

DUBLIN YOUTH ATHLETICS
BASEBALL RULES
BRONCO MINOR, BRONCO MAJOR, JUNIOR PONY

Program

1. These leagues are for youths in third through eighth grades. Bronco Minor is for third and fourth graders. Bronco Major is for fifth and sixth graders. Junior Pony is for seventh and eighth graders. Exceptions to grades will be approved by the League Commissioner.
2. Players new to the respective League or returning players approved to change teams within the League will be assigned to a team via a draft conducted by the League Commissioner. All players returning to the league are assigned to last year's team, unless specifically asking for a new team. For the restructured Junior Pony league in 2005, all players are assigned by draft.
3. Except under the most extraordinary circumstances no students in grades higher or lower than the eligibility for the respective league will play in that league. Exceptions must be approved by the Commissioner.
4. Shirts, hats, and stirrups or 2-in-one stirrup socks are included in the fee paid to DYA. Players will provide all-white baseball pants. Catchers (male) will wear a protective cup. Players should wear uniforms when playing in any game (hat-shirt-pants-stirrups/stirrup socks). Shoes with metal cleats are prohibited in Bronco Minor and Bronco Major. Shoes with metal cleats are permitted in Junior Pony.

Game Procedures

5. There is a time limit on games. No new inning may start after 1 hour and 45 minutes from the scheduled start time. Note that the time clock starts at the scheduled starting time, regardless of when the game actually begins. All weekday evening games will begin at 6:15 p.m., except at Avery Park when there is no school the next day.

ALL teams must field eight (8) players to start a game. Games may be delayed up to 15 minutes, but the end time remains the same, 1 hour 45 minutes from the scheduled start time. Teams with fewer than eight players after the 15 minute delay must forfeit. No inning will start after 8:00 p.m. Note that the start of an inning is the time when the last out was recorded in the bottom of the previous inning. For example, the last out of an inning is made at 7:58 p.m. The next inning may be played even though the batter may not come to the plate through delays until 8:01 p.m. or later. The umpire will keep the official time.

If there is no school the following day, weekday games played at Avery Park will begin at 6:00 p.m. and 8:15 p.m. with no new inning beginning after 7:45 p.m. for the scheduled 6:00 p.m. game, regardless of actual start time of the scheduled 6:00 p.m. game.

Games played on Saturday will begin at 11:00 a.m., 1:15 p.m., 3:30 p.m., 5:45 p.m., and 8:00 p.m. Infield warm-ups will be shortened or eliminated to keep games on schedule. Sunday games will begin at 1:00 p.m., 3:15 p.m., 5:30 p.m., and 7:45 p.m.

6. Games must be played at the scheduled time, unless approved by the League Commissioner. Make ups, if any, of rained out games will be rescheduled

as soon as possible at the direction of the League Commissioner. The Commissioner's decision is final as to game time, date, and location.

7. There will be NO batting practice on the field of play fifteen (15) minutes prior to the game's scheduled starting time. Furthermore, there will be NO soft-toss or pepper permitted at any time. Soft-toss is hitting the ball into any fence or net as a batting practice alternative. Pepper is hitting/bunting a soft pitched ball back to the pitcher(s), usually outside the field of play. Violations of the no-soft-toss or pepper rule can result in forfeiture of games. Both are dangerous to players and fans and soft-toss is destructive to the baseball facilities.
8. Each team shall have seven (7) minutes of infield warm-up prior to the start of each game. This time will be shortened or eliminated in order to keep games on schedule. All infield warm-ups will be completed by one (1) minute before scheduled starting time. HOME team shall have infield warm-ups first.
9. Players are to remain on the bench unless involved in play. In play includes warming up, on deck, or other legitimate direction from the coaches.
10. Players, coaches, managers, and scorekeepers are the only persons allowed to be on the team bench after the umpire starts the game. Coaches, other than base coaches when the team is on offense, managers, and scorekeepers on the team bench are required to remain in the dugouts behind the fenced areas. Fans are required to remain well back of the playing field. Players and fans situated directly behind the backstop must move if requested to do so by the umpire.
11. HOME TEAM WILL SET UP THE FIELD. VISITING TEAM WILL TAKE BASES UP, PUT THEM AWAY AND CLEAN UP THE AREA. Both teams are required to police their respective areas. This means picking up paper and putting same in the trash barrel available.
12. Games are to be kept moving along. One(1) minute between inning halves is an acceptable limit to warm-up pitchers. There is no infield warm-up between innings. ALL YOUTH CATCHERS who warm up pitchers MUST WEAR A MASK. Coaches only shall warm up relief pitchers on the sidelines. Coaches should have players ready to bat, take to the field, etc.
13. Coaches are expected to exercise influence over the fans. Games can be terminated for fan unruliness; but this is an extreme measure and is to be avoided except under the most extreme circumstances. Game termination is at the sole discretion of the umpire.
14. Managers/Head Coaches only may question the umpires. He/she may call for a conference to question a rule and both managers/head coaches ONLY must be involved. Time limit for such a conference is three (3) minutes. No player is allowed to question or argue with an umpire's call. NO MANAGER/HEAD COACH OR ASSISTANT COACH CAN QUESTION A JUDGMENT CALL, only the rules.
15. If a player is hurt, the game will be stopped at the appropriate time (when the play is over). The player injured must be given both managers'/head coaches' and all coaches' concern until the player is cared for. Said player will sit out that half of the inning in which he/she was injured. The player's health comes first.
16. After each game, the winning coach is responsible for reporting the final score and the pitchers used by both teams with their respective number of

