

SPRING 2017 WESLEY CHAPEL PONY BASEBALL



PARK RULES

Revised March 1, 2017

These local rules represent reiterations, additions, amendments and/or modifications to the PONY 2017 Baseball Rules and Regulations which can be viewed at: www.pony.org. These local rules supersede, preempt and replace any contrary rule. For any matter not addressed by these rules, please refer to the *PONY 2017 Baseball Rules and Regulations* or the *Official Baseball Rules* promulgated by the Office of the Commissioner of Baseball. There shall be no gentleman's agreements or any other attempt to compete by other rules.

ALL DIVISIONS

- On-field Participation
 - Only Players and WCAA Approved Volunteers are allowed in the dugout or on the playing fields.
 - All WCAA Approved Volunteers must wear their identification badges while in the dugout or on the field.
 - Four (4) coaches, consisting of one (1) team manager and three (3) assistant coaches are allowed to participate for each team.
 - Only the Team Manager may speak to the umpire or represent the team.
 - In the absence of the Team Manager, one of the team's coaches shall be designated as the acting Manager.
- Field Preparation and Game Requirements
 - **Home Team** – [1] Rake the infield; [2] Provide the official scorekeeper; [3] Obtain two (2) game balls from the concession stand and deliver them to the umpire; and [4] Report the official score after the game is complete; and [5] Set-up the pitching machine if necessary (Pinto 8U).
 - **Visiting Team** – [1] Chalk the playing field; [2] Obtain the scoreboard remote if necessary; and [3] Provide the scoreboard operator.
 - The home team's official scorekeeper and the visiting team's scoreboard operator shall work together to ensure that the official score and the scoreboard remain in agreement.
 - A team failing to field at least eight (8) uniformed players within fifteen (15) minutes after the scheduled start time of a game, or at any time during the game, shall forfeit the game.
- Code of Conduct
 - All participants and spectators shall conduct themselves in a sportsmanlike manner, being respectful and courteous to all umpires, coaches, players, parents and fans;
 - All participants and spectators should seek to support and encourage everyone involved for the benefit and welfare of all and for the good of baseball;
 - No one shall taunt, ridicule, openly criticize or argue with any umpire, coach, player, parent or fan;
 - No one shall use abusive or vulgar language;
 - No one shall display fits of rage or any other violent or abusive behavior;
 - No one will intentionally injure or attempt to injure any other person; and
 - No one will throw a bat, batting helmet or any other piece of equipment.
- Penalties
 - Bat Throwing
 - Unintentional Bat Throws – If a player, in the sole judgment of the umpire, unintentionally throws his bat, he shall receive one warning. If the same player, in the same game, throws his bat for a second or subsequent time, he shall be called out and no runners may advance.

- Intentional Bat or Equipment Throws – If a player, in the umpire’s judgment, intentionally throws his bat or helmet, he shall be ejected from the game upon completion of any play in progress at the time. This does not constitute an out and the ejected player will be replaced as batter or baserunner, if appropriate.
 - Illegal Bats
 - If a batter is deemed by the umpire to be using an illegal bat, a team warning will be issued and the bat will be removed from the game. If an illegal bat is used again by the same team in the same game, the offending batter will be called out. The permissible bats for each division are listed under their respective section.
 - Head First Slides
 - Any baserunner who, in the umpire’s judgment, *intentionally* slides head first into any base, shall be called “out” regardless of the outcome of any play made on that runner. However, unintentional head first stumbles or falls shall not result in an automatic out. Head first returns to a base previously attained are permitted.
 - Ejections
 - Violators of the Code of Conduct may be subject to ejection. If a Manager, Coach, Player, Parent or Fan is ejected by an Umpire or a WCAA Official, he or she must leave the playing field immediately and must vacate the grounds of the park. In addition to the above, any Manager, Coach, Player, Parent or Fan who is ejected from a game shall automatically receive an additional one game suspension which shall be served at the next scheduled game following his or her ejection. Furthermore, additional suspensions and/or penalties may be imposed by Wesley Chapel Baseball and/or the WCAA Executive Board of Directors.
 - Two (2) ejections in one season will disqualify the Manager, Coach, Player, Parent or Fan for the remainder of the season and may also disqualify the adult and any associated player from consideration for post-season play.
 - A written appeal of an ejection and the resulting punishment may be filed with the Director of Baseball within two (2) business days of the ejection. Appeals will be considered on a case-by-case basis.
- Equipment
 - Catchers (except in T-Ball and Shetland 6U) are **required** to wear proper protective equipment including a mask with throat guard, chest protector, shin guards, **athletic supporter with protective cup** and NOCSAE approved headgear which gives protection to the top of the head and both ears when catching behind the plate. Hockey style masks are acceptable as proper protection for catchers. Mask extensions are not needed. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
 - Athletic supporters with protective cup, chest guards and mouth guards are **strongly recommended** for all players.
 - Metal Cleats
 - Metal cleats are not permitted in: T-Ball, Shetland 6U, Pinto 8U, Mustang 10U and Bronco 12U.
 - Metal cleats are permitted in Senior Baseball (SRBB) only.
 - Batting helmets may have decals consisting of: [1] the player’s name; [2] the player’s number; [3] the team logo; [4] the WC park logo; [5] performance awards; [6] the flag of the State of Florida; and [7] the American flag. No other decals shall appear on batting helmets.
 - No jewelry shall be worn by players except for medical identification and non-metallic breakaway sports necklaces.
 - Sweatbands are permitted. However, no accessory shall be permitted to create, in the umpire’s judgment, a visual distraction for the batter. (e.g. white sweatband on the wrist of a pitcher)
 - **Bats with a barrel diameter of 2 3/4 inches or greater are prohibited in all divisions.**

