



BASEBALL – BRONCO DIVISION RULES OF PLAY

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WAUCONDA BASEBALL/SOFTBALL

This document details the 2018 baseball rules of play for the WBS Bronco Division

27APRIL2018



WAUCONDA BASEBALL SOFTBALL

1.0 GENERAL RULES

1. **WBS Code of Conduct (Parent Player Handbook) and Safety Policies must be followed.**
2. No taunting or chatter to the opposing team will be allowed at any point. This type of behavior will result in 1 warning. Further actions may warrant ejection of head coach or forfeit of game depending on severity.
3. Only head coaches may discuss a rules call with an umpire. The discussion should take place away from the team's fans (fences) and between innings. All judgment calls are final and no protests are allowed.
4. Balls and strikes may not be disputed at any time.
5. Head coaches, assistant coaches, and players ejected from a game must be reported to the league Vice President by the home team. The ejected coach or player would then be subject to the rules in the Handbook.
6. Each team's head coach is responsible for control of the team's fans.
7. Players may be ejected for unsportsman like conduct.
8. A team shall have no more than 3 coaches and 1 scorekeeper on the field/dugout at any time.
9. Only players, coaches, team moms, and scorekeepers are allowed in the dugouts.
10. All male players MUST wear protective cups. No metal spikes are allowed. No jewelry is allowed on players.



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2.0 GAMES

1. Each game will last 7 innings or 2 hours in duration. The inning that is in progress at the 2 hour mark will be the last inning played.
2. For 6:00 PM games, no inning can start after 8:00PM.

Note: An inning is considered started as soon as the last out of the previous inning has been made.

3. All games started that are stopped for any reason by the umpire are considered to be a suspended game unless the game has progressed to the point of being considered a complete game. A complete game is 4 ½ innings completed with the home team ahead, or 5 innings with the visiting team ahead.
4. All suspended games before they become official will be resumed at a later date from the exact point of suspension.
5. If an inning is started, it must be completed. For example, if the visiting team takes the lead in what would be considered a complete game, but then the game is halted for any reason (rain, darkness, etc.), the inning will be completed at a later date from the exact point of suspension.
6. Under no circumstance will a game score revert back to the last completed inning to determine the final outcome.
7. In the event of a game being halted due to lightning or rain, a period of at least 30 minutes will be given to determine if conditions can be made safe to resume and complete the game. The 30 minutes reset after any lightning being spotted. The decision is left to the umpire and the head coaches for each team after the 30 minutes have elapsed. If the delay occurs after the 90th minute of the game, the game will automatically be suspended unless it's considered a complete game.
8. When any team is winning by 10 runs or more after 4 ½ innings, the game will be considered over. If the home team is losing, they must bat in the bottom of the fifth inning. After the inning is completed, if the home team is still down by ten (10) runs or more, the game will be considered over and complete.
9. The Home team will supply two (2) new baseballs for every game and will get them back after the game is over.
10. The Home team keeps the official score and must report the score to the League VP within 24 hours.
11. The Home team is responsible for field maintenance; inserting and removing bases, chalking the field and dragging/racking the field (if necessary) before games. The Home team will take the 3rd base dugout.
12. Teams may officially begin practice on the field 30 minutes prior to the start time of the game.
13. The Home team will have the infield and left and left center field during the first 15 minutes of the warm-up period. The Visiting team will be allowed to use right and right center during that time.



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14. The Visiting team will have the infield and right and right center field during the last 15 minutes of the warm-up period. The Home team will be allowed to use left and left center during that time.
15. No live batting practice will be permitted on the field within 60 minutes of the scheduled start time of the game, with the exception of whiffle balls. There will be no "soft toss" batting practice into any fences with the exception of whiffle balls. Use of the batting cages is allowed.
16. All teams are responsible for cleaning-up dugouts after practices and games.
17. For field use, games take priority over team practices. If a team is practicing on a field which will be used for a game, the practicing team must leave the field forty-five (45) minutes prior to the scheduled game time.
18. Players will not be allowed to swing bats outside of the batter's box, on-deck cages, or practice batting cages. There will be no use of hitting sticks once the game begins or during the game.
19. Field distances are to be 70 foot bases and 48 foot pitching distances.
20. A minimum of 8 players are needed for a team to start a game. If eight players cannot be fielded, the game will be considered a forfeit. Teams have until 15 minutes after the scheduled start time to field eight players. Call up players must be 2nd year Mustang players only and come from the established Mustang call up eligibility list only. No exceptions. This list will be provided to the Bronco VP prior to season beginning. The Bronco VP must be notified of all call ups. Violation of this rule will result in an automatic forfeit of a game. All call up players must play an outfield position only and bat at the end of the order only. Call up players are not to be used in lieu of a roster player at any time or as an extra player above 9 players just to have an extra. If a roster player shows up late, he must be inserted into the game at the end of the batting order. If the team then has 9 roster players, the call up player will be completely relieved of further play. If the team is still short and the call up player remains, the call up will still bat last and still play outfield only.



