

Fall Bronco Rules



The purpose of the Lafayette Bronco League is to develop the young people into better baseball players. The league is for eleven and twelve year old players and all players will learn the basic fundamentals of baseball. Sportsmanship will be conducted on and off the field. The Rules for the fall season and double-elimination tournament are as follows:

I. TEAMS

Each team in the league will consist of no more than 12, nor less than 11 players. The names of these players will be registered with the league commissioner.

II. LEAGUE AGE

The league is for eleven and twelve year old players. Any player who will be eleven years old by April 30th and who does not turn thirteen until after May 1st will be eligible to participate in the Bronco Program.

III. PLAYING FIELD

- a. Distance between bases is seventy feet.
- b. The pitching distance will be at forty-eight feet.

IV. GENERAL DRESS CODE

Every player will be expected to wear his/her full uniform, unless cleared by the commissioner. The full uniform includes the team hat, team shirt (tucked in at all times), pants, and socks. Only tennis shoes, rubber cleated shoes, or "turf shoes" will be allowed on the playing field. The catcher will be equipped properly and accordingly (PONY 7-F) All coaches will be expected to wear their team shirt and hat. The shirts will be tucked in at all times. Also, coaches will wear shoes, no sandals will be permitted. Baseball pants, slacks, respectable jeans or coaching shorts are permissible. Exceptions to the dress code will be non-staff fathers who are helping for the game.

V. CONDUCT

Generally, it is the duty of the league commissioner to insure proper conduct by all league personnel. Players, coaches, and parents will treat the umpires with the highest respect and kindness. When there is a disagreement with a play or a call, they should inquire in a calm, courteous manner, rather than shouting and berating an umpire. Coaches are expected to control their players, and it is recommended that if your fans are becoming obnoxious, ask them to quiet down. If the fans persist, they will be asked to leave.

VI. FIELD REGULATIONS

Except for players warming up in the bull pen or on deck, all players must remain inside the dugout. This means inside, not on the ledge, against the fence, or in the warm up area! All equipment will be kept behind the protective fence and in an orderly fashion, so that it will not be stepped on. Any player caught throwing, kicking, or destructing any equipment (including his own) will be removed from the game without a warning. A second offense will result in removal from that game plus a one game suspension. Players are asked not to be allowed to leave the field area, except for trips to the drinking fountain. Only coaches and players will be allowed in the dugout.

VII. MAKE UP GAMES

All make up games will be decided by the league commissioner and director of baseball.

VIII. COACHES RESPONSIBILITY

- a. Players are not to be punished for any other organized commitment.
- b. Watch the language carefully.
- c. Sign up for practice time on the field.
- d. Take excellent care of the equipment. Keep everything in the dugout except bats.
- e. Be good role models.
- f. Support the program.
- g. Do not be negative, always be positive.

IX. PLAYING RULES

- a. Each team will bat a continuous batting order with its entire roster. Each inning will consist of three outs or a **maximum of 6 runs per inning. The only exception is the last inning. You may bat a maximum of 12 batters or the lesser amount of the two teams' rosters. If each team only has 12 players then you may only bat 12.**
- b. Each player on the team will play at least three innings in the field. No player will sit 2 consecutive innings.
- c. Lead offs and steals will be allowed.
- d. Free Defensive Substitutions
 1. In case of a team only having 8 players the 9th spot in the lineup is not an out. You must have at least 8 players. You may play with 7 with the 8th spot is an out.
- e. The dropped third strike is not an automatic out. The player must be tagged out or the ball must be thrown to 1st base.

- f. A base runner is allowed one base on a ball leaving the playing field. If the play is live and the ball has left the playing field.
- g. Nine players will play defense.
- h. Sliding is acceptable and is encouraged on all close plays. A player may be called out at home if he does not slide and there is contact at the plate. This is a judgment call by the umpire.
- i. Bunting is acceptable.
- j. There will be an infield fly rule.
- k. No metal cleats allowed in the fall bronco league.
- l. Throwing of the equipment will not be tolerated and could result in a suspension.
- m. There will be walks and hit batsmen.
- n. Each pitcher will receive one warning on balks. The second offense will be called. No warnings on balks for tournament play.
- o. Throwing the bat where there is a chance for injury will result in a no pitch and the batter being called out. Each team will be awarded one warning.
- p. The Home team must provide a base umpire. The game will not begin with only one umpire. Please schedule these in advance.

X. LENGTH OF GAME

- a. Regulation games will be six innings in length or a 1 hour 45 minute time limit. The scorekeeper and home plate umpire will monitor all time limits.
- b. An official game is 4 innings.
- c. A 10 run rule will be in effect after four innings for the visiting team and three and a half innings for the home team.
- d. In an event of a tie after 6 innings or the time limit there will be different set of playing rules.
 1. The last player out in the previous inning will be placed on 2nd base. The batter will have a 1 ball and 1 strike count. There will also be 1 out assigned the batting team.
 2. The 2nd extra inning will result with the last two players out in the previous inning being placed on 2nd and 3rd base. The batter will have a 1 ball and 1 strike count. There will also be 1 out assigned the batting team
 3. The 3rd extra inning will result with the last three players out in the previous inning being placed on 1st, 2nd and 3rd base. The batter will have a 1 ball and 1

strike count. There will be also be 1 out assigned to the batting team. Each inning thereafter will be played in this fashion.

XI. PITCHING RULES

- a. Lead-Offs and Steals are allowed.
- b. A runner may steal any base at any time.
- c. A pitcher shall be allowed 3 innings per game. 1 pitch is considered an inning.
- d. A pitcher shall pitch in no more than 6 innings in 1 calendar day.
- f. All pitchers will be given one warning before a balk is called.
- g. Once the pitcher is removed from the pitching mound he may move to another position but he may not return to the pitching mound in the same game.