T-BALL DIVISION

- 50’ Bases
- All games are a maximum of six (6) innings.
- There is no minimum number of innings required for a complete game.
- Games that are called for weather or other reasons or games that are cancelled will not be rescheduled.
- Time Limit – There is a seventy five (75) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after seventy five (75) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of play stoppage that ends each inning**, the umpire shall check the game time remaining. If **any** of the seventy five (75) minutes of game time remains, then another inning shall be commenced. If **none** of the seventy five (75) minutes of game time remains, then the game shall be concluded.
- No score shall be kept for T-Ball games and no winner shall be declared.

- Field Preparation
 - Field Markings: The following markings shall be chalked or painted on the playing field for all T-Ball games: [1] the foul lines; [2] hash marks at the mid-point between all bases; [3] the pitcher's circle; and [4] the batted ball minimum distance arc.
- Offense
 - Each team shall bat through their entire roster one time each inning.
 - Batting
 - Batting shall be accomplished by placing a tee on home plate, setting a ball on the tee and having the player swing until he or she puts the ball in play. Strikes shall not be called.
 - Bunting at the ball is not permitted.
 - An arc shall be marked from the first base foul line to the third base foul line with a radius of eight (8) feet from the apex of home plate. Any ball that does not travel beyond that line shall be a foul ball.
 - The offensive team must verbally notify the defensive team when the "Last Batter" begins his or her at bat.
 - Baserunners shall be awarded the base closest to their position at the moment play is stopped.
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - Pinch running is not permitted.
- Defense
 - Ten (10) players shall be utilized on defense. The defensive positions shall consist of the traditional six (6) infield positions and four (4) outfield positions.
 - Outfielders must remain beyond the infield dirt at all times and are not allowed to enter the infield to tag a runner, tag a base, or make any other defensive play. Outfielders must throw the ball into the infield.
 - The catcher shall not assume the position behind home plate and shall stand away from the plate until the batter swings. After the swing, the catcher may field the position defensively. While standing away, the catcher must be careful not to interfere with the batter in any way.
 - The offensive coach shall remove the tee prior to any play at home plate.
 - The pitcher, when fielding a ball inside the pitching circle, must throw the ball in order to make an out. The pitcher shall not be permitted to field a ball in the pitcher's circle and then run to tag a base or tag a player. For balls fielded outside the pitcher's circle, the pitcher may attempt to put a runner out by any legal means.
 - Play Stoppage
 - "Time" shall be immediately granted if verbally called for by any infielder who has possession of the ball inside the pitching circle or verbally called for while an infielder possesses the ball and is clearly established in the base path ahead of the lead runner.
 - The infield fly rule is not in effect.
- Participation
 - Any players not present at the start of the game, who arrive later, shall be moved to the end of the batting order in the order in which they arrive.
 - By the end of the third inning, every player must have played one complete inning in the infield.
 - By the end of the fourth inning, every player must have played at least one complete inning in the outfield or spent one inning on the bench.
 - No player shall sit on the bench for consecutive innings.
 - No guest players are permitted.
- Equipment
 - All batters and baserunners are required to wear a batting helmet with an approved faceguard and chinstrap.
 - All pitchers and catchers are required to wear a batting helmet with an approved faceguard and chinstrap.
 - **Bats shall be no more than 27 inches in length with a barrel diameter no greater than 2 1/4 inches.**

SHETLAND 6U (A-Ball) DIVISION

- 50' Bases
- All games are a maximum of six (6) innings.
- Four innings is considered a complete game or 3 ½ innings if the home team possesses the lead after the top of the fourth.
- Time Limit – There is a ninety (90) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after ninety (90) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of the third out or the scoring of the fifth (5th) run that ends the inning**, the umpire shall check the game time

remaining. If **any** of the ninety (90) minutes of game time remains, then another inning shall be commenced. If **none** of the ninety (90) minutes of game time remains, then the game shall be concluded and the results are final.

