

OPYBS Jr. Bronco Rules and Regulations



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SECTION I: GAMES

A. Schedule

Scheduling and rescheduling of league games shall be the responsibility of the officers and executive committee, and shall provide not less than 12 regular season games for each team.

B. Base and Pitching Distances:

Bases
60 feet

Pitching
44 feet

C. Playing Fields

1. The play area shall be within the first base and third base foul lines. Out of play will be considered an extension of the dugout fence down both foul lines, both dugouts and the nook on deck area at Field South.

2. Home plate, the pitcher's plate and the bases shall be official size as used in regulation baseball.

3. The third base dugout shall be reserved for the home team.

D. Playing Rules

1. The official playing rules, with the exceptions and variations contained in these rules, shall be "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

2. No more than three players shall "huddle" on the playing field at any time during the game. Umpires shall discourage such gatherings when they tend to delay the game.

3. It is required that each player on the team play in at least three innings of each game and preferably four innings. Coaches should try to sit even their most skilled players at least one inning per game.

4. Players can be removed from playing in the field after the end of an inning and put back into the game at any time.

5. Continuous Batting Order: All players regardless of whether they are playing in the field shall bat.

6. Once removed from the lineup a pitcher may return to the lineup but shall not pitch again in the same game.

7. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or ejected from the game by the umpire, the player last removed from the lineup by the manager or coach, who is otherwise eligible to play, shall be used as a substitute.

8. Substitute runners. Teams may use substitute runners if there are 2 outs and the catcher is on base or in the event a base runner is injured. A team's substitute or pinch runner must be the last out in the current inning or the last out in the team's previous at bat if there are no outs and a base runner is injured. **Teams may not substitute runners randomly.** Ex: a team may not substitute their fastest base runner unless that player made the last out and he/she replaces an injured player or the catcher who is on base with 2 outs.

9. If a player is being disciplined and will not be playing his three innings, the opposing manager shall be so informed before the game.

10. An ill or injured player may return to the game but shall return to his original spot in the batting order.

11. On close plays at bases, runners shall avoid collision with the fielder other than sliding into the fielder or they are to be called out. If the collision is determined to be flagrant, the player shall be ejected from the game.

12. No slashing is permitted. A player "slashes" when he squares to bunt, draws in the opposing team's defense, and then swings freely at the batted ball. A player who slashes during a league game will be called out by the umpire and all advancing runners must return to the base they were on before the batted ball was put into play. A second violation by the same player in the same game will result in an ejection.

13. Coaches and assistant coaches are required to stay in the dugout or the dugout doorway when their teams are in the field. Failure to comply with this rule will result in the umpire charging the coach with a visit to the mound. A pitcher must be removed after two coach visits to the mound in any inning. Exceptions include calling time out for a legitimate visit to the mound, player injuries, equipment issues and field maintenance.

14. The batter must not throw the bat. If the bat is thrown, a team warning will be given and on subsequent occurrences in the game any batter will be called "out".

E. Pitching Rules

1. Pitchers shall not pitch in more than two innings per game. Pitchers shall be allowed to pitch in no more than eight innings in any one calendar week. A calendar week begins on Monday and ends the following Sunday. In the event of the completion of a suspended game only, a pitcher may pitch only three innings in a day.

2. Players are on a strict pitch count. Pitchers can throw no more than 55 pitches per game, and no more than 110 pitches per calendar week. Pitch counts reset to zero on Monday of every week. If a pitcher reaches the limitation in the middle of an at bat, he shall be allowed to complete that at bat and then must be removed from the game as pitcher.

3. Pitchers shall have at least 40 hours rest after pitching three innings on the same calendar day. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

4. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they pitched, regardless of whether they are local league games, the playoff or postponed games or suspended games, tie games or exhibition games, or All-Star games.

5. During a game, both teams must count their team's pitches as well as the other team's. Pitch counts must be e-mailed to the league president at the end of the week. **VIOLATIONS:** The league President will monitor compliance. First violations of the game or weekly pitch count will result in a warning to the manager. Each additional violation will result in a two game suspension.

6. Pitchers may only throw fastballs and changeups. No breaking balls are allowed. **1st Violation:** Immediately following the pitch, the umpire will privately communicate to the manager that a breaking ball was thrown and issue the first warning. Unless the batter hits the ball and reaches base safely, the ball is called dead and the pitch is a ball.

