



NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

(NSYBA)

BRONCO LEAGUE LOCAL RULES

2017 FALL BALL

www.NSYBA.net

ELIGIBILITY FOR FALL BASEBALL: NSYBA Bronco Fall Ball is primarily for kids that are just starting the 5th and 6th. Any exceptions to player eligibility can be requested and will be reviewed by the commissioner.

RAIN OUTS AND HOTLINES: Inclement weather can be unpredictable. You should always assume that you are going to play. Umpires and coaches are strongly encouraged to get games in if it can be done safely. Games will generally not be canceled prior to one hour before game time. Managers should inform players that if there is doubt about field conditions, they should not call the manager, but, instead, they should wait for the manager to notify them and that if they don't hear from the manager, go to the ballpark on the assumption the game will be played.

ADMINISTRATIVE: In order to have proper record keeping and to safeguard the integrity of the league, all participating teams must submit a full roster prior to the start of the season. A full roster should include each player's first name, last name, and the school grade they are in during the 2017 – 2018 school year. If at anytime after the first game there are adjustments to a team roster, they must be cleared with the league commissioner. Team rosters will solely be held by the league commissioner and will not be shared with other teams or communities. They are required only in the instance in which there is a dispute or discrepancy over player eligibility.

1. POLICIES ON CONDUCT

- (a) The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.
- (b) The coaches will do their best to emphasize the League's purpose of developing skills and providing fun for the players, while encouraging respectful competition within the game.
- (c) A player or coach who swears, throws a bat or batting helmet, or is otherwise disruptive or unsportsmanlike shall be given a verbal warning by the umpire. A player who engages in such conduct may, at the umpire's discretion, lose his next turn at bat. Any subsequent act of misconduct by that player or coach shall result in ejection from the game.
- (d) 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. Use of abusive, foul or obscene language by coaches, players, parents or fans is prohibited.
- (e) Coaches and players may not question or protest judgment calls made by the umpire and coaches will be responsible for causing their players and their team's fans to do so likewise.

2. EQUIPMENT AND UNIFORMS

- (a) Rubber-cleated shoes are highly encouraged. No metal spikes of any kind are allowed.
- (b) During games, all players are required to wear full uniforms. The uniform shirt should be tucked in and brim of hat facing forward at all times.
- (c) The bat shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less
- (d) All batters and base runners must wear batting helmets at all times.
- (e) Any player who is catching for a pitcher must wear a catcher's mask, including the time when the catcher is "warming up" the pitcher and no batter is present. All players must wear cups.

3. FIELD SPECIFICATIONS

- (a) The distance between bases is 70 feet.
- (b) The distance from the pitcher's rubber to home plate will be 48 feet.
- (c) The home team will occupy the third (3rd) base side bench or dugout.
- (d) 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.
- (e) 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 is allowed in the on-deck area.

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

- (a) All games will begin at game time. Please have all players arrive at least 15 minutes prior to the start of the game for warm up. A 15-minute grace period will be given before a forfeit is declared.
- (b) The home team must provide two (2) new baseballs 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.

- (c) Regulation games will be six (6) innings for the Bronco League. Each game will have a time limit and NO NEW INNING will start after 2 hours has elapsed.
- (d) 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 4.c
- (e) 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 only in the regular season, and will apply for every inning except the last inning of the game.
- (f) 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 4.c above. The visiting team may score 5 runs or up to 5 runs more than the home team, whichever is greater, in the last inning. The home team can then score runs until the side is retired.
- (g) In tournament play the 5 Run Rule will be in effect for early rounds. For semi-finals and championship games, the 5 Run Rule will be waived.
- (h) Fifteen (15) Run Rule. A game will end if a team has a lead of 15 or more runs at the end of 4 innings (i.e., at the end of 3 ½ innings of play or as soon as the 15th lead run is scored in the bottom of the 4th or 5th inning).

5. PACE OF PLAY

- (a) The pitcher will be allowed a maximum of 7 warm-up pitches between innings.
- (b) If there are two outs and the team at bat has its catcher for the next half inning on base, the catcher on base should be removed from the base and be replaced by the player who has made the last out. In addition, if there are two outs and the catcher of the hitting team is not on base, the umpire should remind the coach to get the catcher ready to start the next half inning.

6. SUBSTITUTION/PLAYER PARTICIPATION: MINIMUM NUMBER OF PLAYERS

- (a) A team will field no more than nine (9) players at any one time.
- (b) 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.
- (c) If a team has more than nine (9) players, all players must sit out at least once, before a player can sit out for a 2nd defensive inning.
- (d) There is unlimited substitution except for pitchers.
- (e) A late arriving player will enter at the end of the batting order as the last batter in the score book.
- (f) 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.
- (g) Substitution during regular season play: If a team does not have ten (10) players of their own, they may use a player from another Bronco Fall Ball 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.

