



# **RULES OF PLAY**

## **2024 SEASON**

Effective 3/09/2024

Note: See page 22 for rule changes effective after 1/10/2024

## Section 1 – General Rules

### A. Authorized Personnel & Responsibilities

<b>Abusive Language</b>	Profanity or abusive language will not be tolerated. Violators are subject to ejection and a one game suspension. This applies to all players, coaches, managers and spectators. Failure to comply with the ejection may result in game forfeiture.
<b>Alcohol</b>	By city ordinance, alcoholic beverages are not permitted in any school property or city park. These rules apply to both practices and games. The penalty will be player ejection from the game. Failure to comply with the ejection may result in game forfeiture.
<b>Backstop</b>	<ul style="list-style-type: none"> <li>Personnel involved in the game are not allowed behind the backstop.</li> <li>Players not on the field are to be on the bench.</li> </ul>
<b>Ejection</b>	The closest the ejected person may remain to the field is the parking lot.
<b>Field Conditions</b>	Managers should notify their League Head of unsatisfactory field conditions for immediate correction.
<b>Insurance</b>	Both Managers must notify Don Harbin, the TBB Insurance Officer at <a href="mailto:don_harbin@yahoo.com">don_harbin@yahoo.com</a> within 24 hours of any player, coach or spectator requiring medical attention at the field before, during, or immediately after the game.
<b>Manager</b>	All teams must have a manager at every game. If the TBB recognized manager is unable to participate, then a coach or other responsible adult must assume the responsibilities. IT IS THE RESPONSIBILITY OF ALL MANAGERS AND/OR COACHES TO REPORT ANY RULE VIOLATIONS TO THE TBB BOARD.
<b>Playing Field</b>	Due to insurance reasons, only listed personnel will be allowed on the playing field. The benches and bench area are part of the field. The manager must enforce this rule. Listed personnel include registered players, managers and coaches. In the event a manager cannot make it to the game, a current coach or adult must fill in as the acting manager for that game.
<b>Result Reporting</b>	The manager or coach of the Home team must report the game result within 48 hours through the <a href="http://troybaseballboosters.com">troybaseballboosters.com website</a> . Failure to do so may result in both teams taking a loss. Both managers are required to turn in an evaluation of the umpire(s). The link for the evaluation forms is also found on the <a href="http://troybaseballboosters.com">troybaseballboosters.com website</a> .
<b>Rules Meeting</b>	Failure of a manager (or manager representative) to attend the appropriate league and rules meeting will result in the forfeiture of one seniority point. Rules associated with the league may not be changed during this meeting. Proposed rule changes must be presented in writing to the TBB Board for review.
<b>Sportsmanship</b>	Managers (or acting managers) are responsible for the conduct of all team personnel, including players, coaches and spectators. It is the Manager's duty to encourage good sportsmanship at all times. In a case of spectator misbehavior, the Manager will be warned by the umpire to exhibit control. If the behavior continues, the umpire may eject the offending spectator by asking the Manager to enforce the ejection. If the Manager fails to make the ejection, the game will be forfeited.
<b>Taunting</b>	Managers, coaches, players and spectators are not allowed to address opposing players by their given names, shout instructions to the opposing team's player, or taunt players during the course of the game. If the umpire feels the taunting is disruptive to the game, he/she will ask the Manager to have it stopped. If the taunting continues, the following can result: <ul style="list-style-type: none"> <li>Play may be called dead and the batter or runners called out, OR</li> <li>Offending parties may be ejected for failure to comply with this rule.</li> </ul> Furthermore, managers, coaches, players and spectators are not allowed to chant or cheer in a manner that disrupts the pitcher, and all such chants or cheers must stop upon the pitcher starting his windup. If the umpire feels the chants or cheers are disruptive to the pitcher, he/she will ask the manager to have it stopped.
<b>Tobacco</b>	Use of tobacco is NOT ALLOWED on the playing field or in the bench area.

