

Bronco League

Rules and Guidelines

POINTS OF EMPHASIS

The Bronco League will continue to focus on building a solid foundation of baseball fundamentals. Controlled base stealing will be introduced in an instructional manner. Other basic fundamentals should continue to be reinforced to further enhance the knowledge and enjoyment of the game of baseball for our children. Other key points are:

1. Coaches are encouraged to let each player have the opportunity to play both infield and outfield positions and bat in different positions in the batting order.
2. Each team should develop as many pitchers as possible while still maintaining a quality flow of the game.
3. Teams will use a continuous batting order.
4. Enhanced Strike Zone: the strike zone is A FIST OFF THE PLATE, AT THE LETTERS AND BOTTOM OF KNEES.
5. No individual player will sit on the bench for two innings before every player sits one. This rotation will be maintained from game to game. It is the coaching staff's responsibility to maintain the integrity of player rotations.
6. Coaches are NOT to argue balls and strikes with umpires. If concerns occur, they are to contact either the Umpire Director or League President.
7. Only Team Managers are permitted to discuss with umpires any ruling on the field including clarification of in-house rules. Any discussion must be conducted in a respectful manner.
8. Unless otherwise superseded in the Bronco in-house rules, the league will follow USSSA rules that govern 11-12 year old players.
9. The MYBSA Coaching Code of Conduct will be strictly enforced. Any violations will be addressed by the MYBSA Board. Please refer to the MYBSA Code of Conduct Sanctions for additional details.

I. SAFETY

- A. Batters, on-deck batters, and runners are required to wear helmets at all times.
- B. All catchers must wear full catching equipment and a protective cup at all times while playing the catcher position. All other players are strongly encouraged to wear a protective cup.
- C. **Bat Throwing:** A batter that wildly throws the bat will receive a warning from umpire. A second instance of bat throwing by the same player will result in a called out.

II. PITCHING

- A. Each pitcher may pitch a maximum of 6 innings per week.
- B. The number of innings pitched during the same calendar week will 'reset' at 12:00 am Monday morning.
- C. A pitcher can throw a maximum of 3 innings in one game.
- D. A pitcher can throw a maximum of 4 innings per day.
- E. A pitcher is considered to have pitched one inning after one pitch is thrown.
- F. Expanded strike zone: Fist off the plate, across the letters and just below the knees.
- G. When removed from mound, pitchers can NOT re-enter in the same game as a pitcher.
- H. Coaches must include on team lineup cards the amount of innings your pitchers have AVAILABLE to pitch PRIOR to the each game. Note: It is important that you include available innings to pitch, NOT how many innings they have pitched in prior games.
- I. An Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown.
- J. General Statement Concerning Balks: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be kept in mind: 1) Pitchers should be allowed some leniency in regards to balks. 1) Pitchers should be warned for initial violations and subsequently penalized for major violations that affect the outcome of a play. 2) An umpire should approach minor violations that don't affect the outcome of the play as a teaching opportunity.

III. Batting

A **Legal Bat:** A bat is considered legal when the following conditions are met;

- 1) Barrel size does not exceed 2 5/8 inches.
- 2) Bat Performance Factor does not exceed 1.15.
- 3) Is clearly identified by stamp or seal as being sanctioned by at least one of the following baseball governing bodies; Little League International, USSSA, Pony, Cal Ripken, Dixie Youth, Babe Ruth League, NFHS or Baseball Players Association.

*A bat that is not clearly marked with a BPF and sanctioning body stamp will be considered an illegal bat.

Penalties for Use of Illegal Bat: A batter is out for illegal action when a batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. In addition, all base runners must return to their previously occupied base prior to the infraction. The bat will also be immediately removed from play.

Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat the manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

- B. Bunting is allowed.
- C. All players must bat.