- Regular season games can end in a tie. Playoff games will continue until a winner is determined.
- Field Preparation
 - Field Markings: The following markings shall be chalked or painted on the playing field for all Shetland 6U games: [1] the foul lines; [2] the portion of the cut out located in foul territory at first and third base; [3] the pitcher's circle; [4] the batted ball minimum distance arc; [5] the coach's minimum pitching distance line; and [6] the batter's boxes.
- Offense
 - Teams shall not score more than five (5) runs per inning. There are no open innings.
 - The offensive team's half inning will conclude once the defense has registered three (3) outs or the offensive team has scored five (5) runs, whichever occurs first.
 - Pitching
 - A line shall be chalked twenty five feet (25') from the apex of home plate, perpendicular to the direct path between home plate and second base. This line shall establish the minimum distance from which an offensive coach may pitch to his or her players. The coach-pitcher shall pitch with one or both knees in contact with the ground and the body of the coach-pitcher shall remain behind the pitching line. However, the coach-pitcher's arm may extend over the line during the pitching motion.
 - The batter shall receive a maximum of five (5) pitches from the coach-pitcher. However, if the last pitch is fouled off, an additional pitch will be delivered. The at bat may be extended indefinitely by the fouling off of the last pitch.
 - An arc shall be marked from the first base foul line to the third base foul line with a radius of eight (8) feet from the apex of home plate. Any ball that does not travel beyond that line shall be called a foul ball.
 - If a pitched ball is put into play, the coach-pitcher shall exit the field of play as quickly as possible without interfering with play.
 - After the maximum number of pitches without the ball being put in play, the batter will be allowed up to three (3) additional swings with the ball set on a tee. There will be no extension of the at bat based on fouling off the third swing from the tee.
 - If the batter fails to put the ball in play after three (3) swings from the tee, the batter shall be called out.
 - Bunting
 - Bunting is not permitted. This includes soft swinging and drag bunts. If, in the umpire's judgment, a bunt was attempted, the pitch counts toward the batter's total and the ball is dead. If the bunt attempt occurs while batting from the tee, the bunt attempt is a strike and the ball is dead. If it constitutes the third strike, the batter is out.
 - Fake bunting is not permitted. If, in the umpire's judgment, a batter fakes a bunt and then swings at the pitch, the ball is dead, no runners shall advance, and the batter shall be called out.
 - Stealing
 - Stealing is not permitted. If, in the umpire's judgment, a steal was attempted, the runner shall be given one warning and returned to the previous base. If the runner attempts to steal again, the runner shall be called out.
 - Leading off is not permitted. The runner shall remain in contact with the base until the ball has been hit by the batter or crossed the front of home plate. If at the time a ball is hit, the baserunner is off the bag by such a distance that it is clear, in the umpire's judgment, that the runner left early, that runner shall be declared out.
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - Pinch running is not permitted.
- Defense
 - Ten (10) players shall be utilized on defense. The defensive positions shall consist of the traditional six (6) infield positions and four (4) outfield positions.
 - Outfielders shall be positioned at least fifteen (15) feet beyond the infield dirt when the pitching motion is made or when the batter swings at a ball set on the tee.
 - Outfielders must remain beyond the infield dirt at all times and are not allowed to enter the infield to tag a runner, tag a base, or make any other defensive play. Outfielders must throw the ball into the infield.

