

Bronco Local Rules

Updated April 2026

Play is governed by the official PONY BASEBALL RULE BOOK, with the exception of the following:

Team Responsibilities for Games

- **Good Sportsmanship:** Players & Coaches are to salute the parents and other team after each game. Handshake lines are at the coach's discretion.
- **Field Duties:** Each team will designate at least one representative to help prep the field BEFORE your game as well as AFTER your game.
- **Minimum Defensive Innings / Pitch Count Forms:** The Manager MUST submit these the day of the game to their division commissioner (penalty of forfeit). The easiest way is for the manager to snap a photo of the completed forms and text/email to the commissioner immediately following the game.
- **HOME TEAM** is responsible for providing an adult to act as the **Official Scorekeeper**
- **AWAY TEAM** responsible for providing an adult to act as the **Scoreboard Operator**

Pre-Game Schedule

- **Pre-Game Field Prep:** drag and water infield dirt, chalk lines and batter's boxes, uncover mounds, clean base anchors and place bases

Safety and Well Being of the Children

- Concern for the safety of the players, spectators, coaches and umpires will be required during all team activities including games, practices and associated events.
- No practice swings by any player in or around the dugout during the games. A coach must be stationed at the dugout entrance of the team that is at bat at all times.
- NO smoking or alcohol is permitted by the coaches or spectators at the park where practices and games are whatsoever.
- Any player who throws a bat that can or does cause injury while at bat is out at the discretion of the umpire.
- Only adults will be base coaches.
- Players must remain in the dugout during the game, bathroom breaks or injuries are only exceptions.

Field: As per West Region Pony Bronco Division Baseball Rules

- **Bases:** bases will be 70 feet apart (inside bases)
- **Pitching Rubber:** distance will be 50 feet (rubber to back of home plate)
- **Home Plate:** Use front plate

- **Dugouts:** 3rd Base Dugout = HOME team and 1st Base Dugout = AWAY Team

Equipment:

- **Bats:** With the exception of the -3 bat (BBCOR certified), all other 2-⁵/₈ inch minus factor bats (-5, -7, -9, etc.) and 2-¹/₄" bats must be certified with the **USA Bat licensing stamp** on the bat in order to be used for league and tournament play. **NO USSSA BATS ALLOWED**
- **Shoes:** plastic/rubber bottom cleats (no metal cleats or spikes)
- **Batting Helmet:** Batters and Runner **MUST** wear a batting helmet. Jaw guards are highly recommended.
- **Catchers Equipment:** Catchers are required to use a chest protector, shin guards and catchers helmet. Boys in the catcher position **MUST** wear an athletic cup.

Gameplay:

- **Maximum innings is 7**, there is no minimum. In the event of a tie score after 7 innings, the game is recorded as a tie (except playoff games which must be played out until a winner is decided).
- The umpire shall keep the time - **No new inning shall start after 1 hour 50 minutes (110 minutes) of play, the game is considered complete at the end of that inning.**
- **INCOMPLETE INNINGS:** If the game is called for any reason in an incomplete inning, the score will revert to the previous completed inning, unless the game is called at any point after the end of the top half of the inning with either (a) the home team leading, in which case the home team wins, or (b) the game tied after the visitors led at the end of the last complete inning, in which case the game is a tie.
- **GAMES CALLED PREMATURELY:** If the umpire calls the game for any reason (e.g. weather, emergency, injury) prematurely (ie before an hour), the division commissioner will determine whether to continue the game at a later date and, if not, the impact of the game on the standings.
- **PROTESTS** are per MLB rules – Coach must call timeout and inform the Umpire and Scorekeeper that the game is going to be played under protest, **PRIOR** to the next pitch for the protest to be heard and decided on by the Commissioners.
- **BATTING OUT OF ORDER** results in an out for the batter. Base runners must return to their spots prior to the at bat.
- **EJECTION** of any player will result in an automatic out for that batting order spot when it comes up for the rest of the game.
- **DROPPED 3rd STRIKE** – the ball is live, out must be recorded
- **MERCY RULE:** The game shall end if a team is ahead by 10 runs at the end of the 5th inning.
- **INJURY** – if a player is injured and on base, the player can be pinch run for. The pinch runner will be the player who made the last out. The player may remain in the game if he/she recovers (and at the discretion of the umpire) and bat in their next turn. If a player misses an at bat due to injury, illness or departure, then they **MAY NOT** return to the game.
- **PINCH/DESIGNATED RUNNERS** – none are allowed (with the exception of injury – see prior rule). Players who bat are required to run for themselves.

