

KWBA

Bronco League

Rule Book





Kenilworth-Winnetka Baseball Association

Bronco League Rules

1. POLICIES ON CONDUCT

- 1.1. The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.
- 1.2. 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.
- 1.3. 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.
- 1.4. 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 and deemed to be unsportsmanlike conduct.
- 1.5. 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.
- 1.6. 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 solikewise.
- 1.7. Coaches are allowed on the field during the offensive half inning as first base and third base coaches. Coaches should remain in the dugout at all other time during the game except after being granted time out and receiving permission from the umpire.

2. EQUIPMENT AND UNIFORMS

- 2.1. Rubber-cleated shoes are highly encouraged. No metal spikes of any kind are allowed.
- 2.2. During games, all players are required to wear full uniforms (cap, shirt, pants, belt and baseball socks). The uniform shirt should be tucked in and brim of hat facing forward at all times.
- 2.3. All wood, metal and alloy barreled bats with a maximum barrel of 2 ¼ " diameter, a maximum BPF of 1.15, a maximum length of 33 inches and with a maximum drop differential of -12. COMPOSITE BARRELED bats meeting these requirements will be allowed if they are approved for Little League play as evidenced by a LITTLE LEAGUE stamp (ONLY) on the bat (NO OTHER STAMP OR CERTIFICATION IS RECOGNIZED BY THE LSFBL).
- 2.4. All batters and base runners must wear batting helmets at all times.
- 2.5. 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. Catchers must wear cups. Other players are encouraged to wear cups.

3. FIELD SPECIFICATIONS

- 3.1. The distance between bases is 70 feet.
- 3.2. The distance from the pitcher's rubber to home plate will be 48 feet.
- 3.3. The home team will occupy the third (3rd) base side bench or dugout.
- 3.4. Offensive players waiting their turn at bat, other than the on-deck batter, should remain in the



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dugout at all times.

- 3.5. The on-deck batter should always wear a helmet, be alert and remain in the designated on-deck area 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**

- 4.1. All games will begin at game time. Forfeit time is game time. Please have all players arrive 30 minutes prior to the start of the game for warm up.
- 4.2. 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.
- 4.3. Regulation games will be seven (7) innings for the Bronco League. Each game will have a time limit of 2 hours and 15 minutes from the scheduled start time and **NO NEW INNING** will start after 2 hours has elapsed.
- 4.4. 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 4.3.
- 4.5. 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)
- 4.6. 5 Run Rule Regular Season (Last Inning) - The only exception to rule 4.5 is in the last inning of a game. The umpire will determine which inning is the last inning based on Rule 4.3 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.
- 4.7. 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 or 6th inning).

5. **PACE OF PLAY**

- 5.1. The pitcher will be allowed a maximum of 7 warm-up pitches between innings.
- 5.2. 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 batted 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.
- 5.3. At the end of each inning, the umpire will allow for 60 seconds between the time the last out of the half inning occurs and the first pitch of the next half inning. If after this 60 second period either the batter is not ready to hit or the fielding team is not ready to play, the umpire shall:
- 5.4. For the team at bat, call a strike on the batter for every 15 seconds that elapses without a hitter in the box ready to hit.
- 5.5. For the fielding team, call a ball on the hitter for every 15 seconds that elapses without a pitcher on the mound/team in the field.



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NOTE: THE UMPIRE IN HIS SOLE JUDGMENT CAN MODIFY THIS RULE IN ACCORDANCE WITH THE SITUATION ON THE FIELD. REMEMBER, THIS RULE EXISTS SOLELY TO SPEED UP PLAY - IT IS NOT INTENDED TO BE USED AS A STRATEGY TO GAIN A COMPETITIVE ADVANTAGE.

