



# LEAGUE RULES AND POLICIES

---

## **POLICIES:**

1. Eligibility: a player who is eleven (11) years of age, and not more than twelve (12) years of age on April 30<sup>th</sup> of that season is eligible to play in the Bronco Division. The league secretary will keep the birth certificates required at sign-ups on file.
2. San Bruno Bronco Baseball board of directors shall set fees. No player shall participate in a practice, play a game or be issued a uniform unless all fees must be paid and all paperwork must be completed and submitted by the last sign up date.
3. There shall be a service charge of \$25 for any returned check.
4. The league shall be comprised of the number of teams as the association deems necessary based on the number of players entered in the yearly draft. Only by league vote will the number of players on a team exceed fifteen (15).
5. The team roster shall consist of the number of players as the league deems necessary, and one (1) manager, one (1) assistant manager and two (2) coaches in the dugout. If a coach is under the age of eighteen he/she must wear a batting helmet with ear protection at all times while on the field of play.
6. If a player drops off the team roster, and there is at least 50% of the team's season remaining, he must be replaced on the active roster from the player pool within seven (7) days of the last regularly scheduled game in which the dropped player was on the active roster. Failure to comply will result in forfeiture of all games from the eighth (8<sup>th</sup>) day after the player is dropped.
7. Replacement: of a player, for any reason, must come from the player pool unless pool is vacant. Replacement players will be assigned to a team in order of earliest sign up. If more than one team needs a player, order of assignment will be determined by draw of team name. Players who sign up for tryouts will have preference over any person who signs up after the tryouts.
8. Replacement of players for any reason will be done to maintain an equal number of players on every team.
9. First assignment of a player will be based on an equal number of players on every team. Second assignment will be by draw of team name.
10. No additions to the roster may occur with less than 50% of the season remaining.

11. After an unexcused or invalid absence by a player for two (2) consecutive games, and at the request of the manager, the Board of Directors can drop that player from the active team roster after investigation. Should the player be dropped from the roster, it will be reported to the league managers as soon as possible or by the next regularly scheduled meeting.

12. A player shall remain on the same team that drafted him for two (2) years. Only upon approval of the Board of Directors can a player move to another team. Trading of players is forbidden.

### **LEAGUE MEETINGS:**

1. Bronco Division manager meetings will be the First (1<sup>st</sup>) Monday of each month. The league meetings will begin at 7:00 p.m.
2. Each team must be represented by a manager or an assistant manager. Only manager, or assistant managers in the absence of the manager, can vote on league matters.
3. A manager shall not have more than two (2) unexcused absences from meetings without permission from the commissioner of the league.
4. Habitual non-attendance will be cause for a manager's status to be subject to review by the Board of Directors.

### **CONDUCT:**

1. Each manager is responsible for the conduct of his team, himself, his coaches, players and player's parents.
2. Unsportsmanlike conduct will not be tolerated by anyone. Abusive or profane language, badgering or intimidation by anyone will be considered unsportsmanlike.
3. It is forbidden for any player, manager, coach or parent to use abusive or profane language, badger or harass any game official. However, one warning will be given when appropriate in the umpire's or league officials judgment. If the behavior continues the manager of the team will be ejected from the game and must leave the ball park. If the behavior does not stop after the manager's ejection or if the manager refuses to leave it will be in automatic forfeiture. If ejection occurs, the umpire will make a written report within 24 hours and file it with the League officials to determine if further action may be necessary.
4. Ejection of a manager, coach or player will result in an automatic suspension for the next game.

5. A manager must be in good standing to be allowed to manage or coach a tournament team. Proper conduct and participation in all activities, including fund raisers, define "good standing":.

6. Any manager or coach reported to the League President for violation of league policies or rules will be advised in writing to resolve the situation as soon as possible.

### **LEAGUE PLAYING RULES:**

1. A league approved baseball will be used for all regular season, post season and all-star games.

2. Home team to provide league approved baseballs for each regular or post season games.

3. Bronco division players may not wear metal spikes. Wood or aluminum bats are allowed.

4. Two umpires will be provided for each game by the home team. If only one umpire is available, the game will be played. If managers agree, a second umpire may be selected from those parents selected.

5. The team listed first on the schedule will be the home team. The home team shall occupy the dugout along the third base line and be responsible for the scoreboard, umpire gear, bases, lights and game starting time.

