

**SANDY PLAINS BASEBALL ASSOCIATION
OFFICIAL PLAYING RULES AND REGULATIONS
BRONCO DIVISION – SPRING 2011**

OFFICIAL BASEBALL RULES & THE RULES OF DIZZY DEAN BASEBALL INC. WILL GOVERN EXCEPT AS HEREINAFTER PROVIDED.

THE LEAGUES:

1. Bronco American League & Bronco National League are designed to accommodate participants with a league age of 11 & 12.
2. Each league is under the coordination and supervision of its respective league Coordinator.
3. The leagues shall operate under the constitution and bylaws of Dizzy Dean Baseball, governed by the Sandy Plains Baseball Association (SPBA) Board.
4. Each American League shall be composed of one division of no more than 10 teams. Each National League shall be composed of not more than 16 teams. If there are more than 10 & 16 teams the leagues will be split into two equal leagues, east & west.

LEAGUE DESIGNATIONS & DISTINCTIONS:

1. American League is a competitive program designed for the player with an advanced skill level predominately comprised of the older age players. The emphasis in the American Leagues is to apply already acquired skills within the total game of baseball; position play will be earned at the discretion of the manager & coaches.
2. National league is a developmental yet competitive program designed for the player who desires or needs an instructional format to continue necessary skill development. The emphasis in the national leagues is continued skill development through instruction and allowing the developing player the opportunity to play at a number of positions while providing competition through game play.

TEAMS:

1. A team will not consist of more than 12 players without SPBA baseball board approval.
2. League age will be consistent with Dizzy Dean Baseball Rules with all players playing at the attained age by April 30th of the playing year.
3. League players may be assigned or reassigned at the discretion of the player agent, with the league coordinator, vice president and baseball commissioner.
4. If a team loses a player from the beginning roster during the current season another player may be assigned. The player agent will automatically replace players who miss more than 15 days of the season.
5. Players that sign up after online registration is closed but before the preset maximum number per league is reached will be wait listed and distributed latter (in draft order) until the maximum per league is reached.

MANAGER & COACHES:

1. All managers and their coach freezes must be approved by the SPBA Baseball Board prior to attending tryouts. Final approval for all managers & coaches is reserved to the SPBA Baseball Board.
2. Each team will have one adult manager and one adult coach. A third and fourth coach may be designated after the draft. All managers and coaches applications of those attending the draft must be turned in before leaving the draft to the respective coordinator. The applications & background checks for the 3rd or 4th coach must be turned in and approved prior to attendance in the first game.

3. The conduct of managers, coaches, players and parents shall be subject to the bylaws of SPBA and all occurrences or problems shall be brought before the SPBA board.
4. Manager & coaches may warm up pitchers at anytime.
5. The manager's responsibilities include but are not limited to:
 - A. In charge of all team activities.
 - B. Conduct at least two practices per week prior to the regular season.
 - C. Conduct at least one practice per week after the season starts.
 - D. Attend & help at tryouts.
 - E. Teach proper baseball fundamentals.
 - F. Treat all players & parents with respect & dignity.
 - G. Report all injuries or problems to the Bronco coordinator and the Health and Safety Officer and make sure that an incident form has been filled out by the manager present.
 - H. Enlist a team parent to help with all non-coaching activities.
 - I. Obtain a team sponsor. (For Spring season only).
 - J. Complete & submit player roster forms provided by the player agent.
 - K. Complete & maintain a copy at all times of the team medical release form. Form must be completed & signed by parent prior to the start of the first practice.
 - L. Maintain an accurate record of innings played & at bats for each player.
 - M. Ensure that concession stand duty is carried out on the assigned day(s). In the fall season, failure to do so will result in a suspension for the next scheduled game. In the spring season, failure to do so will result in a suspension for the first playoff game in the spring.
 - N. Sign equipment agreement & submit deposit.
 - O. Managers & coaches should refrain from the use of tobacco in any form during games & practices.
 - P. Monitor & control conduct of self, coaches, players and parents.

Note: if any parent, participant, coach or manager is removed from a game they must leave the field area and may not continue to participate in the game in any fashion. The manager or coach will not only miss the remainder of the current game but will sit out the next game as well. If a manager, coach, player or parent is removed from a game by an umpire or league official more than once during a season they are suspended and must appear before the SPBA board for review. All ejections must be reported to league coordinator who will notify league vice-president.
 - Q. All managers and coaches will be trained in the use of our defibrillator.
 - R. All managers and coaches will be subject to a background check and must pass this check in order to manage or coach a team.
 - S. All managers shall email the final scores, innings played, pitchers pitched with the number of innings pitched per pitcher to their respective coordinators after the game has concluded. This needs to happen by 12 the next day at the latest.

