



2019 FYB Tournament Rules

FYB FIELD RULES:

- **NO ALCOHOL and NO SMOKING OF ANY KIND (TOBACCO, VAPE PENS, OR MARIJUANA)**
- **NO ROLLER BLADES, SKATEBOARDS or BIKES**
- **NO COOLERS and NO BBQ's**
- **NO DOGS ALLOWED, EVEN IF THEY ARE ON LEASHES. THE ONLY DOGS ALLOWED, ARE SERVICE DOGS WITH A SERVICE VEST. EMOTIONAL SUPPORT DOGS ARE NOT ALLOWED.**
- **SPEED LIMIT IN THE PARKING LOT IS 5 MPH. PARKING IS AT YOUR OWN RISK. FYB IS NOT RESPONSIBLE FOR ANY DAMAGE TO VEHICLES.**

TOURNAMENT DAILY PARKING FEE = \$10.00

FYB is a nonprofit league. We thank you for supporting our snack bars!

PLAYING RULES:

MLB RULES GOVERN PLAY / WITH CURRENT 2019 PONY RULES AND THE FOLLOWING EXCEPTIONS AS LISTED

1. Tournament director shall have final decisions on all tournament questions, player violations, manager/coaching related violations or ejections including penalties for pitching violations. All rules are subject to interpretation at the tournament director's discretion. Listed below are the 4 Tournament Directors for this event:
 1. Jimmy Dent (714-271-9812)
 2. Terry Evans (858-864-2557)
 3. John Countreman (760-622-8112)
 4. Amalfy Countreman (760-521-4551)
2. **Age Requirement:** Age, for tournament purposes, means the age attained by a player prior to **April 30th** of the current season. Photocopies of birth certificates will be required and shall be kept in manager's possession for the entire tournament in case of challenges. Medical Release forms are required for each player, Team/league insurance certificate required for each team. **(PLEASE HAVE YOUR BOOK SIGNED OFF PRIOR TO YOUR FIRST GAME)**
3. **CHECK-IN:** Teams must check-in at the tournament table at least 1 hour before their first scheduled game. The following items must be submitted to the tournament representative at the check-in table:
 - I. Any outstanding tournament fees;
 - II. Documentation of each player's age (birth certificate copy is preferred)
 - III. Proof of team insurance.

- IV. Medical Release waivers from all rostered players.
 - V. Roster with player's full names & jersey numbers (PONY All-Star Affidavit is acceptable)
4. **Rosters Maximums:** May not exceed 15 players.
 5. Uniform numbers are necessary (**players must use the same number for the duration of the tournament**)
 6. TEAM must be ready for play 30 minutes prior to game time. Game time may be moved up in the event of a mercy or quick play. Start time is forfeit time unless delay is created by FYB. Game time starts at the conclusion of the home plate meeting. The manager of each team who brings the line-up card (4 copies) to the plate meeting is the only person who may appeal or talk to the umpires regarding a call on the field, unless at the plate meeting the person turning in the line-up card designates another coach as the manager for that game.
 7. **All managers are responsible for the conduct of their fans. If any fan is ejected, it will result in the team manager also being ejected. Please make sure your fans are respectful of our umpires & other fans.**
 8. **Home Team:** Determined by coin flip in pool play and by higher seeded team in elimination bracket. Home team is required to keep the official score book. Coin flip for home team in championship game. **There is no official home team dugout; its first come first serve.**
 9. **8 players minimum**, if batting the entire roster and an injury or ejection occurs, an out will be recorded only the first time around in the batting order. **If at any point in the game, a team drops to 7 players, that game will be forfeit.**
 10. **Metal cleats allowed at ages 11 AND UP ONLY (no metal cleats allowed on artificial mounds).**
 11. **Game Time Limits:**
 1. Shetland and Pinto (6U-8U) --no new inning after **1:15** - 6 inning max
 2. Mustang (9U-10U)--no new inning at **1:30** - 6 inning max
 3. Bronco (11U-12U) --no new inning at **1:30** – 7 inning max
 4. Pony (13U-14U) no new inning after **1:45** – 7 inning max

No game time limits on Championship games, but mercy rules remain in effect for all games, including championship game.