- D. All teams must use a continuous batting order. The batting order for each team shall consist of all players present, and they will bat in turn either until three (3) outs are recorded or until the maximum runs per inning have been scored.
- E. Batters **ARE NOT** allowed to advance to first base on a dropped third strike.
- F. **8 Player rule:** When only 8 players are in the lineup, an automatic out will be recorded each time the 9th batting position is due to hit.
- G. All players arriving (in dugout) after the first pitch will be placed at the end of the batting order, in the order of arrival.
- H. **Run rule limit per Inning:** Maximum of 5 runs per inning, except the final inning (5th or 6th inning, depending on time of season). Unlimited runs may be scored in the final inning.
Note: Time limits used during the regular season will not determine final inning.

IV. Base Running

- A. Infield fly rule shall be enforced.
- B. Batters **ARE NOT** allowed to advance to first base on a dropped third strike.
- C. **Courtesy Runners** - Courtesy runners are only allowed for the catcher of record from previous or next inning. The substitute runner must be the last batter not on base.
- D. **Base stealing:** Stealing of 2nd & 3rd base is permitted. A straight steal of home base is NOT permitted. However, a base runner on 3rd base may advance to home plate on a wild pitch, passed ball, overthrows from catcher to pitcher or if the defensive team attempts a play on any base runner.
 - 1) **1st & 2nd base lead off:** The lead-off line will be placed 7 feet from 1st and 2nd base. There will be no line at 3rd base. Both feet of the base runner must not pass the designated lead-off chalk line until the pitcher has 1) Come to a set position on the pitching rubber **AND** 2) started a pitching motion. The pitching motion will include a motion towards the plate, a pickoff move or simply stepping off the pitching rubber.
 - 2) **3rd base lead off:** A traditional lead is allowed at third base with no chalk line.
 - 3) **Penalty:** If the runner(s) is ruled to have prematurely passed the leadoff chalk line, the runner(s) may not advance and is at risk of being put out. If the runner advances safely, the umpire shall call "time" and the runner must return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
 - 4) **Additional Penalty:** As a result, the team will receive one warning from the umpire. If another violation occurs, a base runner will be called out.
 - 5) The lead off chalk line will be 7 feet from the bag.
 - 6) This ruling cannot be challenged.
- F. **Sliding Rule:** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.
 - 1. **Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion. When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be

declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

- G. A runner may not advance to the next base during a routine throw from catcher to pitcher unless there is an overthrow involved.
- H. Runners must return to the previously occupied base once the pitcher reaches the pitching mound with the ball. The base runner may not 'bait' the pitcher to make a throw to the base.

V. Fielding

-  A. No player will sit out more than one (1) consecutive inning, except in the case of injury.
- B. No player will sit out two (2) innings in one game before all other players have set for one (1) inning in that game.
- C. Team parents will be encouraged to monitor their child's playing time.
- D. Infield fly rule **WILL** be in effect.
- E. Catchers will wear full equipment including throat and cup protection. NO exceptions.
- F. 9 players will play in the field.
- G. Remember: If the fielder does NOT have the ball or making a play he or she can NOT occupy either the base path or bases. They can then be called for "obstruction".

VI. Game

A. Length and Time

- 1) Official Game: During the Month of May (or until both local school districts' school year has ended), an official game will be **five** innings. After both local districts' have concluded, an official game will be **six** innings.
 - 2) The umpire will announce the official game time at first pitch. The official scorekeeper (home team) will record the game's start time in scorebook.
 - 3) Time Limit - For time limit purposes, no new inning may start once one hour and thirty minutes (1:30) has elapsed from the game's official start time. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. In enforcing this rule, the home team shall not bat if they are winning and the time limit has been reached during the inning. Similarly, if the home team is batting and the time limit is reached the home team shall cease batting and the game shall end.
- B. Game start time will be announced by the umpire. Official game length of time will be determined when the final out of the previous inning was made.
 - C. A game is official when each team can field a minimum of 8 players. However an automatic out will be called for the absent 9th batter.
 - D. **Forfeited Games**: A team must forfeit the game if they are unable to have 8 rostered players available 15 minutes past the announced game time.
 - E. In the spirit of NOT having to forfeit a game due to having seven players or less, a "Temporary Player Rule" has been implemented. If a team has less than the required 8 players, a coach can secure a player from another team in the league. The 'temporary' player must meet certain requirements. Those requirements are; 1) the temporary

player's draft position may not exceed the cumulative average draft position, rounded to the higher number, of all missing players. For example, a 10 player team is missing 3 players.