PLAYERS:

1. Every player on a team roster will participate in each game for the minimum playing time. If a player does not meet these requirements he will start the next game. Playing time in all leagues includes continuous batting order and free substitution with each player playing defensively at least every other inning.
 - A. PENALTY to manager for failure to follow above:
 1. First offense written warning.
 2. Second offense suspended for next game.
 3. Third offense suspended for remainder of season.

Note: if the violation is determined to be intentional the SPBA baseball board may assess a more severe penalty.

2. The manager may reduce playing time as follows:

A. Player does not attend & participate in two consecutive practices (excluding illness or excused absence) PENALTY: player does not play in next game.

B. Player does not attend & participate in two consecutive games (excluding illness or excused absence) PENALTY: player does not play in next game and cause of absence is reviewed by coordinator, player agent, vice-president, and baseball commissioner to determine further action that could include dismissal.

C. Player does not arrive at the scheduled start of the game. PENALTY: player does not have to play minimum playing time.

D. Player does not play at the position as assigned by manager or coach. PENALTY: player is asked to sit the bench and will not participate in the remainder of that game.

E. Player demonstrates actions, which are detrimental & abusive to the league (including the use of foul language). PENALTY: player is immediately suspended from the team and will not participate in any game or practice until manager & coordinator review suspension.

SECOND OFFENSE: player & parent will meet with manager, coordinator, player agent, vice-president, and baseball commissioner to determine further action that could include dismissal.

ASSIGNMENT OF PLAYERS:

1. The assignment of players for the various teams within each league shall be a cooperative effort of managers, coaches & player agent.

2. Tryouts will be conducted to evaluate all players.

3. All players are evaluated and drafted by managers & coaches.

4. All players must attend tryouts & participate in at least 50% of the skill test to be eligible for the draft. Players not attending tryouts will be assigned to teams on a random basis and are not eligible for Bronco American league play.

5. All players age 11 or 12 will play in Bronco league.

6. Drafts will be conducted in each league with the following format: managers will draw a number for draft order. Coordinators shall post manager/coach (FREEZE) children in the rounds that they have been ranked in pencil. After a minimal group discussion these will be inked in and the draft will begin. The rounds will continue employing a snaking (down/up) method until each team has the correct number.

7. Each manager must provide a completed draft roster to the player agent at the end of the draft prior to leaving the draft room.

8. Trades are allowable but must be approved and completed by the player agent prior to the completion of the draft.

9. See Teams Section - #3 and #4.

UNIFORMS & EQUIPMENT:

1. SPBA will provide hat & jersey for all players. SPBA will provide (3) three hats & (3) jerseys per team for manager & coaches. Additional jerseys and hats may be purchased by the teams requiring such equipment at their own expense.

2. SPBA will provide the necessary baseballs & equipment for each team.

3. Parents must provide pants, socks, shoes and other necessary uniform & equipment items.

4. Only league approved bats and baseballs will be permitted for use during a game. Combined Bronco Leagues will use bats with a maximum diameter of 2 ¾. There is no drop minimum or maximum in Bronco.

5. Batter, base runners & players coaching from baseline coaching box, must wear batting helmets in all games & practices. Protective face guards are encouraged but not required in the Bronco leagues.
6. Shoes with metal cleats are prohibited. Bronco league players may wear plastic conversion cleats.
7. All players will wear athletic supporters with a hard cup; catcher's mask will have a throat protector attached; catchers will use a catcher's mitt during practice & games.
8. No jewelry (watches, earrings, necklaces, bracelets, etc.) will be worn during practice or games.
9. All managers will return all issued equipment, except baseballs after the completion of the season as per equipment agreement (Section IV, 5, N) subject to partial or full forfeit of deposit if equipment is not returned.
10. Blood Rule - Any player that is bleeding must be removed from the field. Provide aid to halt the bleeding and clean any blood from the skin. Any blood soiled clothing must be changed, cleaned or covered up (e.g., tape) prior to the player returning to the field. Since blood can carry communicable diseases, this procedure helps reduce the likelihood of an exposure.

GAMES & PRACTICES:

