

Squirrel Hill Baseball Bronco League Rules (2007)

Situations not addressed below shall follow the playing rules of Little League Baseball, Inc. The Umpire, provided by the league each game, will rule on unique situations.

Sportsmanship

- Players must exhibit good sportsmanship towards opponents, teammates, and umpires.
- Umpires shall, at their discretion, warn or eject any player, coach or fan, which argues, curses, intentionally throws equipment, or displays other inappropriate behavior. There will be a maximum of one warning. At the umpire's discretion, an ejection can occur without warning.
- Extremely inappropriate acts, or behavior that recklessly endangers the safety of others, can be accompanied by further suspension by the league director.

Use of the Dugout and Backstop Area

- Only players and coaches are permitted in the dugouts.
- Food is not permitted in the dugouts. Players may bring drinks in plastic bottles. No open containers or glass bottles.
- The home team uses the first base dugout.
- For safety reasons, players MUST only use the on-deck circle next to their dugout.
- Players in the next game MUST remain outside of the dugout until teams playing the prior game are out.
- Unless you are playing in the last game of the day, coaches should NOT hold team talks in the dugout area. Please get your team and equipment out as quickly as possible.
- Spectators are not permitted to sit or stand behind the backstop.

Uniforms

- Players must wear their team T-shirt (tucked in) and team cap (worn with the bill facing forward)
- Players are NOT permitted to wear watches, rings or other jewelry.
- Pitchers may not wear white or light-colored sleeves that extend from under the T-shirt. They may not wear any other item that could distract the hitter.

Forfeits

- A team will forfeit a game if they do not have at least SEVEN players available to begin a game. They will be given a grace period of 15 minutes from the umpire's start time for the game.
- The game may continue as long as the team has at least SIX players.
- If the opposing team chooses to waive the right to a forfeit and the game is subsequently played, the results shall count as scored.

Pre-Game Field Use

- Time permitting; each team will have 15 minutes to practice on the field before the start of the game. The visiting team practices first, followed by the home team which stays on the field to start the game. If pre-game practice is ready to begin and the road team doesn't have enough players, the home team will practice first, followed by the visiting team.

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Batting Cage Rules

- Helmets must be worn at all times.
- Only coaches may operate the pitching machine.

Ground Rules

- A fair ball that rolls under the outfield fence (whether it rolls back onto the field or not) shall be ruled a double. Outfielders signal the umpire with a raised arm and should not touch the ball.
- A fair ball that rolls through the gate on the first or third base sides of the field shall be ruled out of play. The runner(s) shall be awarded the base to which they were advancing when the ball went out of play, plus one additional base. Coaches are advised to secure the gates.
- A fair ball that enters the on-deck circle remains in play.
- Play, once started is not “dead” until the umpire calls time.

Hitting, Bunting & Base Running

- **Each team will either bat all players at the game in one continuous loop. Or, if they have more than 10 available players, they may choose to bat exactly ten. Every available player at a game must have at least one plate appearance in that game.** Starters may be returned to the order once a substitute has batted, but only in their original place in the batting order and may not pinch run for the substitute.
- A player arriving after a game has started must be placed at the end of the order. This applies to both teams even if the late arriving player is on the home team and they have not yet batted.
- Players are encouraged to wear wire-mask helmets when batting, but may choose to use open-faced helmets.
- Umpires shall rule out any base runner that in their judgment intentionally removed a helmet.
- Any hitter that has just bunted, or placed a short hit in front of home plate, **MUST** run to first base in foul territory. The umpire **MAY** call the hitter out if this rule is broken whether or not the throw hits the runner.
- **Any runner that, *in the umpire's judgment*, causes contact by not sliding at home plate shall be ruled out.**
- The runner is also responsible for avoiding contact with any fielder that is making a play on a batted ball. However, fielders must not be in the base paths or standing on any base if they are not attempting to field a batted ball or make a play at that base.
- Adults acting as base coaches do not need a helmet. However, any player coaching a base **MUST** wear a helmet with a facemask.

Catchers

- Catchers **MUST** wear a cup
- Catchers must continue to wear shin guards while their team is batting, except when on-deck with less than two outs.
- If the player that will be the catcher in the next inning is on base with two outs, a runner that was the last out recorded **MUST** replace them.
- Catchers (or other players acting as catchers) **MUST** wear facemasks while warming up pitchers.

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Pitchers

- Pitchers new to the game will be permitted 8 warm-up pitches before their first pitch. The same pitcher will be permitted only 5 warm-up pitches before any additional innings.
- Pitchers due to pitch the next inning and on base, **CAN** at any time be replaced by a pinch runner that must be the last out recorded.
- Intentional walks are NOT permitted.
- **Pitchers will be allowed to pitch in a maximum of 3 consecutive innings** in a game. There are no weekly limits on IP. A pitcher removed may not pitch again in that game.
- **Upon hitting a 3rd hitter in the same game, a pitcher must be replaced.**
- A pitcher must be replaced with the coach's 2nd trip to the mound in the same inning.

General Rules

- Teams will field nine defensive players. Free substitution is permitted in the field.
- The "Infield Fly Rule" SHALL be enforced.
- Scheduled game length is six innings. Games tied after six innings shall be played to completion.
- Under any of the following, a game will be official after the team trailing has finished 4 AB's
 - a) The losing team is behind by ten runs or more.
 - b) The game is interrupted by inclement weather.
- Unofficial games will not be restarted and will be continued at a later date. The exact batting order from the original start must be used. If a player in the original line-up is not there for the continued game he is just bypassed in the order. If additional player(s) not there for the original game are there for the continued game, their name is placed at the end of the lineup. Innings pitched in the original game will carry over to the resumed game.
- After each game the dugouts must be thoroughly cleaned. **ALL GARBAGE MUST BE REMOVED. This is the responsibility of the coaches.**

Player Eligibility

- A player must play in at least 6 regular season games to be eligible to participate in the playoffs unless there are special circumstances. In which case the League Director will decide eligibility.

Rules Specific to Bronco

The field will be set up with 70 feet between bases and 50 feet from the pitching rubber to home plate.

Base runners are permitted to take leads off any base.

Pitchers must adhere to all Balk rules. One warning will be given per pitcher in any game in the regular season. NO warnings will be given in playoff games.

NO Metal Spikes are permitted

Due to the small size of our field Only 2 ¼" bats are permitted. To be consistent, please also only use 2 ¼" bats at all other fields for our league games.