All players should wear matching stirrups/socks but are not mandatory. Players cannot have duplicate numbers on the same team. All players must have their own number on the back of their jersey or they will not be able to play.
16. Cheering against a team will not be allowed (e.g. telling a batter to swing, calling out an opponent's name, etc.). Chatter from the fielders is ok (i.e. Hey batter, batter). Cheering for your team is encouraged. Umpires may give a team or manager a warning. If, in the umpire's judgement, the cheering is getting out of hand, the manager may be ejected for unsportsmanlike conduct.

DRAFTING RULES

1. All players must attend at least one evaluation. If they do not attend at least one evaluation, they will not be eligible for the draft and will be drawn out of a hat in order of drafting number (exceptions to seasoned players may be voted upon by all the drafting managers).
2. Managers' option: no other manager can draft another manager's child unless manager discloses. **NO PLAYERS MAY BE FROZEN!**
3. Coaches' option: none.
4. Sibling option. If two siblings are in the same division, then if you draft one sibling you will automatically draft the other. However, the siblings must be immediate "family members" and share the same guardian. No carpool or coach requests will be honored.
5. At each evaluation, every manager who attends will rate each player from (1 to 5). The STET will collect the evaluation rating sheets after each evaluation from the managers and player agents. After all the players have attended an evaluation, the commissioner will then tabulate the average rating given to each player. This rating will be used to draft each player.
6. Draft order will be determined by the drawing of numbers from a hat. The manager drawing (1) will have first draft selection, as so on. The second round will reverse the order from (10) to (1), and continue back and forth with each new round.
7. (SOFTBALL ONLY) Known Players that are pitchers or catchers **MUST** try-out & be rated as a pitcher or catcher in order to play those positions for current season. If you are a known Pitcher & Catcher and do not try-out, they are not eligible to pitch or catch that season.
8. Players shall be selected in their rating order. For example, all the players rated (5) or (4) must be drafted first, and then players rated (3), as so on. Draft pool for each round shall be as follows: Pitchers, Catchers (Softball Only), 5's and 4s, 3s, 2s and 1s.
9. All returning managers shall have first priority for team name/color. Unless the team name is not available for this season. Then the returning manager may select from those team names available. If all are returning managers, then draft order.
10. Players not rated, and therefore not drafted shall be hat picked. The hand out order shall be determined again by the numbers that were drawn from the hat. Only the Commissioner – Administrative Vice President shall know what the draft order is from that point.
11. Parental blocks. Each parent shall have, if they choose, the option to block one manager from drafting their child **BEFORE** the draft, if they have previously played with that manager.
12. After the draft, managers have 20 minutes to trade players. No player can be traded after time has expired. All trades must be approved by the Commissioner. Hat picks cannot be traded, unless ALL managers from that division agree.
13. Field practice days shall be drawn on draft day, order will be drawn again.

ALL-STAR DRAFTING RULES

1. All Star managers can be selected the last Sunday in April.
2. First Choice for Manager goes to someone that managed a team in any division for the current spring season. If no one volunteers it then moves on to coaches, then parents.
3. If more than one manager volunteers to manage, The All-Star manager will be voted on by all managers and player agent in the division in which they are trying to be selected for. (Commissioner will vote if there is a tie.)
4. A letter of interest (for All- Stars) will go out to all the players registered for spring season in April. This letter will explain the All-Star Commitment.
5. Try-Outs for All-Stars will be held based on how many athletes are interested in playing.
6. In order to be eligible for All- Stars registered players cannot play travel ball softball after March 31st of the current season. Baseball: no playing anywhere during all-star season.
7. All managers in that division including the All-Star manager will vote the top 10 players for each team. (Commissioner will handle any disputes)
8. The Selected All-Star Manager will get 2 coaches picks.
9. There will be a meeting amongst managers, player agent, and commissioner half way through the season to go over player progress. THIS IS NOT A SELECTION MEETING!
10. Players will play in their appropriate age division to make the teams strongest for the league. (Any request made to play up a division will be discussed and dealt with on a per issue basis. Manager, Commissioner, Player Agent, VP, President)
11. In the case that there are enough players to make more than one team per division a second team may be made. Manager and player selection is the same as stated for the first team.
12. Players must play on the team for which they are chosen. Players do not have the option to choose which team or manager they want to play for.