1. The schedule of games & practices for the preseason & regular season shall be prepared by the league coordinator.
2. The schedule will provide for not less than two (2) games per week.
3. All games must be played at the assigned time as set forth by the schedule. Makeup games will be scheduled by coordinator & will take priority to any scheduled practice time they might replace. Coordinator will notify team losing practice time.
4. Practice schedules will include times for field & batting cage practice. Cages will be assigned by field, 1 cage per field.
5. Only scheduled practices on approved fields or designated schools are authorized. The SPBA baseball board must approve any other locations.
6. A team may be removed from any field at the discretion of a league official.
7. Regulation games for Bronco Leagues are as follows:
 - A. Innings – 6
 - B. Time limit - 1:45
 - C. Inning will be completed if started prior to time limit.
 - D. Home team bats only if necessary to determine outcome of game.
 - E. An inning starts when 3rd out is made.
 - F. A complete game is 4 innings, 3 ½ if home is winning.
 - G. If the game is tied after regulation play, one (1) extra inning is granted provided that time is within the hour and 45 minutes. Otherwise, the tie stands, and if the game remains tied after one extra inning, the tie stands.
 - H. No inning shall start after 10:00 pm prevailing time.
8. All players will bat in continuous order & play defensively at least in every other inning.
9. A team must have a minimum of (8) eight players to officially start a game.
PENALTY: team forfeits game & is charged with loss. Teams may choose to play (scrimmage) with the other team loaning a player.
10. If a team plays a game with (8) eight players, when the (9th) ninth player comes to bat an out shall **not** be charged to the team.
11. If a team starts a game with (9) nine players and a player is taken out of the game for disciplinary reasons, then the team will not be charged an out for that players slot in the lineup. Injury or illness will not constitute an out.
12. Each team will provide a new game ball to the umpire prior to the start of the game.

13. Each team will be limited to a manager & (3) coaches in the Dugout at any time during the game. Manager & coaches must remain in the dugout during the game except while coaching a base, warming up pitcher & during time outs.

14. All players must remain in the dugout during the game except to warm up pitchers. Players will be allowed to leave the dugout only after the manager or coach has been notified.

15. Only manager or designated coach will be allowed on the field of play & only after being allowed a time out by the umpire. Only managers talk to managers, coaches do not talk to opposing managers, coaches or the umpires.

16. The home team will be the official scorekeeper & the visiting team will operate the Score board. Visiting team is responsible for putting the scoreboard brains away after the last game of the day. Adults representing each team should handle these duties & they will supervise the official score of the game. While in the score box these may cheer & encourage their teams but they must refrain from coaching. Any issues that occur during the game that require action by the Sandy Plains Board or Umpire-In-Chief should be reported via the Sandy Plains Incident Form attached at the end of this document.

17. A league official may cancel a game prior to the official start of the game. Once a game has started the umpire in charge may suspend the game after consulting a league official. Reasons for cancellation/ suspension include but are not limited to weather, field conditions, or conduct of participants.

18. The home team is responsible for lining the field prior to the game.

19. Flip drills (soft toss) must be conducted at designated stations only. No drills are allowed against any fence.

20. No fake bunting with a full swing afterwards for safety purposes. This doesn't include flashing a bunt and pulling it back without a full swing.

21. 5 run limit per 1/2 inning at bat.

22. Practice and games will be halted immediately when thunder is heard or lightning is seen. Play may be resumed when 1) 20 minutes has passed since the last sound of thunder and 2) lightning has not been seen in the area for 30 minutes. Once a game has begun, the umpire may suspend a game for inclement weather. In this case, the game time is stopped and re-started when game-play resumes. The **maximum** delay time shall be one (1) hour (if lightning is seen at the 31st minute the game shall be called [31 min. + 30 min delay = 61 min.]).

During a lightning storm:

Avoid metal fences, telephone/light poles, dugouts, and trees.

Move to a sturdy building or hard top automobile and keep the windows up.

If you feel your hair stand on end or your skin tingle, squat low to the ground on the balls of your feet. Place your hands on your knees with your head in between them. Make yourself the smallest target possible while minimizing contact with the ground. Remember, if you can hear thunder, you are close enough to be struck by lightning. To estimate the distance in miles between you and the lightning flash, count the seconds between the flash and the thunder and divide by five.

PITCHING:

(From Dizzy Dean rules)

6:00 PITCHING RULES

6:02 An inning is interpreted to mean the following:

- If a pitcher pitches to one (1) batter and is removed from the pitching mound before he is retired, he is only charged with one-third (1/3) of an inning.

- If he is removed after retiring one (1) batter but after he has pitched to the next batter he is charged with two-thirds (2/3) of an inning.
- If he is removed after he has retired two (2) batters and has pitched one (1) pitch to the next batter, he is charged with one (1) complete inning.

6:04 When a pitcher is turned in on a line-up card (or any new pitcher who toes the rubber and throws a warm up pitch to begin a new inning), he is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base before he can be replaced or substituted and he will be charged with a minimum of one third (1/3) of an inning (unless the new pitcher becomes injured or ill, during warm-ups, and he will not be charged with any innings pitched).

- NOTE: Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing manager protests, the game is forfeited at that point.

6:09 A pitcher can pitch in consecutive games in the same day if, he does not violate any of the following rules.

6:10 Any pitcher playing in the same ball game may return to the mound one (1) time. If a game is delayed for any reason, he may be allowed to continue.

