

# 2018 Bronco Express Baseball Rules

## Garden City, Dearborn Heights, Wayne & Allen Park

1. Schedule:
  - A. The number of games will be determined by the number of teams in the league.
  - B. All games will count towards divisional standings.
  - C. Incomplete games or games postponed by rain will be made up on the first available day.
  
2. Length of Games:
  - A. For 6:00 PM games: each game will consist of seven (7) complete innings; No inning will start after 8:00 PM in the condition that there is an 8:00 PM or 8:30 PM game. Two (2) hour time limit for all regular season games. If there is an 8:00 game following, no inning will start past 8:00 regardless of start time. Playoff games will have no time limit. Start time is determined during ground rules.
  - B. For 8:00 PM games: each game will consist of seven (7) complete innings; No inning will start after 10:00 PM on school nights, regardless of start time (school night will be determined in ground rules). ; No inning will start after 10:30 PM on non-school night.
  - C. **Each team must field at least 8 players within 15 minutes of scheduled start time or team is subject to forfeit. League official may overturn this decision on the spot.**
  - D. Each half inning will conclude with three (3) outs, or maximum batters per inning, reference rule 4B, Except last inning (7<sup>th</sup> or extra inning only), when unlimited runs are allowed.
  - E. New inning begins after last out is made from previous team batting. For example, if last out is made at 7:58 PM then the new inning begins at 7:58 PM.
  - F. Each team will bat their line-up.
  - G. If a game is called because of weather, before it is complete, it shall be played from the start. For Rainout games – check with your city.
  - H. If a game is called because of weather, it shall be a complete game if five innings have been completed, or if the home team has scored more runs in four innings or four and a fraction innings, than the visiting team has scored in five complete innings. **A game is also considered complete if it qualifies as such under the mercy rule (9G).**
  - I. Teams must schedule makeup games within 1 week or both teams are subject to forfeit.
  - J. Lightning rule: Garden City, Dearborn Heights - Umpire's decision. Wayne– game is over.
  - K. **Directors may only extend a game in the interest of making it an official complete game (5 inning rule or mercy rule) beyond the 2 hour limit provided the it does not cause a curfew issue with other games.**

3. Managers and Coaches:

- A. Managers will set a good example of sportsmanship for all coaches, players, spectators, and umpires.
- B. Managers must call all team members to notify them of the time and place for all practices, make up games, and all other team functions.
- C. No team member, coach, manager, or spectator may dispute an umpire's judgment call. This rule will be strictly enforced. Any abuse of this rule can lead to the managers or coach's suspension or dismissal by the League Director or Commissioner.
- D. The manager and coach for each team will meet with the opposing manager and coach prior to the game to exchange batting orders and to go discuss ground rules. Batting orders are to be written prior to this meeting.
- E. Batting lineup is submitted to opposing team prior to ground rules.
- F. Batting lineup must consist of uniform number and last name.
- G. Announce no shows, injuries, and suspensions prior to the game. A no show may be placed at the bottom of the batting lineup when he arrives.
- H. A manager/coach ejection from the game is subject to suspension of future games. The opposing team needs to notify the director as soon as possible.
- I. Score, Pitchers and innings pitched must be reported by each team to ensure fair play. Scorebook must be signed by coaches of both teams next to pitchers of record in that game, in BOTH scorebooks, in ink. If no signature from previous game in current week, pitcher in question may only pitch 1 inning.
- J. Coaches from opposing team may review your team's current week worth of pitching at any point during the game.

