



# Thornton Baseball Association, Inc

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## RULES AND REGULATIONS

The following pages contain the Thornton Baseball Association, Inc. (TBA) Rules and Regulations. Please review these rules and keep a copy in your possession throughout the season along with a copy of the Official Rules of MLB, so that there won't be any confusion concerning rules.

### I. FUNDAMENTAL PRINCIPLES OF OPERATION

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This program is dedicated to the understanding and obeying of rules; to developing baseball skills in accordance with the age level and ability of each participant; and to the training in good sportsmanship. These principles are fundamental to the successful operation of the league. It is essential that all staff members, umpires, parents, and spectators conduct themselves at league functions in such a manner as to set a good example for all players.

An alert coaching staff can avert a great deal of pressure put on players by parents that excessively stress winning, by explaining the real purpose of this program.

A coach's attitude towards an umpire's decision is very important in keeping the crowd under control. If he complains or questions a decision or call in an unsportsmanlike manner, he is setting a bad example for his players and their parents. If the actions of a coach are exceedingly bad, the game officials will make a formal report to the Association President and the Board shall review the complaint and the individual(s) will be notified to appear before the Board to explain their actions.

### II. CODE OF CONDUCT

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Thornton Baseball Association, Inc (TBA) is dedicated to the promotion of **Good Sportsmanship** and to the following policy:

1. No swearing at coaches, players, umpires, parents or spectators.
2. Belittling, hitting, pushing, verbally assaulting or making derogatory remarks to umpires, coaches, players or spectators is strictly prohibited.
3. No consumption of alcoholic beverages, use of illegal drugs or tobacco in any form within the boundaries of any schoolyard, public park or private property on which a league game or organized practice is held.
4. Intentionally throwing equipment or colliding with another player during any practice or game is strictly prohibited.
5. Parents are responsible for the conduct of any spectator that they bring to any TBA function.

**ANY VIOLATION OF THE CODE OF CONDUCT SHALL RESULT IN DISCIPLINARY ACTION**

### **III. DISCIPLINARY ACTION**

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1. The league officers shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer or other person whose conduct is in violation of the Rules and Regulations of Thornton Baseball Association and/or is considered detrimental to the best interests of the league.
  - a. Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed
  - b. In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend.
2. Persons, youth or adult, who refuse to comply with the rules of Baseball or Thornton Baseball Association, may be considered for disciplinary action.
3. League officers may impose the following disciplinary actions, the one which, in their opinion, appears to match the severity of the offense.

Warning – The offending person is to be advised, in writing, of the offense, and further advised that the repetition of the offense shall result in a more severe penalty.

Suspension – The offending person is to be advised in writing that he/she has been suspended from all league activity for a specific number of games, or days.

Dismissal – The offending person is to be advised in writing that he/she has been dismissed from the league for the remainder of the current year.

Barred – The offending person is to be advised in writing that he/she has been barred from present and future participation in the league, permanently, or for a specific number of years.

#### **EJECTIONS:**

Any player, coach, staff member or spectator removed from a game for any reason shall be automatically suspended for the remainder of that game plus the next two (2) scheduled games, without appeal, and shall not be allowed to participate in any capacity until the suspension has been served in its entirety. This shall include any playoff games and will automatically disqualify any player from participating in any All-Star activities, including, but not limited to any All-Star games. If a player, coach, assistant coach, staff member or spectator refuses to leave the game after being removed, play shall be suspended until the said person leaves the game. If the said person still refuses to leave the game, the Head Coach shall be subject to removal. If, after the Head Coach has been removed, the said person still refuses to leave the game, the assistant coach shall then be subject to removal. After, both the Head Coach and the assistant coach have been removed, the game shall be recorded as a forfeit by the offending team and the opposing team will be declared the winner.

## **IV. COACHING STAFF RESPONSIBILITIES**

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It is the responsibility of all players, coaches, staff members and spectators to display good sportsmanship throughout the season in accordance to the league's Code of Conduct policy. Any player, coach, staff member or spectator not fulfilling the responsibilities of their position as outlined, shall be subject to disciplinary action. **Ultimately, the Head Coach will be held accountable for the actions of his/her players, assistant coaches, staff members and/or spectators.**

### **GAME REPORTING:**

**Both**, winning and losing coaches **must** report the game information to their League Director **and** the designated league official(s) within 24 hours of the game. Game information includes the winning team's name and score, the losing team's name and score, each team's pitching sheet information and all umpire's numbers and two (2) All-Star picks from the opposing team. These picks must be made as 1<sup>st</sup> choice and 2<sup>nd</sup> choice for tie breaking procedures. The Bronco and Pony Divisions will pick three (3) All-Star picks from the opposing team.

