

## 2008 BRONCO PLAYING RULES

The infield will be a 70-foot square.

The distance from the back point of home plate to the front of the pitching plate is 48ft.

All games will be 7 innings in length.

Monday thru Friday - No inning may start after 8:00 pm during May and 8:15 during June. The umpire's decision will be final. For 6:00 pm games at Plato where there is a night game after it starting at 8:15pm, no inning may start after 7:45 pm.

Saturdays - A new inning will not start 1 hour 45 minutes after the first pitch of the game is thrown. The umpire keeps the official time.

Losing team may invoke the 12 run slaughter rule after 4 ½ or 5 complete innings.

A team may play one (1) doubleheader in a calendar week.

(1) No team shall play three games in a day. (Exception under condition of Rule 4.12.)

(2) For pitching rules, double headers will be counted as games played on back to back days. (Exception under condition of Rule 4.12.)

Rainouts at CDBL fields will be re-scheduled with managers, Scedule coordinator and umpire coordinator. Rainouts take precedent over scheduled practices. Managers rescheduling rainouts must contact the manager with the scheduled practice to inform him of the game. If a game is not rescheduled within 1 week than the Division coordinator will reschedule the game.

Home team coach is responsible for preparing the field before the game-

(1) drag the infield.

(2) mark the foul lines and batters box.

(3) put in the bases.

Unlimited substitution and continuous batting order will be played. Each player must have a minimum of 2 defensive innings and 1 at bat.

Games will be played with no less then 8 players.

(1) In the event that there only 8 players, the ninth position in the order will be an automatic out.

(2) If a team starts with 9 players and loses a player for any reason, (ejection, injury) that players spot in the batting order will be an out.

(3) If a team starts with 9 players and looses two players for any reason during the game, that team will forfeit the game. Rule 4.17

If a player brought up is the 10th player then that player can only play a maximum of 2 innings in the field.

(1) If a team has 10 or more rostered players at a game a player brought up can not play in that game.

(2) If there are less than 9 players from the original roster then players brought up must

have equal playing time

- (3) No player brought up for a game may pitch or play catcher.
- (4) No player will be pulled up two levels of play.
- (5) Players brought up a level for a game must bat last.
- (6) No player will miss a scheduled game with their rostered team to play up a level.
- (7) The Manager of the players rostered team must be notified of a player playing up a level.
- (8) If a player is needed to continue a suspended game, then a player can be pulled up only if the number of rostered players for the game falls below nine. The player pulled up must bat last.
- (9) If a player is brought up to play in a suspended game, and 9 rostered players return for the suspended game, the player brought up can not play.
- (10) A player on any travel teams roster is not allowed to play in any in house game.

### PROTESTING GAME

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule, Use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game.
- (b) The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
- (c) Protests shall be made as follows:
  - (1) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
  - (2) Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- (d) Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides. Players brought up to fill in at the next level may not pitch.
- (e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Local League president within 48 hours. The umpire-in-chief shall also submit a report immediately.
- (f) A committee composed of the president, Division Coordinator, league's umpire committee and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred.

NOTE: (1) This rule does not pertain to charges of infractions of regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the board of directors.

NOTE: (2) All CDBL officials are urged to take precautions to prevent protests. When a

protest situation is imminent, the potential offenders should be notified immediately. Example: should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

## BATTER

Bats must carry the mark "Little League Approved."

Continuous batting order will be played.

On-deck batters must be behind the batter so they can read the numbers on the batters back. (i.e. If a left handed batter is at the plate the on-deck player will be in the on-deck area on the first base side. Only the batter and the on-deck batter are to be on the playing field. All others players are to stay in the dugout.

No throwing of bats. One (1), team warnings. Star or Asterisk is to be placed in the official book next to the batters name upon receiving the warning. Next batter on that team to throw a bat is called out. Ball is dead and all runners return to base.

A batter may not square around to bunt and then take a full swing. If this happens the batter will be called out.

Drop third strike rule is played

The batter becomes a runner when the third strike called by the umpire is not caught, providing

- (1) first base is unoccupied or
- (2) first base is occupied with two out.

A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out. A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.

## PITCHING

Any player on the roster may pitch.

No player brought up for a game may pitch or play catcher.

The pitching week starts Monday.

Any one player may pitch a maximum of 7 innings per week and in a game.

One pitch in an inning constitutes as pitched one inning in any one game. (One inning pitched requires no rest.)

If a pitcher pitches 2 or 3 innings in a game, that pitcher may not pitch the following day.

If a pitcher pitches 4 or more innings in a game, that pitcher may not pitch for the 3 following days.

NOTE: Innings pitched in games declared "No Contest", "Regulation Tie" or "Suspended Games" will count as innings pitched for that week. When the game resumes the pitchers that were pitching at the time of suspension may continue to pitch to the extent of their eligibility for that week.