6. **SUBSTITUTION, PLAYER PARTICIPATION, LEAGUE SPECIFIC DEFENSIVE RULES**

- 6.1. A team will field no more than nine (9) defensive players at any one time.
- 6.2. 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 for when players arrive late or leave early from the game.
 - 6.2.1. A late arriving player will enter at the end of the batting order as the last batter in the score book immediately upon his arrival to the field.
 - 6.2.2. An early leaving player will have his spot in the order skipped without penalty.
- 6.3. Equal Play Rules – The KWBA House Leagues put an extremely high emphasis on player safety and equal play. These rules must be followed without exception.
 - 6.3.1. No available player on any team will sit out more than one (1) defensive half ($\frac{1}{2}$) of an inning until all available players on that team have also sat out one (1) defensive half ($\frac{1}{2}$) of an inning and so on for consecutive numbers of defensive half ($\frac{1}{2}$) innings. In other words, no player may sit for 3 defensive half innings until every player has sat for 2 defensive half innings.
 - 6.3.2. Each player must play an INFIELD position for the full defensive half inning no later than the end of 4th inning of the game. Every player must play 2 full defensive half innings in the infield no later than the end of 6th inning of the game. An infield position includes pitcher, catcher, first base, second base, third base and shortstop.
 - 6.3.3. Each player must play an OUTFIELD position for the full defensive half inning no later than end of the 4th inning of the game.
- 6.4. There is unlimited substitution except for pitchers.
- 6.5. Roster substitution - A team that does not have nine (9) players of their own may use a player from another KWBA Bronco Spring League team to play in their Regular Season game. This rule does not apply in the playoffs. Only rostered players are allowed in the playoffs.
 - 6.5.1. Non-roster substitute players cannot pitch but are allowed to play any other position in the field.
 - 6.5.2. Non-roster substitute players must bat in order following all roster players in attendance.

7. **PITCHERS**

- 7.1. Pitcher health is a major priority. Pitcher limit rules will be applied on a per game and consecutive days basis.
 - 7.1.1. A Pitcher may pitch a maximum of six (6) outs per game.
 - 7.1.2. In addition to the 6 outs per game limitation, a Pitcher may pitch a maximum of twelve (12) outs over consecutive days. Once the consecutive day maximum is reached, the pitcher must rest at least 2 consecutive days.

Maximum Outs / Game	Maximum Outs / Consecutive Days	Minimum Days Rest
6	12	2

Examples:



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- Pitcher throws 6 outs Thursday, 6 outs Friday, can't pitch until Monday. Saturday and Sunday are considered the minimum rest days.
 - Pitcher throws 3 outs each on Monday, Tuesday, and Wednesday, he may only pitch 3 outs on Thursday and can't pitch again until Sunday. Friday and Saturday are considered the minimum rest days.
- 7.2. A fifth (5th) grader must pitch at least one inning [defined as three consecutive outs in an inning] no later than the 4th inning of the game. 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. If 5 runs are scored while a 5th grade pitcher is in the game prior to obtaining 3 outs that will satisfy the 5th grade pitcher requirement for the game.
- 7.3. A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game (even if the pitcher has not reached the maximum outs allowed per game).
- 7.4. If a relief pitcher comes in cold, the umpire should allow the pitcher to warm up properly with at least eight (8) pitches.
- 7.5. 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.
- 7.6. 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"**
- 8.1. 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.
- 8.2. The "HIDDEN BALL PLAY" will not be allowed under any circumstances.
9. **BASE RUNNING (STEALING, LEADOFFS, OVERTHROWS and SLIDING)**
- 9.1. Lead offs and stealing from First and Second Base
- 9.1.1. For any pitch that does NOT result in a passed ball or wild pitch, a runner may not attempt to steal a base until i) he has established a lead off the base and come to a stationary position (i.e. no walking leads); ii) the ball leaves the pitcher's hand.
- 9.1.2. If the runners leave early or a walking lead and 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.
- 9.1.3. If the pitch results in a passed ball or wild pitch, the runner may attempt to advance regardless of his lead.
- 9.2. Leadoffs and stealing from 3rd Base
- 9.2.1. 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. If the runner crosses the 10 foot wall line prior to the pitch crossing the plate, play is stopped, and the umpire will send the runners back to the previous base. If a runner persists in crossing the 10 foot wall line they may be called out at the umpire's discretion.
- 9.2.2. The runner on third can advance ONLY on i) a batted ball; ii) walk or hit by pitch with the bases



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loaded, or iii) a pick off attempt to 3rd base that is errant where the runner advances at risk. What does “errant” mean? The pickoff throw from the pitcher to the 3rd baseman is not fielded cleanly, e.g. wild pick off throw or missed catch by the 3rd baseman. 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.

