

Squirrel Hill Baseball Bronco Rules (Fall 2009)

Situations not addressed below follow the playing rules of High School Baseball. The Umpire 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 that 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.
- After games the bench areas should be totally cleaned. **GARBAGE MUST BE REMOVED.**

Uniforms & Forfeits

- Players must wear their team 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 or any other item that could distract the hitter.
- A team will forfeit a game if they do not have at least EIGHT 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 SEVEN players.
- Teams can call up players from a younger division
- Call-ups may play for more than one team during the season
- Metal cleats are NOT allowed
- Bats must be 2 ¼ inches in diameter.

Game Rules

- Games are 6 innings; however **no regular season game can begin an inning if the game has already run 2 hours.**
- Games are official once the trailing team has batted 4 times. If the road team takes the lead in the top of an inning, the home team must complete its AB in the bottom of the inning or the game will be considered "suspended" and not complete. If a suspended game is not completed at a later date, the game will be considered a TIE in the standings.
- All unfinished games completed at a later date will be picked up where the game was left off. 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.
- The mercy rule will end a game if a team is trailing by 15 runs after 3 at bats, 10 runs after 4 at bats, or 8 runs after 5 at bats. If the leading team achieves the above lead in the top of an inning, the trailing team will bat in the bottom.
- Free substitution in the field
- Please limit rest time to 15 minutes between doubleheader games
- Teams will always be ranked in the league standings based on W/L Pct (wins divided by the sum of wins + losses). This is used due to the potential scheduling conflicts which do not always allow time for make-up games. Standings tie-breakers are: (1) head-to-head, (2) coin toss

Hitting & Base Running

- Each team will **bat all players** at the game and the batting order cannot be altered during a game.
- Should a player be removed from the game for any reason other than ejection, the player's place in the order will be vacated and the entire order will move up one position (no out will be recorded). Should that player re-enter the game, the player will be re-inserted into their previous spot in the order.
- 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.
- All players must wear a helmet when batting, on deck, or running the bases.
- Umpires shall rule out any base runner that in their judgment intentionally removed a helmet.
- Any hitter bunting, placing a short hit in front of home plate or running on a dropped 3rd strike **MUST** run to first base in foul territory. The umpire **MAY** call the hitter out if this rule is broken.
- **Any base runner that, in the umpire's judgment, causes a collision by not sliding at ANY base (especially 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 (standard interference rule).
- Stealing of any base and all leads are allowed
- Head-First slides are only allowed when the runner is returning to a base
- No "Slug" bunting. Once a hitter squares to bunt, they must either bunt or take the pitch. Any attempt at a swing will result in the hitter being ruled out even if contact is not made.
- There are no appeals needed for runners missing a base or a tagging runner that leaves the base early. If the umpire sees it he will make the call after the play is completed.

Catchers

- Catchers **MUST** wear a cup
- Catchers must wear shin guards between innings, except when on-deck with less than two outs.
- If a catcher is on base he may be replaced with a pinch runner at any time, but he **MUST** be replaced with two outs. In either case the player last recording an out will be used to run.
- Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

Pitchers

- Pitchers will be permitted 8 warm-up pitches before their first inning but only 5 warm-up pitches before subsequent innings.
- Pitchers due to pitch the next inning **CAN** at any time be replaced by a pinch runner that must be the last out recorded.
- Intentional walks are permitted. (coach need only inform the umpire)
- Pitchers will be allowed to pitch up to 3 consecutive innings in any game. (one pitch constitutes an inning pitched)
- 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.
- During the regular season, up to one warning will be given to each pitcher balking. No warnings will be given in playoff games.

Field Set Up

- Set up will be 70' between bases and 50' from the front of the rubber to the back of the plate.
- In many cases the volunteer coaches that normally play at a given field will set up the field. Please offer to help whenever possible.