innings. The score and innings pitched should be provided to the League Commissioner or his/her designate either by personal communication, e-mail, or by leaving the information on the answering machine. Pitchers must be reported by name and jersey number. Failure to report the game score and pitcher information within 24 hours may result in a loss for both teams.

Playing Regulations

17. A team must play eight (8) eligible players to start a game. If a team cannot field eight players within fifteen (15) minutes of the scheduled starting time, the game shall be forfeited and not made up. If neither team has eight (8) eligible players, the game shall be considered "no contest" and be canceled or made up at the end of the season at the discretion of the League Commissioner. Games will begin the instant the eighth player arrives. No additional grace period. The time limit is based on the scheduled start time.
18. All players listed on the roster shall be included in the batting order (if at the game). Players arriving after the start of the game will be added to the end of the line-up.
19. Each player must play at least two innings on defense each game provided:
 - a. He/She is present at the start of the game.
 - b. He/She has not been a discipline problem.
 - c. He/She does not leave prior to the end of the game.
 - d. He/She is not injured during the game.
 - e. The game lasts five full innings.

Each player must play the following number of innings, based on the number of defensive innings played for by his/her team that game. No player will sit the bench in consecutive innings, **including extra innings.**

- 2 innings, if the game is four innings
- 3 innings, if the game is five innings
- 4 innings, if the game is six or more innings

If a player is a discipline problem, the amount of playing time on defense will be at the coach's discretion. The coach is to inform the player and his parent(s) why the player will not play the number of innings described above. Before the game, the coach is also to inform the opposing coach of any player who will not be playing the number of innings described above. All players are to be treated fairly with respect to other players.

20. If a team will be short of players, it may call up a affiliated player from the league immediately below to play, but not as a pitcher. For example, a Coach Pitch player may be called up to play in a Bronco Minor game. In this example all the players on the Bronco Minor roster will play at least the same number of innings as the Coach Pitch player called up to play in the game -- provided the Bronco Minor players are present at the start of the game. The Coach Pitch head coach is obligated to provide the Bronco Minor team with players for the Bronco Minor game, unless the Coach Pitch team is playing a game at the same time on the same day. In the event that the Coach Pitch team is unable to provide player(s) because of a game conflict, the Bronco Minor head coach may request a player(s) from any other Coach Pitch team after first notifying the Bronco Minor Commissioner and the Coach Pitch coach, provided there is not a game conflict. No player called up may play more defensive innings than a regular team member. Similarly, Bronco Minor players may be called up to

play in Bronco Major games and Bronco Major players may be called up to play in Junior Pony games. The limitations provided in the example above apply respectively.

21. Players arriving after the 13th out of the game occurs need not be played, but may be at the discretion of the head coach. Said late player is added to the bottom of the batting order, if played.

Pitching Limitations, Regulations, Balks, Defensive Visits

22. If a pitcher pitches any part of an inning, it is considered an inning pitched and counts toward his/her total innings pitched.

	Bronco Minor	Bronco Major	Junior Pony
Maximum innings in one day	4	4	4
Mandatory rest period	In each of these leagues, any pitcher who has pitched the daily maximum may not pitch at all during the next 58 hours.		
Maximum innings in any consecutive 4 day period	6	6	6
Maximum innings in any consecutive 7 day period	9	9	9

Additionally, a pitcher may not pitch again during the same game, once he/she is removed from the mound and replaced by another pitcher in that game.

