

2026 NORTH PENINSULA PONY LEAGUE

SSF – SAN BRUNO – BURLINGAME – MILLBRAE

(Revised 01/24/2026)

PLAYING RULES

1. Official Baseball Rules 2026 Edition
2. Pony Rule Book
3. Speed-up Rules
 - a. One foot in the batter's box
 - b. Ten-run rule after five innings
 - c. Runner for catcher (optional)

Player who made the 2nd out of the inning will run for the catcher. The catcher must have caught an inning to have a runner. Visiting team is on first base side/Only 3 coaches on the field.

LEAGUE RULES

1. **Need 9 players to start; 8 players to finish**
 - a. In addition, if a player is ejected from the game and the team has no one to substitute for that player's hitting spot in the line-up there will be an out each time he comes to bat.
2. 2 hours and 15 minutes time limit. No top of the inning will be started after 2 hours and 15 minutes.
3. Umpires are provided and paid for by the home team's city. Umpires for re-scheduled games will be paid by the home team city if the location is changed.
4. Home team supplies the baseballs, starting with 3 new balls at the start of the game.
5. Must play rule
 - a. Players must play 3 complete innings
6. **PITCH COUNT:**
 - a. Player is not to pitch more than 95 pitches in a game.

<u>LEAGUE</u>	<u>DAILY MAX</u>	<u>REQUIRED REST (PITCHES)</u>					
<u>AGE</u>	<u>PITCHES</u>	<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
13-14	95	1-20	21-35	36-50	51-65	66+	N/A

- b. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
- c. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- d. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begin at that point.
- e. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- f. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- g. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.
- h. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties.
- i. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such a batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

- j. The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.
- k. The league should assign an official scorekeeper for each game to track pitch counts. In the absence of an official scorekeeper, the home team book shall be the official record of Games statistics including pitch count. **Home Team confirm the Pitch count after the game.** Pitch count is to be kept by each team for both pitchers and may be checked by the opposing team after each inning.
- l. No pitcher will throw more than 10 innings in a week, Monday-Sunday.
- j. Any team in violation of the required rest rules will forfeit the game and the manager will be suspended for the next game.**

7. Any player, coach, or manager who is ejected from a game will not participate in the next scheduled game.

8. To avoid injuries, base runners must avoid contact on all close plays. When a defensive player has the ball and is waiting for the runner, the runner shall avoid contact. If there is intentional contact the runner is called out. If contact is malicious and/or flagrant, the ball is dead. The runners return to the last base touched and the offender is called out and ejected. There are cases where contact cannot be avoided. There will be no penalty in those cases. Fake tags are not allowed.

9. Games must be **rescheduled** between the managers within 72 hrs. If the game is not rescheduled within the 72 hrs., the Commissioner will reschedule. All games must be played.

10. **TEAMS MAY BORROW A PLAYER:** To keep from forfeiting a game, teams can borrow players from other teams, from any team in the league. The player or players cannot pitch or catch in the game. You cannot borrow a player if you have 9 players. This means you cannot have 10 players with one of them being borrowed.

11. **EXTRA HITTER (Optional):** The extra hitter (EH) will be the 10th player on the lineup card. The EH will play the whole game (7 innings) barring injury. If the EH is injured, the lineup will revert to a 9-batter lineup with no penalty to the said team. The EH will not be permitted to enter the game on the field, unless there is an injury and there are only 10 players present at the game. In that instance the EH position will be eliminated, and the player will enter into the injured player's spot. This is only when there are 10 players listed for a game. **No player will be used in the EH spot for back-to-back games.** The EH can be listed at any position on the batting order. Teams that have 14 or more players, may have 2 EH spots. When you play with an EH and you only have 10 players, if one of the players gets hurt and comes out of the game, the EH can then play a position on the field and bat in the injured player's spot.

12. **BATTING ORDER:** Optional continuous entire team batting order.

13. **LINEUP CARDS:** When presenting the lineup card before the game to the opposing team and umpires, please list the EH (if used) and your pitchers' innings from the previous game on the bottom right-hand side of the lineup card.

14. **Games can end in a tie** if you run out of daylight. Games can go past 2 ½ hours. If you have a game on a weekend, you can play an extra ½ hour to break the tie or longer if it's the last game of the day.

SCORE REPORTING

Winning team must **text** the final score **immediately** after the game to **Tyson Scofield, 415-407-3048**

On the text, please include Team Names, and the Final Score

Example –San Bruno C & L 2, South City Spinners 1

In order to keep the standings updated, we need the managers to call in the scores right after each game.

PLAYOFFS

- 1. All Teams will make playoffs.

COACHES keep this & your emergency medical forms in your binders

All Visiting Teams make sure to have a First Aid Kit