- The catcher shall not assume the position behind home plate and shall stand away from the plate until the batter swings. After the swing, the catcher may field the position defensively. While standing away, the catcher must be careful not to interfere with the batter in any way.
- The umpire shall, if necessary, remove the batting tee prior to any play at home plate.
- The pitcher shall take position to the rear of the pitching plate, on the right or left side of the coach-pitcher with at least one foot inside the pitcher's circle and shall remain there until the ball is hit.
- The pitcher, when fielding a ball inside the pitching circle, must throw the ball in order to make an out. The pitcher shall not be permitted to field a ball in the pitcher's circle and then run to tag a base or tag a player. For balls fielded outside the pitcher's circle, the pitcher may attempt to put a runner out by any legal means.
- One Base on an Overthrow to the Corners
 - A thrown ball that **passes through the portion of the cut out that forms an arc in foul territory at first base or third base** and continues, in the umpire's judgment, beyond all areas expected to be played by a defensive player, either in the air or on the ground, shall be called a dead ball and all runners shall advance one (1) base.
- Base coaches are not permitted to make physical contact with any baserunner **while play is live**. One team warning shall be issued. Subsequent violations shall result in the touched baserunner being declared out.
- Play Stoppage
 - When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". Once the umpire has called "Time", the ball is dead and shall be returned to the coach- pitcher.
NOTE: A runner or runners simply being off the bag does not constitute a continuation of play. In order for play to continue, the runner or runners must be actively attempting to advance.
 - Players shall not be able to stop play by calling "Time".
- The infield fly rule is not in effect.
- Participation
 - Each team shall bat their entire roster available for that game.
 - Any players not present at the start of the game, who arrive later, shall be moved to the end of the batting order in the order in which they arrive.
 - By the end of the third inning, every player must have played one complete inning in the infield.
 - By the end of the fourth inning, every player must have played at least one complete inning in the outfield or spent one inning on the bench.
 - No player shall sit on the bench for consecutive innings.
 - If a team has eight (8) players or less available from its own roster, an *Approved Player* from the T-Ball Division may guest play, but is not required. For a list of the T-Ball players approved to guest play, please contact the T-Ball Player Agent – Matt Como at matthewcomo@yahoo.com. No other guest players are permitted. A maximum of one (1) guest player per team is permitted.
- Equipment
 - All batters and baserunners are required to wear a batting helmet with an approved faceguard and chinstrap.
 - All pitchers and catchers are required to wear a batting helmet with an approved faceguard and chinstrap and a chest guard.
 - **Any bat specifically designed for or marked for use in Tee Ball is prohibited.**
 - **Bats shall be no more than 29 inches in length with a barrel diameter no greater than 2 5/8 inches.**
 - **If a 2 5/8 inch barrel bat is a drop three (-3), it shall be BBCOR certified (stamped on the bat).**

PINTO 8U (AA) DIVISION

- 60' Bases
- All games are a maximum of six (6) innings.
- Four innings is considered a complete game or 3 ½ innings if the home team possesses the lead after the top of the fourth.
- Time Limit – There is a one hundred and five (105) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after one hundred and five (105) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of the third out or the scoring of the fifth (5th) run that ends the inning**, the umpire shall check the game time remaining. If **any** of the one hundred and five (105) minutes of game time remains, then another inning shall be commenced. If **none** of the one hundred and five (105) minutes of game time remains, then the game shall be concluded and the results are final.
- Regular season games can end in a tie. Playoff games will continue until a winner is determined.