CLINIC

1. The time limit for games is 1 hour; no new inning shall start after 55 minutes. A regulation game is three innings. In NO instance shall a game continue more than four innings. Score is not kept in the Clinic division.
2. Two Clinic-Balls will be supplied to the home team manager. After the game is completed, the Manager will return game balls to snack bar.
3. A pre-game meeting with both team managers will take place before each game. Head coach may fill in ONLY if Manager is not present.
4. There are unlimited runs and unlimited outs in Clinic. Teams switch sides after every player bats, regardless of runs scored or out made.
5. The Pitcher on defense can only make an unassisted play at home plate, and must throw the ball to teammates in order to make a play at any of the other bases.
6. Infielders may make an unassisted play at their closest base in the case of force out (e.g., second baseman and short stop can make the play at either base closest to them and first base and third baseman can only make plays at their respective base.
7. Infielders may not play the same position two consecutive innings.
8. Infielders holding the ball are the only ones who can call time **in infield fair territory**.
9. Base runners: After all base runners moved ahead on the bases as far as possible, or after an out, a "time out" is called and the ball is put on the tee for the next batter. A runner must remain on base until the ball is hit. If a fielder overthrows the ball, a runner is allowed to advance until the ball is dead. All runners must wear a batting helmet while on base. Chalk lines must be placed half way between the bases and depending on when time out is called by the fielder, the runner either advances to the next base or has to return to the previous base if she has not passed the ½ point before time out is called.
10. If a trailing runner passes a lead runner, the trailing runner is out.
11. If a runner goes into the dugout after touching first base, the runner is out.
12. 5 attempts of a Tee.
13. Coaches may not make contact with players while on the fields in defense or offense or players may be called out.
14. Two coaches are allowed on the outfield the entire season.
15. Play-off games: same game time rules as regular games.
16. Championship game has no time limit
 - 3 innings max unless tied game
 - 5 run rule per inning except the 3rd or extra innings, where max runs is 10

SHETLAND

1. The time limit for games is 1 hour and 15 minutes; no new inning shall start after 1 hr. and 10 minutes. A regulation game is three innings. Rain-out games will be made up, but only if, it would make a difference in the standings for the playoff series.
2. Three complete innings shall constitute a complete game, unless the home team is winning after two- and one-half innings in a game called by the umpire. In no case does the score revert back to the last complete inning.
3. Scorebooks are kept in the snack bar, please find parents who want to learn how to keep score. The home team is the "official" scorekeeper. Final game scores will count towards playoffs and championship. We encourage you to learn how to keep score!
4. Three Tee-Balls will be supplied to the Umpire so that the game will be maintained at a steady pace. After the game is completed, the Umpire will return game balls to snack bar.
5. Line-up sheet for each team MUST be handed to scorekeeper 10 minutes before game start time. It is the manager's responsibility to prepare his team to be ready to play (Full Name & Number).
6. A pre-game meeting with Umpire and the two managers will take place before each game. Head coach may fill in ONLY if Manager is not present.
7. There is a "3 OUT RULE" in effect which means that FIVE RUNS are reached OR 3 Outs, whichever comes first per inning.
8. The Pitcher on defense can only make an unassisted play at home plate, and must make an overhand throw to teammates in order to make a play at any of the other bases.
9. Infielders may make an unassisted play at their closest base in the case of force out (e.g., second baseman and short stop can make the play at either base closest to them and first base and third baseman can only make plays at their respective base.
10. Infielders may not play the same position two consecutive innings.
11. Infielders and outfielders must rotate every inning, unless there aren't enough players.
12. Infielders holding the ball are the only ones who can call time **in the infield fair territory**.
13. Base runners: After all base runners move ahead on the bases as far as possible, or after an out, a "time out" is called and the ball is put on the tee for the next batter. A runner must remain on base until the ball is hit. If a fielder overthrows the ball, a runner is allowed to advance until the ball is dead. All runners must wear a batting helmet while on base. Chalk lines must be placed half way between the bases and depending on when time out is called by the infielder holding the ball, the runner either advances to the next base or has to return to the previous base if she has not passed the ½ point before time out is called.
14. If a trailing runner passes a lead runner, the trailing runner is out.
15. If a runner goes into the dugout after touching first base, the runner is out.
16. Pitches: Baseball 3:2 (3 machine pitches & 2 Tee) games 1-8 and 9 and on will be 4:1 (4 Machine Pitch & 1 Tee. Managers can opt for 5 machine pitches for any given player. Foul balls count as a pitch.
17. Coaches may not make contact with players while on the fields in defense or offense or players may be called out.
18. For the first half of the season, two coaches are allowed on the outfield, after that, they must be behind 1st and 3rd base.
19. Playoff games: same game time rules as regular season games.
20. Championship game has no time limit
 - 3 innings max unless tied game
 - 5 run rule per inning except the 3rd or extra innings, where max runs is 10