2nd Violation: The umpire will publicly warn the coach and the pitcher. Unless the batter hits the ball and reaches base safely, the ball is called dead and the pitch is a ball.

3rd Violation: The manager is ejected from the game and the pitcher must be removed as pitcher. Unless the batter hits the ball and reaches base safely, the ball is called dead and the pitch is a ball. The manager would be subject to the normal league rules for being ejected from a game.

8. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

9. Pitchers may not wear white long-sleeved shirts under their uniforms. The opposing head coach and/or umpire may call timeout and request the player remove the white long-sleeved shirt prior to throwing his next pitch. Pitchers may only wear prescription sunglasses.

10. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.

11. Pitchers in violation of any of the pitching rules shall be considered ineligible players.

12. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

13. A pitcher shall be removed from a game if he hits 3 batters in an inning with the pitched ball or 4 batters during a game. The pitcher may not return to pitch in the same game. If the pitcher is pulled for hitting batters, the defensive team is allowed time to warm up a cold pitcher, typically 10 pitches thrown to the catcher, before play resumes.

14. Pitchers shall receive a warning from the home plate umpire after committing their first balk during a game through Memorial Day Weekend. Umpires are required to stop

play, walk out to the mound and instruct the pitcher on what constitutes a balk and proper motion and delivery. The umpire will call a balk if the same pitcher commits another subsequent violation during the same game. After Memorial Day Weekend, umpires will call balks without issuing warnings to pitchers.

15. Pitch count and innings pitched rules are in effect during All Star games and travel tournament games. If a player pitches in an All Star or tournament game, his total number of pitches count against his weekly allotment of 110 pitches per calendar week.

F. Length of Games

1. Regulation games shall be: six (6) innings.

2. When a game is tied at the end of regulation length, it shall go into extra innings until decision is reached or the game is called by the umpire. No inning shall begin after 7:00 p.m. (Monday through Friday) at Ridgeland Commons due to field permit schedule.

3. If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three or three and a fraction innings, than the visiting team has scored in four completed innings.

4. If a game is called when it is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.

5. If a game is called for any reason in an uncompleted inning, after having reached complete-game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by league officials.

6. 10-Run Rule: If a team is leading an opponent by at least 10 runs after four or more complete innings have been played or after four and one half innings if the home team shall have a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

7. Continuation of a Delayed or Postponed Game:

In the instance of a game that is finished at a later time or later date [due to weather, etc...] players that were not at the original game may be inserted into the batting order in the spot before the first batter to hit, when the game resumes. This essentially places him last in the order. This player may also be placed in the field with no penalty.

In the instance of a game that is finished at a later time or later date [due to weather, etc...] there will be no penalty for players present at the start of the game that are not present for the finish. Therefore, no team will be required to take an out for that spot in the lineup, it is simply eliminated.

G. Equipment

1. Regulation size home plate, pitching plate and bases are recommended. An official ball distributed by OPYBS is required in house league and playoff play.
2. Players shall wear their White Sox jersey and White Sox hat for all regular season and playoff games. Players and coaches should refrain from wearing any other Major League baseball hats or jerseys for practices and games, respecting the significant investment the White Sox provide to our league
3. **Only** bats with USABats certified (sticker or stamp) will be allowed for baseball play. . Barrels should be round and not more than two and five-eighths inches (2 5/8) in diameter at the thickest part. Any bat being used during game play and found not to adhere to above stated rules, will be taken out of play and team in violation have an out recorded. **NO WOODEN BATS** will be allowed for use during games
4. Rubber-soled or rubber-cleated shoes are permitted. **NO METAL CLEATS!**
5. The batter, players in the on-deck batting area, and base-runners are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
6. Use of facemasks and properly fastened chinstraps on protective headgear is optional.
7. Catchers are required to wear proper protective equipment including a protective cup, mask with throat guard, chest protector, shin guards and NOCSAE approved headgear which gives protection to the top of the head and both ears when catching behind the plate.
8. All male players should wear protective cups.
9. Any player warming up a pitcher shall wear a face mask. A player or coach is required to protect those players while the pitcher is warming up.
10. Field Maintenance. All teams are required to provide coaches and/or parents to maintain baseball fields when requested to do so by the league president. Teams failing to fulfill field maintenance obligations risk having regular season games cancelled. Cancelled games may or may not be rescheduled which may adversely affect playoff seeding. Teams may also, at the discretion of the league president, forfeit practice time for refusing to assist with mandatory field maintenance activities.

