

2015 BMP/MCAA/Mars Bronco League- General Rules

Overall

1. Unless stated below, official PONY Bronco rules apply.
2. Umpires are paid by the host team.
 - ☑ At a Mars field if a game is between Mars and a BMP or MCAA team, regardless of who is the home team, Mars will pay both umpires. If it is 2 Mars teams, the home team pays.
 - ☑ At an MCAA field if a game is between MCAA and a BMP or Mars team, regardless of who is the home team, MCAA will pay both umpires. If it is 2 MCAA teams, the home team pays.
 - ☑ At a BMP field if a game is between BMP and a MCAA or Mars team, regardless of who is the home team, BMP will pay both umpires.

Length of Game

1. Complete Game: If a game is called for any reason, it shall be a complete game if four innings have been completed or if the visiting team completes its half of the fourth inning and the home team is ahead.
2. A regulation game that is tied after four or more complete innings and halted by the umpire shall be resumed from the exact point that play was halted if the schedule allows it to be rescheduled. If a tie game is halted, the pitcher of record may continue pitching in the game on any subsequent date provided the pitcher has observed the required days of rest and has pitching eligibility in the calendar week in which the game is resumed.
3. If a game is called for any reason in an uncompleted inning, after having reached complete game length, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by league officials.
4. If a game is called after it is a complete game due to any reason including inclement weather or darkness, the score for that game will revert back to the last complete inning.
5. If a game is called after any inning before it has reached a complete-game length due to inclement weather, darkness, or any other reason, the game shall be resumed from the exact point the game was halted.
6. A complete game occurs when a team is leading by:
 - a. 15 runs after 4 inning
 - b. 10 runs after 5 innings, or 4 1/2 innings if the home team is leading.
7. Once a game has started, the decision to call a game for any reason rests with the home plate umpire. However, the two team managers must be consulted before making that decision.

Home Team

1. In the event of inclement weather, the host team is responsible to cancel the game 1 1/2 hours before the start of the game. The latest is five (5) minutes prior to game time. They must send a representative to the field for inspection.
 - a. In the case where the home team (defined by schedule) is playing at another association's field, the manager of the team from the association hosting the game is responsible. For example, if BMP is defined as the home team in the schedule, but the game is played at Mars, the Mars team Manager is responsible.
 - b. Once the game starts, the home umpire will call the game due to inclement weather or darkness.
 - c. It is the responsibility in either case for the manager responsible for calling the game to immediately inform the opposing manager and the umpire coordinator
2. Rainout make-ups contingent on both teams agreement and their own field availability

3. The home team will supply two new game balls.
4. The home team has the field for warm-up until twenty (20) minutes before the scheduled game time.
5. Both teams are responsible for pre & post game field maintenance and cleanup! Pre-game field preparation must be completed twenty (20) minutes prior to game time. Post game maintenance includes raking dirt back into sliding pits, batters boxes and pitcher's mound.
6. The home team is responsible for locking up equipment after the game. . If the home team is playing at another association's field, then the team representing the association locks up the equipment.

Batting

1. Bunting - all rules apply including the third strike foul. A batter squaring to bunt must bunt or pull the bat back.
2. A batter who squares to bunt and then takes a "slap swing" will be called out. The play is dead at the time of the swing and no base runners may advance on the play. This is for safety reasons.
3. Infield fly rules are enforced. The umpire will immediately declare, "Infield fly."
4. The batting order must be maintained. All players must bat before the first batter bats a second time. All players present (except in the case of injury) must be included in the batting order.
5. Throwing the bat is one warning per team. Each time after the warning, the batter is out and the play is dead.
6. One manager or coach is permitted to stand at the on-deck circle to work with the batter during the game. No one else is permitted to stand behind or beside the batting cage. Only three coaches are allowed on the bench. However, if a manager desires to have additional coaches in such areas, he may do so at his own discretion as long as the umpires do not object.
7. Players must raise their hand and wait for an umpires ruling when the ball goes under the outfield fence or behind a sign. It is a ground rule double.

Running/Stealing

1. Runners must avoid contact with the fielder. If contact is not avoided by runner (with the exception of a runner sliding directly into a base or home plate), runner will be called out.
2. A runner can't attempt to vault or jump over to avoid a tag. Doing so will be called an out.
3. No headfirst slides are permitted when the runner is trying to advance. The runner will be called out. Head first slides are permitted (but not encouraged) when the runner is trying to return to a base he has legally occupied.
4. Major league rules apply in running to first base. The base-runner must advance to the right of the foul line or risk an interference call.
5. A runner cannot leave the baselines to change equipment.
6. A courtesy runner is highly encouraged for the catcher when there are 2 outs. The courtesy runner should be the batter who made the last out.

Pitching

1. A pitcher cannot return as a pitcher in a game once he has been removed.
2. A new pitcher within an inning will get about 8 warm-up pitches. A continuing pitcher will get about 5 warm-up pitches.
3. A manager is allowed two (2) trips to the mound per inning. Upon making the second trip to the mound in the same inning, the pitcher must be removed. Trips to the mound, before the half-inning, count as a trip.
4. Pitchers are not permitted to wear wrist bands, jewelry, batting gloves, white fielding gloves or a white long sleeve shirt below the elbow.
5. In the case of a balk, the home plate umpire will give an immediate warning and instruct the pitcher about why the balk was called. See rule specific adjustments for American League and National League games.
6. **Pitcher must be removed if they hit 2 batters in the same inning or 3 batters total.**

Field Set Up

1. Bases are 70 feet apart. Pitching distance is 48 feet. Home plate to center of second base is 99 feet.
2. To be acceptable, **bats must be round and not more than two and one-quarter (2-1/4") in diameter** at the thickest part, nor more than 33 inches in length.
3. All safety equipment must be worn. Batting helmets must be worn during batting and base running.
4. All shirts must be tucked in. Team uniforms must be worn or the player should wear clothing as similar to the team uniform as possible.
5. Catchers must wear all protective equipment at all times. This includes wearing a cup and face mask during warm-ups.
6. A teammate or coach must protect a pitcher when he is warming up down the sideline and not protected by a fence.
7. No smoking is permitted within or along side the fence area of the field. The umpire shall immediately ask the offender to leave the area.
8. Both teams must clean up the area of the ball field after each game.
9. Time out will not be called until the umpire acknowledges and calls time.

