



Lincoln-Way Area Bronco Baseball Rules

1. Scheduling and Umpiring:

- 1.1. 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. 8 players constitute a legal lineup.
- 1.2. All games will be played as scheduled unless postponed by the League Director. 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.
- 1.3. If a scheduled playing field is not available due to bad weather, the League Director will reschedule the game. Managers will not take it upon themselves to arrange for rescheduling a game but can assist in the process. We will do our best to play a complete schedule (18 games plus playoffs).
- 1.4. 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.
- 1.5. Early weeknight games will begin at 5:15pm. Late games will begin at 7:30pm. Each manager should mark the start time in the score book.

2. Baseball Game Play:

- 2.1. A Bronco baseball game is 7 innings in length. The only exception is the time limit or the "slaughter rule".
- 2.2. A 2-hour time limit shall be imposed on all games. Each manager should mark the start time in the score book. The umpire shall give a 1 hour 45-minute warning and no inning shall be started after 2 hours. 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.
- 2.3. If the home team is winning when the time limit is reached, the bottom half of the inning shall not be completed.



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- 2.4. A thrown ball is live upon hitting the fences and dead upon leaving the playing field. When the ball leaves the field of play, the baserunner is entitled to the base to which he is advancing plus one. (See 7.05g of the Pony Rules).
- 2.5. 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. It is strongly encouraged that managers rotate their players as evenly as possible throughout each game so that games which are shortened by slaughter rule or weather do not result in the same kids playing less than 4 innings in such games. A continuous batting order will be used.
- 2.6. 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.
- 2.7. A player who intentionally throws off his helmet while running the bases is automatically out. Any player or coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire. Any player ejected from the game shall be an automatic out next time and subsequent times his turn to bat comes up. Any manager, coach or player arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any manager or coach that argues with an umpire may be removed from his/her position, in the discretion of the League Director after a hearing held by the Frankfort Baseball, Inc. Board of Directors.
- 2.8. Leadoffs are allowed in the Bronco Division.
- 2.9. Stealing is allowed including home plate.
- 2.10. The drop 3rd strike rule is in effect.
- 2.11. Balks will be called, but there will be no base advancement (umpires' discretion).
- 2.12. Bunting is allowed.
- 2.13. There is an infield fly rule (umpires' discretion).
- 2.14. A continuous batting order will be used and there will be free substitution of player positions, except for Pitchers.



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- 2.15. 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.
- 2.16. Pinch running for pitchers and catchers is acceptable. The player who recorded the last out shall be the pinch runner.
- 2.17. 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 point in time. Any time aggressive contact is made, the runner shall be ejected from the game.
- 2.18. The Pitcher's mound is 48-50 feet from home plate. Bases are 70 feet apart.

3. Pitching Rules:

- 3.1. Pitchers in the Bronco in-house league are allowed up to 85 pitches per day with a maximum of 3 innings per game, whichever comes first. A pitcher pitching to one batter in the 1st inning, getting three outs in the 2nd inning and getting three outs in the 3rd inning constitutes 3 innings pitched. Pitching rules will be strictly adhered to.

AGE RANGE	DAILY MAX	REQUIRED REST (PITCHES)			
		0 DAYS	1 DAY	2 DAYS	3 DAYS
7-8	50	1-35	36-50	51-65	66+
9-10	75	1-35	36-50	51-65	66+
11-12	85	1-35	36-50	51-65	66+
13-14	95	1-35	36-50	51-65	66+

- 3.2. If a pitch limit is reached while a player is hitting, the pitcher may continue until that player is either retired or has reached base. The pitcher then must be removed after the play is stopped.
- 3.3. Managers who are found to have been violating the above limits may be removed from managing/coaching duties by the League Director. It will be each team's responsibility to keep track of the pitch count for each of their pitchers.
- 3.4. 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.



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- 3.5. Intentional walks are prohibited.
- 3.6. Pitchers are not to wear batting gloves or white sleeves while pitching
- 3.7. While discouraged from being thrown at this age level, there will be no penalty if a pitcher throws a curveball.
- 3.8. Each team's scorekeeper shall track the amount of pitches thrown for both teams' pitchers.
- 3.9. 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.