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3.0 PITCHING

1. One pitch thrown is considered one inning pitched.
2. The 40 hour and 20 hour rest rules are in effect and computed from the scheduled start time of the game in which the pitching occurred.
3. A player may pitch a maximum of three innings or 9 outs per game. Any player pitching 3 innings or 7-9 outs per game must rest 40 hours before pitching again. Any player pitching 2 innings or 4-6 outs in a game must rest 20 hours before pitching again. (Example: If a pitcher pitches 3 innings on Monday, that player cannot pitch again until Wednesday.)
4. There is a combined limit of 4 innings for any pitcher/catcher combination. (Example: If a player pitches 3 innings in a game that player can only catch 1 inning and vice versa.)
5. The maximum number of innings that may be pitched per week per player is 10. The new week begins on Sunday at 12:01 a.m.
6. The head coach should consult with the head coaches of the Part-time Travel teams to ensure that any pitchers on the Part-time Travel teams are not overused.
7. If a pitcher is removed, he cannot pitch again in that game.
8. There will be 1 warning for a balk per pitcher per game. If the balk occurs after the warning (second balk or more per pitcher) runners will advance to the next base. Only the umpire will call balks. If a coach thinks a player is balking, they should talk to the opposing coach and umpire between innings.
9. If a pitcher hits 2 batters in 1 inning or 3 batters in a game, the player must be removed and cannot pitch again in that game.
10. Managers are allowed 1 trip to the mound per inning per pitcher. If a manager visits the same pitcher twice in the same inning, the manager must replace the pitcher. Visits due to injury or between innings do not count.
11. Drop third strike rule is in effect.
12. No intentional walks are allowed.
13. Curve balls are not allowed. However, it is up to the coaches to enforce this rule with their pitchers. Umpires will not be determining if a curve ball has been thrown.

Pitching Rule Violation Penalty: The team violating the pitching rule will forfeit the protested game. The violating manager will be suspended from his team's next game and cannot be at the field to communicate with the team.



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4.0 DEFENSE

1. Each player must play at least 1 inning of infield in the first 4 innings of a game. The catcher and pitcher are considered infielders.
2. No player can sit for second time until all players have sat at least one inning. An inning is defined as 3 outs during a full inning. For example, if a player sits for one out in an inning and then replaces a player in the field that does not count as sitting for one inning. That player will need to sit for a full inning before another player sits for a second time.
3. Each player must play a minimum of 4 innings per game. Note, this does not apply to Ten Run Rule games or games shortened due to darkness or time limits.
4. No fake tags are allowed by any defensive player. If a defensive player fakes a tag, the first offense will be a warning. The second offense per team will result in all runners advancing one base.
5. A defensive player shall not obstruct or interfere with a runner or stand on a base or baseline if the defensive player does not have the ball in his possession. If in the judgment of the umpire, this has occurred, the runner will be awarded an extra base.
6. Infield fly rule is in effect.
7. A maximum of 9 players are permitted on the field.

Defense Rule Violation Penalty: The team violating the defense rules will forfeit the protested game. The violating manager will be suspended from his team's next game and cannot be at the field to communicate with the team.