If a player pitches 4, 5, 6, 7 innings on Saturday, then that pitcher cannot pitch again until Wednesday. (follow table below)

- PITCHING TABLE -

Sunday to Thursday

Monday to Friday

Tuesday to Saturday

Wednesday to Sunday

Thursday to Monday

Friday to Tuesday

Saturday to Wednesday

Not more than 5 pitchers per team shall be used in one game.

EXCEPTION: In case of injury to the fifth pitcher an additional pitcher may be used.

A player once removed as pitcher may not return as pitcher in the same game.

The withdrawal of an ineligible pitcher after that pitcher is announced, but before a pitch is thrown, shall not be considered a violation.

Managers shall not win by forfeit to save pitchers. (Stops easy wins).

Total combined innings pitched for 12 year olds in given week will be 10 maximum unless combined innings for 11 year olds totals 7 or more. All pitchers still subject to individual pitching rules.

There is no limit to the number of 12 year olds pitching in a game.

PENALTY: Any violation of the pitching rules shall be subject to rule 4.19 and if found true will result in a forfeit of the game

Intentional Walk Rule: The pitcher must throw 4 pitches that are called balls for an intentional walk.

The only balk called is when the pitcher starts his/her motion and then fails to complete the delivery to the catcher. A warning will be given to the first pitcher on each team to commit a balk. Each subsequent balk by any player on the same team will result in the pitch being called a ball and the runners advancing one base.

## FIELDING

Unlimited substitution will be played. However, each player must have a minimum of 2 defensive innings.

No player brought up for a game may pitch or play catcher.

Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.

When a batter becomes a runner on a third strike not caught and starts for the bench or his/ her position, that batter may advance to first base at any time before entering the bench. To put the batter out, the defense must tag the batter or first base before the batter touches first base.

## RUNNER

The runner will be out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, however, failure to slide is not an automatic out - runner must avoid contact if there is no slide. Final ruling will be at umpire's discretion. There will be no team warning.

No head first slides. Runner will automatically be called out. Generally a head first slide will occur when advancing from one base to another. Umpire will differentiate between a head first slide and a dive back. A dive back is not a head first slide.

A player may become a "Courtesy runner" for the catcher only when the catcher reaches base with 1 or more outs. The "Courtesy runner" is the last batter to make an out.

Drop third strike rule is played

The batter becomes a runner when the third strike called by the umpire is not caught, providing

- (1) first base is unoccupied or
- (2) first base is occupied with two out.

A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out

When a batter becomes a runner on a third strike not caught and starts for the bench or his/ her position, that batter may advance to first base at any time before entering the bench. To put the batter out, the defense must tag the batter or first base before the batter touches first base. Fielder may use the orange safety base to put the batter/runner

out on a throw to first base. This is the only time a fielder may use the orange safety base.

Base stealing will be allowed once the ball leaves the pitchers hand.

The violation by one base runner shall affect all other base runners -

(a) when a base runner leaves the base before the pitched ball has left the pitchers hand and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;

(b) when a base runner leaves the base before the pitched ball has left the pitchers hand and the batter hits the ball, the base runner or runners are permitted to continue, if a play is made and the runner or runners are put out, the out or outs will stand, If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

(c) when any base runner leaves the base before the pitched ball has left the pitchers hand and the batter bunts or hits a ball within the infield, no run shall be allowed to score If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

NOTE: See exceptions following this rule.

EXCEPTION: If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

EXAMPLES:

1. Runner on first leaves too soon, batter reaches first safely, runner goes to second.
2. Runner on second leaves too soon, batter reaches first safely, runner returns to second.
3. Runner on third leaves too soon, batter reaches first safely, runner returns to third.
4. Runner on first leaves too soon, batter hits clean double, runner goes to third only.
5. Runner on second leaves too soon, batter hits clean double, runner goes to third only.
6. Runner on third leaves too soon, batter hits clean double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
8. Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
9. Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
10. Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
11. Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
12. Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.
13. Runners on second and third, either leaves too soon, batter hits a clean double,

runner on third scores, runner on second goes to third.

14. Runners on first, second and third, any runner leaves too soon, batter hits clean double, runners on second, third score, runner on first goes to third.

15. Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.

16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

NOTE (1): When an umpire detects a base runner leaving the base too soon, that umpire shall raise his hand immediately to indicate the violation.

NOTE (2): For purpose of these examples, it is assumed that the batter-runner remains at the base last acquired safely.

Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball. When the obstruction occurs, the umpire shall call or signal "Obstruction."

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction.

NOTE 1: When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, the runner would have been awarded because of being obstructed, the runner does so at his/her own risk and maybe tagged out. This is a judgment call.

NOTE 2: The catcher, without the ball in his/her possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when fielding a ball or with the ball already in his/her possession.