

Allegheny River League

Bronco Division Official Playing Rules

1. Governing Rules

Play within the Mustang Division shall be governed in the following order of precedence:

1. **Allegheny River League (ARL) Rules**
2. **PONY Baseball Rules and Regulations**
3. **Official Rules of Major League Baseball**

2. Field Dimensions & Game Length

- Games shall consist of **seven (7) innings**.
- Base paths shall be **70 feet**.
- Pitching distance shall be **50 feet** from the pitching rubber to home plate.

3. Game Start Times & Time Limits

- Weekday games begin at **6:00 PM**.
- A **15-minute grace period** (until 6:15 PM) is allowed before a forfeit is declared.
- No new inning shall begin after **7:50 PM**, Monday through Thursday during the school year, regardless of field lighting.
- This rule applies even if one team is no longer in school.

Forfeits

- If a team forfeits without notifying the opposing team the night before (weather permitting), the forfeiting team is responsible for umpire fees.

4. Equipment & Game Administration

- The home team shall provide:
 - **Two (2) baseballs**
 - **One PATCH-certified home plate umpire**

5. Batting & Offensive Rules

- **Continuous batting order** is permitted and encouraged.
- When team rosters are unequal, the team with the larger roster must declare its batting method prior to first pitch. Batting order decisions are final once the game begins.
- If a player leaves due to injury or illness, that player's spot is skipped with no penalty.
- If a player is removed by the umpire, an **out is recorded** each time that spot appears in the batting order.
- With 2 outs a team may substitute a runner for the catcher if on base, The substitute will be the last out.

6. Run Limits

- There is **no run limit** per inning in the Bronco division.
- The **15-run mercy rule** (after 4 completed innings), **and 10-run mercy rule** (after 5 completed innings) are in effect.
- If the home team is ahead by the above runs in the bottom of an inning, the game is over.

7. Bunting & Slashing

- Bunting is permitted and encouraged.
- **Slashing is prohibited.**
 - Slashing is defined as squaring to bunt, pulling back, and swinging.
 - First attempt results in a team warning.
 - An executed slash results in an **out**.
- Batters may square and pull back, accepting the result of the pitch.

8. Base Running & Stealing

- Runners may lead off under standard rules.
- **Feet-first slides are required** when advancing.
- Head-first dives are permitted **only when returning to a base**.
- Runners must avoid unnecessary contact.
- Stealing any base, including home is permitted.
- The player can steal once the pitcher starts a wind up or starts a pitching motion towards home.
- Runners are free to advance bases at any time, including overthrows.

9. Defensive Alignment & Rules

- Teams shall field **nine (9) defensive players**.
- Fielding **eight (8) or fewer players at the start of a game, it** results in a forfeit.
- If a player must leave a game due to injury, illness, etc. he is skipped in the batting order, but the game can continue with **eight (8)** defensive players. If the umpire removes a player, it is recorded as an out each time he is due to bat.
- The **Infield Fly Rule** is enforced.
- The **Dropped Third Strike Rule** is in effect.

10. Bat Regulations

- Bat barrel diameter may not exceed **2 $\frac{5}{8}$ inches**.
- Bats must be stamped **USA Baseball**.
- Wooden bats are permitted.
- **Big Barrel and 1.15 BPF bats are prohibited.**
- **USSSA Bats are prohibited.**
- Use of an illegal bat results in the batter being called out.

11. Sliding & Player Safety

- Runners must slide **feet-first** on close plays.
- Headfirst sliding is prohibited, except when returning to a base.
- All contact must be avoided.
- Failure to slide resulting in contact may result in the runner being called out at the umpire's discretion.

12. Pitching Rules & Pitch Counts

- Pitch counts shall follow **PONY Baseball** and **MLB Pitch Smart** guidelines.
 - (<http://m.mlb.com/pitchsmart/pitching-guidelines>)

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
11-12	85	1-20	21-35	36-50	51-65	66+

*Required rest is determined by the number of pitches thrown.

Additional Pitching Rules

- Pitch count boundaries apply based on the count **before** a batter begins an at-bat.
- Scorekeepers and managers must verify pitch counts each half-inning.
- Pitchers may not pitch more than **two consecutive days**.
- A pitcher is considered to have pitched an inning upon throwing **one pitch**.
- A pitcher must be removed after:
 - Two hit batters in an inning, or
 - Three hit batters in a game
- A removed pitcher may not return to the pitching position in that game.

13. Intentional Walks

- Managers may request an intentional walk at any time.
- Remaining pitches are not thrown and do not count toward pitch totals.
- A pitcher may issue **no more than two (2) intentional walks per game**.

14. Game Suspension & Completion

- Games suspended **before one full inning** are restarted.
- Games suspended after one inning resume from the point of suspension.
- A regulation game is complete after:
 - **4½ innings** if the home team is ahead
 - **5 innings** if the visiting team is ahead

15. Call-Ups & Rosters

- Call-ups must come from the **next lower ARL division**.
- Call-up players:
 - May play a maximum of **two innings**, unless they are the 9th player
 - Must play **outfield only**
 - **May not play pitcher or catcher**
 - Must bat **last** in the lineup
- Teams with only eight players may use a call-up for all innings.

16. Competitive Balance

- Players may not move between teams within the same division.
- Teams must be competitively balanced.
- The ARL Board may forfeit games if a team is deemed “stacked.”

17. Reporting & Playoff Eligibility

- Winning teams must enter game results online; losing teams must confirm.
- Pitch counts, innings pitched, and active rosters must be recorded.
- Players must participate in at least **60% of games** to be playoff eligible.
- Failure to report results or submit rosters may result in forfeiture.
- All games are recorded in the ARL Scoreboard site within 24 hours of game completion.

18. Discipline & Ejections (Coaches & Players)

- Non-malicious ejection: **1-game suspension**
- Malicious intent ejection: **3-game suspension**
- Repeat offenses are subject to ARL Board review.