23. The potential of game forfeiture exists if the above rule is not adhered to, including tournament play. The League Commissioner shall determine forfeitures under this rule.
24. Balks will not be enforced in Bronco Minor and Bronco Major leagues. Balks will be enforced in the Junior Pony league.

Obvious balks only will be called on pitchers in order to minimize balks during the game. The balk call is a judgment call and cannot be disputed by the players, coaches, or fans. Please remember to observe this rule. If there is a blatant disagreement on the balk call, one coach from each team may approach the umpire only one time per game per team. The purpose of this conference shall be to come to an agreement on the balk definition, and not to argue any specific call. If a balk is called, one defensive coach may visit the mound for no more than one minute and no more than one time per inning per pitcher. The visit shall be to instruct the pitcher on the correct movements to avoid a balk. No other players may visit the mound at this time.

The Balk Penalty

When a balk is called and the ball is not put in play by the batter, the ball is dead and all play shall stop immediately. The penalty for a balk shall be base runner advancement.

Note: No runner shall be liable to be put out at the base occupied at the time the balk occurs.

Coaches should keep in mind that the spirit of the balk rule is to prevent the pitcher from illegally deceiving the runners. It is not to penalize the pitcher for unwittingly making an incorrect move on the mound. Therefore, umpires will be instructed to look for the obvious balk.

25. Each team will be permitted two (2) "free" visits to the mound per game to consult with the team's pitcher. On the third visit to the mound during the game, as well as each subsequent visit to the mound, the pitcher must be removed as the pitcher. The pitcher removed may continue to stay in the field and play another position.

For purposes of this rule, any time the pitcher is changed during an inning, it counts as a visit to the mound, regardless whether or not the coach actually leaves the bench and goes to the mound. Thus, if during the inning the coach does not go to the mound, but directs the pitcher to trade positions with another player, it shall be treated as if he/she had made a trip to the mound to make the change and the team shall be charged accordingly with the trip.

Completed Games, Suspended Games, Reporting Scores

26. Games will be considered complete when the time limit has been reached as described in #6, or when six complete innings have been played (5 ½ if the home team is winning). During the regular season if the game is tied after six innings, it shall be scored a tie. Extra innings are not played during the regular season. Games halted by weather are considered complete and official if 4 innings have been played (3 ½ if the home team is winning).

Games not completed and official in the tournament will be resumed at the point at which they were suspended. Extra innings will be used to break ties during tournament play.

27. The home team will provide the official scorer for each game. Both head coaches must agree on the final score and pitching information before leaving the field. If a dispute arises, the game umpire shall make a determination. As described in Rule #16, the winning team shall call in the score and pitching information.

Local Rules

28. In the Bronco Minor and Bronco Major Leagues baserunners shall not be off the base prior to the pitched ball reaching home plate. PENALTY: baserunner is OUT. (No leadoffs.)

In the Junior Pony League leadoffs are permitted.

For purposes of these leagues the definition of stealing shall include advancing a base by stealing, advancing a base on a wild pitch, and advancing a base on a passed ball. Stealing is permitted as follows:

- a. In the Bronco Minor league stealing will only be allowed when there are two outs and a player may only steal second or third base. The runner may not advance home on any play or overthrow made attempting to throw out the basestealer.
- b. In the Bronco Minor league runners may only advance one base per pitch, i.e. with second and third unoccupied, a runner stealing

second base may not advance to third base on the same pitch he/she stole second base.

- c. In the Bronco Major league runners may steal any base, anytime, including home, after the pitch reaches home plate.
 - d. In the Junior Pony league runners may steal any base, anytime, including home.
29. In all leagues players are to avoid flagrant contact. Flagrant contact will not be tolerated and may result in disqualification.

Bronco Minor players should be encouraged to slide. There is no mandatory slide rule in Bronco Minor.

Bronco Major players should be encouraged to slide when a play is made. Determination of what constitutes "a play" is at the sole judgment of the umpire.

Junior Pony players are required to slide on a play at the plate or at second base or at third base. Determination of what constitutes "a play" is at the sole judgment of the umpire.

30. No players, coaches, or spectators may harass the batter or the pitcher. Players, coaches, and spectators may encourage the pitcher, but not to the point it influences the batter, e.g. shouting "good pitch" while the ball is on its way to the plate is not permitted.
31. Adults may coach first and third base. Players may not coach bases.
32. Bat or other items thrown in anger may subject said player to disqualification. There will be no warnings for objects thrown in anger.

A warning will be issued to any player who throws the bat after hitting a foul ball. The second instance of a thrown bat in the same game by a player shall result in him/her being declare out, regardless of whether the ball was hit fair, foul, or not at all.

