

Mooresville Parks and Recreation Department Bronco Baseball Rules (Ages 11-12)

National Federation of State High School (NFHS) rules apply with the following exceptions developed for Mooresville Parks and Recreation Department.

Bronco League Specific Rules

Game Length:

1. A complete game will be 6 innings. At the 1 hour and 50-minute mark, the inning will be completed, unless the home team is winning.
2. No regular season Bronco (11-12) game **will exceed 2 hours and 10 minutes**. At this point, the game will end and the score from the last full completed inning will be recognized as the final score.
3. **Mercy Rule – 15 runs after 3, 12 after 4, 10 after 5.**
4. In the case that a game goes into extra innings, International Tie Break Rules will be followed. Each half inning, the batting team will place their last batted out on second base to begin their team's at-bat. At that point, all other playing rules will be followed.
5. During the regular season, games may end in a tie.
6. In case of inclement weather, the losing team must have had at least 3 full at bats to be considered a complete game. If the losing team has not had at least 3 full at bats, the Mooresville Parks and Recreation Department staff may reschedule the game. MRD staff will evaluate the situation and determine if the game in progress needs to be rescheduled. The umpire will decide when and if a game should be called for inclement weather.
7. If a game is called due to inclement weather and the three-inning minimum has been reached, the game will be decided based on the results from the last full completed inning.

Field Dimensions:

1. Bases are 70 ft. in length.
2. The pitcher's plate shall be **50 feet** from home plate.

Pitching:

1. No pitcher is allowed to intentionally throw a curve ball or slider. If, in the umpire's discretion, the pitcher is throwing an illegal pitch, he will be warned for the 1st offense. If the pitcher continues to throw an illegal pitch, he must be removed from the game.
2. Pitching regulations:
 - A pitcher is allowed to pitch no more than 10 innings in a calendar week if his team participates in 2 scheduled games.
 - A pitcher is allowed to pitch no more than 12 innings in a calendar week if his team participates in 3 scheduled games.
3. A calendar week starts on Monday and ends on Sunday.
4. A pitcher may not pitch more than 7 innings in a calendar day.
5. A pitcher must have at least 40 hours rest after pitching 4 or more innings in a calendar day.
6. If a pitcher warms up on the pitching mound, he must enter the game as the pitcher.
7. If a pitcher throws one pitch in an inning, he is credited with 1 inning pitched.

8. Each coach is granted one (1) uncharged mound visit per pitcher per inning. If the coach visits the same pitcher twice in the same inning, that pitcher must be removed from the pitcher's position. If you visit the mound the first time and remove your pitcher, that is not a charged visit and you have one more visit to the next pitcher before you have to remove him. The below still stands true that a visit to the mound will not be charged:
 - 1 Time granted for an obviously incapacitated player shall not constitute a charged conference.
 - 2 A conference is not charged when the pitcher is removed as the pitcher.
9. Any pitcher withdrawn from the mound for any reason will not be allowed to re-enter as a pitcher for the remainder of that game.
10. The coach must inform the scorekeeper if a pitching change is made.

Batting:

1. All players shall bat during a game. When a manager makes out his/her line-up, he/she should list all eligible participants present at the game. The manager shall then allow the batters to bat in that order. This rule does not apply to a player that shows up after the 2nd inning. If a player shows up after the 2nd inning and the coach decides to let him play, he must be inserted at the bottom of the lineup.
2. There will be a limit of 6 runs scored or 3 outs, whichever comes first, in each of the first 4 innings of play. The inning will end immediately after the 6th run is scored. The 5th and 6th innings will continue until the defense makes 3 outs.
3. A coach is allowed only 1 offensive conference per inning to talk to a batter.

Fielding:

1. Each player shall play in the field at least every other inning. It is up to the coach to decide playing time for a player that shows up after the 2nd inning. If the coach chooses to use the player, he shall add that player at the end of the batting line up and use him/her in the field as he/she sees fit.
2. A coach shall use 10 fielders.
3. 3 outfielders must be stationed in the outfield grass at the time the ball is pitched.

Base Running:

1. The runner may lead off of the base he occupies.
2. The runner may steal.
3. A batter may advance to 1st base on a 3rd strike if the catcher mishandles the ball.
 1. When 1st base is not occupied and there are less than 2 outs
 2. Anytime there are 2 outs regardless of if 1st base is occupied or not.
4. **Catchers MAY be substituted with the last batted out when there are 2 outs in the inning to help speed up play but are not required to.**

Miscellaneous:

1. The infield fly rule will apply.
 - a. A fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runners are on first and second or all three bases are occupied and before there are 2 outs.
 - b. The rule does not preclude outfielders from being permitted to make the catch. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance once the batted ball is touched by a fielder.
2. Wave the batter to 1st base on an intentional walk.
3. A coach may use a pinch runner if the pitcher or catcher is on base. A coach must use the last **batted** out as the pinch runner.
4. Each team must have 8 eligible players to start a game. If a team starts a game with less than 9 players, an out will be called each time the 9th spot in the lineup comes around. A team may finish a game with 8 players, if for injury, illness, or ejection a player has to leave the game. An out will be called each time this player's spot occurs in the batting order.
5. A team that starts with 10 or more players but loses one player due to injury, illness, or ejection, will skip that spot in the lineup without being charged an out. Only when you drop below 9 players will you be charged an out at that individual's place in the order.
6. If a team drops below 8 players, a forfeit will be called.
7. No metal spikes allowed.
8. Hats are not mandatory, but if worn, must all be alike.
9. **There is no "must slide" rule in place. A base runner must make every attempt to avoid malicious contact but is not required to slide at any base.**