- (h) Substitution during tournament play: If a team does not have ten (10) players of their own for a tournament game, they may use a fill-in player from the lower age group. All fill-in players must be current 4th graders that played in the communities house league during the past Spring, Summer, or Fall. Any usage of a fill-in player during tournament play should be noted to the opposing coach as well as the league commissioner. 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.
- (i) 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. The only exception to this rule is if a manager believes it is a safety hazard. In which case, they should notify the opposing coach during the pre-game ground rules meeting.
- (j) Each player must play an OUTFIELD position no later than the 4th inning of the game.

7. PITCHERS

- (a) Each team may pitch one pitcher a maximum of six (6) outs (even if the six (6) outs occur over three (3) innings). All outs pitched by any pitcher must be consecutive.
- (b) 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 due to the opposing team reaching the 5-run rule, the fifth grade obligation has been fulfilled.
- (c) A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game.
- (d) If a relief pitcher comes in cold, the umpire should allow the pitcher to warm up properly with at least eight (8) pitches.
- (e) 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.
- (f) 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.

8. BALKS and “HIDDEN BALL PLAY”

- (a) 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.
- (b) The “HIDDEN BALL PLAY” will not be allowed under any circumstances.

9. BASE RUNNING (STEALING, LEADOFFS, OVERTHROWS and SLIDING)

- (a) Lead offs and stealing from First and Second Base
 - i. For any pitch, a runner may not attempt to steal a base until he has established a lead off the base and has come to a stationary position (i.e. no walking leads). The runner may not leave until the ball leaves the pitcher’s hand.

- ii. If the runners leave early or a walking lead + steal is attempted, play is stopped, and the umpire will send the runners back to the previous base. If a runner persists in leaving early they may be called out at the umpire's discretion.
- iii. If the pitch results in a passed ball or wild pitch, the runner may attempt to advance regardless of his lead.
- iv. If a pick-off attempt is made by a pitcher. Runners can steal at their own risk once the ball leaves the pitcher's hand.

(b) Leadoffs and stealing from 3rd Base

- i. Prior to each game, the umpire will establish a line approximately 10 feet from third base on the 3rd base line toward home plate. This will represent a 'wall' that the runner on 3rd base cannot advance from until the ball has crossed home plate.
- ii. The runner on third can advance ONLY on i) a batted ball; ii) walk with the bases loaded. The runners cannot: i) Steal home on either a pitch or a return throw to the pitcher from the catcher; ii) advance on a passed ball or wild pitch.

(c) Overthrows

- i. The 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.

(d) Sliding

- i. 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.

10. CONTACT and INTERFERENCE

- (a) 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.
- (b) 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.
- (c) 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.

11. BUNTS and DROPPED 3RD STRIKE

- (a) Bunting is permitted. However, the suicide squeeze play is not allowed.
- (b) The Dropped 3rd Strike rule does not apply in this League. The Batter is out on a swinging or called 3rd strike. Other runners may advance at their own risk.

- (c) If a player shows bunt, they must either bunt the ball or pull back. If the player shows bunt, pulls back, and then swings, a dead ball will be called, and the batter will be called out.

12. INFIELD FLY RULE

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

13. WALKS AND HIT BATTER

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

14. UMPIRES

- (a) Players, assistant coaches, adults assisting the team and fans may not question, protest or object to any rule interpretation or application by the umpire.
- (b) 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.
- (c) Application of rules by the umpire.
 - i. 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.
 - ii. 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.
 - iii. 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.
 - iv. 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.
- (d) 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.

- (e) 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.

15. SCOREKEEPING AND STANDINGS

- (a) 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.
- (b) League standings will be kept and will partially, but not entirely, determine seeding for the end of season tournament.
- (c) All scores must be submitted by the winning team to the league commissioner using the online form within 24 hours of the contest.

16. RULES

- (a) The League Commissioners have the authority to make final interpretations and applications of and changes to these rules at any time.
- (b) For any rules not specifically covered here, NFHS rules apply.

17. TOURNAMENT RULES

- (a) Unless addressed specifically herein, Regular Season Rules in effect at the end of the Regular Season apply throughout the playoffs.
- (b) End of Game and Suspended Games
 - i. For all tournament games, there is no time-limit. Games will continue until a winner is determined.
 - ii. The 7th inning, if necessary will be played under normal rules.
 - iii. A game is "official" after 4 ½ innings have been played with the home team in the lead. Any "official" game called due to darkness or weather will revert back to the last full inning played and the score at that time will determine the winner. Any game that is called before it is official will be resumed at the exact spot where it was suspended.
 - iv. For any scenario not covered by the above, the League Commissioner will rule.