

San Marcos Youth Baseball Softball Association
These Rules apply to all fields

Local Rules:

1. All adults in the dugout must have ID cards. No children other than the team members are allowed in the dugout.
2. Each team should provide the umpire one game ball at the beginning of each game.
3. As a safety precaution, no jewelry will be allowed.
4. There is a mandatory "Slide Rule" when a play is being made at home plate. Any contact with a defender which results in the dislodging of the ball while making a play at home plate, will result in an out.
5. When a "Game Protest" is being made, the Manager must make a verbal notice to the umpire, who will notify the opposing manager. The protest must be made at the time of the play/decision in question (as opposed to after the game and the outcome results in a loss). A written protest must be submitted to the SMPARD office by 5:00pm the following day or by 12:00 noon on Monday for Friday and Saturday games. We ask that you freely protest any questionable decisions. While it may not impact your game, it could impact future games. Therefore it is important that we address it immediately.

League Specific rules below

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San Marcos Youth Baseball Softball Association
Shetland Baseball Softball as defined below Rules

Pony Rules:

- 6A1 (softball only).no player can be closer than 45 feet to home plate until the ball is hit.
- 9C. The entire roster of players present for the game shall bat in rotation. (**All players shall be listed in the batting order.**)
- 9D. Ten players shall be used defensively. The four outfielders must be positioned 15 feet behind the baselines (**in the grass**) when the pitching motion is made.
- 9E. . . . A 10-ft arc shall be inscribed.any ball that does not travel beyond this line will be considered a foul-strike for purposes of this rule.
- 9F. The batter shall be called out after failing to hit the ball after three swings at the ball on the tee. Batter is not out on a foul or foul tip *unless it is a third swing.*
- 16A. Two adult coaches may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.

Local Rules:

6. There will be a one hour time limit or 6 inning limit for each game. We will not start a new inning after fifty (50) minutes, but we will complete the inning in progress when time expires provided the visiting team is not up by five or more runs or the home team is not winning.
7. There will be a four (4) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
8. Baseball: Batter has three swings to put the ball in play
Softball: Batter has three swings and unlimited foul balls to put the ball in play.
9. There will be one-base advancement, with the risk of being thrown out, on overthrows from an infielder to any base. When the ball is hit into the outfield, the runner may advance until the ball is in possession of any infielder.
10. If time expires and a tie remains at the completion of the inning, the tie will be broken by the total number of defensive outs. The team with the most defensive outs will be declared the winner. If there is the same amount of outs for both teams, we will play one extra inning to break the tie with runs or with outs. If the game is still tied after one extra inning, it will be recorded as a tie.
11. A team can start and finish a game with eight players and an out will not be charged in the ninth spot. If players arrive late and have missed an at-bat, they will be added to the bottom of the lineup and bat on their next rotation. If a team has more than nine players and some must leave during a game, they will be charged one out only if the total number of players becomes less than 9. (Ex- They start with 12 and lose two, no penalty. They start with 11 and lose three, they are charged one out at the end of their batting rotation.) If a player is ejected, an out will be charged in their spot regardless of the number of players.
12. No leading off. No steals.
13. Field Dimensions:

Baseball:	Bases: 50'	Pitching Rubber: 38'
Softball	Bases: 55'	Pitching Rubber: 35'

San Marcos Youth Softball / Baseball Association
Pinto Baseball Rules

We will follow the Pony Baseball Rules and Regulations book with the following exceptions.

1. Each team will bat its entire roster. Line-ups must be exchanged at the beginning of each game. Offensive coaches must remain in the coaches' box during the at-bat. We will allow the "Coach-Pitcher" to give verbal instructions to his players and coaches.
2. The defense may play ten (10) players in the field. No player should sit for two consecutive defensive innings. No defensive coaches will be allowed on the field during play.
3. There will be a one hour, 15 minute time limit or 6 inning limit for each game. We will not start a new inning after sixty five (65) minutes, but we will complete the inning in progress when time expires provided the visiting team is not up by five or more runs or the home team is not winning.
4. There will be a four (4) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
5. There will be one-base advancement, with the risk of being thrown out, on overthrows from an infielder to first base. It is a live ball and runners may advance freely, at the risk of being thrown out, on overthrows to any other base. When the ball is hit into the outfield, the runner may advance until the ball is in possession of any infielder.
6. If time expires and a tie remains at the completion of the inning, the tie will be broken by the total number of defensive outs. The team with the most defensive outs will be declared the winner. If there is the same amount of outs for both teams, we will play one extra inning to break the tie with runs or with outs. If the game is still tied after one extra inning, it will be recorded as a tie.
7. A team can start and finish a game with eight players and an out will not be charged in the ninth spot. If players arrive late and have missed an at-bat, they will be added to the bottom of the lineup and bat on their next rotation. If a team has more than nine players and some must leave during a game, they will be charged one out only if the total number of players becomes less than 9. (Ex- They start with 12 and lose two, no penalty. They start with 11 and lose three, they are charged one out at the end of their batting rotation.) If a player is ejected, an out will be charged in their spot regardless of the number of players.
8. No leading off. No steals.
9. Field Dimensions:

