

## **MBSA Bronco Playing Rules Bronco (11-12 year olds)**

### **Playing Field:**

1. Distance from the pitchers rubber to home plate is 50 feet.
2. The bases will be 70 feet from the tip of home plate (the back of the plate).
3. A rectangular batters box (4 foot wide and 6 foot in length) will be installed. All batters must stand inside the box when hitting.
4. The distance from home plate to the middle of second base is 99 feet.

### **Length of the Game:**

The MBSA Executive Commissioner has the right to change game start times as he/she deems necessary to accommodate MBSA's game schedule at Monroeville Park West/East. Lights are available at these locations so later start times are possible for all divisions.

1. Forfeit time for games will be 15 minutes after the scheduled start time.
2. Four innings (3.5 in Mercy situations) will constitute a legal game. Three-and-one-half innings shall constitute a legal game if the home team is ahead. A legal game tied is a complete game and will not be rescheduled. In a legal game, if the game is called by the umpire before the end of a complete inning, the game score will revert back to the last completed inning.

Example: At the end of 4 complete innings the home team is winning 5-4. The visiting team scores 6 runs in the top of the 5th (score is now 10-5 with the visitors in the lead). The home team has scored 1 run in the bottom of the 5th, and has 2 outs with no one on (score is now 10-6 with the visitors still in the lead). It gets very dark and begins to rain very hard. The umpire calls the game. The score reverts back to the last completed inning so final score 5-4 home team.

3. No full inning will begin 1 hour and 45 minutes after the start of the game. Once the game begins, it is the umpire's responsibility to call the game for time.
4. Suspended games not yet legal will resume from the point that the game was suspended. Tie games will not be rescheduled; ties will count as 1/2 win and 1/2 loss.
5. In the event of visible lightning in the vicinity of the field, both teams should discontinue play and seek shelter until 10 minutes past the last lightning strike.

### **General Rules:**

1. **A minimum of 9 players is needed for a game to begin.**
  - **Penalty:** Game forfeiture.
  - **Exception:** Player loss is due to an injury or illness during the game. If such a loss occurs and the team has less than 9 players, the game will continue and the injured player's spot in the batting order becomes an automatic out.
2. All decisions of the umpires are final.

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3. The home team manager will determine if the weather conditions permit the starting of the game. Head Coaches should consult the MBSA Executive Commissioner prior to cancellation of any games. Make up games are unlikely based on field availability or make up games may need to be played on auxiliary dirt fields.
4. If games are cancelled and not made up each team will get 1 loss.
5. The HOME team is listed second on the schedule.
6. When applicable, the home team may use the infield until 20 minutes before the start of the game. The visiting team may then use the infield from 20 minutes before the start of the game until 5 minutes before the start of the game.
7. There will be 6 innings in a game. Extra innings will be played if time allows.
8. The manager of the winning team is responsible for notifying the MBSA Executive Commissioner of the score within 24 hours upon completion of the game. Games not reported will be recorded as 1/2 loss for each team. Any discrepancies or arguments during the game must also be reported.
9. Scheduling and rescheduling of games will be the responsibility of the MBSA Executive Commissioner. The MBSA Executive Commissioner will schedule any playoff games. When applicable, the league commissioner will be responsible for reporting any games needing rescheduled to the MBSA Executive Commissioner.
10. Only 4 coaches including the head coach are allowed on the bench during a game.
  - **Exception:** to this rule will be made in certain circumstances and should be discussed with the MBSA Executive Commissioner prior to game time. The MBSA Executive Commissioner will then communicate the exception was made to the head coach of the other team.
  - If a parent/MBSA member has volunteered to manage the bench during the game this will NOT count as a coach and may assist as needed.

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### **Playing Rules:**

1. Stealing of any base is permitted.
2. Lead offs are permitted.
3. The infield fly rule is in effect.
4. Play is dead if a pitch or throw passes through the backstop. Runners advance one base.
5. Run rules are in effect:
  - 15 after 3 innings
  - 10 after 4 innings
  - 8 after 5 innings

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6. Free player substitution, except pitchers.
7. All available players must play a minimum of 4 innings in the field for each game.
8. A continuous batting order will be used. Late arriving players will be placed at the bottom of the order.
9. Unlimited advance on an overthrow is allowed at any base, including home, and also during a base stealing attempt.
10. On a ball thrown out of the field of play, runners are awarded the base they were attempting to gain, plus one extra base.
11. Headfirst slides (except when returning to the base) are prohibited - the offending player will be called out. Sliding into first base, while not illegal, should be discouraged.
  - Headfirst slides are an automatic out.
12. If in the umpire's judgment, a runner intentionally runs into a fielder to avoid a tag, or to jar the ball loose, the runner will be called out. Runners should be encouraged to slide on close plays at the plate to avoid dangerous collisions.
13. The ball is live and the players must ask for and be given time.
14. No batter shall throw the bat at the end of a swing.
  - **Penalty** - The umpire will make this call.
    - First offense - Player Warning
      - Player warning will carry throughout the game.
    - Second offense – Batter is out.
    - Scorekeepers for each team should mark the warning in the scorebook and enforce the rule if called.
15. Batters and base runners must wear helmets. Catchers must wear full equipment.
16. Intentional and flagrant throwing of equipment - automatic ejection.