**Any Head Coach that doesn't report all the required game information with 24 hours from the conclusion of the game will be suspended for their next scheduled game.**

EACH COACH SHALL EXCHANGE HIS/HER PITCHING SHEET WITH THE OPPOSING COACH **BEFORE** THE START OF EACH GAME. PITCHING SHEETS MUST THEN BE COMPLETED, SIGNED AND RETURNED AT THE END OF EACH GAME BY THE HEAD COACH OF THE OPPOSING TEAM. FAILURE TO DO SO MAY RESULT IN A FORFEIT. IT IS THE RESPONSIBILITY OF EACH HEAD COACH TO KEEP HIS/HER PITCHING SHEET IN HIS/HER POSSESSION AT ALL OTHER TIMES DURING THE SEASON.

All coaches and their staff will be responsible for the following items:

- a) Attending mandatory TBA meetings and/or functions.
- b) Making sure the equipment provided by the league is in good condition. Returning all uniforms and equipment that were issued by the League when the season is over. Ensuring the equipment bags contain all items that were issued to the team at the beginning and throughout the season.
- c) Under no circumstances is a coach or team member allowed to keep any uniforms or equipment that belongs to the Thornton Baseball Association upon completion of the season. Coaches may be held financially responsible for any equipment not returned. Please try to keep all equipment and uniforms in good shape, as the cost to replace this equipment continues to rise.
- d) Coaches must dress and act in a mature, professional manner. Coaches may wear shorts, sweats, baseball pants or any other appropriate team apparel. No jeans or denim will be allowed. Coaches' apparel should match the team colors or the color of the team hat. Hat must be worn in the forward position. No jewelry will be allowed with the exception of a wedding band and/or watch.
- e) All coaches and their staff **MUST** wear the league provided photo ID, for the current season, at all times while participating on the field in any TBA function. The ID must be visible at all times.

**Any coach, assistant coach, or staff member not fulfilling the responsibilities of their position as outlined above shall be subject to disciplinary action.**

## V. PITCHING RULES

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1. Any team member may pitch, subject to the other restrictions of the pitching rules.
2. No pitcher shall be allowed more than 85 pitches in any one calendar day. The maximum number of pitches a player is allowed to pitch, per calendar day, and the amount of rest required for ALL divisions:
  - 1-20 = No Rest Required
  - 21-35 = 1 Day Rest
  - 36-50 = 2 Days Rest
  - 51-65 = 3 Days Rest
  - 66-85 = 4 Days Rest
3. The definition of a calendar week and day is:
  - Calendar day – A calendar day is midnight to midnight.
  - Calendar week – A calendar week is from 12:01am, Monday to 12:00 midnight, following Sunday.
4. When pitching in more than one (1) game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of pitches in a calendar day.
5. As soon as a pitcher delivers one (1) pitch to a batter the pitcher shall be considered as having pitched one (1) inning.
6. A pitcher who is withdrawn from the mound shall not be permitted to pitch again in the same game.
7. A relief pitcher is allowed up to ten (10) warm-up pitches.
8. If a pitcher hits three (3) batters in one (1) inning or four (4) in a single game, the pitcher must be pulled from the pitching position. This rule applies in the Pinto, Mustang, Bronco, and Pony divisions.
9. All pitching rules stated above will apply in all games. In the event of a rescheduled game or portion of a game, the pitching rules apply to the time the game is made up, not the original time of the scheduled game.
10. Balk warning: In the Bronco and Pony divisions one (1) balk warning per team per game will be given. In the Mustang division, two (2) balk warnings per team per game will be given. All balks are considered a dead ball. If a pitcher goes to the mouth with their throwing hand and fails to wipe off, it is considered a ball, not a balk. One (1) warning per will be given per team per game in all divisions. There is no Balk rule in the Shetland and Pinto divisions.
11. No coach shall be allowed on the playing field between innings without being charged a visit to the mound.
12. Penalty for use of an ineligible pitcher, upon appeal by the opposing coach or by the official scorer or league officials, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be the immediate removal of the pitcher from the mound and ejection of the team manager from the game. The manager shall be ineligible to participate in the next scheduled game played by the team. After waiting the required amount of days in accordance with the TBA pitch count rules, said ineligible player is not permitted to pitch for one full game.