- Ten Run Rule and Mathematical Elimination
 - Ten Run Rule – If the visiting team is leading by at least ten (10) runs at the end of four (4) or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least ten (10) runs after the visiting team has completed batting in the 4th inning or later, the game shall be declared complete and the home team shall be declared the winner.
 - Mathematical Elimination – If either team is winning by six (6) runs or more after five (5) complete innings, the game shall be concluded and the team possessing such a lead shall be declared the winner.
- Offense
 - Teams shall not score more than five (5) runs per inning. There are no open innings.
 - The offensive team's half inning will conclude once the defense has registered three (3) outs or the offensive team has scored five (5) runs, whichever occurs first.
 - Pitching & Batting
 - Pitching shall be done by machine only. There will be no coach pitch or hitting off of a batting tee.
 - Each team will designate a coach to operate the pitching machine for their batters.
 - The pitching-machine-coach shall be permitted to coach his or her players.
 - The front two legs of the pitching machine shall be placed at 38 feet from the apex of home plate in the direct path between home plate and second base.
 - The pitching machine's digital readout shall be set to 38 mph.
 - Each batter shall receive a maximum of six (6) pitches from the machine. However, if the last pitch is fouled off, another pitch will be delivered. The at bat may be extended indefinitely by fouling off the last pitch.
 - If the batter reaches three (3) swinging strikes prior to the maximum number of pitches, the batter shall be called out.
NOTE: There are no called strikes, only swinging strikes.
 - If, after the maximum number of pitches, the batter has failed to put the ball in play, the batter shall be called out.
 - There are no walks. A player may not take a base on balls from the pitching machine nor be awarded first base as a result of being struck by a ball thrown by the pitching machine.
 - Each pitching-machine-coach may adjust the pitching machine at the beginning of his or her offensive half inning. However, in the interest of pace of play, no more than three (3) pitches shall be used for such an adjustment.
 - Any additional adjustment of the pitching machine must be requested of the umpire and may only be performed if said request is granted.
 - In the event that a live ball, in the umpire's judgment, is in the immediate vicinity of the pitching machine such that a player making a play on the ball is likely to come into contact with the machine, the umpire shall immediately declare the ball dead. If it was a batted ball, the batter shall be awarded first base and all runners shall advance one (1) base. If it was a thrown ball, all runners shall advance one (1) base.
 - If a **batted ball** strikes the pitching machine and **remains** in fair territory, the ball is in play and all runners may advance at their own risk.
 - If a **batted ball** strikes the pitching machine and **goes** into foul territory, the ball is dead, the batter is awarded first base and all runners shall advance one (1) base.
 - Pitching-Machine-Coach Interference
 - In the event a **batted ball** hits the pitching-machine-coach, it shall be deemed a dead ball **foul-strike** and no runners may advance.
NOTE: As a foul-strike the batter shall be delivered another pitch regardless of the count.
 - If the pitching-machine-coach **inadvertently** interferes with the defensive play **through no fault of his own**, the ball shall remain live and play shall continue. *(e.g. The pitcher fields a batted ball to the right of the pitching-machine-coach. The pitching-machine-coach crouches down and shields himself with the pitching machine. The pitcher then attempts a throw to first, but makes an errant throw that hits the pitching-machine-coach. The pitching-machine-coach was occupying a space that did not present an additional obstacle to the defensive play and any interference with the play was not his fault. Thus, the ball would remain live and the defense would continue on with the play.)*
 - If, in the umpire's judgment, the pitching-machine-coach **carelessly** or **intentionally** interferes with the defensive play, the umpire shall call the ball dead and declare the lead runner out.
 - Bunting
 - Bunting is not permitted. This includes soft swinging and drag bunts. If, in the umpire's judgment, a bunt was attempted, the pitch is a strike and the ball is dead. If it constitutes the third strike, the batter is out.

- Fake bunting is not permitted. If, in the umpire's judgment, a batter fakes a bunt and then swings at the pitch, the ball is dead, no runners shall advance, and the batter shall be called out.
 - Stealing/Baserunning
 - Stealing is not permitted. If, in the umpire's judgment, a steal was attempted, the runner shall be given one warning and returned to the previous base. If the runner attempts to steal again, the runner shall be called out.
 - Leading off is not permitted. The runner shall remain in contact with the base until the ball has been hit by the batter or crossed the front of home plate. If at the time a ball is hit, the baserunner is off the bag by such a distance that it is clear, in the umpire's judgment, that the runner left early, that runner shall be declared out.
 - Any runner attempting to score may not initiate an otherwise avoidable collision and shall attempt to slide in an appropriate manner if a collision is likely. (See *Official Baseball Rules* – Rule 6.01(i))
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - In the interest of pace of play, the last recorded out may pinch run for the catcher.
 - No other pinch running is permitted.
- Defense
 - Ten (10) players are permitted on defense. The defensive positions shall consist of the traditional six (6) infield positions and four (4) outfield positions.
 - If one team has only nine (9) players available for a game, then both teams shall play with only nine (9) defenders. *NOTE: A team shall not be required to play with only eight (8) defenders to match the opposing team.*
 - At all times, regardless of the number of players present, each team shall field all six (6) infield positions.
 - Outfielders shall be positioned at least twenty (20) feet beyond the infield dirt when the ball is inserted into the pitching machine.
 - Outfielders must remain beyond the infield dirt at all times and are not allowed to enter the infield to tag a runner, tag a base, or make any other defensive play. Outfielders must throw the ball into the infield.
 - Defensive substitutions are unlimited and do not affect the batting order.
 - The pitcher shall take position to the rear of the pitching machine, on the right or left side of the machine with at least one foot on the dirt portion of the pitcher's mound.
 - The catcher must assume the position behind home plate.
 - Play Stoppage
 - When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the pitching-machine-coach.
 - NOTE: A runner or runners simply being off the bag does not constitute a continuation of play. In order for play to continue, the runner or runners must be actively attempting to advance.*
 - The dropped third strike rule is not in effect.
 - The infield fly rule is not in effect.
- Participation
 - Each team shall bat their entire roster available for that game.
 - Any players not present at the start of the game, who arrive later, shall be moved to the end of the batting order in the order in which they arrive.
 - There is no requirement that a player play in the infield or the outfield.
 - No player shall sit on the bench in consecutive innings.
 - If a team has eight (8) players or less available from its own roster, an *Approved Player* from the Shetland 6U Division may guest play, but is not required. For a list of the Shetland 6U players approved to guest play, please contact the Shetland Player Agent – Matt Como at matthewcomo@yahoo.com. No other guest players are permitted. A maximum of one (1) guest player is permitted per team.
- Equipment
 - All batters and baserunners are **required** to wear a batting helmet with an approved faceguard and chinstrap.
 - All pitchers are **required** to wear a batting helmet with an approved faceguard and chinstrap and a chest guard. A protective mouthpiece is strongly recommended.
 - **Any bat specifically designed for or marked for use in Tee Ball is prohibited.**
 - **Bats shall be no more than 31 inches in length with a barrel diameter no greater than 2 5/8 inches.**
 - **If a 2 5/8 inch barrel bat is a drop three (-3), it shall be BBCOR certified (stamped on the bat).**

