



Bronco Mustang

League Rules

(Revised March 2010)

KENILWORTH-WINNETKA BASEBALL ASSOCIATION

1. PURPOSE: CONDUCT

- 1.1 The purpose of the League shall be to create a positive baseball experience for each child athlete. This experience is meant to include the development of baseball skills and an appreciation for the game of baseball in a fun, recreational environment.
- 1.2 The coaches, parents and other adult participants in the League shall endeavor to accomplish the purpose of the League by: encouraging the child athletes whenever possible; refraining from disparaging remarks toward child athletes, umpires, parents or coaches; upholding the ideal of good sportsmanship through speech and conduct; and abiding by the decisions and directives of the umpires and Commissioner of the League.
- 1.3 All coaches shall cooperate with other coaches to improve the skills of the child athletes, to foster the concepts of teamwork and team play, and, above all, to promote the ideal of good sportsmanship.
- 1.4 Any unsportsmanlike conduct by a player, coach, parent or fan is just cause for the umpire to dismiss such player, coach, parent or fan from the field. This rule will be enforced; provided one (1) prior warning has been given by the umpire.
- 1.5 All cheering and yelling must be done in a positive and encouraging manner. Negative comments or yelling by coaches, players, parents or fans will be considered unsportsmanlike conduct.
- 1.6 Use of abusive, foul or obscene language by coaches, players, parents or fans is prohibited and deemed to be unsportsmanlike conduct.

- 1.7 Throwing bats or helmets is unsportsmanlike conduct and shall be punished as follows:
- (a) First offense - warning
 - (b) Second offense - the player shall miss their next turn at bat. No out will be charged to the team. Except in the playoffs, a violation will be an out when the player misses their turn.

2. FIELD SPECIFICATIONS

- 2.1 The distance between bases will be 70 feet.
- 2.2 The distance from the pitcher's rubber to home plate will be 48 feet.
- 2.3 The home team will occupy the third (3rd) base side bench or dugout.
- 2.4 Offensive players waiting their turn at bat, other than the on-deck batter and reserve players on both teams, should be seated on their bench at all times.
- 2.5 An on-deck circle (for one batter only) should be marked with a line or in some other way designated on each side of the infield in foul territory. The on-deck batter should always wear a helmet, be alert and remain in the circle until the previous batter has completed their turn at bat. Only one player allowed in the on-deck area.

3. GAME TIME, GAME BALLS, INNINGS, 5 RUN RULE

- 3.1 All games will begin at game time. Forfeit time is game time. Please have all players arrive 15 minutes prior to the start of the game for warm up.
- 3.2 Each team must provide one (1) new baseball for the game balls for each game. If the condition of the game balls deteriorates during the game, the umpire may require either or both teams to provide one or more new game balls.
- 3.3 Regulation games will be seven (7) innings for the Bronco Mustang League. Each game will have a time limit of 2 hours and 15 minutes from the first pitch. No **NEW INNING** will start after 2 hours has elapsed.
- 3.4 When a game is tied at the end of regulation, it will go into extra innings, if time allows according to the time limits outlined in Rule 3.3
- 3.5 The **5 run rule** will be in effect for all games. The maximum number of runs that a team may score in one inning is 5 runs with NO continuation (i.e., during a play from a batted ball only runs scored up to the 5th run of an inning will count). If a team is losing 10 to 0, the most runs they can score in the inning is still 5 runs. This rule applies in the regular season and the playoffs in every inning except the last inning of the game. (Following are rules on the last inning)

5 Run Rule Regular Season (Last Inning) - The only exception to this rule is in the last inning of a game. The umpire will determine which inning is the last inning based on Rule 3.3 above. The visiting team may score up to 5 runs more than the home team in the last inning. The home team can then score runs until the side is retired.

5 Run Rule Playoffs (Last Inning)- The 5 run rule will be in effect until the final inning. There will be no limit to the number of runs that the visiting team or home team can score in the last inning of a playoff game.

- 3.6 **Fifteen (15) Run Rule.** A game will end if a team has a lead of 15 or more runs at the end of 5 innings (i.e., at the end of 4 ½ innings of play or as soon as the 15th lead run is scored in the bottom of the 5th inning).