***FOR PURPOSES OF INTERPRETING THIS RULE, A PLAYER SHALL NOT BE CONSIDERED IN VIOLATION OF THE RULES UNTIL AT LEAST ONE (1) PITCH HAS BEEN THROWN TO THE BATTER AFTER THE POINT OF VIOLATION.***

## PLAYING RULES

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1. The official playing rules, with the exceptions and variations contained in these TBA Rules and Regulations shall be that of the Official Rules of MLB (National League), as released through the office of the Commissioner of Baseball.
2. If a team cannot field eight (8) players at the start of a scheduled game time, the team will be allowed to field seven (7) players to start. If a player subsequently arrives, the player must be immediately inserted into the game and placed at the bottom of the batting order and the rules of an eight (8) player roster are assumed. However, a team that cannot field at least seven (7) players at the scheduled game time or maintain seven (7) players throughout the game and finish with at least seven (7) players must forfeit the game. In the Shetland Division only, all players on the team and present at the game must play in the field and teams are not required to start nor maintain a minimum numbers of players in order to play the game. The distribution of players must be equal between infield and outfield. An odd-numbered player may be played in either infield or outfield.
3. All batters, base runners, and players coaching in the baseline coaching boxes and players in the on-deck circle must wear protective head gear which gives protection to the top of the head, temples, ears, and base of the skull. Any such offensive player who deliberately removes his protective helmet may be immediately called out, and the ball will be ruled as a dead ball. If the player violating this rule is not directly involved in the game as a batter or base runner, the out will be considered as a team out and will not affect the player's subsequent appearance in the game.
4. It is recommended that all players, and required that all catchers, wear athletic supporters with protective cups (or equivalent equipment for female players). Female players must wear undergarment chest protectors. Catchers are also required to wear a mask, chest protector, shin guards, and protective headgear that give protection to the top of the head when catching behind the plate. In all divisions, the catcher's protective helmet must fully cover both ears. Any player warming up the pitcher must wear a mask and headgear. Infraction of this rule may result in automatic suspension from the game.
5. The batting order will consist of all players on the team including substitutes. The batting order may not be changed for the duration of that game. This procedure, called **Batting Around**, also means each player will bat his turn in the batting order, whether playing in the field or on the bench. Should a player need to leave the game for any reason, the entire batting order will be moved up to fill the vacant spot. Another player may not be taken out of order from the original batting order to fill the vacant spot. No penalty is assessed a team for illness or injury. Should a player arrive late, he must be placed at the bottom of the batting order. If a player is ejected from a game, the batting order shall move up to fill the vacant spot. The team shall NOT be charged with an out every time the missing batter's spot comes up. However, the team with the ejected player will be assessed one (1) out for the inning in which the player was ejected.
6. Each player must play at least two (2) innings in the first four (4) innings in the field, or one (1) hour, whichever comes first. After this criterion has been met, coaches may utilize free substitutions, placing a player anywhere in the field or on the bench at his discretion. The original batting order may not be changed by any substitution. The exception to free substitution is regarding pitchers. After a pitcher has been removed from the mound, the player may not be used as a pitcher for the duration of the game.
7. All team players must be legally registered with the League and must appear on the team's official roster, as maintained by the League Player's Agent. The penalty for use of an illegal player shall be forfeiture of all games in which such player participated and suspension of the offending coach.
8. Home team is responsible for setting up the field.
9. Adult coaches may be used in either or both of the coaching boxes at first or third base. Players may be used as base coaches when adult coaches are not used, with the exception of the Shetland and Pinto division where players are NOT allowed in these positions. Players acting as base coaches must wear protective headgear.