MUSTANG 10U (AAA) DIVISION

- 60' Bases
- Pitching Distance: 46'
- All games are a maximum of six (6) innings.
- Four innings is considered a complete game or 3 ½ innings if the home team possesses the lead after the top of the fourth.
- Time Limit – There is a one hundred and twenty (120) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after one hundred and twenty (120) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of the third out that ends the inning**, the umpire shall check the game time remaining. If **any** of the one hundred and twenty (120) minutes of game time remains, then another inning shall be commenced. If **none** of the one hundred and twenty (120) minutes of game time remains, then the game shall be concluded and the results are final.
- There is no maximum number of runs that a team can score in a single inning.
- Regular season games can end in a tie. Playoff games will continue until a winner is determined.
- Ten Run Rule
 - If the visiting team is leading by at least ten (10) runs at the end of four (4) or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least ten (10) runs after the visiting team has completed batting in the 4th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- Offense
 - The one-foot in the batter's box rule is in effect. (See *Official Baseball Rules* – Rule 5.04(b)(4))
 - Bunting
 - Bunting is permitted.
 - Fake bunting is not permitted. If, in the umpire's judgment, a batter fakes a bunt and then swings at the pitch, the ball is dead, no runners shall advance, and the batter shall be called out.
 - Stealing/Baserunning
 - Runners at first and second bases may lead off and steal bases, as permitted in the *Official Baseball Rules*. However, they shall only be permitted to steal one base at a time, regardless of the outcome of any throw.
 - Runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has crossed the front of home plate. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave base before the pitched ball has crossed the front of home plate shall be called out and the pitch shall be considered a dead ball.
 - Home may be stolen on a wild pitch, passed ball or dropped third strike.
 - Any runner attempting to score may not initiate an otherwise avoidable collision and shall attempt to slide in an appropriate manner if a collision is likely. (See *Official Baseball Rules* – Rule 6.01(i))
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - In the interest of pace of play, the last recorded out may pinch run for the pitcher or the catcher.
 - No other pinch running is permitted.
- Defense
 - Defensive substitutions are unlimited.
 - Defensive substitutions do not affect the batting order.
 - Pitching
 - Balks shall not be called.
 - Pitchers shall not pitch more than three (3) innings on the same calendar day.
 - Pitchers shall not pitch more than eight (8) innings in one calendar week.
 - A calendar week is 12:01a.m. Monday to 12:00a.m. Midnight the following Sunday.
 - If three (3) innings are pitched on the same calendar day, the pitcher shall have at least forty (40) hours of rest from the start time of the game in which the three (3) innings were pitched and the start time of the next game in which the pitcher is called upon to pitch.
 - One pitch delivered to a batter constitutes an inning pitched.
 - Unless incapacitated, the pitcher named in the line-up card provided before the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches base.
 - Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.

NOTE: A withdrawn pitcher may remain in the field and assume another defensive position.