Softball Bases: 50' Pitching Rubber: 38'

San Marcos Youth Softball / Baseball Association
Pinto Softball Rules

We will follow the Pinto Softball rules as written in the 2008 Pony Girls Softball Rules and Regulations book with the following exceptions.

1. Each team will bat its entire roster. Line-ups must be exchanged at the beginning of each game. Offensive coaches must remain in the coaches' box during the at-bat. We will allow the "Coach-Pitcher" to give verbal instructions to his players and coaches.
2. The defense may play ten (10) players in the field. No player should sit for two consecutive defensive innings. One defensive coach will be allowed on the field, beyond the baselines, during play.
3. Each team should provide the umpire with an 11" game ball. There will be a one hour time limit or 6 inning limit for each game. We will not start a new inning after fifty (50) minutes, but we will complete the inning in progress when time expires provided the visiting team is not up by five or more runs or the home team is not winning.
4. There will be a four (4) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
5. A batter will receive four pitches to strike out or put the ball in play. The fourth pitch, unless hit fair or foul will be an out.
6. There will be one-base advancement, with the risk of being thrown out, on overthrows from an infielder to first base. It is a live ball and runners may advance freely, at the risk of being thrown out, on overthrows to any other base. When the ball is hit into the outfield, the runner may advance until the ball is in possession of any infielder.
7. If time expires and a tie remains at the completion of the inning, the tie will be broken by the total number of defensive outs. The team with the most defensive outs will be declared the winner. If there is the same amount of outs for both teams, we will play one extra inning to break the tie with runs or with outs. If the game is still tied after one extra inning, it will be recorded as a tie.
8. A team can start and finish a game with eight players and an out will not be charged in the ninth spot. If players arrive late and have missed an at-bat, they will be added to the bottom of the lineup and bat on their next rotation. If a team has more than nine players and some must leave during a game, they will be charged one out only if the total number of players becomes less than 9. (Ex- They start with 12 and lose two, no penalty. They start with 11 and lose three, they are charged one out at the end of their batting rotation.) If a player is ejected, an out will be charged in their spot regardless of the number of players.
9. No leading off. No steals.
10. Field Dimensions:
Softball Bases: 55' Pitching Rubber: 35'

SMYBSA
Mustang Baseball Division Rules

We will follow the rules of Major League Baseball and Pony Baseball with the following exceptions:

10. No steel cleats allowed in this division.
11. Game time limit is 1 hour and 30 minutes. We will not start a new inning inside of 10 minutes remaining. In case of a late start, we will not start a new inning inside of 10 minutes to the start time of the next game. If the HOME team is down by more than 5 runs and there is time remaining, they should be allowed to bat to allow equal opportunities at bat for both teams. However, this scenario should not cause a late start to the following game.
12. Both teams will bat their entire roster. If a player leaves the game or is injured, this will not count as an out in the lineup unless it leaves less than 9 players available to bat. If a player is ejected, his spot will count as an out regardless of the number of players batting.
13. There will be a five (5) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
14. If time expires and a tie remains at the completion of the inning we will play one extra inning to break the tie. If the game is still tied after one extra inning, it will be recorded as a tie.
15. Field Dimensions: Bases: 60' Pitching Rubber: 44'

San Marcos Youth Softball / Baseball Association
Mustang Softball Rules

We will follow the rules as written in the 2008 Pony Girls Softball Rules and Regulations book with the following exceptions.