4. Game Completion:

- 4.1. 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.
- 4.2. If a game is called for any reason, it shall be a "complete game" if five innings have been completed (or 2 hours have elapsed), or if the home team has scored more runs in four innings or four and a half innings, than the visiting team has scored in five completed innings.
- 4.3. If a game is called for any reason (weather) in an uncompleted inning, after having reached "complete game" length (5 innings) 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. ***So once the inning starts (6th or 7th for example), if (and only if) the visiting team ties the game or takes the lead in the top of the incomplete inning, then the home team gets a chance to finish the inning and tie the game or take the lead back or it's a suspended game***
- 4.4. If the visiting team was winning going into the inning and the top of the 6th has been played when a thunderstorm hits, then the game is complete. If the home team is winning and the visiting team is batting in the top of the 6th when the game gets called due to rain, the game is complete. We will only suspend the game if there is a tie or a lead change in the top of the inning.
- 4.5. 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 Pony Rules governing its completion. For example, if a game is



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called for any reason before it is a complete game (for example 2nd inning due to rain), as described above or when the score is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment. Suspended games should be picked up exactly where they were left off from and all pitching rules apply to that game. If a player was not present for a game that was suspended and is now present at the game when it is being continued, he may play in that game, but must be inserted last in the batting order.

- 4.6. In the case of a tie game stopped due to a time restriction, 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. If tied after 7 innings and not at the 2-hour time limit, the teams will play an 8th inning.
- 4.7. 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 15 minutes. IF IN DOUBT, SUSPEND PLAY.

5. Equipment:

5.1. Bat rules- All Bats must have the USA Bat Stamp per Pony Rules

- Barrel Size: 2 ¼" and 2 5/8" and barrel bats are OK. 2 -3/4" barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA Bat) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats
- Bats with the USSSA stamp or BPF 1.15 are **NOT** allowed

Pony Rulebook:

In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball has adopted the new USA Baseball bat standard (USABat). Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all other 2-5/8 inch minus factor bats (-5, -7, -9, etc.) and 2-¼" bats must be certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. 2-¼" BARREL bats are legal in all divisions of PONY Baseball except **COLT 16U™, PALOMINO 18U™ and THOROBRED 23U™**. 2-¼" and 2-5/8 inch minus factor bats (-5, -7, -9, etc.) used in 2017 will be illegal to use in 2018. 2-5/8" barrel bats are legal in all division of PONY Baseball. If a 2-5/8" bat is -3, it must be BBCOR certified (stamped on the bats). Effective January 1, 2018, all other minus factor bats (-5, -7, -9, etc.) Must be certified with USABat licensing mark stamped on the bat.

2-¾" barrel bats are prohibited in all divisions of PONY Baseball.



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- 5.2. All players will wear a protective cup at all times. This includes during games and practices.
- 5.3. No metal cleated shoes are permitted in practice, games, or tournaments. Some removable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.

6. Rosters and Fill-In Mustang Players:

- 6.1. 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.
- 6.2. 8 players will constitute a legal line-up

7. Travel League Players:

- 7.1. Bronco League Part-time Travel Team Players will be restricted to a maximum of ten innings pitched per week for In-House and Travel combined. Managers must check with these players and their parents/travel coaches to know how many innings the travel league players have pitched and when they have pitched to observe these rules.
- 7.2. 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
- 7.3. 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
- 7.4. Monday starts a new week and the pitched innings count starts over, however, players who pitch three innings on Sunday must still observe the 24-hour rest rule.

8. Dugout Personnel:

- 8.1. 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. Only 2 coaches are allowed outside the dugout area during game play. All other coaches must remain in the dugout.



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9. Sportsmanship

- 9.1. Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.
- 9.2. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter, swing", "slaughter rule", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.

10. Procedure for Filing a Protest:

- 10.1. A protest based on a play which involves an Umpire's judgment is not permitted.
- 10.2. A protest must be based on an interpretation of the rules. 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.
- 10.3. Protests must be submitted to the League Director or the Director of Umpires within 48 hours of the completion of the protested game.
- 10.4. A committee consisting of the League Director, the Director of Umpires and one Board Member 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.
- 10.5. If the protest is upheld, the game will resume from the point of the protest, as marked in the score books.
- 10.6. Any 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.