PINTO

1. The time limit for games is 1 hour and 30 minutes; no new inning shall start after 1 hour and 25 minutes. A regulation game is four innings. In NO instance shall a game continue more than seven innings. If the score is tied after seven innings, the game shall be declared a tie and replayed in its entirety if, and only if, it would make a difference in the standings for the playoff series.
2. Four complete innings shall constitute a complete game, unless the home team is winning after three-and-one-half innings in a game called by the umpire. In no case does the score revert back to the last complete inning.
3. One new ball and one used ball will be supplied to the Umpire so that the game will be maintained at a steady pace. After the game is completed, the Umpire will return game balls to snack bar.
4. Innings one through three, the five-run rule shall apply for the first half of the season. The fourth inning is open. Three outs must be made.
5. A pitcher may not pitch more than 50 pitches in any calendar day.
 - a. 21 pitches in the same calendar day requires 1 day of rest
 - b. 36 pitches in the same calendar day requires 2 days of rest
6. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
7. The BALK RULE AND INFIELD FLY RULE, are waived. Pinto shall use Tournament pitching 40 feet and base distances of 60 feet.
8. All players will be in their team's batting lineup and will bat in their order regardless of whether they are playing defensively. Playoffs will differ: teams will bat an equal amount (the most possible by teams involved).
9. Base stealing - Runners may steal base after the ball has been released by pitcher. Runners cannot steal Home plate. Runner on third base is frozen *for the first six games*.
10. After ONE walk in one inning, the 2nd batter walk will be coach pitch and assumes the count (the three walks do not have to be consecutive). The coach-pitcher must pitch from either side of the mound, but with one foot in the dirt area of the pitcher's mound. Each pitch is considered a strike. The foul ball rule still applies. If the ball hits the coach-pitcher, the ball is dead and results in a strike. The coach-pitcher must not obstruct the player at the pitcher's mound. (Umpire's judgment).
 - a. Games 1-8 Hit by pitch (HBP)= Walk; games 9-end of season HBP=HBP
 - b. Unlimited fouls balls (including coach pitches).
11. Dead Ball - The ball is dead when the leading base runner has been played back to a base. The ball is also dead when the umpire calls "time-out".
12. All overthrows will only allow ONE base.
13. TEN players will play on the field. Normal infield, 4 outfielders. (4) Outfielders will play an even distance from the infield. No outfielder can make an unassisted force out at any base.
14. Playoff games: same game time rules as regular season games.
15. Championship game has no time limit
 - 4 innings max unless tied game
 - 5 run rule per inning except the 4th or extra innings, where inning is open
 - Mercy rule is 10 runs by 4th inning

MUSTANG

1. Time limit for game is 1 **hour and** 45 minutes; no new inning shall start after 1 hour and 40 minutes. A regulation game is five innings. In NO instance shall a game continue more than seven innings. If the score is tied after seven innings the game shall be declared a tie and replayed in its entirety if, and only if, it would make a difference in the standings for the playoff series.
2. Five complete innings shall constitute a complete game in Mustang, unless the home team is winning after four and one-half innings in a game called by the umpire. In no case does the score revert back to the last complete inning.
3. A pitcher may not pitch more than 75 pitches in any calendar day.
 - a. 21 pitches in the same calendar day requires 1 day of rest
 - b. 36 pitches in the same calendar day requires 2 days of rest
 - c. 51 pitches in the same calendar day requires 3 day of rest
 - d. 66 pitches in the same calendar day requires 4 days of rest
4. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
5. First balk, per pitcher, will be a warning to pitcher and manager.
6. Mustang shall use a 46- foot pitching distance. The distance between the bases shall be 60 feet.
7. Base stealing - Runners may lead off and steal bases including Home Plate.
8. 5 run rule applies, except the last inning. Last inning is open.
9. Playoff games: same game time rules as regular season games.
10. Championship game has no time limit
 - 5 innings max unless tied game
 - Mercy rule is 10 runs by 4th inning