*Definition of "new inning": A new inning begins as of when the last out is recorded.
 12. **Mercy Rule for all divisions: 15 runs after 3 innings, 10 runs after 4 innings & 8 runs after 5**
 13. **Pitching rules:** One inning can be added in each game after your 3rd game. One pitch is considered an inning pitched, 8 warmups to start, and 5 thereafter.
 - 9U and 10U 6 innings during tournament
 - 11U and 12U 6 innings during tournament
 - 13U & 14U 7 innings during tournament
 14. MLB Rules apply on pitching conferences, (45 seconds max for conference)

15. **Batting order:** Any combination of players may be in the line-up but if an injury occurs and there is no substitution, an out will be recorded only the first time the batting order. Starter may re-enter in same spot only and Pony rule applies for a burned player if an injury occurs.
16. **Bat restrictions: 2 ¾" bats are prohibited at all divisions. NO TEE BALL BATS.** All bats -5 or greater must be stamped with the USSSA BF 1.15 certification or have a USABat stamp or label. No restrictions on length or weight as long as bat has the USSSA "BPF 1.15 stamp or has USABat stamp or label. All -3 bats must be stamped BBCOR (".50") or has USABat stamp or label.
17. **Penalty for illegal bats:** Batter is declared out (if discovered before a pitch is thrown to the next batter)
18. FREE SUBSTITUTION ON DEFENSE REGARDLESS IF PLAYER IS BATTING OR NOT.
19. **Courtesy Runners:** (Pitcher / Catcher already in game) If batting entire line-up then last out if not you must use a courtesy runner from your substitutes, but this player is only running and not entered offensively in the spot or defensively.
20. **6U, 7U & 8U: Official Pony tournament rules apply. For 7U & 8U only:** Pitching machine will be set at 40 mph, 3 swinging strikes constitutes an out, 6 pitches max per batter. 5 runs max per inning. The 6th inning or last inning of play as determined by the umpire is an open inning. All outfielders must be positioned on the outfield or a minimum of 10ft back from the infield dirt. Once the infielder has possession of the ball, the play is dead. Heart guard protection and helmet with face shield are recommended but not required at the pitching position.
 - A. Open inning at 6U-8U is based on the time remaining for the game, so it could be earlier than the last listed inning of play. (Umpire to determine)
 - B. Pitching Machine: If the Coach operating machine gets hit directly with a batted ball, the play is a dead ball and the batter resumes the same count again. If the coach is subsequently hit after the ball deflects off the pitching machine/player, the ball remains live and in play, provided that the coach does not interfere intentionally. If the ball deflects off the pitching machine and goes into foul territory untouched by a fielder, it is a dead ball and batter is awarded first and all other runners advance one base.
 - C. The coach operating the pitching machine is not protected once the ball is put in play, so if a fielder has to move slightly to adjust his body / throwing position based on the coach's position, the umpire has the authority to call interference.
 - D. The coach feeding the pitching machine shall not give any instructions to batters after they hit the ball or to base runners.
 - E. No catcher's glove required at the 6U-8U division (first base gloves are acceptable for catcher).
 - F. The batter is out on a caught third strike foul tip regardless of the pitch number.
 - G. If the ball hits the machine in the air and ricochets off the machine in the air and is caught by any fielder still in the air without ever hitting the ground, it is not a legal catch and the runners may advance at their own risk.
 - H. Outfielder may not cross the boundary line from the edge of infield dirt/outfield grass at the Pinto field to come towards the infield until the ball passes through the machine. Players/coaches who repeatedly violate this rule will be subject to ejection, or the umpire awarding bases on the ball that was illegally played forward of the line.
 - I. The umpire may determine that a pitched ball from the machine is un-hittable and award the batter a subsequent pitch. If the umpire judges that a pitched ball is un-hittable on the last pitch where the batter must swing to put the ball in play the ball will be "dead" regardless of the outcome of the at bat and the batter awarded another pitch. Any other pitched ball in the batter's sequence of their at bat is subject to umpire discretion in awarding another pitch to the batter as well. (Un-hittable pitches are defined as pitched balls that bounce on the plate, above the armpit of the batter or off

the plate from side to side. Umpire discretion on these calls is not subject to appeal by the manager and is final.

