

BRONCO RULES

For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

Equipment

1. Medical Releases - Medical releases are held by the league and available at any time.
2. Altering League Issued Equipment – The equipment issued by the league shall not be altered in any way, except for minor repairs. Uniforms shall not be altered without prior approval by the Board of Directors. Personal equipment can be used, provided that it conforms to the standard established by league issued equipment.
3. Jocks and Cups – All players are encouraged to wear a jockey strap and cup. Catcher's gear is required when playing the catcher's position.
4. Helmets – Helmets must be worn by players while batting, running the bases, while on-deck, coaching first and third bases, or protecting the pitcher/catcher in the bullpen.
5. Uniforms – Players must be in their full league issued uniform for games. Altering of the uniforms is not allowed.
6. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required.
7. Metal spike cleats are allowed.
8. USA Bats, 2 5/8 inch barrel width and below is allowed. Wood bats and BBCOR -3 are allowed.
9. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave.
10. The Pledge of Allegiance is to be recited before all games.

Playing Rules

1. Minimum playing time rules apply to eligible players only.

2. Continuous batting order must contain all eligible players present at the start of the game. All eligible players must play in the field a minimum of half the innings determined by the even number of innings completed.

3. Players, who are not present at the start of the game, but show up after the game has started, are placed at the end of the batting order. In addition, they must play in the field a minimum of half the innings for which they are present.

a. If a player arrives after the team has batted through the order, the manager may add the player to the end of the batting order

b. Any player who did not play the required time in an official game shortened because of a 10-run rule, weather, or darkness, must start the next game and play the minimum required time before being removed from the game.

c. If a player did not play the minimum required time in an official game not shortened because of a 10-run rule, weather, or darkness, it is a violation of the rule, with penalties described in the local league policies under CONDUCT.

4. Pitching Limits are based on MLB Pitch Smart Guidelines, NO PITCH CLOCK WILL BE USED. Pitch counts will be recorded by the home team scorekeeper and submitted after each game to the Board of Directors Official Scorekeeper. See local league policies under CONDUCT for violations to this rule. Regulations will be strictly enforced.

a. If a player is removed from the pitcher's position, this player is no longer eligible to pitch for the remainder of the game.

FALL SEASON: Pitchers are limited to 2 innings maximum. Players that pitch and catch are limited to 4 innings maximum at these positions. (IE: 2 innings pitched; 2 innings catching – max. If catching only, max 4 innings total for the game).

5. Defensive substitutions can be made such that players can enter and leave their defensive position as many times as the manager chooses, provided they meet all rules concerning minimum playing time.

6. Teams are allowed max 9 players in the field.

7. *FALL SEASON:* Teams shall be limited to no more than five runs in one inning for the first five innings.

a. This run limitation shall not apply to the sixth inning or any extra innings.

b. MERCY RULE, 10 runs after 5 complete innings

SPRING SEASON: No inning run cap; MERCY RULE applies 10 runs after 5 complete innings

8. Runners at first, second and third base may lead off and steal according to the official rules of baseball.
9. Games will be limited by time only such that no new inning shall start after 2 hours and 15 minutes. Once an inning is started it shall be played to its completion (1/2 inning if the home team is leading or full inning if the game is tied or the visitor is leading). Games shall be seven (7) innings. If a game is tied after seven innings, extra innings will be played as long as time permits. If the score is still tied when time runs out, the game is over and a tie is declared.
10. Umpires shall not permit more than one offensive timeout in each inning to allow a manager or coach to talk with a batter.
11. Base runners must slide or avoid contact with defensive players. If the runner fails to attempt to avoid, the umpire may call him out. If in the judgment of the umpire, the collision was malicious, the base runner may be ejected from the game.
12. Home team occupies the third base dugout, and preps the field including dragging, chalking, and setting up the machine. Home team is also responsible for ensuring all equipment is put away and locked up after the last game of the day. Home team provides the official scorekeeper and completes the scorebook Visiting Team provides a scorekeeper to run the scoreboard box. *FALL SEASON* – scorebook will be completed and used but no standings will be recorded.
13. Any player that is removed from the batting lineup for any reason will be an automatic out when their next turn to bat comes around. Following that at bat the lineup will be compressed and no further out(s) will be recorded.

Adding players

Teams who have 8 or less players may only pull players from the Mustang Division to reach a team of 9; these players may be placed anywhere in the lineup or play any field position except pitcher.