BRONCO

1. Time limit of game is 2 hours; no new inning after 1:55. In NO instance shall a game continue more than seven innings. If the score is tied after nine innings, the game shall be declared a tie and replayed in its entirety *if*, and only if, it would make a difference in the standings for the playoff series.
2. Five complete innings shall constitute a complete game, unless the home team is winning after four and one-half innings in a game called by the umpire. In no case does the score revert back to the last complete inning.
3. A pitcher may not pitch more than 85 pitches in any calendar day.
 - a. 21 pitches in the same calendar day requires 1 day of rest
 - b. 36 pitches in the same calendar day requires 2 days of rest
 - c. 51 pitches in the same calendar day requires 3 days of rest
 - d. 66 pitches in the same calendar day requires 4 days of rest
4. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
5. Bronco shall use a 50-foot pitching distance. The distance between the bases shall be 70 feet.
6. The Squeeze play - if the runner on third base attempts to score on the pitch and the batter takes a full swing and does not bunt, the batter shall be declared out. If the runner scores, it does not count and he must return to third base. If the runner is tagged out, the out will stand. The third base coach shall be ejected from that game and must sit out the next scheduled game.
7. Playoff games: same game time rules as regular season games.
8. Championship game has no time limit
 - 6 innings max unless tied game
 - Mercy rule is 10 runs by 4th inning

PONY

1. Time limit of game is 2 hours; no new inning at 1:55. In no instance shall a game continue more than seven innings. If the score is tied after nine innings, the game shall be declared a tie and replayed in its entirety if, and only if it would make a difference in the standings for the playoff series.
2. Five complete innings shall constitute a complete game, unless the home team is winning after four and one-half innings in a game called by the umpire. IN NO CASE DOES THE SCORE REVERT BACK TO THE LAST COMPLETE INNING.
3. A pitcher may not pitch more than 95 pitches in any calendar day.
 - a) 21 pitches in the same calendar day requires 1 day of rest
 - b) 36 pitches in the same calendar day requires 2 days of rest
 - c) 51 pitches in the same calendar day requires 3 days of rest
 - d) 66 pitches in the same calendar day requires 4 days of rest
4. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
5. Pony shall use a 54-foot pitching distance. The distance between the bases shall be 80 feet.
6. The Squeeze play - if the runner on third base attempts to score on the pitch and the batter takes a full swing, the batter shall be declared out. If the runner scores, it does not count and he must return to third base. If the runner is tagged out, the out will stand. The third base coach shall be ejected from that game and must sit out the next scheduled game.
7. Playoff games: same game time rules as regular season games.
8. Championship game has no time limit
 - 6 innings max unless tied game
 - Mercy rule is 10 runs by 4th inning

GIRLS FASTPITCH SOFTBALL

USA Official Rules of Softball will govern

1. PLAYINGFIELD

1.1 S.I.B.L. OFFICIAL FIELD PLAYING DISTANCE TABLE

DIVISIONS	PITCHING DISTANCE	PITCHING CIRCLE	BASE DISTANCE
6U (T-Ball)	On pitching mound	5 FT. radius (10' dia.)	60 Feet
8U	30 FT.	8 FT. radius (16' dia.)	60 Feet
10U	35 FT.	8 FT. radius (16' dia.)	60 Feet
12U	40 FT.	8 FT. radius (16' dia.)	60 Feet
18U	40 FT.	8 FT. radius (16' dia.)	60 Feet

2. EQUIPMENT

2.1 OFFICIAL BALL SIZE FOR EACH DIVISION PER USA SOFTBALL STANDARDS 2019

DIVISION	BALL SIZE
6U (T-BALL)	10" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY
8U	10" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY
10U	11" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM
12U	12' YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM
18U	12' YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM

2.2 UNIFORMS:

2.2.1 Players who have not received their uniform from the league may play without penalty.

3. PLAYERS, COACHES AND SUBSTITUTES

3.1 PLAYERS: Age requirement shall be determined as of December 31st of the previous year. **Players may play up a division per parents request and Commissioner approval (as long as they meet criteria) during the regular season, but MUST play age appropriate for ALL STARS in order to field the strongest teams possible. Players may play down one division per parent request and board approval. This should be strictly for safety reasons only. Players playing down will be ineligible for ALL STARS. Players playing down will not be allowed to be pitchers or catchers.

DIVISION	AGE GROUP
6U (T-BALL)	6 AND UNDER
8U	8 AND UNDER
10U	10 AND UNDER
12U	12 AND UNDER
18U	18 AND UNDER

3.2 MINIMUMNUMBER OF PLAYERSFOR LEGAL GAME

3.2.1 An official legal team shall field the following players.

DIVISION	MINIMUM PLAYERS
6U (T-BALL)	6
8U	8
10U	8
12U	8
18U	8

3.2.2 If a team cannot field the minimum number of positions, they may borrow enough players to field an official team. (See chart on rule 3.2.1)

3.3 BORROWINGPLAYERS: A Team that borrows player(s) to field an official team may do so as long as the player is in the same division or one division below.

3.3.1 The following rules apply on borrowed players.

- (a) Borrowed player must play the outfield
- (b) Borrowed player must bat at the bottom of the line-up
- (c) Borrowed player cannot pitch (NO EXCEPTIONS)
- (d) As soon as a team player arrives at the game the borrowed player must leave the game if minimum players are met.
- (e) The maximum number of borrowed players per team is one (1)
- (f) Borrowing players is not allowed during playoffs or championship games

3.4 BATTINGORDER: The Batting order is the official listing of offensive players by first and last name (nickname ok) in the order in which members of that team must come to bat. Uniform number must be listed on the line up sheet.

4. THE GAME: A complete game is seven innings, or when time is has expired.

4.1 LENGTH OF GAME

4.1.1 A team has 15 minutes to field a legal team from the scheduled start time or the game will be forfeited.

4.1.2 The following chart will determine the max runs per inning mercy rule and time limit.

4.1.3 All divisions will complete the inning. Score reverts back to last complete inning. Please see Supplemental6 U Rules for additional rules for 6U.

DIVISION	MAX RUNS PER INNING	MERCY RULE	TIME LIMIT
6U (T-BALL)	4	N/A	1 hour 15 minutes No New Inning
8U	4	N/A	1 hour 20 minutes No New Inning
10U	5	12 BY 5th INNING	1 hour 20 minutes No New Inning
12U	5	12 BY 5th INNING	1 hour 20 minutes No New Inning
UPPER	5	12 BY 5th INNING	1 hour 20 minutes No New Inning

4.2 PLAYING TIME

- 4.2.1 FREE SUBSTITUTION: The Manager shall bat entire roster in the batting order and a player can re-enter the game defensively as often as needed with no penalty. This is for all divisions.
- 4.2.2 DEFENSE: It shall be left up to the manager's discretion which players shall play infield, however every attempt should be made to provide players with reasonable opportunities. This is for safety reasons.
- (a) If a manager has a disciplinary action against a player (i.e. benched).
The manager must notify the Head Player Agent ahead of time. If the team does not have enough girls to field a legal team the bench girls must now play.
- (b)6u ONLY. A player can only play the same position for 2 innings.

In order to ensure all players have equal playing time:

MANADATORY – PLAYERS CANNOT SIT OUT FOR MORE THAN 1 CONSECUTIVE INNING

5. PITCHING

5.0 If a player is a known pitcher/catcher, player must evaluate or be drafted as a pitcher/cather in order to pitch/catch. If the player chooses not evaluate or be drafted as a pitcher or catcher, they may not pitch or catch. This does not apply to players that are being developed by their current manager/coach during the season.