A player who throws the bat after hitting a ball in fair territory shall immediately be called out and all baserunners are returned to their bases. No warning shall be issued for thrown bats on fair balls.

33. Bronco Minor teams may field 10 players on defense, four of whom must be outfielders. Outfielders must be positioned in the outfield grass and not be positioned in the infield area.

Bronco Major and Junior Pony teams may field 9 players on defense.

34. Three outs ends a half-inning in all leagues. However, in the Bronco Minor league there is a limit of ten (10) batters each half inning. The 10th batter must be announced before the first pitch or the batter is declared out and the inning is over. If the tenth batter is walked or hit by a pitch, that batter is awarded first base and the next batter comes up. The inning will not end on a walk or hit batsman. The "10th batter" is out when the ball is fielded at any base ahead of any runner, including the batter-runner. Any runs that scored ahead of this out count unless the "10th batter" is out on a "natural" out - examples: forceout at any base, strikeout, flyball caught, line drive caught. Thus, if a fielder has the ball and touches home, third, or second base ahead of any runner who is not forced, all runs that have scored prior to the touching of the

base shall count. If the play is a natural forceout, it is treated as the third out and no runs shall be scored. A fly ball caught, line drive caught, or strikeout are each considered the third out and no runs scored prior to the play will count.

35. Mercy Rule -- A game will be considered over, if anytime after the fourth inning (3 ½ if the home team is winning) a team is ahead by twelve (12) or more runs. Similarly, it is over if a team is ahead by ten (10) or more runs anytime after the fifth inning (4 ½ if the home team is winning). Otherwise, games will be six (6) innings, unless limited by time.

36. The "infield fly rule" will not be used in the Bronco Minor or Bronco Major League.

The "infield fly rule" will be used in Junior Pony.

37. Bunting is not allowed in the Bronco Minor league.

Bunting is permitted in the Bronco Major and Junior Pony leagues.

38. In the Bronco Minor and Bronco Major leagues the batter cannot become a runner on a dropped third strike.

In the Junior Pony league the batter can become a runner on a dropped third strike, except when first base is occupied with fewer than two out.

39. The offensive team may use a "courtesy runner" for the catcher with two outs. (This is a "speed up" rule intended to keep the games moving along. Note: use a runner who would be forced to score before his/her next turn at bat, i.e. at least four batters away.)

40. The barrel of the bat may not exceed 2 3/4" in diameter.

In the Junior Pony league bats may not exceed a minus 5 rating. The rating compares the weight (in number in ounces) to the length (in number of inches) and the difference must not be greater than 5. Minus 5 and higher bats are legal in Junior Pony. Minus 6, minus 7, and lower bats are not legal in Junior Pony.

The "minus 5" rule does not apply in the Bronco Minor or Bronco Major leagues. "Minus 7" bats, etc. are legal in Bronco Minor and Bronco Major leagues.

Ground Rules

41. Home team will sit on the first base side.
42. Base coaches' boxes are in play. Base coaches must stay in the vicinity of the base they are coaching. Base coaches are not permitted to influence play by touching a base runner (e.g. pushing a runner off the base, grabbing a runner to prevent overrunning base, etc.)
43. A fair ball which rolls under or bounces over the outfield fence will be a ground rule double.
44. A ball that lands in fair territory beyond first (1st) or third (3rd) base and subsequently bounds out of play shall be a ground rule double. Any ball dropping in fair territory in front of an outfielder and bounding out of play shall be ruled a ground rule double.

45. Ground rules will be discussed before each game. Umpires have the responsibility for making any changes to the ground rules to protect the player or batter in the game.
46. Time is out only when called by the umpire. Any player or coach may ask for time, but time is out only when called by the umpire. On a batted ball time may be called under the following conditions: Any infielder, including the pitcher and catcher, must have possession of the ball and be within the general vicinity of the base path and any runner or runners have stopped at his/her base(s). If a runner has made a turn at any base, he/she may continue to run, even if the infielder has possession of the ball. Time cannot be called in order to stop a runner from advancing. If a runner has stopped on a base after a hit ball and a play is made on another runner going to another base, the stopped runner may advance at his/her own risk. For example, if the runner going from 2nd to 3rd stops on third and there is a runner going to 2nd base, on whom a play is made, the runner on 3rd may advance at his/her own risk toward home.
47. Bronco Minor basepath length is 60' and pitching distance is 46'.
Bronco Major basepath length is 70' and pitching distance is 48'.
Junior Pony basepath length is 80' and pitching distance is 54'.