Overall

1. No player may sit the bench more than 2 innings per game, unless due to roster size (maximum 3 innings), injury, or parent's request.
2. Mercy Rule - 15 runs after 4 innings; 10 runs after 5 innings; however, if a team has officially lost due to the mercy rule, if the manager's of both teams agree, the teams may continue playing through the normal end of 6 innings or until the time limit is reached. Any change in score will not be reflected in the official score.
3. A game can start with 8 by using the other team's player (last batter in order at start of the game, last out from prior inning at the start of a new inning). The missing player will count as an automatic out in the batting order.

Playoffs

1. All teams will be seeded at end of season and play off games will take place.
2. Home team throughout the playoffs will be the team with the higher seed based on winning percentage at the end of the season.
3. Play-off seeding will be based on regular season win percentage with the following tie breakers: (1) Head-to-Head results; (2) Coin Toss if still tied after win % and head-to-head are considered.

National League Specific Rule Adjustments

6 innings and a **2-hour time limit** on all games. No new inning after 1 hr. 45 minutes unless home team is trailing after a half-inning. If two games are scheduled two hours apart, no new inning will be started after 1 hr, 45 minutes. For all other games, no new inning will be started after 2 hrs. For all 8:00 games, no new inning will start after 10:00PM.

Call-ups

- ⊕ Permitted from lower leagues not across association (American League) teams. National League Teams **cannot** use players from the American League. Doing so will result in forfeiture of the game.
- ⊕ No call up will be allowed to pitch.
- ⊕ All call-ups to bat in the bottom of the order.

Batting

There will be an expanded strike zone. Both managers should agree on the strike zone with the home plate umpire before the game.

Third strike - batter is out. The catcher **does not have** to catch the ball. If the catcher drops the ball on a third strike the catcher **does not have to** throw to first base to achieve the out.

Pitching

An 11 year old does NOT have to pitch 2 of the first 4 innings.

Pitching limitations –

- ⊕ 3 innings/game max, if 3rd inn started pitcher cannot pitch next 2 days.
- ⊕ 6 innings/week max; A week runs from Monday to Sunday.
- ⊕ 1 pitch constitutes inning pitched.

Balks - continuous informational warnings only.

Base running

Stealing: Lead off will be allowed at all times. Base stealing shall be allowed.

Steal Home – not allowed unless:

- ⊕ **Overthrow at third on a steal from 2nd to 3rd or an attempted pick-off of the runner at third.**
- ⊕ **Pick-off attempt to 1st or 2nd with runner at third or catcher throw to 1st or 2nd with a runner at third**
- ⊕ **No stealing home allowed on (1) overthrows from catcher to pitcher; (2) pitched balls past the catcher and (3) delayed steals on successful throw back to pitcher**

4 run max per inning - continuations allowed (7 run max in the case of continuation). The last inning is unlimited runs. If a game ends before the 6th inning, for the unlimited run rule to apply, the umpire must inform both teams which inning will be the last one in time for both teams to have their at-bats in that final inning.

A pitcher must be removed if one of the following occurs:

- ☑ He hits 2 batters in one inning or 3 in a game
- ☑ Maximum of 4 consecutive walks or 5 non-consecutive walks. For purposes of this rule hit batters are added as if they are walks.

American League Specific Rule Adjustments

7 innings and a **2-hour time limit** on all games. If two games are scheduled two hours apart, no new inning will be started after 1 hr, 45 minutes. For all other games, no new inning will be started after 2 hrs. For all 8:00 games, no new inning will start after 10:00PM.

Call-ups are only permitted from the association's National League or 9/10 year old teams. Every attempt must be made to get a call-up from the National league team before going to the 9/10 year old league.

All call-ups to bat in the bottom of the order. Call-ups are permitted to pitch following 11 yr old rules, it is best to coordinate with that players' in-house coach

Batting

Third strike - batter is out. The catcher must catch the ball. If the catcher drops the ball on a third strike the catcher must either tag the batter/runner, or throw to first base to achieve the out, unless there are less than two outs and first base is occupied.

Pitching

Bronco pitching rules (including balks) apply to call-up pitchers.

Each team **must pitch 11 year olds** (or non-12 year old pitcher in the case of a call-up) **2 of the first 4 innings in game.** For the purpose of this rule, an "inning" is 3 outs or when the 11 year old pitcher(s) has/have faced **SIX** batters as a pitcher in the inning.

Pitching limitations:

- ⊕ 3 innings/game max, if 3rd inning started, pitcher cannot pitch the next two days.
- ⊕ 6 innings/week max; A week runs from Monday to Sunday.
- ⊕ 1 pitch constitutes inning pitched for the purpose of these rules.

A pitcher must be removed if he hits 2 batters in the same inning or 3 batters total in a game.

Balks Standing Games, balks at umpire's discretion. **As per 2013 Major League rules, fake move to 3rd and a throw to 1st will be called a balk.**

Stealing

Steal Home – not allowed unless:

- Passed ball
- Overthrow from catcher back to pitcher or to a fielder
- Catcher makes a throw to another base (pick-off attempt, steal attempt)
- Delayed steals of home on a successful throw back to the pitcher are not allowed.**