5.1 NUMBERS OF INNING PITCHED:

- 5.1.1 A pitcher cannot pitch more than 3 consecutive innings per game by division, and not more than 4 innings per game.
- 5.1.2 A pitcher that pitches one (1) legal or illegal pitch shall be charge for one complete inning pitch.
- 5.1.3 There shall be 1 walk per half inning in 8U division. On the 4th ball of the second walk, coach pitch will be used and the current strike count is inherited. (As of April 1st there is NO COACH PITCH and batters are allowed to walk.)

DIVISIONS	PITCHES
6U	3 Coach Pitched, if unable to hit, Next 2 off the Tee

5.2 LEAGUE GAME: There shall be no extra innings in a regular season game. The game can end in a tie

5.3 PROTEST: There shall be no protest on a judgment calls by the umpire (i.e. Ball, and strike, trap ball).

5.4 OVERTHROW: 8U allow 1 base per overthrow first base only and ball is dead.

6. USA MODIFICATIONS:

DIVISIONS	Dropped Third Strike	Stealing Bases	Stealing Home Plate	Infield Fly Rule
T-BALL	N/A	N/A	Closed	NO
8U	NO	1 Base Per Pitch	Closed	NO

6u Softball Rules:

Game Length

1. All games are 5 innings or no new at 1:05 and drop dead at 1:15. A batter in the box when time expires will be allowed to finish her at bat. The score will revert back to the previous inning. Ties will stand.

General Rules

1. Four (4) runs maximum per inning.
2. Each 1/2 inning ends when a maximum of 4 runs are scored by the offense, or when the defense records 3 outs.
3. The home team will be responsible for the score.
4. Bases will be 60 feet apart.
5. 10" softball is to be used.
6. Coach pitching distance is 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."
7. Coach pitching must pitch the ball from the pitcher's mound. The player pitcher may stand anywhere behind the pitching rubber with both feet in the pitching circle when the coach is pitching.
8. After a ball is put in play, the coach pitcher MUST get out of the way of defensive team players that are attempting to field the ball. If the batter ball hits a coach pitcher, the ball is dead and no runners may advance. It is a no pitch and replayed.
9. The coach pitcher cannot coach base runners from the pitcher circle, nor can he/she coach the batter after the ball is hit.
10. Violations of rule 6 and/or 7 above will result in a dead ball out and all runners will be returned to the last base they occupied at the start of the play. Umpires judgement.

Offensive Rules

1. Round robin batting order must be used in the 6U division. Every player must bat.
2. Each batter receives 3 coach pitches (or fourth if foul ball) from a coach and then: Two swings off the tee to put a ball in play.
3. There will be a 10-foot arc in front of home plate extending from the first base line to third base line. A hit ball that does not pass this line is considered a foul ball.
4. Base runners cannot steal and cannot leave their base until after the ball is hit. A runner can only advance to home on a ball put in play. If a runner is off the base when the ball is hit, the ball is dead, the runner returns to the base and the batter bats again.
5. For any ball hit in play, play will be stopped and dead ball called when the ball is caught in or passes through the pitcher's circle. The pitcher does not have to have control of the ball in the circle. If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle they will advance to that base(s), otherwise they will return to their last base reached safely. Once a ball is declared "dead", it cannot be made "alive" again.
6. Runners will advance one (1) base on an overthrow into foul territory.
7. The Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.

Defensive Rules

1. There is no dropped 3rd strike and no infield fly rule.
2. No more than 10 players will be allowed on the field at one time.
3. With 10 players on the field there will be 4 outfielders.
4. A catcher can only catch if fully & properly equipped with catcher's equipment. A catcher is not necessary.
5. All outfielders must be standing in the outfield or at least 10 feet behind the base line at the beginning of the each play.
6. Two coaches are allowed in the outfield when their team takes the field.

8u Softball Rules:

Game Length

1. All games are 5 innings or no new at 1:20 and drop dead at 1:30. A batter in the box when time expires will be allowed to finish her at bat. The score will revert back to the previous inning. Ties will stand.

