



# Frankfort Baseball, Inc.

P.O. Box 261, Frankfort, IL 60423  
[www.frankfortbaseball.com](http://www.frankfortbaseball.com)



## Bronco League Rules

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**Directors of Bronco League:**  
**Director of Player Personnel:**

Mike Ferrotti  
Bill Jennrich

815-469-1457  
815-469-7640

The following rules apply to all Bronco Division games. All other rules governing Frankfort Baseball are contained in the Official Pony League Rule Book.

1. All games will start within 15 minutes after posted starting time. If a team is not on the field, that team shall forfeit the game. If neither team has enough players present to play a game, the game will be forfeited by both teams.
2. All games will be played as scheduled unless postponed by the League Director. Makeup games will be rescheduled within two weeks of the originally set game date, when possible. It is the responsibility of the League Director to set the date for the makeup game. If the game cannot be played as scheduled, the Director will set a second date.
3. If a scheduled playing field is not available due to bad weather, the League Director will reschedule the game after the fourth rainout per team. Managers do not take it upon themselves to arrange for rescheduling.
4. A thrown ball is live upon hitting the fences and dead upon leaving the playing field. The batter is entitled to the base to which he is advancing plus one. (See 7.05g of the Official Baseball Rules).
5. Each player present must play in a defensive position at least four innings in each game, assuming the game is not shortened by the slaughter rule or the weather. A continuous batting order will be used.
6. Managers shall exchange batting orders at the beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.
7. A Player who intentionally throws off his helmet while running the bases is automatically out.
8. If there is no Umpire present within 15 minutes of the schedule game time, the game will be played with alternate umpires. If there is more than one umpire working any other Frankfort Baseball game at that time, one of those umpires can be used. Otherwise, both managers should select an adult to umpire the game.
9. Any Player or Coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire.
10. A maximum of 4 adults are allowed in the dugout during games, Manager, two coaches and the team scorekeeper if necessary. Parents are not permitted to watch the games from the dugout area.





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11. Lead-offs will be allowed in the Bronco Division.
  12. Players may be moved from the Mustang to the Bronco Division to fill a roster. No Mustang Player can play ahead of a Bronco Player, and may start if, and only if, there are less than nine Bronco Players present. The Mustang player must play the minimum number of innings specified for the Bronco League, but the Mustang player cannot play more innings than the Bronco players. The Mustang player will not be allowed to pitch or catch and the Mustang player must bat last in the lineup.
  13. After a second Batter is hit by a Pitcher, a warning will be issued to both the Pitcher and his Manager. If a third Batter is hit, the Pitcher will be relieved of pitching duties.
  14. There will be a 10 run slaughter rule in effect for all games. If, after five complete innings, or four and one half complete innings if the home team is ahead, a team is leading by 10 or more runs, the game will be called.
  15. Free substitution, except for Pitchers.
  16. All games are suspended games if stopped prior to the completion of the fifth inning or before four and one half innings are completed if the home team is ahead. All suspended games are subject to the Official Baseball Rules governing its completion.
  17. Pitchers in the Bronco League are allowed 10 innings in a calendar week, with a maximum of three innings in a game. After pitching 3 innings in a game, pitchers must have 24 hours rest between scheduled game starts. Game starts are defined as the time each game is scheduled to start, not the actual time the pitcher enters the game.
    - 17.1. There is no rest required if a pitcher pitches less than 3 innings.
    - 17.2. One pitch thrown within an inning in the game constitutes a complete inning pitched. For example, a pitcher getting 1 out in the 3<sup>rd</sup>, 3 outs in the 4<sup>th</sup> and 2 outs in the 5<sup>th</sup> constitutes 3 innings pitched.
    - 17.3. Obvious balks will be called by the umpires and the pitcher will be given an explanation of the call by the umpire. The umpire can also explain the proper technique to the pitcher at the time of the call. Between innings the umpire can explain the call the player's manager or designated coach. There will be no base advancement on balks.
  18. Bronco League Part-time Travel Team Players will be restricted to a maximum of ten innings pitched per week.
    - 18.1. All Part-time Travel Team Players will be allowed to pitch a maximum of nine innings in the In-House League during the week, i.e., Monday through Saturday
    - 18.2. All Part-time Travel Team Players will be eligible to pitch a maximum of three innings per game in the Part-time Travel League, but only after the required rest rule has been satisfied
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- 18.3.** Monday starts a new week and the pitched innings count starts over, however, players who pitch 3 innings on Sunday must still observe the 24 hour rest rule.
- 19.** Filing of Protest Procedure.
- 19.1.** A protest based on a play which involves an Umpire's judgment is not permitted.
- 19.2.** A protest must be based on an interpretation of the rules.
- 19.2.1.** The protesting Manager must notify the home plate Umpire of his intent to protest at the time the play occurs, before the next pitch takes place. He must also notify the opposing Manager and/or Score Keeper. The score books must be marked so that the game could be replayed from that point, if the protest is upheld. The Umpires must initial the score books at that time.
- 19.2.2.** Protests must be submitted to the League Director or the Director of Umpires within 48 hours of the completion of the protested game.
- 19.2.3.** A committee consisting of the League Director, the Director of Umpires and one Board Members will rule on the protest within one week. If the Director of Umpires was a working umpire during the game under protest than the Board President shall appoint a replacement at his sole discretion.
- 19.2.4.** If the protest is upheld, the game will resume from the point of the protest, as marked in the score books.
- 20.** Any Team Manager or Coach who withdraws a team from the playing field under any circumstances prior to the official completion of the game, shall forfeit all rights to protest the game as described above. If a player is injured on any play in the course of a game and cannot run, the player who recorded the last out shall be the pinch runner.
- 21.** A 2 hour and 15 minute time limit shall be imposed on all games. The umpire shall give a 2 hour warning and no inning shall be started after 2 hours and 15 minutes. In the case of a tie game, the game will be scheduled to continue from the point of suspension at the request of the two managers. All other games will be governed by Pony Rule 11 section. E.
- 22.** All players will wear a protective cup at all times. This includes during games and practices.
- 23.** No metal cleated shoes are permitted in practice, games, or tournaments. Some removeable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.
- 24.** A player must slide, attempt to go back to the base he came from or give himself up as an out to avoid contact with a defensive player who has control of the ball and is covering his base. Any contact greater than glove to body (umpires discretion) without sliding will result in the player being called out and the play being called dead at that
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point in time. Any time aggressive contact is made, the runner shall be ejected from the game.

25. There will be no intentional walks.
26. WEATHER-Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 20 minutes. IF IN DOUBT, SUSPEND PLAY.