**Pitching Rules:**

1. The following pitch counts and rest days will be strictly enforced:
  - 1–20 pitches: 0 days rest
  - 21–35 pitches: 1 day rest
  - 36–50 pitches: 2 days rest
  - 51–65 pitches: 3 days rest
  - 66 pitches +: 4 days rest
  - 65 pitch max per pitcher per game
2. If a pitcher warms up on the mound during a game, that pitcher must pitch one pitch and will be charged an inning.
3. A player may be removed from pitching and placed at another position EXCEPT to pitch again in the same game.
4. A pitcher must be removed after hitting 3 batters in a game.

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5. Any pitcher, by the umpire's judgment, who intentionally throws at a batter, will be ejected. The umpire and opposing manager will submit in writing to the MBSA Executive Commissioner the violation and the circumstances will be reviewed for disciplinary action.
6. A second trip to visit the same pitcher in an inning will cause that pitcher's automatic removal. Generally a "trip" is considered as a manager or coach coming onto the field of play. However, what constitutes a "trip" or "intent" will ultimately be the UMPIRE'S JUDGMENT.
7. The balk rule will be in effect. However, the purpose is to teach the correct way to pitch; therefore, the result of the called balk will be a ball on the batter with no base for the runner.
8. Record of innings pitched, or pitch counts must be produced when asked. If they cannot be produced by the team a forfeiture of the game will be enforced. MBSA advises all Mustang head coaches to use GameChanger to track pitchers and pitches.

**Equipment:**

1. League equipment will be issued to each team manager who will be responsible for its return.
2. Pitchers are not allowed to wear wristbands, jewelry, or a batting glove under their fielding glove. These are distractions to the batter. If inclement weather is a problem, the uniform jersey must be worn outside of all other clothing.
3. Players are allowed to use their own bats provided they meet MBSA specifications (2 5/8" Max) USA Stamped.
4. Intentional and flagrant throwing of equipment - automatic ejection.

**Sidelines:**

1. No throwing balls on the sidelines.
2. All players must be under your control at all times. Assign an adult to control your bench and maintain control of your players when your team is at bat. We suggest you have parents assist with the batting order, positioning players on the field, and helping players with equipment and generally encouraging these young children.
3. Under no circumstances during a normal game situation should a coach touch a player while the ball is in play. This includes pulling a player back on to a base or pushing him towards a base. Voice and hand signals only.
4. The umpire will decide if the situation interfered with the outcome of the play. It will be the umpire's judgement to call the player out or safe in those situations.

**Safety:**

1. Please remember these are children - raise your voice but **NO SWEARING**.
2. You are not babysitters. You are however volunteers giving your time and effort to your children and your neighbor's children. The rules protect you, the children, and the game. Make sure there is always an adult present who will be responsible for each child, otherwise the child does not play. How will you deal with an emergency on the field if a parent is not present? Insist on parental involvement and follow the rules.

**General Conduct:**

1. Any player, coach, or parent who provokes or participates in a fight either before, during, or

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after an MBSA game will be subject to a disciplinary review by the MBSA Executive Commissioner and the established disciplinary committee. Any manager, coach, or parent who is ejected by an umpire will immediately cease the argument and leave the field of play. Both managers must report all incidents in writing to the MBSA Executive Commissioner ([commissioner@mbsagators.com](mailto:commissioner@mbsagators.com)) within 24 hours after game completion.

2. All managers will control their players so as not to harass or hinder other players, coaches, or umpires. Coaches are responsible for their own benches and fans.

### **Miscellaneous:**

1. Field specific ground rules will apply as agreed upon, prior to each game, during the umpire conference at the plate.
2. Managers or coaches must not leave the field until all participating players have been picked up and/or have rides home.
3. Home team is responsible for providing two game balls to the umpire.
4. No manager, coach, player, or fan will be allowed behind the backstop. Managers and umpires are responsible for enforcement and umpires have the right to hold up the game.
5. Alcohol and smoking are prohibited.
6. A Mustang player may be called-up to play in any game if a team has less than 9 players for that game. That player, or players, may not pitch, must play the outfield, and bat last in the order. Once a team reaches 10 players for a game, no further call-ups are permitted for that game.

### **Protests:**

1. A protest may be considered by an appointed Protest Committee of the MBSA Executive Commissioner (or designee) when based upon a violation or interpretation of a playing rule. To begin the process for consideration, the following must occur: the game stopped at the occurrence, the protest noted in the official scorebook (home team scorebook) and signed by the umpire with phone number. A written protest must then be filed to the MBSA Executive Commissioner and, when applicable, the League Commissioner within 48 hours for evaluation.

### **Playoffs:**

2. All regular season rules will remain the same for the playoffs.
3. All rules can be subject to review every two years. Rule changes are subject to MBSA Executive Commissioner approval which may be done prior to a official review only to address a specific case or circumstance in the moment. The change in rule will then be reviewed by the MBSA Board of Directors and implemented as soon as possible in the official rules.

**MONROEVILLE BASEBALL & SOFTBALL ASSOCIATION  
BRONCO LEAGUE  
PENDING**