4. Offensive Rules:

- A. All players **MUST** be placed in the batting rotation, and **MUST** bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game.
- B. Each team will bat their line-up per inning. For example, if the Tigers have 10 players show up for the game and the Braves have 12 players show up for the game, then the Tigers may bat 10 players per inning with less than 3 outs and the Braves bat 12 players per inning with less than 3 outs. No batter shall bat more than one turn in an inning, except for last inning (7<sup>th</sup> or extra inning only), when unlimited batters are allowed.
- C. Once the pitcher is set, the runner on third base may not advance toward home plate more than half the distance of the base path until the ball passes home plate. If this rule is violated, the runner will be out.
- D. If a player **intentionally** throws a bat, that batter will be called **and may be subject to ejection**.
- E. **If a batter accidentally throws and hits the catcher with the bat, the batter shall be called out.**
- F. If a player leaves the lineup, **for any reason including** injury or ejection, the batting position will not be considered an automatic out. The player will not be eligible for re-entry into the lineup. The opposing team will be notified.
- G. If a player is skipped because he is unavailable to bat, not because of injury or ejection, his team will accept the out and the player will continue to participate in the game. The opposing team will be notified.

5. Defensive Rules:
- A. There will be three outfielders, unless there only 8 fielders.
  - B. Outfielders must be inbound and on the grass with both feet, before the ball reaches home plate.
  - C. **No player will sit for more than one more inning than any other player on the team. Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings. See pitching exception below.**
  - D. **Pitching exception to mandatory sitting rule: A pitcher may legally be in violation of this rule if he is still pitching but once he is taken from the mound for another position while in violation of the rule, this pitcher must be placed on the bench until he has sat the required innings in rule C.**
6. Player Conduct:
- A. Players not in the field, batting, or in the on deck circle must stay on the bench at all times.
  - B. There will be absolutely no harassment of opposing players. Penalty is player, managers, and coaches' removal from the game (this includes "HEY BATTER").
  - C. A player's ejection from the game is subject to suspension of future games. The opposing team must notify the director as soon as possible.
7. Pitching Rules:
- A. No curve balls
  - B. No intentional walks
  - C. Pitchers may pitch a maximum of ten (10) innings per week. A week is considered Monday through Sunday.
  - D. Pitchers cannot pitch more than 4 innings per game.
  - E. Pitchers must have at least 40 hours rest between outings.
  - F. One (1) pitch constitutes an inning/outing.
  - G. Balks: One (1) warning per pitcher. Arguing a balk is not permitted but clarification may be requested.
  - H. Violation of these pitching rules will subject the game to be forfeited and the manager dismissal.
  - I. If a pitcher hits three (3) batters in a game or inning, he must be removed, but allowed to stay in the game and play another position. This does not mean he cannot pitch the next game.
  - J. Innings pitched in a game, which is rained out, cancelled, or suspended, will count toward weekly pitching totals.
8. Playoffs: Subject to number of teams in the league
- A. Seeding will be determined through the tiebreaker rules as follows:
    - 1. Overall record.
    - 2. Head to head based on first scheduled meeting.
    - 3. Least runs allowed among teams involved.
    - 4. Run differential between tied teams (+ high number = higher seed).
    - 5. Coin Toss.
  - B. Playoff pitching rules will be the same as the regular season.

