



## Bronco Division (Inter~City) Rules

To be carried by all Managers to EVERY Home or Away Game.  
2017 MCIPB Rules will supersede all others and be honored by all PONY  
and Game Officials when two teams from different Charters play.

**Managers will be held 100% responsible for their players, coaches, AND FANS.**

Teams are expected to clean their own dugout at the conclusion of each game. Coaches will be expected to act and behave in an appropriate manner with the best intentions for every person in attendance. Fans are required to clean up after themselves. PONY Baseball holds a strict Zero Tolerance Policy regarding foul language, threatening gestures, disruptive fans, or misconduct. It is the Managers job to handle ANY problem once a PONY or Game Official has issued a warning. Violations of said rules may be grounds for forfeitures, ejections, suspension(s) or lawful prosecution.

### INTERCITY RULES

The MCIPB Intercity Rules shall be abided by at all times when teams from opposing PONY Chapters are playing head to head. Side agreements are NOT permitted. Any manager/team found involved in a side agreements outside of the Intercity Rules may constitute a Forfeit for both teams & possible suspension.

**OFFICIAL SCORER:** The home team must provide an official scorer or “home book” at each game.

Start times shall be observed as scheduled with a 15 minute grace period allowed for the minimum number of players necessary to begin the game.  
Home umpire may declare “Forfeit” beyond the grace period.

**BRONCO BASEBALL (AGES 11 & 12)** Bases are 70 feet apart. The Mound to Home is 50 feet. Two and One Rule applies (2 consecutive defensive innings played in the field and a minimum of 1 at-bat) unless the game ends before the sixth inning. Failure to do so may be grounds for a Manager’s dismissal, pending an Intercity Rules Committee review.

It shall be the responsibility of each team to provide medical assistance to their own players should they become injured including Ice Packs & First Aid.

It shall be the Home Team’s FIRST RESPONSIBILITY to prepare the field until “Game Ready” and have a line up card before warming up their team. If a game is delayed because a home team does not follow this rule, the League may be subject to fines or dismissal from Future Scheduling.

### **Records will be kept for Intercity Games in the Bronco Division.**

Protests: There are none. If a problem occurs or a rule was violated, please write a brief statement within 10 days of said incident. Include names of umpires, officials, team names, and necessary information. This MUST be signed by the manager and dated. Statements must be submitted and signed by a League representative and will be reviewed by the MCIPB Council only as deemed necessary. Disputes will be settled by League Representatives ONLY if Manager’s cannot reach an understanding.

For problems/questions concerning rules and/or scheduling contact your own League Representative.



For NYSCA Certification go to [www.NAYS.org](http://www.NAYS.org)

### 2017 BRONCO INTERCITY RULES:

1. Game Length is seven innings or two hours-thirty minutes (2:30); whichever comes first. If an inning has started before the time limit elapses, then the entire inning is to be completed (except when the home team ahead). Darkness (lack of lighting) safety to be determined by Home Umpire.
2. The Ten run rule applies after five innings or 4 1/2 if home team is ahead.
3. Home team will occupy the 3<sup>rd</sup> base dugout unless a sign notes otherwise.
4. Home team must provide all PONY Official game balls to the Umpire prior to the start of the game. Thereafter, the Home Team shall be responsible for additional Baseballs should they be required.
5. Players may wear metal spikes except on portable pitching mounds.  
Leagues must make note to the scheduler if their teams will be using a portable pitching mound.
6. All members of a team must bat in assigned batting order and an EH may be used. The EH rule is not mandatory but a team **MUST DECLARE** they are using the EH prior to the start of the game (to the Home Plate Umpire) and indicate the position on the lineup card submitted to ALL parties. Any team that uses the EH position must maintain a 10 position batting order. The EH position may be used anywhere in the lineup. SEE THE DIAGRAM detailing the use of the EH.
7. All players must enter the game defensively by the 4<sup>th</sup> inning.
8. Line-up Cards with each player's name, number, and starting position shall be submitted to the umpire and opposing manager prior to the start of the game. A team must have a minimum of 7 players including a catcher and pitcher to play. No out will be recorded when a team has **LESS THAN 9** players in a batting order. Continuous batting orders are permitted, a manager must state prior to the game they are using a "continuous" batting order. Late arriving players may be allowed entry to a "continuous" batting order at the bottom of the order.
9. Throwing the Bat; **First time:** Team warning/**Second time:** Player causing infraction from the team already warned may be ejected. If the player who threw the bat reaches base, the Umpire will allow the batter to reach base safely and then eject them.
10. Ejected players may be replaced by a substitute player. If no such substitutes are available, the last batter out may run in place of ejected player. During the next inning defensively or the next at-bat for the ejected player; the "last substituted" player may be re-inserted to into the lineup. No out will be called unless there is no eligible player to replace the ejected player.
11. The dropped Third Strike and the Infield Fly Rules are in effect per PONY Baseball rules.
12. Scoring will be Unlimited in every inning. 10 rule in effect after.
13. Pitchers cannot pitch in more than three (3) innings per calendar day and no more than nine (9) innings per calendar week (Mon-Sun) (One pitch constitutes an inning).
14. Intentional walks are allowed and all 4 pitches must be thrown to the catcher.
15. Pitchers **MUST** have forty hours (40) rest after pitching two (2) innings in one day.  
**PENALTY: Forfeit** It is recommended that no pitcher exceed a number of pitches 6 times their age.
16. **Prior to April 15<sup>th</sup>~ No curve balls or sliders.** 1<sup>st</sup> in-Game Offense: Umpire will issue a BENCH WARNING to each team. 2<sup>nd</sup> in-Game Offense: the violating Pitcher will be removed from the Game. 3<sup>rd</sup> in-Game Offense, the Manager and violating Pitcher will be removed from the Game and Subject to further Suspension by the 2016 Intercity Rules Committee. Off-speed Pitches like change-ups or knuckle balls are allowed.