Players / Substitutions:

- Each team must have a minimum of 7 players at game time, less than 7 players is a forfeit.
- Teams having 7 or 8 players at game time will be able to play under the following conditions:
- The team lacking players will select one or two defensive positions of their choice (except pitcher or catcher) to be filled by the last one or two batters in the offensive team's batting order for that inning. As those batters approach "in the hole" position to bat for their own team, the next offensive batters in the bottom of the batting order will refill those defensive positions. No players, other than those on the opposing team, may fill open positions.
- Offensively, there will be no penalty for missing batters.
- If, due to any circumstance during the game a team falls below 7 players, the game will officially end and will be recorded as a forfeit.
- No player shall sit two innings, until each player has sat at least one inning.
- Each player shall play at least once in the infield in the first 5 innings of the game.
- The infield positions are C, P, 1B, 2B, 3B, and SS. The outfield positions are LF, CF, and RF.
- Non-compliance with the defensive innings rules will result in a forfeit.
- If a player departure during the game does not reduce the number of players in the batting order to under 7 or if the player is injured or ill, then the spot will be skipped and there will be no out in that spot.
- Any player who misses an at bat for departure, injury or illness after batting may not re-enter the batting order; that spot will be skipped for the rest of the game (exception is batting out of order accidentally), AND THE NEXT PLAYER IN THE BATTING ORDER WILL BAT.
- Any player unable to complete an at bat (for injury, illness or departure etc.), will have his at bat completed by the player NEXT in the batting order. The "count" will carry over to the next player and the next player will then NOT bat again on his/her official spot that time through the order.
- Coaches can change players' positions on the field at any time and make defensive substitutions (as long as the substitution does not violate the rules above).
- A pitcher cannot re-enter as a pitcher once they are removed from pitching.

Batting

- ORDER: all players will be included in the batting order. No Substitutions are to be made to the original batting order.
- Each team must have at least 7 spots in their batting order.
- Players arriving late are to be placed at the bottom of the batting order.

Base Running

- NO metal cleats or spikes are allowed (in games AND/OR practices).
- SLIDE RULE: Base runners must slide for safety on any close plays (other than 1st) or can be called out. (Umpires Discretion)
- COLLISION RULE: Intentionally and aggressively contacting a defensive player can result in ejection from the game and is an automatic out and the play is over. (Umpires discretion)
- PINCH/DESIGNATED RUNNERS – none are allowed (with the exception of injury – see prior rule). Players, who bat, are required to run for themselves.
- STEALING – full MLB stealing rules apply.

Pitching

- A pitcher MAY NOT return to pitching once removed from pitching in a game.
- Managers are to track their own pitchers innings and pitch counts and turn in their sheets after each game.
- The league recommends that no player play pitcher and catcher for a combined total of more than 5 innings in a game for injury prevention.

Pitching Restrictions - Spring

- Pitchers may throw IN a Maximum of 3 innings in one game.
- Pitchers may throw IN a Maximum of 6 innings in one week. A week is defined as Monday through Sunday (the week starts over at 12:01am Monday).
- ONE PITCH in an inning counts as a full inning towards these limits!
- The maximum number of pitches allowed per day for a 9 or 10 year old is **75** and for an 11 or 12 year old is **85**.
- Once a pitcher hits their maximum pitch limit, they may finish that batter, but may NOT start pitching to a new batter.
- PITCHING REST REQUIREMENTS. Any pitcher reaching their maximum pitch count is required to rest the following calendar days before pitching again. For example, if a pitcher throws 45 pitches on a Monday, then they cannot pitch again until Thursday.

Rest:	0 Days	1 Day	2 Days	3 Days	4 Days
Pitches:	1-20	21-35	36-50	51-65	66+

Pitching Restrictions - Fall

- One pitcher on each team may pitch for a maximum of 6 outs per game.
- All other pitchers may pitch:
 - a maximum of 3 outs per game during a single inning, or
 - a maximum of 4 outs per game, providing their first out is the *last out of the inning* in which they started pitching. (This allows a “single-inning” pitcher to come in at the end of the previous inning to relieve a struggling pitcher.)

PITCH SMART Guidelines:



AGE	DAILY MAX PITCHES
7-8	50
9-10	75
11-12	85
13-14	95
15-16	95
17-18	105

AGE	REQUIRED REST (PITCHES)				
	0 Days	1 Days	2 Days	3 Days	4 Days
7-8	1-20	21-35	36-50	N/A	N/A
9-10	1-20	21-35	36-50	51-65	66+
11-12	1-20	21-35	36-50	51-65	66+
13-14	1-20	21-35	36-50	51-65	66+
15-16	1-30	31-45	46-60	61-75	76+
17-18	1-30	31-45	46-60	61-75	76+