The missing players were 10th, 7th and 6th draft picks. The average draft round of the three missing players is 7.67, therefore is rounded up to the 8th round. The temporary player must have been drafted no higher than the 8th round.

1. A team can only add temporary player(s) to bring their game roster up to eight players, which is the minimum number to be considered an official game.
2. Temporary players cannot pitch.

F. **Substitutions:** Free defensive substitutions are allowed at any time.

G. **Extra-Innings:** Extra-inning games will only be played in the following situations: 1) After local schools have dismissed for the summer, 2) Games played on a weekend or 3) Postseason tournament. During the regular season, only one extra inning will be played, starting with a base runner occupying second base. The base runner must be the player who made the last out from the prior inning. If, after one extra inning the game remains tied, the game will end in a tie. Each team will earn a ½ win for tie breaking purposes. Post season games will continue until a winner is decided.

H. **Mercy Rule:** If a team is leading its opponent by at least ten (10) runs prior to the final scheduled inning to be played, or if the home team is ahead by at least ten (10) runs in the bottom ½ of the inning just prior to the final inning, the game shall be terminated and the team in front declared the winner.

I. **Rain Outs:** Games in progress will be an official game when 3 full innings (or 2 ½ if home team is ahead) while schools are in session (5 Inning games), or 4 full innings (or 3 ½ innings if home team is ahead) after schools are dismissed (6 Inning games). If the game has not reached the minimum amount of innings then it will be rescheduled and start from the beginning. The innings pitched from an unofficial game **will** be counted.

- 1) Rainouts will be rescheduled in the order of occurrence.
- 2) All attempts will be made to avoid teams playing more than 3 games in a week or more than a doubleheader in one day.

J. **Home team will occupy third base dugout.**

K. All players must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No razzing, heckling, taunting or "riding" of opposing players will be allowed by players, managers, or coaches. Penalties can include a warning, an out for the offending team and ejection.

L. Any player, coach, or umpire who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the player may return. No penalty applies to any missed at bats.

M. If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order, his place in the lineup will simply be skipped. However, they may not return for the remainder of the game.

N. If a team drops below nine eligible players for any reason, an automatic out is declared in the batting order position of the player that left the game.

VII. Post Season Rules

- A. **Length and Time**: 6 inning games (No time limit)
- B. Depending on the number of teams in the league, consideration will be given for a single or double elimination format. Final format will be at the discretion of the MYBSA Board.
- C. All regular season rules will apply for Post Season Tournament.
- D. Team seed is determined by:
 - 1) Regular season record
 - 2) Ties are determined by head to head competition
 - 3) If tied after head to head competition, seed is determined by coin toss.
 - 4) Highest seed of each tournament game will be home team.
- E. Coaches must file an innings pitched report for each player to the home plate umpire at the conclusion of each game. The pitcher reports will be given to the tournament director and shared with the coaches during the tournament.
- F. Extra innings will be played. Each extra inning will begin with a runner occupying second base. The base runner will be the player that made the last out from the prior inning.

VIII. Miscellaneous

- A. No metal cleats
- B. The MYBSA and its representatives reserve the right to render a final decision on any situation not covered by these rules and reserve the right to amend them when it is deemed necessary.
- C. Teams are to clean up around fields following every game. **Epecially dugouts!**
- D. Home team is responsible for maintaining the scorebook.
- E. Visiting team is responsible for maintaining the scoreboard.
- F. All players and coaches should wear appropriate hat and uniform during MYBSA games.
- G. **Protests**: There will be NO protests processes regardless of the circumstances.