10. If there are two (2) outs in an inning, coaches in all leagues have the option to use a courtesy runner for their catcher so the catcher can come in and put on his equipment. The courtesy runner must be the last player to make an out. The catcher being replaced on the bases must have been the catcher in the prior inning.
11. No team may score more than seven (7) runs in the Pinto Division, ten (10) runs in the Mustang, Bronco and Pony Divisions, in an at bat (if the final run is scored with a play in progress, the play must be allowed to continue until play is declared dead by the umpire, and all subsequent runs shall be counted). In the event a team is ahead by more runs than can be scored in that inning **and** time has expired, the game shall be called at that time and the inning will not continue.
12. Players and coaching staff must remain in the dugouts, on the benches or in the prescribed areas throughout the game. A maximum of three (3) coaches may be on the field at any one time. Only the scorekeeper, members of the team and the coaching staff are allowed in the dugout.
13. Game balls used must be issued by the league.
14. All official baseball and little league bats, as approved by Pony Baseball may be used. This rule shall be amended at any time, as needed, to comply with all Pony Baseball guidelines. Current rules are as follows:

Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths inches in diameter at the thickest part, not more than 42 inches in length, are acceptable.

- 1) Bats manufactured specifically for use in tee ball play, shall not be used when the ball is pitched by a player, coach or pitching machine. Coach-pitch bats will only be used in coach-pitch using a safety ball.
- 2) Only 2-1/4" to 2-5/8" barrel non-wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in PONY Baseball divisions. Effective January 1, 2012, all newly manufactured non-wood bats must be stamped with "BPF 1.15" and the year manufactured.
- 3) Effective January 1, 2012, all minus (-) 3 bats must be BBCOR certified. The bat which may be wood or non-wood product shall be not more than two and five-eighths (2-5/8") in diameter at the barrel and shall be a smooth implement, from the top of the cap to the top of the knob. All non-wood bats shall meet the Ball-Bat Coefficient of Restitution (BBCOR) testing protocol maintaining the length-to-weight difference of 0.50 limit regardless of length. All BBCOR approved bats shall be labeled with a silk screen or other permanent certification mark. (NOTE: 2 3/4" bats are prohibited in all PONY sanctioned leagues).
- 4) All bats must have a "TBA Approved" sticker affixed to the handle, with the exception of the Shetland Division. If a bat does not have a sticker it is deemed illegal.

Penalty for use of an illegal bat:

- a) If detected before the first pitch of an at-bat, the bat shall be removed from the game. The batter is not out and is required to use a bat that conforms to bat regulations. *The manager of the team shall be removed from the game as well as the next scheduled game.*
  - b) If detected after the first pitch (whether the pitch is swung at or not) the batter is declared out and base runners shall not advance. *The manager of the team shall be removed from the game as well as the next scheduled game.*
  - c) If detected after a ball is hit, the batter is out and base runners shall return to their original base prior to the hit. *The manager of the team shall be removed from the game as well as the next scheduled game.*
15. All rubber-creat athletic shoes are legal for use in all leagues. No metal cleats are allowed.
  16. All players are to wear the uniforms provided by the League, as is, and unaltered. Baseball pants, as determined by the team, must also be worn.