6. A team must have nine (9) players and one (1) manager or coach at game time to start the game, otherwise a forfeit will be declared. If a player is injured during play, the game may continue with eight (8) players. If a player is ejected and the team is left with only eight (8) players, the game becomes a forfeit. If a team is left with no adult rostered manager or coach because of ejections, the game will be forfeited.

7. If a player shows up by the fourth (4<sup>th</sup>) inning and he is listed on the lineup card, he may play in the game.

8. There will be no more than fifteen (15) minutes grace period from the scheduled starting time.

9. A manager or coach may ask to reschedule a game 72 hours prior to that game. If agreed by both managers, the home team manager will notify the Commissioner and the umpire-in-chief of the rescheduled time.

10. Re-scheduling of games:

- A. If a game is cancelled because of weather or field conditions a new date and game time must be scheduled within 72 hours of the cancelled game.
- B. No rescheduled games will be played after the last scheduled regular season game. (The season may be extended due to weather.)
- C. If the rescheduled games are not made up, both teams shall forfeit unless one team agrees to forfeit under the rules provided.
- D. The no show/forfeit team will be responsible for paying the umpire's fees.

11. Each team's starting lineup, including manager, coached, substitutes, and pitchers' previous pitching affidavit, along with uniform numbers, must be exchanged between opposing managers and/or scorekeeper prior to game time. The home team will be considered the official pitching count.

12. Home team shall take infield practice first starting twenty five (25) minutes before scheduled game time and will not exceed ten (10) minutes for each team. This will allow a fine-minute respite that can be utilized for team pre-game conference and/or manager/coach/umpire meeting at home plate.

13. The managers must keep their bench area clear for any equipment that may, during the course of the game, cause interference with the playing of the game. No buckets are allowed in front of the dugouts. Each team will clear the dugouts after each game. The manager and his coaches should make every effort to keep non-participants away from the field of play.

14. All regular season games will have a two (2) hour and thirty (30) minute time limit. For the purpose of this rule, both managers will be notified by the home plate umpire as to the starting time of the game. The official scorebook will be noted as to the starting time of the game. No new inning may start after the time limit has expired. The umpire will give a one-inning warning whenever possible as the time limit approaches.

- A. Tie games will be rescheduled to continue.
- B. The completion of five (5) innings constitutes a complete game. The "calling" of a game is a judgment call and not subject to protest.
- C. In case of rain, the umpire must call for a 30-minute rain delay before the game is considered a rainout. After the rain has stopped, play must resume with the same lineup from the point of delay as long as the umpire considers it safe to play.
- D. A tie game which is the last regularly scheduled game on the weekend or a weekday which does not hinder the start of any other scheduled activity at the field, will be played to its conclusion.
- E. Rescheduling of tie games and games called due to inclement weather or darkness will be by the commissioner and both managers within one week, And must be played no later than two weeks prior to the last scheduled game of the regular season. Each team will be allowed one rejection. If no open dates are

available, the president will assign a date. The home team will have the first choice. If there team cannot make the selected date, that team forfeits. Once a date is agreed to, it cannot be changed.

- F. A continued game must have the same players in the game when it ended, except if a player is on vacation, ill or other serious excuse. The opposing manager will pick a replacement player whether or not that player has been in the game.
- G. If teams are tied in the standing at the end of the regular season, the following will be used to break ties.
  - 1. Best record of the tied teams in head-to-head competition.
  - 2. Best record against the team highest in the standing.
  - 3. Best record against the nest team lower in the standings and down the standings until either the tie is broken or the bottom of the standings is reached.
  - 4. Fewest runs allowed against the teams in head-to- head competition
  - 5. Fewest runs allowed against the team highest in the standings until the tie is broken.
  - 6. Coin toss

15. Only the manager or assistant manger may go onto the field to discuss or question an umpire's call. Managers may only protest an umpire's interpretation of the rules.

- A. The protest must be made to the home plate umpire and the opposing manager notified immediately. It shall be recorded in the official scorebook.
- B. The protesting manager must submit a written protest with a \$15.00 fee within 48 hours after the completion of the game. The protest must contain the exact situation, the rule in question, the umpire's interpretation and the protesting manager's interpretation.
- C. A protest committee appointed by the president will rule on all protests.
- D. If the protest is upheld, the game will be played from the point of the protest.

16. All managers will have on file with the League Secretary a current team roster including all their coaches and team mothers. Should changes occur in the roster, it shall be updated accordingly. The League Secretary will provide rosters for each team to each team manager at the first league meeting after the start of the season. The secretary will provide updated roster information at the next regularly scheduled managers meeting.