17. Balks will be enforced after one in-Game warning to either team.
18. Prior to the pitch; defensively only 6 fielders including the Pitcher and Catcher are allowed on the infield. Outfielders must remain 25 feet from the nearest base.
19. Base stealing is permitted; runners may lead off and steal bases as stated in the official PONY Baseball rules.
20. There is NO MANDATORY SLIDE RULE, however a runner who does not slide will be called OUT if there is SUBSTANTIAL BODY TO BODY CONTACT with a player applying a tag, making a catch in order to apply a tag, or making a catch in order to make a play on another runner. PENALTY: the ball is dead and all runners return to the last base touched at the time of contact. If the umpire feels that contact was unsportsmanlike, he may EJECT THE PLAYER.
21. No Pinch hitters or Pinch Runners are allowed with the exception for a courtesy runner for the CATCHER ONLY. This runner must be the last recorded out made. **Penalty:** Strikes may be added to current batter.
22. Fake tags are not allowed. Any fielder who fakes a tag without the ball shall be ruled interference and runner(s) will be allowed to advance one base.
23. A coach may be permitted ONE offensive time out per inning. Any stopping, stalling, or delays may be considered a “time out” by the Home Umpire.
24. Batters receiving instructions or signs from Coaches must keep one foot in the batter’s box. The Home Plate Umpire may issue a warning, after which the penalty shall be a Strike Called.
25. It shall be at the Umpire’s determination that a team is attempting to stall or slow a game. The Umpire may do what is necessary; warn managers, call strikes, or declare the game “forfeiture” if a team does not make a considerable effort to hurry up.

#### **CANCELATIONS & RAIN OUTS:**

- 1) Any team that fails to show up for a scheduled game may be considered DROPPED from their remaining schedule by the Intercity Council. Any charter who allows or is knowingly involved in a manager or team “no showing” games may be banned from further play across the Intercity.
- 2) Should a team “No show” a scheduled away game, the Cost for Umpires will be billed to the away team’s PONY Chapter plus a billing charge of **\$25 NO EXCEPTIONS.**
- 3) Rainouts shall be called a minimum of 1 hour before game time by a League Representative OR Director. If a League does not call a rainout within such time limit, teams are expected to show up. Once a game is underway, ONLY League Officials and/or Umpires may “call” a game due to poor field conditions or because of weather.
- 4) In the event that an Umpire is late or a “No Show”, the Home Manager shall appoint themselves “Acting Umpire” and call balls and strikes from behind the Mound in a fair manner for both teams.

Schedule changes are discouraged and may be subject for review by the “scheduler” and the MCIPB Council. Managers altering schedules for strategy or due to personal issues/concerns may be grounds for forfeiture of games, suspension, or dismissal.

## EH Rule by example

### Starting Batting Lineup:

1. Player A, SS
2. Player B, 2B
3. Player C, **EH**
4. Player D, 1B
5. Player E, CF
6. Player F, RF
7. Player G, **SP**
8. Player H, 3B
9. Player I, C
10. Player J, LF

### 3<sup>rd</sup> Inning Substitutions:

Player X, Y, and Z entering in 8<sup>th</sup>,  
9<sup>th</sup>, 10<sup>th</sup> spots of batting order.

3<sup>rd</sup> batting order spot takes over as  
pitcher and 7<sup>th</sup> spot becomes EH

### New Batting Lineup:

1. Player A, SS
2. Player B, 2B
3. Player C, **P**
4. Player D, 1B
5. Player E, CF
6. Player F, RF
7. Player G, **EH**
8. **Player X, C** (enters for Player H)
9. **Player Y, LF** (enters for Player I)
10. **Player Z, 3B** (enters for Player J)

- Reminder 1:** You may freely substitute players by position BUT batting order MUST remain the same.
- Reminder 2:** Players H, I, & J may return to play in the game in any defensive position including as EH after 2 innings have passed but, they must return to their same spots in the batting order.