

LAKE IN THE HILLS YAA

MAJOR (BRONCO) BASEBALL RULES

Major Boys division is a competitive boy's baseball league geared to enhance the player's baseball skills learned in previous years while instilling a sense of sportsmanship and fair play. Each team will contain an equal number of eleven (11) year old and twelve (12) year old players. It is our desire that all players will have an equal chance to develop.

The following is the hierarchy for rules precedence:

- 1: LITH Youth Athletic Association by-laws**
- 2: Major Boys League Local Rules contained herein**
- 3: Pony Baseball – Bronco Division – Rules and Regulations**

General

1. **Both teams** are responsible for dragging the field, chalking the foul lines, setting the bases and putting them away after the game. Batter's box and pitching mounds should be tamped; baselines and base areas should be raked after last game of day.
2. Games are seven (7) innings long, and are official after 5 innings. (4 ½ if home team is leading) No inning will start after 1:50 minutes. The clock for a new inning officially starts immediately after the last out is recorded in the bottom of the preceding inning.
3. The pitching rubber will be forty-eight (48) feet from the plate. Bases will be seventy (70) feet apart.
4. A player may not be a member of more than one team.
5. No metal spikes will be allowed
6. No additions are to be made to the team roster unless approved by the Director of Baseball in accordance with the Executive Board.
7. All players must play five (5) innings on defense unless shortened due to time, or weather. In addition, each player must play two (2) innings of defense in the infield before the 5th inning ends. No player may sit twice before all players sit once.
8. Ties after regulation play will result in a half win and half loss.
9. Teams will not play with less than eight players. If any team cannot start a game because of a lack of players then the umpire will allow a 10-minute grace period. Once this grace period has expired, the game will be declared a forfeit. Dropping below eight players during a game for any reason will result in a forfeit.
10. A team starting with nine (9) players, which loses a player for any reason, will be required to take an automatic out whenever the open spot in the batting order is due up. The defensive team shall not walk the batter in front of the open spot for the third out. If this should happen, then the open spot shall be skipped and the following batter in the order shall continue the inning
11. If you think you're going to be short-handed and you call up players from the Minors (approved call up list only), then all minimum playing time requirements will be in effect for all players, regardless if players show up who you thought weren't going to. Call-ups cannot pitch and are positioned at the bottom of the order.
12. The director of baseball and the field maintenance director will determine unplayable fields or rainouts and update the hotline number one hour before scheduled games. If no cancellation is announced, then it is assumed that games will be played. Coaches should not take it upon themselves to cancel games.
13. In the event of a rainout, Scheduling Director will re-schedule the game into the first available scheduled rain date while making every attempt to not exceed 3 games per week for either team.
14. Throwing of equipment (in anger), name-calling or other misconduct will not be tolerated. The offender will be removed from the game by his or her head coach, and made to sit on the bench. Repeated offenses will be reported to the league director immediately.
15. All players and coaches will shake hands after each game.
16. League tie breakers are as follows: 1) head-to-head (if 2 or more games are played against each other), 2) run differential head-to-head (if 2 or more games are played against each other), 3) runs against in head-to-head, 4) runs scored in head-to-head, 5) coin-toss.

Base Running

1. Leadoffs and base stealing are allowed.
2. Infield fly rule **is in** effect.
3. Base runners must slide to avoid collisions. First infraction will result in both teams receiving a warning from the umpire and the runner(s) must return to the preceding base(s). Second infraction will result in a “no pitch” and the runner will be called out. Third infraction will result in player being ejected from the game.
4. **Safety First** – At the umpire’s discretion, a play may be ruled dead if an injury has occurred on the field. Play will stop and runners will be awarded appropriate bases or returned to a base. At no time should any coach question the judgment of the umpire.

Batting

1. Bats must be Little League or Senior League approved with the following restrictions: 2 ¼” barrel -13oz, 2 5/8” barrel -10oz, and 2 ¾” barrel -9oz.
2. Continuous batting order (roster batting in effect every game). Call-ups bat at the bottom of the order.
3. Dropped third (3) strike is in effect.
4. Bunting is allowed at any time. Fake bunt swing is not allowed. This will result in an immediate out.
5. One batter (one AB) per game may be intentionally walked. Pitches do not need to be thrown. The manager will inform the umpire that he wants to intentionally walk the batter.
6. A maximum of 7 runs can be scored per inning. Once 7 runs have been scored, the inning will end. The only exception will be the 7th inning or declared last inning when an unlimited number of runs can be scored.
7. Batters must not throw their bats. First infraction will result in a team warning. Second warning will result in “no pitch” and the batter is called out. Third infraction results in player being ejected from the game.

Slaughter Rule

1. Although only seven (7) runs are allowed to score in one inning the following “slaughter” rule will be in effect.
 - If either team is ahead by 12 or more runs after 5 innings (4 ½ if the home team is ahead) or 8 runs after 6 innings, then the team ahead will be awarded the win. Play may continue if both coaches agree.
 - The slaughter rule is not in effect, unless the leading team has satisfied the pitching requirement stated in **Pitching Rules 11,12 & 13**

Pitching

1. A pitcher cannot pitch more than three (3) innings in a game or six (6) innings per week. The week starts on Sunday and ends on Saturday. Pitcher substitution during an AB is only allowed due to an injury.
2. One pitch counts as one full inning.
3. The umpire will enforce balks at his discretion. However, each pitcher will get one (1) warning before a balk is enforced.
4. A pitcher may throw three (3) innings on one day and one (1) inning the following day or one (1) inning followed by three (3) innings the following day. If two (2) games are played on the same day, then a pitcher cannot exceed four (4) innings that day.
5. Make-up games follow the pitching rules. Players will be awarded two (2) additional innings to be used only in make-up games, however 2 innings cannot be pitched if 3 innings thrown the previous day.
6. A pitcher removed from pitching cannot be brought back to pitch during the same game.
7. A pitcher in violation of pitching rules shall be considered ineligible, and automatic forfeiture will result.
8. A pitcher will be allowed eight warm-up pitches in the first inning and five warm-up pitches each of the following innings. New pitchers entering during an inning will be allowed five warm-up pitches.
9. The second trip to the field of play in the same inning must result in a pitcher substitution. Injuries to defensive players other than the pitcher shall not be considered a visit unless there is strategic discussion.
10. One eleven (11) and one twelve (12) year old pitcher(s) must each pitch three (3) outs per game. Any number of eleven (11) and twelve (12) year old pitchers can pitch to complete 3 outs. The eleven and/or twelve year old pitching rule will be satisfied if seven (7) runs are scored against 11 and/or 12 year old pitcher(s) before 3 outs are made. Slaughter is not in effect unless both age groups have fulfilled pitching requirements..
11. An eleven year old & twelve year old pitcher must complete his pitching before the fifth inning is completed.
12. Three (3) hit batters by the same pitcher in one game and the pitcher must be removed from pitching the rest of the game.