21. Deciding Ties for seeding will use this order: (7 run maximum)
 - A. Head to head
 - B. Total run differential
 - C. Runs allowed
 - D. Runs scored
 - E. Actual run differential in last pool play game
 - F. Coin toss
22. **Tie Breaker:** Used only in playoff elimination or Championship games. If the game is tied after all innings have been completed, the "California Tie Breaker" rule will go into effect. ONE (1) OUT is recorded, each team puts the batters who made/forced the last out in the inning prior on 2nd base and then play out a full inning. That happens until the tie is broken.
23. Slide or avoid (umpire judgment on any malicious contact to eject the player, in addition to an out being called). Also note that obstruction by a player will be superseded by runner contact if any occurs with the player being called out. Exception is only when the defending player moves suddenly and creates the contact unavoidably with the base runner.
24. Teams that no show will forfeit their entry fee.
25. Managers/Coaches are prohibited from sitting on buckets or standing outside of the dugouts during the game.
26. Coaches are not allowed to stand on any apparatus inside the dugout to see above the dugout fencing to expose any part of their body or head while the batter is batting at the plate due to a foul ball that could potentially hit and harm the coach in this position. **Exception** will be at the Shetland & Pinto division where coaches may stand only outside their dugouts if they prefer and this is limited to the dirt portion of foul territory in and around their dugout. (Umpire will determine this area at the plate meeting).
27. **Pace of Play:** As all games are under a time constraint, the following rules apply at all divisions:
 - A. 90 seconds between innings after the last out has been recorded to begin pitching to the batter or begin play at the non-pitching divisions.
 - B. 45 seconds allotted for mound visits from time coach leaves the dugout for the conference.
 - C. 20 seconds for any offensive time out
 - D. 8 pitches or 75 seconds of time on any pitching change during the game.
 - E. One foot in the box rule will be enforced as written under 2019 MLB rules.
 - F. On any appeal by the manager for any play the time clock will continue unless the manager wishes to protest a rule interpretation and then the clock will be stopped.
28. If an injury occurs during the game, no time will be added for any injury less than a minute in duration, for all other injuries lasting longer than one minute the entire time of the injury will be added to the game time clock for extra time beyond the listed game time durations. If injury occurs within the last 10 minutes of the game, all the injury time will be added back on the game clock. Umpire also has the discretion to add time if the team is changing out their catcher in the last inning in the middle of an inning as well with less than 10 minutes of game clock left.
29. Base umpires will have a stopwatch to monitor all the above pace of play rules, as listed, to keep the game moving so the players can maximize play time under the time restraints of the game.

30. **Thrown Bats:** This rule is describing a player (not intentionally) throwing their bat: At all divisions, if the player releases the bat and it directly hits the catcher or the umpire in the air, the play will be a dead ball, with the batter being called out and the runners returning to the last base occupied at the time of the released bat. Also, if the player releases the bat and it hits the backstop / fencing in the air directly, the same rule will apply. Umpires will not give warnings since the rule is listed here for implementation.
31. **Supplemental / Injury Rule:** At any division, if the player is hurt on the field of play during a play, the umpire(s) will stop the play by calling "Time Out" (Umpires discretion on when to call "TIME OUT") and then decide, based on where the ball ends up, positioning of the runner(s), speed of the runner(s), positioning of the other fielders, and arm strength of the fielders, where the runner(s) will be placed had the injury not occurred.
32. **Batting Cages:** There are 6 cages located throughout the complex for batting practice prior to the games. The two teams that are playing in the next game at the corresponding batting cage have the rights to that cage for 1:00 duration of time during pool play before their game. The team listed in the bracket on the top has the cage first for 30 minutes and then they switch out, if there is only one cage at your corresponding field. If there are two cages located at your corresponding field, then each team has their own cage individually for the entire 1:00 prior to their scheduled game time. Example 2 vs 3 (2 has the cage first) Pinto & Mustang fields.
Once elimination games have been scheduled, the home team that is the higher seed has the cage first for the same times as listed above.

Cages are locations are as follows:

- A. 2 cages at the FIELD 4
- B. 2 cages at FIELD 3
- C. 1 cage at FIELD 2
- D. 1 cage at FIELD 1

Revised 05/24/2019