- If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten (10) warm-up pitches.
- In the interest of pace of play, Managers should make every effort to warm up a relief pitcher in the bullpen prior to inserting him or her into the game.
- The dropped third strike rule is in effect. (See *Official Baseball Rules* – Rule 5.05)
- The infield fly rule is in effect. (See *Official Baseball Rules* – Rule 2.00)
- Participation
 - Each team shall bat their entire roster available for that game.
 - Any players not present at the start of the game, who arrive later, shall be moved to the end of the batting order in the order in which they arrive.
 - There is no requirement that a player play in the infield or the outfield.
 - No player shall sit on the bench in consecutive innings.
 - If a team has eight (8) players or less available from its own roster, an *Approved Player* from the Pinto 8U Division may guest play, but is not required. For available Pinto 8U players approved to guest play, please contact the Pinto Player Agent – Eric Simmons at esimmons2@verizon.net. No other guest players are permitted. A maximum of one (1) guest player is permitted per team.
- Equipment
 - All batters and baserunners are required to wear a batting helmet.
 - **Any bat specifically designed for or marked for use in Tee Ball is prohibited.**
 - **Bats shall be no more than 33 inches in length with a barrel diameter no greater than 2 5/8 inches.**
 - **If a 2 5/8 inch barrel bat is a drop three (-3), it shall be BBCOR certified (stamped on the bat).**

BRONCO 12U (Majors) DIVISION

- 70' Bases
- Pitching Distance: 50'
- All games are a maximum of seven (7) innings.
- Four innings is considered a complete game or 3 ½ innings if the home team possesses the lead after the top of the fourth.
- Time Limit – There is a one hundred and twenty (120) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after one hundred and twenty (120) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of the third out that ends an inning**, the umpire shall check the game time remaining. If **any** of the one hundred and twenty (120) minutes of game time remains, then another inning shall be commenced. If **none** of the one hundred and twenty (120) minutes of game time remains, then the game shall be concluded and the results are final.
- There is no maximum number of runs that a team can score in a single inning.
- Regular season games can end in a tie. Playoff games will continue until a winner is determined.
- Ten Run Rule
 - If the visiting team is leading by at least ten (10) runs at the end of five (5) or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least ten (10) runs after the visiting team has completed batting in the 5th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- Offense
 - The one-foot in the batter’s box rule is in effect. (See *Official Baseball Rules* – Rule 5.04(b)(4))
 - Bunting
 - Bunting is permitted.
 - Fake bunting is not permitted. If, in the umpire’s judgment, a batter fakes a bunt and then swings at the pitch, the ball is dead, no runners shall advance, and the batter shall be called out.
 - Stealing/Baserunning
 - Bases are open. All runners may lead off and steal as permitted in the *Official Baseball Rules*.
 - Any runner attempting to score may not initiate an otherwise avoidable collision and shall attempt to slide in an appropriate manner if a collision is likely. (See *Official Baseball Rules* – Rule 6.01(i))
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - In the interest of pace of play, the last recorded out may pinch run for the pitcher or the catcher.
 - No other pinch running is permitted.

- Defense
 - Defensive substitutions are unlimited.
 - Defensive substitutions do not affect batting order.
 - Pitching
 - Balks shall be called.
 - A pitcher will receive a warning on his or her first balk. A coach from the pitcher's team shall be permitted to visit the mound after the warning to coach the pitcher regarding the balk. This visit shall not constitute an official visit.
 - Pitchers shall not pitch more than seven (7) innings on the same calendar day.
 - Pitchers shall not pitch more than ten (10) innings in one calendar week.
 - A calendar week is 12:01a.m. Monday to 12:00a.m. Midnight the following Sunday.
 - If four (4) or more innings are pitched on the same calendar day, the pitcher shall have at least forty (40) hours of rest from the start time of the game in which the four (4) innings or more were pitched and the start time of the next game in which the pitcher is called upon to pitch.
 - One pitch delivered to a batter constitutes an inning pitched.
 - Unless incapacitated, the pitcher named in the line-up card provided before the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches base.
 - Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
NOTE: A withdrawn pitcher may remain in the field and assume another defensive position.
 - If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten (10) warm-up pitches.
 - In the interest of pace of play, Managers should make every effort to warm up a relief pitcher in the bullpen prior to inserting him or her into the game.
 - The dropped third strike rule is in effect. (See *Official Baseball Rules* – Rule 5.05)
 - The infield fly rule is in effect. (See *Official Baseball Rules* – Rule 2.00)
- Participation
 - Each team shall bat their entire roster available for that game.
 - There is no requirement that a player play in the infield or the outfield.
 - No player shall sit on the bench in consecutive innings.
 - If a team has eight (8) players or less available from its own roster, a player from the Mustang 10U Division may guest play, but is not required. No other guest players are permitted. A maximum of one (1) guest player is permitted per team.
- Equipment
 - All batters and baserunners are required to wear a batting helmet.
 - **Any bat specifically designed for or marked for use in Tee Ball is prohibited.**
 - **Bats shall be no more than 36 inches in length with a barrel diameter no greater than 2 5/8 inches.**
 - **If a 2 5/8 inch barrel bat is a drop three (-3), it shall be BBCOR certified (stamped on the bat).**