17. Each players listed on the team roster will play 18 consecutive out (three (3) complete innings). There may be circumstances when this is not possible. Players can be excused from the game for illness, disciplinary reasons, school functions, etc., as long as the opposing manager is notified and agrees. Violation of the three-inning rule shall lead to a next game suspension. This is subject to the protest rule. Second offense

leads to a two game suspension. Third offense leads to dismissal. If this rule is violated within the last two weeks of the season, the penalty shall be forfeiture of the game in addition o suspension. All violations shall be reported to all League Presidents.

18. Any player in the starting lineup who has been removed for a substitute may reenter the game one time.

Players shall return to the lineup in their original place in the batting order. While more than one substitute may be used in the position before the starting player is returned, no substitutions shall be made that will alter the original batting rotation of any of the starting or substitute players.

19. If a player is excused for disciplinary reasons for more than one game, it shall be indicated on the lineup sheet and the commissioner will take appropriate action, if necessary.

20. The manager, assistant manager, coaches, and players are not permitted to call an opposing player by name in an effort to distract that player. Shaking of fences and excessive screaming are to be discouraged.

21. Players not participating in the game will not leave the dugout during the game without notifying the manager or assistant managers.

22. Defensively there will be no more than two coaches on the field of play at anytime, a coach may enter the field of play to instruct his players.

23. Mercy Rule: A mercy rule will be in effect when one team is ahead by more than 10 runs after 4 complete innings and 12 runs after 5 complete innings.

### **SPECIFIC PLAYING RULES:**

1. Official major league baseball rules apply except as modified below.

2. All league games are seven (7) innings.

3. The playing field dimensions are:

|                 |         |
|-----------------|---------|
| Bases           | 70 Feet |
| Pitcher's Mound | 48 Feet |

4. Stealing

A. Stealing a base, including home plate is allowed. Base runners may advance at their own risk if a play is made on any other runner.

B. Base runners must wear a batting helmet with an ear protector while on the field of play. If a runner does not have on the proper helmet when the pitcher makes

his next pitch to the batter or attempts to throw to any base, the umpire will call a strike on the batter. A "Dead Ball" is called and no other play is allowed.

- C. A base coach or manager will not touch a base runner to assist the runner while the call is in play, otherwise the runner will be called out.

#### 5. Sliding:

A runner must slide or attempt to avoid contact when a play is being made on the runner at any base except first base. If there is no attempt to avoid contact, or unnecessary contact by a player is evident, the player will be called out and the umpire(s) may either give a warning or immediately eject the player. In cases of flagrant intent to injure, a one-game suspension may be given. Headfirst slides are allowed.

#### 6. Batting:

Batters must wear a batting helmet with an ear protector while in the "on deck circle" and when in the "batter's box" and until he returns into the dugout. If a batter is in the "batter's box" without the proper helmet, a strike will be called by the home plate umpire.

- A. If a batter throws a bat in anger, or carelessly as a part of his swing, he shall receive a warning. If a second warning is given, the batter shall be called out, and at the discretion of the umpire, may be ejected from the game.
- B. A batter must keep one foot in the batter's box when receiving a sign from the third base coach. First violation will be a warning; second violation will be strike called. This rule shall not apply to a called third strike.

#### **EXTRA HITTER:**

The league officials shall make a year by year decision whether to use the extra hitter rule.

The rule is as follows:

- A. Each team will decide whether to use the Extra Hitter "EH" rule and must inform the opposing manager before the start of the game.
- B. The "EH" may bat at any number in the batting order. The batting order must remain the same.
- C. The "EH" may enter the game at any time as a defensive player at any position. The "EH" may be substituted for any position except for the pitcher.
- D. The "EH" does not need to meet the minimum playing requirements as set forth in the rules (eighteen defensive outs in the field, one at bat.). A player may be used as a EH only once during the season

- E. If in the event of an injury or ejection to the "EH", the player must be substituted. If the team no longer has a player to substitute for this position (all substitutes have been made and starters have been reentered). Then the team will proceed without an EH without penalty.