6:11 If a pitcher pitches beyond his allotted innings per game, per day, per week or per tournament because of a double or triple play, there is no penalty (He was legal when the pitch was made).

- The pitcher will be removed after the outs are made.

6:18 A pitcher is allowed ten (10) innings each week.

6:19 A pitcher may pitch fourteen (14) innings in a tournament.

6:20 If any pitcher pitches three (3) full innings and then throws to another batter in the same GAME OR DAY, he will not be eligible to pitch until he has had forty-eight (48) hours rest beginning with the time he leaves the pitching mound as a pitcher.

6:21 If a pitcher pitches no more than three (3) full innings in any DAY, he may be used on as many consecutive days as desired provided he does not exceed the ten (10) innings rule or fourteen (14) innings in tournament play.

SLIDE RULE: Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. Runners are not required to slide, however all players are required to avoid collision with another player. If, in the opinion of the umpire, the runner did not make an effort to avoid collision, he will be declared **OUT**. If the act is deemed to be malicious by the umpire the runner will be ejected from the game. No head first slides unless to avoid a pick off situation while returning to the base. However, a runner can attempt to avoid a fielder who has the ball in the proximity of the base and is waiting to make the tag by running around the player (while staying within the base path) and then reach to tag the base with his hand (this is NOT considered a head first slide into a base).

BATTING CAGES & PREGAME SCHEDULE:

Each Bronco field (4 & 5) has an associated batting cage that has been set aside for the Bronco league. Please use the correct batting cage.

The first game of the day (whether weekend or a weeknight), both teams arrive 1 hour before game time. Home has the field, away has the cages. This allows the home team to do batting

(and fielding should they choose) on the field. The home team is responsible for lining the field. The home team gives up the field to the away team 15 minutes before game time for field warm up for 10 minutes. At 5 minutes before game time, the home team takes the field with their starters and the managers meet with the umpire at home plate.

For all other games (second and third games of the day), the Home team has the cages from 70 minutes prior to game time until 40 minutes prior to game time. The Visiting team has cages from 40 minutes prior to game time until 10 minutes prior to game time. At 5 minutes before game time, the Home team takes the field with their starters and the managers meet with the umpire at home plate.

STEALING:

Steal rules: official baseball rules apply in Bronco.

BALKS:

In both the spring and fall seasons, and up until spring/fall Break, each pitcher is allowed one warning (per game) before balks are awarded. If a pitcher pitches more than one inning, he still is only allowed one warning per game. After spring/fall Break or a coordinator approved season midpoint, there are NO balk warnings.

Minor violations, such as gesturing to the mouth followed by touching the ball while on the mound, dropping the ball while on the mound and losing balance or swaying because of weather should be ignored if it does not affect the game by putting out an offensive player.

A violation of any of the following pitching rules will be considered a balk in the Bronco Leagues. Balks will be called after each pitcher is warned 1 time per inning.

1. The pitcher, while touching the rubber, makes any motion naturally associated with his pitch & fails to make such delivery.
2. When a pitcher steps on the rubber before the set position, one hand must be at his/her side with the other hand free. The ball can be in the bare hand or the glove.
3. While in the set position, before motioning to the plate, the pitcher must hold the ball in both hands in front of his/her body and come to a complete & discernible stop with both feet on the ground. A complete stop shall not be construed as occurring because of a change in direction of the hands & arms. However, the pitcher may throw to any base before or after the stop. The stop is necessary only before throwing to home plate.
4. While in the set position, a pitcher must step with the foot that is not directly in contact with the rubber, directly to the base that he/she is throwing to.
5. While in the windup position, the pitcher must step back off the rubber with the foot in contact with the rubber (not the free foot) before attempting to pick a runner off base.
6. While on the rubber, the pitcher fakes a throw to first base & does not complete the throw.
7. The pitcher makes a quick pitch. A quick pitch is one delivered before the batter is reasonably set in the batter's box. With runners on base, the penalty is a balk: with no runners on base, it is a ball.
8. The pitcher unnecessarily delays the game.

PROTEST OF GAMES: There are **NO** protest. All decisions made by the umpires at the time of the game will stand. Managers may call time out and ask umpires for a rule interpretation.

STEP OUT RULE: Batters must keep one foot in the batter's box at all times, unless a time out has been granted. The penalty will be a called strike.

SPEED UP RULE: Courtesy runners can be used for pitchers and catchers (for upcoming/next defensive line-up) at any time during a game. The base runner will be the player who made the last out. A runner for the catcher is **MANDATORY** with 2 (two) outs.

FIELDS

Bronco American and Bronco National 70 ft base paths & 50 ft pitching distance. Please wet the mound and cover after the final game or practice each day. Please make sure that the score brains are put up in the county shed.



Sandy Plains Incident
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