9. General Rules:

- A. This league is to provide 11 and 12-year-old boys with the opportunity to learn and play organized baseball. Emphasis will be on teaching and learning the fundamentals of baseball, following the Rules and Regulations.
- B. Injured players must be attended to immediately. All play must stop if the injury appears to be in the slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out within twenty-four (24) hours. Base runners shall be awarded bases at the umpire's discretion.
- C. **NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER, OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR LEGAL ACTION.**
- D. All rules not covered above will be covered under Pony Baseball Rules.
- E. There is no smoking on the Playing Field, or in the Dugout.
- F. All protests must be in accordance with the Protest form.
- G. **MERCY RULE: 15 run lead after 4 complete innings (3 ½ if home team is ahead) or 10 run lead after 5 complete innings (4 ½ if the home team is ahead).**
- H. Teams can play with 8 players. 7 or less is a forfeit.
- I. Any violation of the before mentioned rules may result in forfeiture of that game.
- J. Pitcher's mound to home plate is **50** feet and is laid out by the home team.
- K. Bases are 70 feet apart.
- L. Home team supplies two NEW game balls and the Visitors supply one good USED ball.
- M. The league reserves the right, with the power vested in the board of directors, to amend, nullify, alter, or change any rule or policy it deems, to be in the best interest of the league and its participants.
- N. Score, pitchers and innings pitched per pitcher must be reported by each team to ensure fair play.
- O. Players must run on and off the field.
- P. A player may be added to the game/lineup regardless of when he may show up for the game. If he is added to the lineup after the game has started then he must go at the bottom of the lineup.
- Q. **Metal spikes or Metal Cleats are prohibited in the Bronco Division.**
- R. **Non ejected players may only be suspended from games pending approval of league officials for the city affiliated with the player in question. 24 hour noticed is required.**
- S. **Runners must slide or give up on a play to a base/plate that may result in contact. This rule is designed to protect defensive players from injury.**
  - 1. **On a play where there is no contact and a player does not slide, the player shall not be considered out.**
  - 2. **A player shall be called out while he does not slide to a base/plate when a play is being made and the play results in contact with the defensive player.**
  - 3. **If a player accidentally runs into a fielder/catcher because the fielder or catcher steps one way or another to without the ball then the player shall not be called out.**
  - 4. **The defensive player may not block home plate before he has the ball for this may result in unnecessary contact. If a runner slides into the defensive player at home plate who does not have the ball, the runner shall be considered safe due to the defensive player's interference.**

## **Garden City Youth Athletic Association Additional 2017 Bronco Baseball Rules**

1. The standard procedures for evaluations are as follows: Boys must show up to evaluations on their designated day and time. If unable to make the assigned tryout, players must contact the Director and make arrangements for a possible make up date and time.
  - A. Managers MUST declare their coaches and protections at least 24 hours prior to the beginning of the Tryouts.
  
2. Player Draft:
  - A. Draft all 12 year olds first
  - B. Draft all 11 year olds second.
  - C. There will be a rating system designed to assist the coaches in selecting their teams in the draft. This system will have a panel of three (3) members to assign the GCYAA Rating. Each player will go through hitting, throwing, and running. The panel will then rate the player from one (1) to Twenty (20); this will be the GCYAA rating for the draft. The first round will be done in an order that will be determined by drawing a playing card, with the ACE drafting first. The second round will start with the team containing the lowest GCYAA rated player from the first round. Each round is the same thereafter with GCYAA rating points accumulating in each round and the lowest total picks first in each round. If at the end of each round there is a tie, you will proceed in the direction of the arrows. Manager and coach's son(s) must go through tryouts and will be rated along with all other players to determine their rating and position in the draft.
  - D. Brother Act: Unless the parents request otherwise, there will be a brother act. The younger brother will be rated by the League Panel and his rating will be determined before the draft begins. The younger brothers round in the draft will be established. If a manger takes the older brother he must take the younger brother in the assigned round. (This includes stepbrothers).
  
3. Managers and Coaches:
  - A. Must be a GCYAA member.
  
4. Player Conduct:
  - A. If you wish to discipline a player, you must get written approval from the Director of your league 24 hours before game time. Failure to do so may cause your removal as a manager, coach, or a forfeit. Any forfeit under this rule may be appealed to the protest committee. Discipline must be reported to the opposing manager and umpire before the game starts. The disciplined player's parents must also be notified in writing by the league.
  
5. All Stars (If Played):
  - A. Each team in the league will nominate two (2) or more players for the All Star Team. The league director will determine the number of players.
  - B. Nominations will be determined by ballot. Each player on the team may vote for two (2) or more players. The manager will count the player ballots. The players with the most votes are the team's selected All-Star candidates. The team manager breaks ties.
  - C. If a player cannot compete in the All Star game he may be replaced by an alternate as long as the alternate is from the same divisional team as the player he is replacing. The Director must be notified of any changes in the All Star Roster twenty-four (24) hours before the game.
  - E. All Star manager/coach will be from the two teams in the championship game.
  - F. Travel and tournament team players are ineligible for the All Star teams.