17. All Thornton Baseball Association teams must cease all practices One (1) hour before the schedule start time of a game on that field. The only exception will be for the two (2) teams scheduled to play the game. Teams must be in their dugout five (5) minutes prior to game time.
18. If, in the opinion of league officials, any coach makes the playing field or practice area unsafe for any participant while conducting practice, warm-ups or running drills of any kind, he/she shall be subject to disciplinary action.
19. Any coach hitting or allowing others to hit baseballs, other than waffle or foam balls, into a fence or backstop during soft toss drills or any other drills shall be subject to disciplinary action.
20. In the Shetland and Pinto Divisions, base runners may not lead off from the base they are occupying, and are not allowed to steal any base. The base runner may only advance to the next base when the ball is hit. Runners who leave the base before the batter hits the ball shall be called out and the pitch shall be considered a dead ball. A base runner may NOT advance on a wild pitch or passed ball.
21. In the Mustang Division, base runners may lead off and steal any base, with the exception of home plate. Base runners at first and second bases may lead off and steal bases, as in Official Baseball Rules, but runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has approached or passed the batter. Once the pitcher has stepped on the rubber, in possession of the ball, runners at third base who leave base before the pitched ball approaches or passes the batter shall be called out and the pitch shall be considered as a dead ball. In the event a runner reacts to a pitched and/or batted ball, they will remain live. Base runners may only advance from 3<sup>rd</sup> base to home plate when the ball is put in play by a hit ball or a base on balls or hit by pitch with bases loaded. A base runner may NOT advance from 3<sup>rd</sup> to home on a wild pitch or passed ball or any errant throw to the pitcher or any other player on the field.
22. The format for Shetland shall be as follows: The coach will pitch the batter three (3) pitches, (preferably underhand). If the batter does not hit a fair ball in three (3) pitches, the batter will be allowed three (3) chances to hit off the Tee. If the batter does not hit a fair ball off the Tee, then the batter is out. There will be no base on balls.
23. The format for Pinto is modified tee ball, using a player pitcher. If the batter does not hit a fair ball before striking out or receiving 4 balls, the batter will be allowed the same number of pitches equal to the number of strikes remaining in the count to hit off the Tee. If the batter does not hit a fair ball off the Tee, then the batter is out. If the batter hits the ball off the tee, no more than two (2) bases will be allowed by all runners including the batter, with the exception of a ball hit over the fence. When hitting off the tee, a batter may not manipulate their stance in any way.
24. In the Pinto division, the strike zone shall be between the chest (top of numbers) and knees and over the plate. The catcher must return the ball to the pitcher from the area of home plate.
25. There will be no base on balls in the Shetland and Pinto divisions (with exception to a batter hit by a pitch). After ball four (4), the Tee will be placed on home plate.
26. In the Shetland and Pinto Divisions, the Tee may be adjusted only once for each batter. The batter must use the established batters stance and position whenever the tee is used.
27. In the Pinto division, the pitcher must have one foot in contact with the rubber when the Tee is being used.
28. The catcher must be in the catcher's box with all equipment on, including helmet and mask, even when the Tee is being used.
29. A foul ball, hit off the Tee when the batter has two (2) strikes, causes the batter to be out.
30. There is no such thing as an infield fly rule in the Shetland division. In the Pinto Division, when the infield fly rule is called by the umpire, the play is considered dead and there is no advancing of bases by the base runners.
31. In the Shetland. Pinto and Mustang Divisions, there shall be no running on third strike if the catcher drops the ball.
32. Absolutely no bunting off the Tee is allowed.
33. In Shetland, an inning shall be considered complete when each player on the team has had an at bat.

34. In Pinto, each team may field ten (10) players, four (4) of which must be outfielders.
35. While using the Tee, the bat must strike the majority of the ball's surface. If the batter, in the umpire's judgment, predominantly strikes the Tee and not the ball, it will be called a strike.
36. In the Shetland and Pinto Divisions, the ball is declared dead when the pitcher has possession of the ball within a five (5) foot radius around the pitcher's rubber.
37. In Shetland, no official score will be kept.
38. Shetland league will use soft-strike balls or an Incredi-ball.

**Any member of the coaching staff found violating any of the above rules shall be subject to disciplinary action.**

## **VI. OFFICIAL GAME:**

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1. If a game is called for any reason, it is an official game if four (4) innings (Pinto & Mustang) or five (5) innings (Bronco & Pony) have been completed or if the home team has scored more runs in three (3) or three (3) and a fraction half (Pinto & Mustang) or four (4) or four (4) and a fraction half (Bronco & Pony) innings than the visiting team has scored in four (4) (Pinto and Mustang) or five (5) (Bronco & Pony) completed half innings. If a game is called for any reason in the Shetland division, it is a complete game if one (1) inning has been completed.
2. All games called for the one (1) hour forty five (45) minute rule in the Pinto, Mustang, Bronco and Pony divisions and one (1) hour for the Shetland division are official games regardless of the number of innings played. The current inning must be finished if the time factor comes into play.
3. If a game is called for any reason before it is an official game, it shall be considered a suspended game. When re-scheduled, it is to be resumed from the point of curtailment.
4. After having reached official length (in innings), when a game is called during an uncompleted inning, due to darkness or other unsafe conditions, as determined by the umpire, the end of the game will be the end of the last completed inning, if the score was tied at the end of the last complete inning the game is considered a tie. With one exception, if the home team has tied the score (after being behind after the last inning) or taken the lead during this uncompleted inning, then the end of the game will be the point at which the game was called.
5. If a team is leading its opponent by the predetermined amount of runs the game shall be terminated and the team ahead declared the winner. This rule applies to all league games and tournament games. This rule does not apply to the Shetland division since no official score is kept and the game will expire after the one (1) hour time limit.