4. SUBSTITUTION/PLAYER PARTICIPATION: MINIMUM NUMBER OF PLAYERS

- 4.1 A team will field no more than nine (9) players at any one time.
- 4.2 Every available player on a team will bat in a regular batting order in a game. Such batting order will not be changed except as set forth below.
- 4.3 No available player on any team will sit out more than one (1) defensive half (½) of an inning until all available players on that team have also sat out one (1) defensive half (½) of an inning and so on for consecutive numbers of defensive half (½) innings.
- 4.4 There is unlimited substitution except for pitchers.
- 4.5 A late arriving player will enter at the end of the batting order as the last batter in the score book.
- 4.6 A team must have eight (8) rostered players present to start the game. In the event a team cannot field eight (8) rostered players after the game has started, the team may continue playing with no less than seven (7) rostered players.
- 4.7 **Substitution.** A team that does not have nine (9) players of their own may use a player from another KWBA Bronco Mustang Spring League team to play in their game. That player cannot pitch but is allowed to play any position in the field. The player must bat at the bottom of the batting order for the team for which they are substituting. This rule does not apply in the playoffs. All players must be from their own team in the playoffs.
- 4.8 Each player will play at least one (1) full defensive half of an inning per game at an infield, pitcher or catcher position, no later than the 4th inning of the game. This is a high priority rule and a major responsibility of each Head Coach.

5. PITCHERS

- 5.1 Each team may pitch one pitcher a maximum of nine (9) outs (even if the nine (9) outs occur over four (4) innings). Subsequent pitchers may only pitch two (2) innings each or six (6) outs. All outs pitched by any pitcher must be consecutive.

A fifth (5th) grader must pitch at least one inning [defined as three consecutive outs in an inning] prior to the beginning of the fifth (5th) inning. In the event a fifth grade pitcher is unable to finish an inning for any reason, the team remains obligated to fulfill the "fifth grade inning" requirement and may substitute another fifth grader who has not pitched in that game to complete the 3 consecutive outs requirement.

- 5.2 A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game.
- 5.3 If a relief pitcher comes in cold, the umpire should allow the pitcher to warm up properly with at least eight (8) pitches.
- 5.4 After an umpire has called "time out", the coach may go out to the mound two (2) times per pitcher. On the second (2nd) visit to the mound, the pitcher must be replaced as pitcher and may play another position in the field.
- 5.5 Any pitcher who hits three batters during a game will be immediately replaced and will not be allowed to pitch again in that game. The home plate umpire may waive this rule if a batter could/should have moved to avoid being hit.

6. BALKS and "HIDDEN BALL PLAY"

- 6.1 The umpire will warn the pitcher when a balk occurs in the first instance for each pitcher. Subsequent balks will be penalized at the discretion of the umpire.
- 6.2 The "HIDDEN BALL PLAY" will not be allowed under any circumstances.

7. OVERTHROWS

- 7.1. A runner is awarded one (1) base (including home plate) from the base he was at, or which they were advancing to, when a throw to any base (including home plate) goes out of play. "Out of play" is defined as beyond a line (imaginary or chalked) which extends out as an extension of the first (1st) base or third (3rd) base side line fences, or, in the absence of fences, such line or marker as is established by the umpire; or, when a ball thrown to a base (including home plate) becomes lodged in a fence or tree or goes through, under, over or between fencing.

8. BASE STEALING and SLIDING

- 8.1 Lead offs are permitted and stealing of bases can occur from any base except third. A runner may not take a walking lead and must come to a complete stop before attempting to steal a base. Furthermore the runner may not attempt to steal a base until the ball leaves the pitcher's hand. Once the ball leaves the pitcher's hand, runners may steal any base, except home. If the runner does not come to a complete stop or leaves early, play is stopped, and the umpire will send the runners back to the previous base. If a runner persists in taking a walking lead or leaves early, they may be called out at the umpire's discretion.

Runners may NOT advance home on passed balls or wild pitches.

Runners may advance home only on an over throw if the fielder is attempting to throw the runner out at third on a batted ball in play or if a pick off is attempted on a runner who has attained 3rd base. A runner CAN NOT advance home in any other situation: Including but not limited to an overthrow at 3rd base made on a steal attempt, pass ball, if a play is made to another base in an attempt to throw out another runner stealing, or in a rundown situation between any bases other than 3rd and Home Plate.

- 8.2 Anytime there is a play at a base the runner must make all attempts to slide. Runners who do not slide may be called out at the umpire's discretion. All sliding must be feet first or the umpire may send the runner safely back to the immediately preceding base. The only exception to the "feet first" rule is that a runner is allowed to dive back to a base to avoid a pick off.

