DYBSA 12U Rules (Bronco 12U)

League Purpose:

The goal of the league is for the players to enjoy and learn the game of baseball. Sportsmanship is the top priority of all players, coaches and spectators. Although a score will be kept, winning will not be emphasized. Coaches should work together to make this be the best baseball experience for our young players.

General Rules:

1. Playing Field

Pitching distance:	50 feet
Distance between bases:	70 feet
Home plate to second:	99 feet

2. Equipment

   A. Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than 2 ¾ inches in diameter at the thickest part, nor more than 42 inches in length, are acceptable.

   B. Metal cleats are not allowed.

   C. All helmets must be NOCSAE approved.

   D. Catchers must wear a mask with a throat guard, chest protector, shin guards, protective head-gear and athletic supporter w/cup when behind the plate. This includes players who are warming up a pitcher.

   E. No jewelry, unless used for medical identification, will be allowed.

   F. Any illegal equipment shall be removed from the game.

3. Playing Rules

   A. All players in attendance at the start of the game will be in the starting batting order. Any player arriving after the start of a game will be placed at the end of the batting order. The batting order will not change during the game unless a player leaves early. Free position substitutions will be allowed throughout the game, with the exception of the pitcher (once a pitcher is removed that player cannot pitch again in that game.) Pitchers are allowed 5 warm-up pitches per inning.

B. Each team must have eight players to start the game. If less than eight players are available, the game will be considered a scrimmage.

C. Games will be scheduled for 7 innings. All early games are subject to a time limit. No new inning shall start 1½ hours after the start of the 5:30 pm game. The umpire will announce the game time to both coaches prior to the start. Game time is when the home team takes the field. This will be called the "official game time." It is the responsibility of both coaches to note this time and it shall also be recorded in the official scorebook. If time permits, a tie game will go one extra inning before being declared a tie. Games ending by time limit can be at tie. After four complete innings, if a team is behind by 15 or more runs, then the game will be called due to the mercy rule.

D. Each player in attendance for the entire game will play in the field at least three innings for a game lasting five or more innings.

E. Home team will be the official scorekeeper.

F. A six run per inning mercy rule will apply. Unlimited runs will be permitted in the last inning or in any tie breaking inning.

G. Any player on the hitting team who is on the field is required to wear a helmet. This includes the on-deck batter, as well as players retrieving foul balls and in the coach's box.

H. Butting is allowed.

I. Stealing and lead offs are allowed.

4. Pitching Rules

A. Pitch Count

Daily Pitch Max	Required Rest: Pitches	
85	0 Days: 1-20	3 Days: 51-65
	1 Day: 21-35	4 Days: 66+
	2 Days: 36-50	
NOTE: The pitcher will only be required to observe the calendar days of rest for the threshold reached during the start of that at-bat, provided the pitcher is removed before delivering a pitch to the next batter. Scenario: Pitcher is at 19 pitches and a new batter comes to the plate. The pitcher may continue to pitch to this batter. Pitcher strikes out batter and now has 25 pitches. Pitcher exits the game. The pitcher is charged with 19 pitches and is eligible to pitch the next day.		
1 day of rest means 1 day off between outings. For example, if a pitcher threw 34 pitches on Tuesday, Wednesday would be their 1 day of rest and they would be eligible to pitch again on Thursday. Clarification on daily max of 85: If a pitcher starts pitching to a batter with 84 pitches or less, he can finish pitching to the batter and go over the DAILY max of 85, but this must be the last batter he faces. A pitcher may not appear in a game as a pitcher for three consecutive days, regardless of pitch counts. Once removed from the mound a pitcher may not return to the mound to pitch.		

B. The umpire shall consider the strike zone to expand from the top of the shoulders to the knees of the batter, and one ball width on the corners. Umpires are encouraged to reduce walks without making the strike zone too big. Each coach should be advised of the strike zone prior to the start of the game. The goal is not to have the games turn into a walk exhibition.

C. **Balks**: 1 warning will be given per pitcher before a balk is called.

5. General Rules

A. Drop third strike is in effect.

B. All players are required to avoid contact going into second, third or home plate during a close play. Any intentionally running into players will result in the player being called out. Catchers are not allowed to block home plate, and no player is allowed to block a base without the ball.

C. Home teams are responsible for umpires and two new baseballs.

D. Inappropriate behavior will not be allowed. Coaches may discipline a player by removing him/her from the field and the batting order. Umpires may remove a player from the game due to inappropriate behavior after a warning to the player and coach.

E. If a player throws their bat after swinging, the player will be warned. After the warning, the player will be called out for each bat throwing offense.

F. Infield fly rule is enforced at this age level.

G. Any rule not clarified above will be clarified by the governing body, which in this case is the Bronco section of the Pony rule book.