

DJBSA 12U BRONCO BASH BASEBALL RULES

1. A player must not turn thirteen (13) years of age before April 30 of the current year.
2. Bases are to be sixty (60) feet, pitcher's mound at forty-six (46) feet.
3. A complete game is six innings and all innings will be limited to 6 runs with the exception of the 6th inning, and only the 6th inning. Run rule is therefore 7 runs after 4 innings or 13 runs after 3. Games will have a 1 ½ hour time limit, if an inning has started we will be allowed to finish the inning.
4. A pitcher may only pitch six (6) innings a day. Only the starting pitcher may return to pitching one time. If a pitcher pitches more than three (3) innings in a day, they must have a day of rest.
5. A player can go to any fielding position (including catcher) after they have pitched in a game.
6. Half (1/2) of an inning will consist of three outs.
7. A starting team shall consist of nine players, (three (3) outfielders). The minimum is seven (7) players, less than seven (7) is a forfeit. Outfielders must be positioned in the grass until contact with the ball.
8. Catchers must wear full protective gear (throat guard, catcher's cup, etc.).
9. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
10. All players on the roster which are present for the game shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss his turn at bat due to illness, he may return in his spot in the batting order without taking an out. If a player arrives late, he will be placed at the bottom of the batting order.
11. A player being played on while advancing to a base, other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base other than first without sliding should avoid contact. (A runner may not leap over the top of a defensive player.)
12. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
13. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
14. Drop 3rd strike will apply.
15. Infield fly rule will be enforced.
16. Leadoffs/steals allowed
17. When a pitcher gains possession of the ball and is on the rubber, all runners must return to their base immediately. Any runner failing to do so in this situation will be declared out.
18. Player throwing the bat: one (1) warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if ball is hit in fair territory.
19. USA, USSSA, BBCOR, and wooden bats can be used.
20. **Little League Regulations shall apply to all situations and rules not covered above.**