Number of equal innings that have been completed or after the first half inning if the home team is ahead:

**Pony/Bronco Divisions:**

(20) Run's after 3 innings.

(15) Run's after 4 innings.

(10) Run's after 5 innings.

**Mustang/Pinto Divisions:**

(20) Runs after 2 innings

(15) Runs after 3 innings

(10) Runs after 4 innings

6. Rained out games must be made up by the end of the season, if possible. League Directors shall contact coaches and the Field Coordinator to reschedule games. Rescheduled game times and dates approved by the Board of Directors are final.
7. When a game is tied at the end of regulation length and the one (1) hour and forty five (45) minute limit has not expired, and enough light remains for safe play, the game shall go into extra innings, until a decision is reached . If the score is still tied after the first completed inning once the time limit has been reached, then the game is a tie. However, no Pinto or Mustang league

game shall continue more than nine (9) innings. If the score is tied at the end of nine (9) innings, then the game shall be considered a tie. This rule does not apply to the Shetland division since no official score is kept and the game will expire after the one (1) hour time limit.

8. The home team keeps the official scorebook of record.
9. All games must be finished and lights turned off by 10:30 p.m. in accordance with City Policy. If a game is still in progress and has not met the criteria required to make it an official game by 10:30 p.m. it will be officially postponed and rescheduled.

## **VII. LENGTH OF GAMES:**

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1. Regulation games shall be six (6) innings in duration for the Shetland, Pinto and Mustang divisions and seven (7) innings in duration for the Bronco and Pony divisions.
2. No innings may start later than one (1) hour and forty five (45) minutes after the actual start time for the Pinto, Mustang, Bronco and Pony divisions and no later than one (1) hour after the scheduled start time for the Shetland division. Any inning in progress must be finished provided enough light remains for safe play.

Exceptions:

- A. For the last game of the day on a lighted field, no inning may start later than one (1) hour and forty five (45) minutes after the actual game start time. For this purpose. Scorekeepers for both teams must record the time when the game actually starts.
- B. The umpire or any Thornton Baseball Association official may call a weather related delay no greater than fifteen (15) minutes on an un-lighted field and no greater than thirty (30) minutes when it is on a lighted field. If after the prescribed time has passed and the umpire makes the decision the game cannot safely resume due to the weather and the game has not met the other criteria required to make it an official game the game will be officially postponed and rescheduled. The safe light rule remains on un-lighted fields.
- C. Once a game is stopped for lightning, it cannot be resumed until 30 minutes after the last cloud to ground lightning strike.

## **VIII. UMPIRES:**

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There shall be at least one (1) staff umpire working each game. The league officials shall designate staff umpires. Umpires other than staff, when staff umpires fail to report on time, or are otherwise unavailable, must be agreed upon by opposing coaches or appointed by the league.

## **IX. PROTESTS:**

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1. A protest based on a play that involves an umpire's judgment is not permitted.
2. If a protest is based on an interpretation of the rules, the objecting coach shall, at the time the play occurs, notify the plate umpire, the opposing coach and both scorekeepers that the game is being played under protest, and submit the protest in writing to the Association President within twenty-four (24) hours of the completion of the game. A one hundred dollar (\$100.00) CASH fee must be included with each written protest. This fee will be returned if the protest is upheld. When protests based on the interpretation of a rule are upheld by the Protest Committee, the game concerned shall be replayed from the point of protest. Umpires should make a public announcement to the crowd when a game is being played under protest.
3. Any team staff member who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section.
4. The Protest Committee will be the Board of Directors. At least five (5) board members must be present to vote. All Board members are eligible to vote. If a Board member is involved in a protest, he/she shall not vote.

## **X. TEAM SPONSORS**

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1. Coaches are responsible for obtaining team sponsors.
2. Teams shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
3. Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program.
4. A large banner or sign containing the name of the team sponsor may be displayed in the area of the team's dugout where spectators can see it. Banners may not be displayed in the area of or behind home plate. The banner or sign shall not be larger than 3'x5' and must be approved by the Board of Directors.