H. Illegal equipment

1. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
2. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
3. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.
4. Players who intentionally, in the judgement of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.
5. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

I. Playoffs

1. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be double elimination as scheduling allows and at the discretion of the league president and vice-president of boys baseball.
2. Seeding for the first two rounds only will be based on regular season record. Home team will be higher seed. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
 - a) Head to Head
 - b) Common Opponents
 - c) Head to Head Run Differential
 - d) Coin Flip
3. Once the playoffs have started and the first two round has been completed, then in subsequent rounds:
 - a. Home team will be team in the winners bracket who is facing team coming out of losers bracket
 - b. Home team in a losers bracket game in which each team has the same loss record (1 loss each) will be:
 - the team that held onto their seed the longest (i.e. stayed in winner's bracket longest) - regardless of original seed.
 - e.g. if #1 seed drops down to losers bracket after 1st round and the #5 seed doesn't drop down into losers bracket until after the 3rd round and plays the #1 seed, the #5 seed is the home team in the game.
 - In the championship round (2nd game only (if necessary)) and both teams with 1 loss, team with original highest seed starting the playoffs will be home team.



SECTION II: CONDUCT

A. Sportsmanship

Sportsmanship is very important and appropriate behavior by players, coaches and parents is expected at all times. There will be a zero-tolerance rule for any and all unsportsmanlike conduct. All umpires and the league president reserve the right to stop play during regular season and playoff games in the event unsportsmanlike behavior is displayed by players, coaches and parents until order is restored. Players, coaches and/or parents who continue disruptions may be asked to leave the game or practice and the league president reserves the right to call a forfeit of any contest if unsportsmanlike conduct continues. All umpires also have the authority to issue warnings and eject coaches, parents or players for inappropriate behavior.

B. Disciplinary Action

Oak Park Youth Baseball/Softball shall reserve the right to withdraw membership from any league, team, player or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of Oak Park Youth Baseball/Softball. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.

1. Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed. In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be expected to attend.
2. Persons, youth or adult, who refuse to comply with the Rules of Baseball, PONY Baseball, or the League, may be considered for disciplinary action.
3. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. League officers may impose the one which, in their opinion, appears to match the severity of the offense.
 - (a) **Warning.** The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.
 - (b) **Suspension.** The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days
 - (c) **Dismissal.** The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - (d) **Barred.** The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

C. Umpires

1. The umpire is the ultimate authority on the field. All decisions by the umpire are final. The umpire's primary objective is to ensure the safety of all players, coaches, and spectators.
2. One umpire will be at each regular season game.
3. Only the head coach should approach the umpire with questions, clarifications, or comments.

4. Verbal or physical abuse of the umpires will not be tolerated any level. Any such behavior will result in, at minimum, an immediate suspension from the team during an investigation into the complaints. Until said investigation is complete, no contact can be made with the team at all. The Board's decision will dictate the terms after it has been rendered.

5. It is a felony in the State of Illinois to threaten or accost an umpire in a youth sports game. OPYBS will prosecute to the fullest extent of the law.

D. Protests

1. A protest based on a play which involves an umpire's judgment shall not be permitted.

2. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary, or to the Decisions Committee, within 48 hours of the completion of the game.

3. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.

4. Umpires should make a public announcement to the crowd when a game is being played under protest.

5. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

D. Forfeiting Games

1. Teams failing to field at least nine uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game.

2. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question.

3. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.

4. An ineligible player is one who is legally a member of the league, but ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.

5. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
6. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
7. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.

SECTION III: PERSONNEL

A. Legal Players

Players of league age 9 and 10.

B. Roster Composition

For 12 man rosters, you must have a minimum of 5 and a maximum of 7 players in any age group. For 13 man rosters, each team must have a minimum of 7 twelve year olds and no more than 8 twelve year olds to create balanced teams and a balanced league.