General Rules

1. Four (4) runs maximum per inning.
2. Each 1/2 inning ends when a maximum of 4 runs are scored by the offense, or when the defense records 3 outs.
3. The home team will be responsible for the score.
4. Bases will be 60 feet apart.
5. 10" softball is to be used.
6. Pitching distance is 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."
7. Coach pitching must pitch the ball from the pitcher's mound. The player pitcher may stand anywhere in the pitcher's circle with both feet in the pitching circle when the coach is pitching.
8. After a ball is put in play, the coach pitcher MUST get out of the way of defensive team players that are attempting to field the ball. If the batter ball hits a coach pitcher, the ball is dead and no runners may advance. It is a no pitch and replayed.
9. The coach pitcher cannot coach base runners from the pitcher circle, nor can he/she coach the batter after the ball is hit.
10. Violations of rule 6 and/or 7 above will result in a dead ball out and all runners will be returned to the last base they occupied at the start of the play. Umpires judgement.

Offensive Rules

1. Round robin batting order must be used in the 8U division. Every player must bat.
2. There shall be 1 walk per half inning in 8U division. On the 4th ball of the second walk, coach pitch will be used and the current strike count is inherited. (As of April 1st there is NO COACH PITCH and batters are allowed to walk.)
3. Base runners can steal 1 base per pitch and cannot leave their base until after the ball is released from the pitcher's hand. A runner can lead off the base when the ball is released from the pitcher's hand.
4. Home plate is cold. A runner can only advance to home on a ball put in play
5. Runners can advance one (1) base on an overthrow to 1st base foul territory. Umpire judgement.

Defensive Rules

1. There is no dropped 3rd strike and no infield fly rule.
2. No more than 10 players will be allowed on the field at one time.
3. With 10 players on the field there will be 4 outfielders.
4. A catcher must be fully & properly equipped with catcher's equipment. A catcher is necessary.
5. All outfielders must be standing in the outfield or at least 10 feet behind the base line at the beginning of the each play.

Pitching Rules

1. A pitcher can pitch a maximum of 4 innings per game, with a maximum of 3 consecutive innings at a time.
2. A pitcher will have been considered to have pitched in an inning once she has assumed the mound and thrown one pitch (legal or illegal) to one batter for softball.

10u Softball Rules:

Game Length

1. All games are 7 innings or no new at 1:20 and drop dead at 1:30. A batter in the box when time expires will be allowed to finish her at bat. The score will revert back to the previous inning. Ties will stand.

General Rules

1. Five (5) runs maximum per inning.
2. Each 1/2 inning ends when a maximum of 5 runs are scored by the offense, or when the defense records 3 outs.
3. The home team will be responsible for the score.
4. Bases will be 60 feet apart.
5. 11" softball is to be used.
6. Pitching distance is 35 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."

Offensive Rules

1. Round robin batting order must be used in the 10U division. Every player must bat.
2. Base runners can leadoff/steal a base after the ball is released from the pitcher's hand.
3. Home plate is open.

Defensive Rules

1. There is a dropped 3rd strike.
2. There is an infield fly rule.
3. No more than 9 players will be allowed on the field at one time.
4. A catcher must be fully & properly equipped with catcher's equipment. A catcher is necessary.

Pitching Rules

1. A pitcher can pitch a maximum of 4 innings per game, with a maximum of 3 consecutive innings at a time.
2. A pitcher will have been considered to have pitched in an inning once she has assumed the mound and thrown one pitch (legal or illegal) to one batter for softball.

12U/Upper Softball Rules:

Game Length

1. All games are 7 innings or no new at 1:20 and drop dead at 1:30. A batter in the box when time expires will be allowed to finish her at bat. The score will revert back to the previous inning. Ties will stand.

General Rules

1. Five (5) runs maximum per inning.
2. Each 1/2 inning ends when a maximum of 5 runs are scored by the offense, or when the defense records 3 outs.
3. The home team will be responsible for the score.
4. Bases will be 60 feet apart.
5. 12" softball is to be used.
6. Pitching distance is 40 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."

Offensive Rules

1. Round robin batting order must be used in the 12U division. Every player must bat.
2. Base runners can leadoff/steal a base after the ball is released from the pitcher's hand.
3. Home plate is open.

Defensive Rules

1. There is a dropped 3rd strike.
2. There is an infield fly rule.
3. No more than 9 players will be allowed on the field at one time.
4. A catcher must be fully & properly equipped with catcher's equipment. A catcher is necessary.

Pitching Rules

1. There is No maximum of innings per game allowed to pitch.