

**Timbergrove Sports Association (TSA)**  
**Regular League Ground Rules**  
**Bronco Division (11-12 year olds)**

*Managers are required to have a copy of the rules in their possession for each game.*

**Objectives**

- Bronco Division further the development of young players into the complete game of baseball. PONY Baseball rules and MLB rules apply unless otherwise specified herein.

**Sportsmanship**

- Unsportsmanlike behavior will not be tolerated. Managers will maintain control and TSA Board Members have the authority to eject or remove players, coaches or fans from the facility.
- Any manager, coach, player or fan demonstrating unsportsmanlike behavior may be ejected from the game and may be suspended for additional games.
- Razzing, heckling, chanting or making disparaging remarks or noises directed at opponents in any manner is prohibited. Shakers or noise makers are not allowed. For the safety of all players and to maintain integrity of the game, organized cheering or chanting is not allowed while the batter is preparing to hit the ball.
- Foul and abusive language will not be tolerated under any circumstances. Cursing or throwing equipment is grounds for an automatic ejection.
- There is a zero tolerance policy for making threats or taking physical action. Any occurrence will be immediately reported to the Board and the proper authorities.

**League Guidelines**

- TSA Baseball is governed by PONY and MLB rules with the following amendments found below
- Coaches will limit team events (games and practices) to 3 per week (Monday - Sunday). Rain-out games will take priority to practices in keeping the maximum team events to 3 per week.
- Unless prior arrangements have been made/agreed upon by both participating team managers, the following shall be adhered to if assistance is needed please seek the purple hat on duty for additional help:
  - The home team is responsible for ensuring the field is marked 30 minutes prior to the start of the game. The home team must furnish the official scorekeeper prior to the start of the game, receive game scorecard from the concession stand, have the home plate umpire, or its designee, validate final score after the game. Electronic score cards are acceptable. The visiting team is responsible for raking the field directly after the game and ensuring someone can operate the scoreboard at the start of the game.

- Each team is responsible for cleaning-up its dugout, emptying its water cooler at closest tree, if last game of the day, returning empty water cooler to concession stand, empty the dugout's trash container in the green trash can next to the bleachers, and cleaning-up its respective bleachers of trash and adjacent area after the game.

### **Equipment**

- The ball shall be PONY Baseball approved and weigh neither less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. Baseballs, specially manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, and that weigh a maximum of five and three-fifths ounces, are approved for use in local league play as described in the following.
- Rubber soled or rubber cleated baseball shoes are permitted in all league play. Metal cleated baseball shoes are only allowed for the Pony Division. Alteration of metal cleats, such as sharpening which might make them dangerous to participants, is specifically prohibited.
- It is strongly recommended that managers make every effort to encourage the wearing of athletic supporters with protective cups by all male players. For all Divisions except Shetland, it is mandatory that the male catchers wear athletic supporters with protective cups.
- Sunglasses may be worn by players on the field. TSA recommends that any eyewear worn on the field should be of a type that is protective in nature. It is recommended that eyewear have shatter-resistant lenses and be designed specifically for use in athletics.

### **Game Length / Time Limits / Run Rules**

- No inning shall begin after one hour and 45 minutes (105 minute time limit). Once play has begun in a game, if time has not expired, the game shall be played to regulation length of six innings, unless the home team is leading and does not need its half of the final inning. If a game is tied after six innings, it shall continue into extra innings until a decision is reached, time expires, nine innings is reached, or the game is called by the umpire or its designee.
- A maximum of 5 runs allowed per inning per team (3 outs or 5 runs will constitute a half inning for the offensive team), with the exception being the 6th inning or extra innings in the case of end of season tournament.
- All game lengths above shall be calculated from the official start time as determined by the umpire. Team managers shall confirm the official start time with the umpire before the game starts. Without this confirmation, the umpire will be the final authority in determining the start time and may consider the actual start time as being equal to the official scheduled start time regardless of the actual time that the games was started. If at the official scheduled start time, the umpire is ready, the field is available, and each team has the required minimum number of

players, then the umpire may consider the actual start time as being equal to the official scheduled start time regardless of the actual time play began.

- If a game is called for any reason, it shall be considered a complete game if four innings have been completed or if the home team is ahead after 3 and ½ innings of play.
- If a game is called for any reason, other than darkness, before it is a complete game, as described above, then the game is to be replayed in its entirety. If the umpire calls the game for darkness, then this is to be considered equivalent to time expiration as it relates to a complete game
- If a game is called for any reason in an uncompleted inning, the following shall apply if complete-game length has been reached as described above. If 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 complete game and the outcome of the game shall be based on the score of the last completed inning. If, however the visiting team ties the score or takes the lead in the uncompleted inning and the home team ties the score in its portion of the uncompleted inning, the game shall be considered a complete game tie.
- If a game is called for any reason after a completed inning and after a complete-game length has been reached as described above, the game shall be considered a complete game and the outcome of the game shall be based on the score of the last completed inning.

## Roster

- Teams shall not consist of more than 13 players nor less than 9 players. 10-12 players per team is preferred
- Prior to starting the game, Managers should exchange copies of the game lineup, including player names, uniform numbers, and batting order.
- Every player present for a game is in the batting order for the duration of the game (Roster lineup). If a player is unable to continue playing due to injury or illness, the team will not be penalized when it is the missing player's turn to bat.
- Players not registered with TSA Baseball and not assigned to the team are ineligible. Players cannot participate in more than one PONY baseball division (i.e., Shetland and Pinto) at the same time.
- (1) All players on each team shall bat in a fixed batting order. The batting order shall not change once the game starts unless noted otherwise herein.
- (2) It is REQUIRED that each player play in a similar number of innings defensively. No player should be held out two innings defensively unless every player was held out at least

one inning. Exceptions may be allowed in extreme cases of injury, disciplinary actions, special parental requests or other extenuating circumstances that both managers agree to.

