

## Pitch Smart Chart

This chart applies to 10U and 12U

The kids age determines his pitch count, not the age group he plays.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A



## Bronco Rules and Regulations

In Bronco Baseball, the players are playing "real baseball" in accordance with The Rules of Major League Baseball (for the most part) as well as specific PONY rules. Pitching and base distances increase from Mustang, allowing greater challenge to this age, yet still providing a rather seamless transition.

Updated 02/10/2021

### Players Age:

- 12 years old and under boys on or before April 30th

### Playing Field:

- Distance between bases is 70 feet

- Pitching distance is 50 feet

#### **Equipment:**

- The batter, players' on-deck, and base runners will be required to wear protective headgear. Face mask is recommended.
- The player catcher must wear a catcher mask, a chest protector, shin guards, and athletic supporter.
- It is recommended and encouraged that all kids wear athletic support
- Bats MUST meet USA Baseball bat standard or BBCOR. Wooden bats are permitted.
- Home team is responsible for game balls and field prep (location of game)

#### **Games:**

- Games are seven innings with a 5-run limit per inning. The final inning will be unlimited. Umpires will declare final inning.
- The game time will be a limit of 1 hour & 45 minutes
- 1 extra inning may be played if a game is tied after 7 innings are complete. No new inning will begin after 1 hour & 30 minutes. If the game is still tied after the extra inning, the game will be declared a tie. The extra inning will be unlimited runs.
- If a game is called for any reason it will be a complete game if five full innings have been completed.
- No intentional delay of game is allowed. Doing so may result in a forfeit at the umpire's discretion.

## **Bronco Rules and Regulations Cont.**

#### **Rules**

- Two offensive coaches will be allowed to stand in the coach's boxes or the designated area adjacent to first and third base.
- Coaches may choose to bat all players with free substitution, bat 9 with substitutions, or bat 10 with substitutions. Official baseball substitution rules apply.
- Every player must play two defensive innings per game.
- Each team will have a maximum of 9 players on the field.
- Players may not change positions during innings unless a substitution is made.
- Over-shifts are NOT permitted
- A minimum of 8 players constitute a team, anything less will be a forfeit although the game may still be played for fun.
- A Mustang player may participate in a Bronco game in order to fill out a Bronco roster on a single game basis. This will aid the Bronco team from otherwise having to forfeit that particular game. Each player called up must be reported to opposing coach and the baseball director. Players may play up a maximum of four times. Bronco players cannot play on other Bronco teams.
- Bronco Pitching Rules – See chart at end of Rules.

- One trip to the pitcher's mound per pitcher per inning is allowed for the coach without changing pitchers
- Dropped third strike rule is in effect per PONY/Major League Guidelines. Batters may advance to first on a dropped third strike **UNLESS** 1st base is occupied with less than two outs. The catcher must tag or throw out the batter at first to record the out if 1st is unoccupied. With **TWO** outs, regardless of whether 1st base is occupied, the catcher must tag or throw out the batter at first or throw to another base for a force out to record the out if the third strike is dropped.
- Intentional walks are permissible. A player may be put on base without making the pitches.
- Proper bunts are allowed
- The infield fly rule is in effect.
- Base runners may lead off and steal as desired
- There is a **MUST SLIDE** rule at all bases (except first) to avoid contact if a play is being made at that base. A collision at home plate between a base runner and a catcher may result in the base runner being ejected at the umpire's discretion. No head-first slides allowed **UNLESS** diving back to a base to avoid a pick-off.
- Slinging a bat will constitute an out after 1st warning.
- Players removed from lineup not due to injury will be considered an out
- Injured players who do not take their turn at bat will be taken out of the line-up for the remainder of the game and cannot return.
- 10 Run Rule: If a team is beating another team by 10 or more runs after four innings are played, the game will be terminated and the team in the lead will be declared the winner.
- No profanity or inappropriate behavior by players, parents or coaches will be tolerated. Each coach will be responsible for the actions of the players and their parents. If any player, coach or parent's behavior becomes inappropriate he/she may be ejected or their child can be removed from the game.
- Ejected players, coaches, or fans must go to their vehicle and not return to the field area for the remainder of the day/night. All ejections will be reviewed by the Community Board on a case by case basis. Rulings by the Community Board are final and not open to appeal.
- A protest based on a play that involves an umpire's judgment is not permitted. Coaches wishing to protest a game due to a rule violation will notify the umpire immediately following the game in question. He should then contact his league director, who in-turn brings the matter before the Community Board. All decisions made by the Community Board are final.

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