C. Draft

1. Players will be chosen from a draft board based on tryout scores. The draft board will include 1.5x the number of players needing to be drafted on each night of the draft. The draft will be based on standings from the prior year. If standings are not available, a lottery will be used to position the teams and players will be chosen via snake draft.

2. Any head coach who has a child trying out and will be drafted, that child will be slotted in the draft based on the following:

- a. Child has to qualify for draft board
- b. Child will be slotted into round based on where they rank **as compared to their age group**

e.g. if player ranks #8 in the draft list but there are two 9 year-olds ahead of him at #6 and #7 - he is the 6th ranked 9 year-old and will be slotted in 1st round.

D. Compensatory Picks for Non-Returning 10 Year-Old Players

If a 10 year-old is not returning to OPYBS, the team for which the 10 year-old was to play, will receive a supplemental pick (10 year-old) in the same round of the current draft equal to the round the previous year in which the non-returning 10 year-old was drafted. Supplemental pick(s) will occur at the beginning of each round before the regular round draft order starts. If there are two teams who have supplemental picks in the same round, the supplemental draft order will be that of the regular draft order, followed by the continuation of the regular draft.

e.g. Team 3 has a supplemental pick because of losing a 10 year-old who was drafted in the 3rd round in last year's draft. In the 3rd round, Team 3 will have a supplemental pick (10 year-old) at the beginning of the 3rd round – then to be followed by Team 1, then Team 2, then Team 3, etc.

E. Players Arriving Late/Leaving Early

1. Players arriving late to the game will not be penalized by not being allowed to play. The player will be inserted into the batting order in the spot before the first batter to hit, when the game resumes and is eligible to play in the field, but will not have an innings guarantee. Rules apply regardless of whether it is regular season or playoffs.
2. Once the game has started, if a player cannot play due to an injury or illness, the coach must inform the opposing team coach. No out shall be taken for his remaining turns at bat. The player cannot return to the game in any capacity.
3. If a player must leave must leave the game due to another scheduled event after the batting lineup has been turned in, the coach must inform the opposing team coach **PRIOR** to the start of the game of that player having to leave in the middle of the game. The team will not be penalized an out for his remaining turns at bat **DURING THE REGULAR SEASON**. During the playoffs, **AN OUT SHALL BE RECORDED** for his remaining turns at bat.

F. Umpires

Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing managers, preferably in writing.

F. Scorekeepers

The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.

G. Sponsors

1. Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
2. White Sox sponsorship of OPYBS is significant for the organization. All players should be dressed in their White Sox Jersey and Hat for all Regular Season and Playoff Games.

H. Managers and Coaches

1. Adult coaches should be the first and third base coaches.
2. A coach or coaches shall not switch coaching boxes during an inning.
3. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
4. If a manager or coach leaves the dugout and goes onto the playing field to talk to a pitcher or any player or players more than once in a half inning, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
5. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

SECTION IV: TRAVEL

A. House League/Travel Ball

House league practices, regular season and playoff games and OPYBS all-star games take priority over travel teams. Players must honor house league commitments first. Players may participate in travel activities only if they do not interfere with scheduled house league activities.

B. Travel League Tryouts

Travel tryouts for 9 and 10-year-old A and B teams will be held during consecutive weekends in the spring. Travel teams will be set prior to Memorial Day.

C. Travel Baseball Exclusive Play Policy

The following policy was adopted by the Board of Directors of Oak Park Youth Baseball/Softball (OPYB/S) on February 12, 2002:

Effective immediately, no player registered in the Boys Junior Bronco, Mustang (Hardball and RIF), Bronco or Shetland leagues of Oak Park Youth Baseball/ Softball shall be permitted to participate in competition on any baseball team or with any baseball organization not affiliated with or sanctioned by Oak Park Youth Baseball/Softball. This restriction shall apply during the period beginning on the date of Junior Bronco/Mustang and Bronco/Shetland tryouts and ending on the date the player's house league or tournament team concludes the season. Interpretation and enforcement of the policy shall be determined jointly by the President and Vice-President (Boys' Baseball) of OPYB/S, along with the League President of Junior Bronco, Mustang, Bronco or Shetland League, as applicable. Penalties for violation may include, but shall not be limited to, suspension or expulsion from OPYB/S activities for the applicable season and forfeiture of games.