9. CONTACT and INTERFERENCE

- 9.1 Intentionally initiating contact at any base is prohibited. If, in the umpire's judgment, the runner either tries to make contact with the fielder or does not make an effort to avoid unnecessary contact, the runner is called out.
- 9.2 Any defensive player who does not have possession of the ball shall not impede the progress of the offensive player as he or she runs the base. The offensive player will be awarded the base and other as seen fit by the umpire.
- 9.3 A baserunner must make every attempt to avoid a defensive player who is fielding the ball in the baseline. If the baserunner interferes with the defensive player in this situation the baserunner will be called out.

10. BUNTS and DROPPED 3RD STRIKE

- 10.1 Bunting is permitted. However, the suicide squeeze play is not allowed.

- 10.2 The Dropped 3rd Strike rule no longer applies in this League. The Batter is out on a swinging or called 3rd strike and runners may advance but not to home.

11. INFIELD FLY RULE –

An Infield Fly is a fair fly ball which can be caught by an infielder (including pitcher or catcher) in fair territory with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners (who do not have to advance if the ball is not caught), and the batter is out. If the ball is alive, the runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If a batted ball becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball.

- 11.1 The “Infield Fly Rule” will be in effect from the beginning of the season.

12. WALKS AND HIT BATTER

- 12.1 A walked batter is not free to advance beyond first (1st) base until after the first (1st) pitch to the next batter.
- 12.2 A batter hit by a pitched ball is awarded first (1st) base.
- 12.3 A batter hit by a pitched ball on a bounce is a hit batter and the ball is dead.

13. UMPIRES

- 13.1 During a game, the umpire has complete discretion in the application and interpretation of the rules. While these rules endeavor to cover many of the rules of baseball there are situation that may arise that require the umpires discretion.
- 13.2 Only the head coach may question the interpretation and application of these rules by the umpire. Players, assistant coaches, adults assisting the team and fans may not question, protest or object to any rule interpretation or application by the umpire. To raise a question, a head coach must request and be given time out. The head coach shall confer with the umpire at home plate. All players shall be ushered away from home plate during such time out. The opposing head coach, any other umpire assigned to the game, the Umpire Coordinator (if present) or League Commissioner (if present) may participate in such discussion. Such discussion shall not extend past one (1) minute from the calling of time out. At the end of the time out, the head coaches shall return to the dugouts/bench areas. Final confirmation or reversal of the interpretation or application shall be decided by the following in ascending order of authority: field umpire, home plate umpire, Umpire Coordinator and League Commissioner. No question may be raised after the first (1st) pitch following the interpretation or application at issue and such

interpretation or application shall thereupon be final and irreversible. The questioning of any rule interpretation or application other than in accordance with the foregoing shall be unsportsmanlike conduct. Notwithstanding the foregoing, under any circumstances, judgment decision of the umpire such as to balls, strikes, safe, out, out of play, ground rule doubles, over throws and game suspensions shall not be questioned or protested. Violation of the immediately preceding sentence shall be unsportsmanlike conduct.

13.3 Appeal plays. If the ball does not become dead, the defensive team may appeal a base-running violation by taking the ball to the base where the offense occurred and tagging the base. If the ball has become dead, the defensive team must return the ball to the pitcher, who, after assuming a pitching position on the rubber, delivers the ball to the proper base. If several players have passed through the same base on the same play, the defensive team may not make an appeal after it has pitched to the next batter.

13.4 Play is dead when the ball is returned to the pitcher and the pitcher is on the pitcher's mound. Play does not resume until the next pitch leaves the pitcher's hand directed to home plate.

14. SCOREKEEPING AND STANDINGS

14.1 Each team must supply a scorekeeper who is responsible for maintaining a game score book for that team. Scorekeepers should confirm the game score with each other at the end of every half inning. Head coaches, if requested, must supply one another with the batting lineup prior to the start of play.

14.2 League standings will not be kept and playoff pairings will be determined through a random drawing by League Commissioners at the end of the season.

15. UNIFORMS

15.1 Only rubber or plastic cleats, or tennis shoes will be permitted. Players who want to catch should wear protective cups.

15.2 Players are to wear complete uniforms in all games, shirts are to be tucked in and baseball socks in the color assigned to a player's team are to be worn. Hats are to be worn in the field, brims facing forward, at all times.

15.4 All batters, "on-deck" batters, and runners must wear batting helmets, and only one batter is allowed in the on-deck area.

16. BATS

16.1 Only 2 1/4 inch barrel bats can be used. Violation of this rule will result in an immediate out.

17. RULES

17.1 The League Commissioners have the authority to make final interpretations and applications of and changes to these rules at any time.