- 9.3. Overthrows - 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. Any questions regarding ground rules should be clarified with the umpire and opposing coach prior to the game.
- 9.4. Sliding - 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**

- 10.1. 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.
- 10.2. 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.
- 10.3. A base runner must make every attempt to avoid a defensive player who is fielding the ball in the baseline. If the base runner interferes with the defensive player in this situation the base runner will be called out. The umpire has discretion to award the batter 1st base or determine a put out would have been made on the batter absent the runner’s interference.

11. **BUNTS, DROPPED 3rd STRIKE, INFIELD FLY, OUTFIELD RESTRICTION**

- 11.1. Bunting is permitted. However, the suicide squeeze play is not allowed.
- 11.2. “Slashing” and “swinging bunts” are prohibited. Once a batter indicates to bunt the bat may not be pulled back and swung. In this event the umpire will immediately proclaim the play ‘dead’ and the batter will be called out. Any base runners must return to their respective bases.
- 11.3. The Dropped 3rd Strike rule does not apply in this League. The Batter is out on a swinging or called 3rd strike and runners may advance but not to home.
- 11.4. The Infield Fly rule does apply in this League. 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. The umpire shall immediately declare “Infield Fly” and the batter is out. Runners may advance at their risk on the play.
- 11.5. Outfielders may not make plays on the infield on a batted ball or a pick off attempt. Outfielders CAN make throws to any infielder to force a runner at any base. (ex. An outfielder can not field a ball and run to a base and step on it to force a runner. The runner in this case will be called safe. An outfielder CAN field a ball and throw it to any infielder covering any base for a force out.) Outfielders can make plays on the infield on a play subsequent to the batted ball. (e.g. if an outfielder were to participate in a run down on the infield)

12. **UMPIRES**

- 12.1. Players, assistant coaches, adults assisting the team and fans may not question, protest or object to any rule interpretation or application by the umpire.



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- 12.2. 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.
- 12.3. Application of rules by the umpire.
 - 12.3.1. 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.
 - 12.3.2. 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.
 - 12.3.3. 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.
 - 12.3.4. 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.
- 12.4. 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.
- 12.5. 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 pitcher next assumes the pitching rubber.
13. **SCOREKEEPING AND STANDINGS** In the regular season game scores are kept but standings are not maintained. Emphasis is on player development, safety and equal play.
14. **RULES**
 - 14.1. The League Commissioners have the authority to make final interpretations, applications of and changes to these rules at any time.
 - 14.2. For any rules not specifically covered here, Major League Baseball rules apply.
15. **PLAYOFF RULES**
 - 15.1. Unless addressed specifically herein, Regular Season Rules in effect at the end of the Regular Season apply throughout the playoffs.
 - 15.2. Players, Playing Time and Field Positions
 - 15.2.1. Regular season equal play rules continue to apply.
 - 15.2.2. Only players from the official league roster may play.
 - 15.2.3. During the pregame meeting, all Coaches must submit a line up card detailing the batting order, each player's name and uniform number as well as a position matrix showing each players position throughout the game. Note: Changes can be made to this lineup if in accordance with the position rules outlined in section 6.
 - 15.2.4. Every team must have at least 8 roster players in uniform and present for the start of a game.



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Fewer than 8 players at the start of a game will result in a forfeit. Once a game has started a team may continue with 7 players. If a team has less than 7 players after the start of the game, they will forfeit the game.

15.2.5. 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. This rule supersedes 4.6 in the playoffs.

15.2.6.

15.3. End of Game and Tie Breakers

15.3.1. For games on weeknights with double headers scheduled at the same field, no new inning will start after 2 hours from the game's original start time.

15.3.2. For all other games, no inning, including extra innings, will start after 2 ½ hours from the games original start time.

15.3.3. If the game remains tied after the 7 inning regulation game, teams will play a maximum of 2 extra innings under "California" rules. Extra innings will start with 1 out and the player who made the last out in the prior in inning is placed as a runner at 2nd base.

15.3.4. In the event of a tie after extra innings or at the expiration of the time limit, the winner will be the team that last held a lead after the most recently completed inning. (ex. If the game is tied after 9 innings played, the team that had the lead after the 6th inning will be the winner. If it was tied after 6 innings, the team with the lead after the 5th inning will be determined the winner etc.).

15.3.5. A game is "official" after 4 ½ innings have been played with the home team in the lead. Any "unofficial" game called due to darkness or weather will resumed from the last completed inning.

15.3.6. For any scenario not covered by the above, the League Commissioners will rule.