### **SAN BRUNO PITCHING RULES:**

- A. A pitcher must have 40 hours rest after pitching four (4) innings or more from the start of the previous game in between pitching assignments, and may not pitch more than seven (7) innings in any game.
- B. A pitcher may not pitch more than ten (10) innings during the pitcher's week. The week runs from Monday to Sunday. For the purpose of this rule, one pitch by any pitcher during the game constitutes an inning pitched.
- C. The clock starts at the beginning of the game for ALL pitchers during the game.
- D. A pitcher may not reenter the game as a pitcher after throwing one pitch. Violation of these rules constitutes a forfeit.
- E. If San Bruno is the home team the pitch rules are as follows: Eleven-year-old pitchers may not throw more than 65 pitches in each game; 12-year-old pitchers may not throw more than 85 pitches in each game; the pitcher must be removed at this point.
- F. The pitching count shall be compared after a pitcher's third inning and every two innings thereafter.
- G. Pitchers shall take their signs while on the rubber and shall keep their shoulders square while in the set position.
- H. If a manager makes more than one trip to the mound to the same pitcher, or the pitcher leaves the mound to talk to the manager or coach in the same inning, the pitcher must be replaced.
- I. A trip to the mound to check out an injury to the pitcher does not constitute a trip.
- J. When a new pitcher is warming up while the game is in play there must be a spotter watching the field of play for any foul balls. If the spotter is under the age of eighteen he/she must wear a batting helmet with ear protection.

### **MILLBRAE PITCHING RULES:**

- A. No pitcher shall pitch in more than 3 innings per game. A single pitch will be considered to be one complete inning.
- B. Pitchers shall take their signs while on the rubber and shall keep their shoulders square while in the set position.
- C. If a manager makes more than one trip to the mound to the same pitcher, or the pitcher leaves the mound to talk to the manager or coach in the same inning, the pitcher must be replaced.



- D. A trip to the mound to check out an injury to the pitcher does not constitute a trip.

### **SUBSTITUTE PLAYERS:**

- A. A courtesy runner may be substituted for the catcher when there are two outs in an effort to speed up play. The courtesy runner must be the player who made the second out of the inning.
- B. A replacement player for an injured, ill or ejected player during the game will be allowed. If all players on the roster have been in the game, the last substitute player will be reinstated. If a player or players have not been in the game, the manager will select the replacement player. Ejected or ill players may not reenter the game.

### **DRAFT RULES:**

1. Sign-ups will be open to all youths meeting the eligibility requirements described in League Policies # 1 and # 2
2. The league will advertise sign-up dates in local schools, newspapers and cable TV three (3) weeks prior to the try-out date(s). The president and secretary shall assume the responsibility.
3. The league president will determine the sign-up location. The secretary will maintain the sign-up list. The secretary and president will assign and notify everyone concerned of the try-out date and time. The commissioners will preside over try-outs.
5. All eligible players must sign-up and try-out in order to be eligible for the draft. Any player who does not show up for try-outs will be placed in the hat (by age group) and selected in counting draft order at the end of the regular draft.
6. Freezes: Starting with the 2000 San Bruno Pony Baseball League season, the following will be implemented.
  - A. If a manager wishes to freeze his son or daughter, the player must be declared a first, second, or third round pick by a manager's majority vote. The manager must then select his son or daughter in the declared round or forfeit his exclusive right to that player.
  - B. If a new player has a brother or sister returning on a team, the manager of the team must freeze that player. The player must be declared a first, second, or third round pick by a managers' majority vote. The manager must then select the player in the declared round or forfeit his exclusive right to that player.

7. The order of the draft shall start with the team who had worst previous season's record drafting first and continuing in order by next worst record, etc. Ties will be decided by a flip of the coin method.
8. Each team will have one pick in each round until the team roster is filled according to the number of players agreed to by the league.
9. Immediately after the draft, trades will be permitted of 11 year-olds only and only at that time.
10. Within 5 days of the new player evaluations, all current rosters will be frozen. If a returning player has not paid their fee or registered by that date, they will be put back into the draft, and follow the league procedures for new players. If the player does not attend the player evaluation, they will become a "hat" distribution" player. The final roster will be the one submitted before the first league game of the season. Any vacancy (ies) in the roster will be filled from the player pool in accordance with League Policies #7 and #8.
11. Any attempt by anyone affiliated directly with any team to manipulate the draft in any way will not be tolerated. The violator(s) will be subjected to disciplinary actions.
12. A manager cannot step down to a coaching position to allow a new manager to come into the League for the purpose of freezing the new manager's son or daughter.

### **TOURNAMENT TEAMS:**

The Manager of the Bronco Division whose team is currently in first place on a date designated by the Commisioner has the first option to take either the 11 or 12-year old tournament team. The Manager of the second place team has the next option, continuing on down the ladder.