- (3) If a player leaves a game for any reason besides ejection, that player's position in the batting order will be skipped without an out being recorded. If a player is ejected, then that player's position in the batting order will be recorded as an out.
- (4) The batting order for each team shall be presented to the official scorekeeper before the game begins. Any player that arrives after the game has started shall bat in its original batting order position, if that position has not batted in the game yet. Otherwise, the position is skipped in the batting order without penalty, and the late arriving player is placed at the bottom of the batting order. The official scorekeeper and the umpire or its designee shall be informed of any late player additions or changes proactively before the late arriving player enters the game.
- L. SUBSTITUTE/REPLACEMENT PLAYER POLICY FOR ALL DIVISIONS: If a team has a minimum of 7 players, but less than 9 players available for a game, it may use substitute players from the opposing team or from other teams in the same Division, if both managers agree prior to the start of the game agreement not to be unreasonably withheld. Teams having a minimum of 7 players but less than 9 WILL NOT be charged an out when the 8 & 9 spots in the line up are due at the plate
- The following are player substitution requirements.
- (1) Substitute player(s) must play defensively only in the outfield.
- (2) Substitute player(s) must bat at the end of the batting order for the short-handed team, when applicable.
- (3) Substitute player(s) must be replaced by any late arriving player(s) from the team that is short-handed, regardless of when the late player(s) arrive during the game time. Replaced player to then be added at the bottom of the batting order with its original team. If more than one substitute player is being used, then the player batting highest in the batting order will be replaced by the late arriving player.
- (4) The official scorekeeper and the umpire or its designee shall be informed of any substitute player additions or changes proactively before the substitute player enters the game.
- Team managers must inform the Division Director if a player leaves a team after league play starts. The Division Director will then inform the other team managers that the player has left the team. If a waiting list of players exists, the Division Director or its representative shall contact the first player on the list and inform the player of the opportunity to join the league as a replacement player. If no waiting list exists and a new player wishes to join the league, the new player must contact the Division Director. The Division Director will then inform the baseball Chairman, Commissioner, and all the Division Managers of the new player's desire to

join the league. Agreement by a majority of the Division Managers is required prior to the addition of the new player to the designated team.

- If a new player joins the league after league games begin, then the new player's registration fee shall be pro-rated based on remaining number of games that the new player will play in relative to the total number of league games.

### **Batting**

- Effective Spring 2015
- All bats to be marked with max BPF 1.15, max allowable drop from length to weight is 12oz. If using a 27" bat the weight must be 15oz or greater, 2 ¼", 2 5/8", or 2 ¾" barrels are allowed. Dented or altered bats are considered illegal. Wood bats are legal.
- Managers are expected to check each player's equipment prior to each game.
- **Penalty for use of an illegal bat:** (a) If detected before the first swing of an at-bat, the bat will be removed from the game. The batter is not out, but is required to use a bat that conforms to bat regulations. The manager will be warned and will be removed from the game on a second occurrence. (b) If detected after the first swing (whether the ball is hit or not) the batter is declared out and base runners will not advance. The manager will be removed from the game and may be suspended for the next scheduled game. (c) If detected after a ball is hit, the batter is out and base runners will return to their original base prior to the hit. The manager will be removed from the game and may be suspended for the next scheduled game.
- Managers must instruct batters to not throw bats. The penalty for throwing bats is Umpire's discretion and can result in an out and/or player's ejection. The umpire, or its designee, will inform the scorekeeper of the warning(s)/out(s) issued to players.

### **Base Running**

- When an out is made on a base runner, the runner must leave the field of play and return to the dugout.
- Slide Rule:
  - Slide Rule. Runners advancing to any base with intent to break-up a double play or where a tag play is evident must slide into the base or seek to avoid contact with the player who has the ball. The runner must slide, give up, go around, or go back.
  - No player will initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact will be ejected from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent".

### **Defense**

- Pitching: pitchers shall be limited to 12 outs in a single game, players pitching a total of 12 outs MUST rest minimum 40 hours, counting from starting time of game.

- Free substitution of players in the field is allowed. Once the pitcher is removed this player cannot pitch again in the same game
- No player may sit twice on the bench before all other players have sat at least one complete inning unless the player refuses to play or is unable to play.
- Good baseball fundamentals should be taught -- fielders should learn to throw to the proper base and should be discouraged from running down base runners to make an unassisted out.

### Umpires

- Games will be managed by two designated umpires
- Protests are allowed. The decision of the umpire will be final. Use your best judgment and common sense.

### Coaching

- Base coaches are not allowed to physically assist runners at any time (i.e. stopping runners, assisting runners back onto a base or to the next base). **PENALTY – Physically assisted runner is called out**
- Players, managers and coaches must remain in the dugouts, on the benches or in the prescribed areas throughout the game. Teams may have no more than five coaches in the dugout at any time.
- Scorekeepers or others are not allowed to coach from the press box.
- Children are not allowed in the press box at any time.
- Parents should never “coach” from the stands or outside the fences. Please allow your team’s on field coaches to do their jobs.
- No jewelry will be worn by any player, except for medical identification.
- Tobacco and alcohol in any form is not allowed in the dugouts, buildings, stands or playing areas.