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5.0 OFFENSE

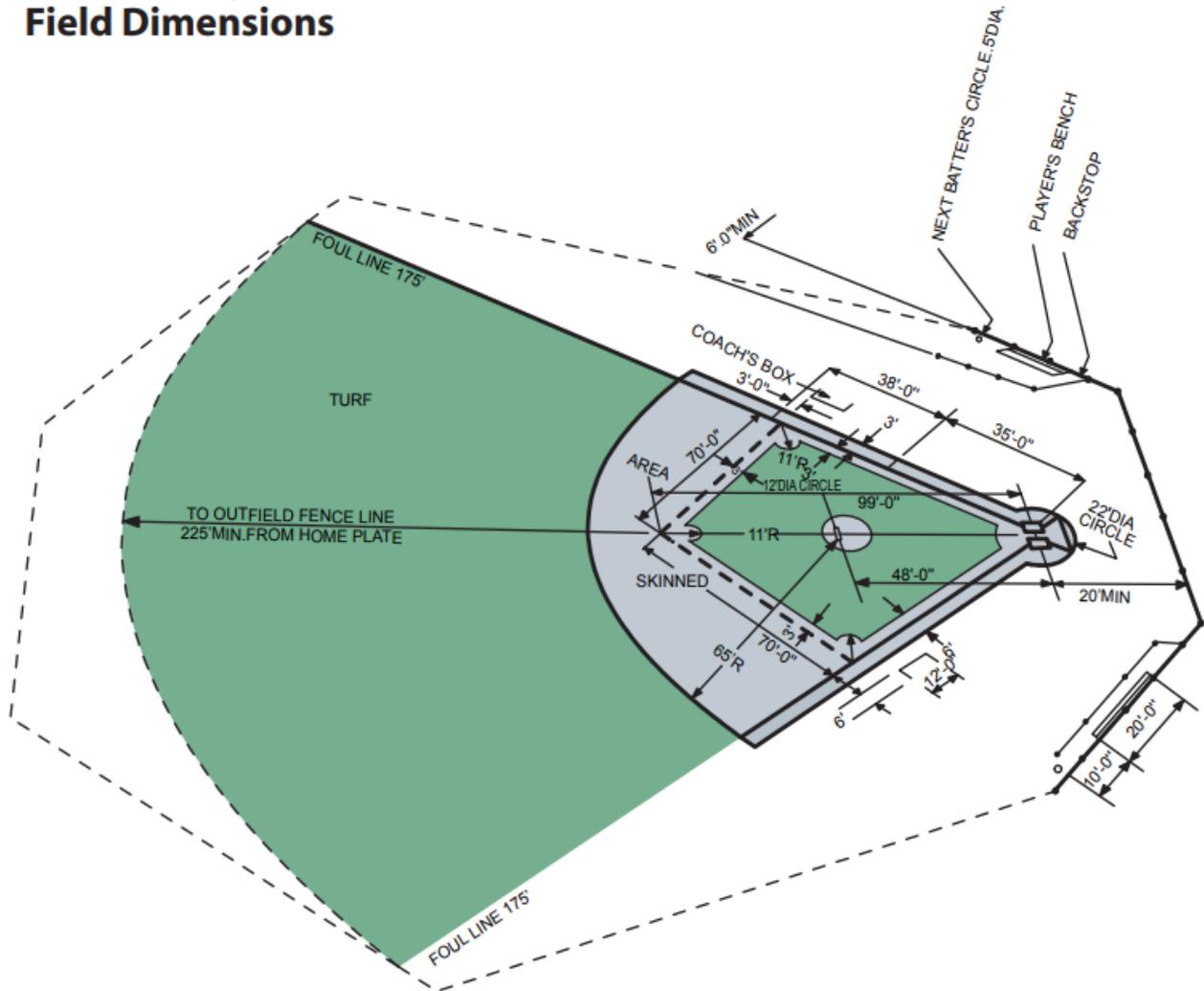
1. A “continuous” batting order will be used.
2. If a player arrives late to the game, he must be placed at the bottom of the batting order.
3. If a player has to leave the game, it is not an automatic out. The manager must advise the opposing team manager and the player’s position will be skipped. Note, if a player is ejected, it will be considered an out.
4. Bunting is allowed. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and then swings away will be automatically out.
5. If a bat is thrown and determined to be accidental, the team will be given a warning. If there is a second occurrence, the batter will be called out. If a bat is thrown and it determined to be intentional, there will be no warning and the batter will be called out. In addition, the batter can be ejected from the game for throwing his bat or helmet.
6. The Infield Fly Rule applies.
7. The Drop 3rd Strike Rule applies.
8. Lead-offs are allowed.
9. Stealing of all bases, including home, is permitted.
10. A batter may not swing during an attempted steal of home. If a batter swings, both the runner and batter will be called out. However, if the batter swings and then the ball gets past the catcher, the runner can attempt to steal home.
11. There is a mandatory slide rule. All players must avoid contact, unless sliding.
12. Head first slides are only allowed if going back to a base. If not going back to a base, a runner is out for sliding head first.
13. All batters are expected to run the bases.
14. A courtesy runner is allowed for the catcher and pitcher only after there are 2 outs.
15. A pinch runner is only allowed in the case of injury to a player and must be the last batted out. The pinch runner must be reported to the umpire and opposing coach.



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6.0 FIELD DIMENSIONS

Bronco League Field Dimensions



7.0 EQUIPMENT/BAT REGULATIONS

Bronco Baseball Level

All bats must have one of the following stamps on the barrel of the bat:

USA or USSSA Bat stamp



Barrel size no larger than
2 5/8"
No drop limit

Wood bats meeting the barrel size restrictions are allowed, but not recommended for these levels.