14. Each team will bat its entire roster. Line-ups must be exchanged at the beginning of each game. Offensive coaches must remain in the coaches' box during the at-bat. We will allow the "Coach-Pitcher" to give verbal instructions to his players and coaches.
15. The defense will play nine (9) players in the field. No player should sit for two consecutive defensive innings.
16. There will be a one hour, 15 minute time limit or 6 inning limit for each game. We will not start a new inning after sixty five (65) minutes, but we will complete the inning in progress when time expires provided the visiting team is not up by five or more runs or the home team is not winning.
17. There will be a five (5) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
18. Runners may steal any base except home base, on a passed ball. Runners may advance to home if the catcher fails to return the ball to the pitcher in the pitching circle.
19. If time expires and a tie remains at the completion of the inning, we will play one extra inning to break the tie. If the game is still tied after one extra inning, it will be recorded as a tie.
20. A team can start and finish a game with eight players and an out will not be charged in the ninth spot. If players arrive late and have missed an at-bat, they will be added to the bottom of the lineup and bat on their next rotation. If a team has more than nine players and some must leave during a game, they will be charged one out only if the total number of players becomes less than 9. (Ex- They start with 11 and lose two, no penalty. They start with 11 and lose three, they are charged one out at the end of their batting rotation.) If a player is ejected, an out will be charged in their spot regardless of the number of players.
21. Field Dimensions:
Softball Bases: 60' Pitching Rubber: 35'

SMYBSA
Bronco Baseball Division Rules

We will follow the rules of Major League Baseball and Pony Baseball with the following exceptions:

16. No steel cleats allowed in this division.
17. Game time limit is 1 hour and 45 minutes. We will not start a new inning inside of 10 minutes remaining. In case of a late start, we will not start a new inning inside of 10 minutes to the start time of the next game. If the HOME team is down by more than 5 runs and there is time remaining, they should be allowed to bat to allow equal opportunities at bat for both teams. However, this scenario should not cause a late start to the following game.
18. Both teams will bat their entire roster. If a player leaves the game or is injured, this will not count as an out in the lineup unless it leaves less than 9 players available to bat. If a player is ejected, his spot will count as an out regardless of the number of players batting.
19. There will be a five (5) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
20. If time expires and a tie remains at the completion of the inning we will play one extra inning to break the tie. If the game is still tied after one extra inning, it will be recorded as a tie.
21. Field Dimensions: Bases: 70' Pitching Rubber: 48'

San Marcos Youth Softball / Baseball Association
Bronco Softball Rules

We will follow the rules as written in the 2006 Pony Girls Softball Rules and Regulations book with the following exceptions.

22. Each team should provide the umpire one 12” game ball at the beginning of each game.
23. Each team will bat its entire roster. Line-ups must be exchanged at the beginning of each game. Offensive coaches must remain in the coaches’ box during the at-bat. We will allow the “Coach-Pitcher” to give verbal instructions to his players and coaches.
24. The defense will play nine (9) players in the field. No player should sit for two consecutive defensive innings.
25. There will be a one hour, 15 minute time limit or 6 inning limit for each game. We will not start a new inning after sixty five (65) minutes, but we will complete the inning in progress when time expires provided the visiting team is not up by five or more runs or the home team is not winning.
26. There will be a five (5) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
27. Runners may steal any base on a passed ball. Runners may advance to home if the catcher fails to return the ball to the pitcher in the pitching circle.
28. If time expires and a tie remains at the completion of the inning, we will play one extra inning to break the tie. If the game is still tied after one extra inning, it will be recorded as a tie.
29. A team can start and finish a game with eight players and an out will not be charged in the ninth spot. If players arrive late and have missed an at-bat, they will be added to the bottom of the lineup and bat on their next rotation. If a team has more than nine players and some must leave during a game, they will be charged one out only if the total number of players becomes less than 9. (Ex- They start with 11 and lose two, no penalty. They start with 11 and lose three, they are charged one out at the end of their batting rotation.) If a player is ejected, an out will be charged in their spot regardless of the number of players.
30. Field Dimensions:
Softball Bases: 60’ Pitching Rubber: 40’

SMYBSA
Pony Baseball Division Rules

We will follow the rules of Major League Baseball and Pony Baseball with the following exceptions:

31. Steel cleats allowed in this division only.
32. Game time limit is 2 hours. We will not start a new inning inside of 10 minutes remaining. In case of a late start, we will not start a new inning inside of 10 minutes to the start time of the next game. If the HOME team is down by more than 6 runs and there is time remaining, they should be allowed to bat to allow equal opportunities at bat for both teams. However, this scenario should not cause a late start to the following game.
33. Both teams will bat their entire roster. If a player leaves the game or is injured, this will not count as an out in the lineup unless it leaves less than 9 players available to bat. If a player is ejected, his spot will count as an out regardless of the number of players batting.
34. There will be a six (6) run limit per inning. This limit will not be lifted and will remain in effect through the duration of the game.
35. If time expires and a tie remains at the completion of the inning we will play one extra inning to break the tie. If the game is still tied after one extra inning, it will be recorded as a tie.
36. Field Dimensions: Bases: 80' Pitching Rubber: 54'