SENIOR BASEBALL (SRBB) DIVISION

- 90' Bases
- Pitching Distance: 60' 6"
- All games are a maximum of seven (7) innings.
- Four innings is considered a complete game or 3 ½ innings if the home team possesses the lead after the top of the fourth.
- Time Limit – There is a one hundred and fifty (150) minute no-new-inning time limit. There is no drop-dead time limit. No new inning shall be commenced after one hundred and fifty (150) minutes of game time has expired. The umpire shall keep the official game time. **At the moment of the third out that ends the inning**, the umpire shall check the game time remaining. If **any** of the one hundred and fifty (150) minutes of game time remains, then another inning shall be commenced. If **none** of the one hundred and fifty (150) minutes of game time remains, then the game shall be concluded and the results are final.
- There is no maximum number of runs that a team can score in a single inning.
- Regular season games can end in a tie. Playoff games will continue until a winner is determined.
- Ten Run Rule
 - If the visiting team is leading by at least ten (10) runs at the end of five (5) or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least ten (10) runs after the visiting team has completed batting in the 5th inning or later, the game shall be declared complete and the home team shall be declared the winner.

- Offense
 - The one-foot in the batter's box rule is in effect. (See *Official Baseball Rules* – Rule 5.04(b)(4))
 - Bunting
 - Bunting is permitted.
 - Fake bunting is not permitted. If, in the umpire's judgment, a batter fakes a bunt and then swings at the pitch, the ball is dead, no runners shall advance, and the batter shall be called out.
 - Stealing/Baserunning
 - Bases are open. All runners may lead off and steal as permitted in the *Official Baseball Rules*.
 - Any runner attempting to score may not initiate an otherwise avoidable collision and shall attempt to slide in an appropriate manner if a collision is likely. (See *Official Baseball Rules* – Rule 6.01(i))
 - Pinch Hitting
 - Pinch hitting is not permitted.
 - Pinch Running
 - In the interest of pace of play, the last recorded out may pinch run for the pitcher or the catcher.
 - No other pinch running is permitted.
- Defense
 - Defensive substitutions are unlimited.
 - Defensive substitutions do not affect batting order.
 - Pitching
 - Balks shall be called.
 - A pitcher will receive a warning on his or her first balk. A coach from the pitcher's team shall be permitted to visit the mound after the warning to coach the pitcher regarding the balk. This visit shall not constitute an official visit.
 - Pitchers shall not pitch more than seven (7) innings on the same calendar day.
 - Pitchers shall not pitch more than ten (10) innings in one calendar week.
 - A calendar week is 12:01a.m. Monday to 12:00a.m. Midnight the following Sunday.
 - If four (4) or more innings are pitched on the same calendar day, the pitcher shall have at least forty (40) hours of rest from the start time of the game in which the four (4) innings or more were pitched and the start time of the next game in which the pitcher is called upon to pitch.
 - One pitch delivered to a batter constitutes an inning pitched.
 - Unless incapacitated, the pitcher named in the line-up card provided before the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches base.
 - Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
NOTE: A withdrawn pitcher may remain in the field and assume another defensive position.
 - If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten (10) warm-up pitches.
 - In the interest of pace of play, Managers should make every effort to warm-up a relief pitcher in the bullpen prior to inserting him or her into the game.
 - The dropped third strike rule is in effect. (See *Official Baseball Rules* – Rule 5.05)
 - The infield fly rule is in effect. (See *Official Baseball Rules* – Rule 2.00)
- Participation
 - Each team shall bat their entire roster available for that game.
 - There is no requirement that a player play in the infield or the outfield.
 - No player shall sit on the bench in consecutive innings.
 - If a team has eight (8) players or less available from its own roster, a player from the Bronco 12U Division may guest play, but is not required. No other guest players are permitted. A maximum of one (1) guest player is permitted per team.
- Equipment
 - All batters and baserunners are required to wear a batting helmet.
 - **Any bat specifically designed for or marked for use in Tee Ball is prohibited.**
 - **Bats shall be no more than 42 inches in length with a barrel diameter no greater than 2 5/8 inches.**
 - **If a 2 5/8 inch barrel bat is a drop three (-3), it shall be BBCOR certified (stamped on the bat).**