## **XI. PLAYING FIELDS:**

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1. Distance between bases: (from the back tip of home plate to the back of first and third)

Shetland	50 ft
Pinto	50 ft
Mustang	60 ft
Bronco	70 ft
Pony	80 ft

2. Pitching distances: (From the back tip of home plate to the front edge of pitching rubber)

Shetland	Distance will be at the discretion of the coach (It is recommended that the coach pitch underhand)
Pinto	38 ft
Mustang	44 ft
Bronco	48 ft
Pony	54 ft

3. From the back tip of Home plate to center of Second base.

Shetland	70 ft 9 in
Pinto	70 ft 9 in
Mustang	84 ft 10 in
Bronco	99 ft
Pony	113 ft 2 in

4. Distance from home plate to backstop:

Shetland	15 ft
Pinto	15 ft
Mustang	20 ft
Bronco	25 ft
Pony	30 ft

# TOURNAMENT RULES

All recreation league tournaments shall be organized by Thornton Baseball Association, Inc.

The following pages contain the Thornton Baseball Association, Inc. recreation tournament rules. Please review these rules and keep a copy in your possession throughout the tournament, along with a copy of the Thornton Baseball Association regular season rules and your playoff pitching sheet. These rules are designed to address tournament games only. All other Thornton Baseball Association rules and its Code of Conduct remain in effect unless specifically addressed under these rules. At no time shall the existence of these rules provide an exemption to the concept of good sportsmanship.

## I. PLAYOFF SEEDING

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Pinto, Mustang, Bronco and Pony divisions will each conduct an end of season tournament. Each division's playoff tournament will seed each team, first (1st) to last, according their final regular season standings, and be placed into a pool. The teams will each play two pool games and then will be seeded into a single elimination bracket. Tiebreakers for both pool play and bracket play will be calculated using the following method:

1. Win/Loss Record
2. Head-to-Head record (if three or more teams are tied with the same record, move to #4)
3. Run difference in Head-to-Head
4. Total runs "against"
5. Total runs "for" (scored)
6. Run difference total

The higher seeded team in each pool/bracket is the home team and therefore responsible for setting up the field if it is the first game of the day and/or picking up the field if it is the last/only game of the day.

Championship (finals) and runner-up (semi-finals) games will be setup by league officials.

Awards will only be given to the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place teams in each division.

The 3<sup>rd</sup> and 4<sup>th</sup> place teams will be presented their awards upon the conclusion of their second loss in their respective playoff games. The 1st and 2nd place teams will be presented their awards at the conclusion of their respective championship game.

## II. PITCHING RULES

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All TBA regular season pitching rules will remain in effect during the playoffs.

## III. LENGTH OF GAMES

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### TIEBREAKERS:

A modified version of the "California Rules" tiebreaker will be in effect for all Thornton Baseball Association (TBA) playoff tournament games with the exception of championship and All-Star games. If a game remains tied after regulation time has expired and all other criteria to make the game an official game has been met, the game will continue in a tiebreaker inning using the following method:

1. Each team will be assessed two (2) outs at the beginning of each tiebreaker inning.
2. The first team to bat (away team) will place one (1) runner on third base. This runner shall be the player to make the last batted out in the previous inning.
3. The batting lineup will resume from the point of completion of the previous inning.
4. Each team will have an opportunity to bat in each inning.
5. If, after each tiebreaker inning has been completed, and the score remains tied, a subsequent tiebreaker inning will be played, and so on, until a winner is decided.
6. If the umpire and/or league official determines that the game cannot safely continue due to weather and/or lighting, the game shall be officially postponed and completed, using this format, at a later time to be determined by league officials. The safe light rule remains in effect on all un-lighted fields.
7. All Pitching Rules will apply to these innings.

## **CHAMPIONSHIP & ALL-STAR GAMES:**

There shall be a two (2) hour time limit for all championship and All-Star games.

There shall be no ties in any championship or All-Star game. If, a game is tied after the regulation innings have been completed, the game shall go into extra innings and continue until a winner is decided. If the umpire and/or league official determines that the game cannot safely continue due to weather and/or lighting, the game shall be officially postponed and completed at a later time to be determined by league officials.

**All Championship games will have three (3) umpires.**