### B. Boundaries and Permanent Ground Rules

<b>Home Team</b>	<ul style="list-style-type: none"> <li>Will use the 3<sup>rd</sup> base bench</li> <li>Will provide and install the bases for those fields requiring base installation.</li> <li>Will wear the red shirts (away team the blue shirts)</li> </ul>
<b>On-Deck</b>	The on-deck batter shall warm up in the on-deck area behind the batter.
<b>Out-of-Bounds</b>	All TBB playing fields will have definite out-of-play boundaries. These boundaries are determined in pre-game conferences between the umpire and both team managers.

### C. Disciplining Players, Coaches and Managers

<b>Accountability</b>	Managers will be held accountable to the TBB Board of Directors for all disciplinary action of their players.
<b>Benching</b>	Players benched for disciplinary reasons must be informed of this fact BEFORE the start of the game. The player does not have to sit on the bench during the game. If the action occurs during a game, the umpire and opposing manager must be informed immediately and for all subsequent at bats missed, no out will be recorded.

<b>Ejection</b>	<p>When a player is ejected, an out <u>will not</u> be recorded for each missed at bat.</p> <p>If a player is ejected at any point in a game, the ejected player will automatically be suspended for the next scheduled game. Any additional ejections will result in an immediate ethics review of the particular player.</p> <p>For all ejections:</p> <ul style="list-style-type: none"> <li>• The ejected player must leave the field; the closest the player can remain is the parking lot.</li> <li>• Follow-up process: <ul style="list-style-type: none"> <li>○ The umpire must notify the umpire supervisor within 24 hours. The umpire must follow-up by submitting a report detailing the incident to the supervisor.</li> <li>○ The umpire supervisor will notify the TBB Ethics committee chairman within 24 hours and forward all supporting documentation.</li> <li>○ The Ethics committee chairman may conduct a review of the incident at his/her discretion.</li> </ul> </li> </ul>
<b>Fighting</b>	<p>While at the game location, whether before, during, or after the game, any player involved in a fight or who takes any intentional action to injure another player (a) will be automatically suspended for a period of not less than three games by the TBB Board of Directors, (b) will not be eligible for the All-Star game, and (c) will be placed on probation for the remainder of the season. Reinstatement will occur only after a request in writing and consideration by the TBB Board of Directors.</p> <p>Managers or coaches involved in any fighting or umpire harassment will be reviewed by the TBB Board of Directors for disciplinary action.</p>
<b>Maximum Discipline</b>	A manager may not bench a player for more than any part of two games. Any further suspension requires TBB Board approval. Only the TBB Board can remove a player from a team. Managers are required to send a written disciplinary report to the TBB Board and parent (or guardian) within 24 hours of ALL disciplinary actions.
<b>Scorebook</b>	All players, PRESENT or ABSENT on a team's roster will be accounted for in the official scorebook, which will be given to the opposing manager or designate BEFORE the start of the game. The players first and last name and jersey number must be listed – with the players listed in batting order
<b>Seniority Points</b>	<p>Any suspension of one or more years of managers or coaches will result in forfeiture of all accumulated seniority points.</p> <p>Draft leagues: any manager (or representative) not present for the league draft will lose one seniority point.</p>

#### D. Warm-up Time, Forfeitures

<b>Curfew</b>	No game may continue beyond 10:55 p.m. on Monday through Friday or 10:00 p.m. on Saturday and Sunday. Teams must depart the field by these times. Note: These times are established by the City of Troy.
<b>Fields with multiple games on same day</b>	On fields where there is more than one game scheduled in a single day, the prior game must end no later than 15 minutes before the start of the next game. Each team is required to be cognizant of this rule. If the game has not reached minimum game length in accordance with the applicable league's rules 15 minutes prior to the next scheduled game, then it will be considered a suspended game and continued in accordance with subsection E below.
<b>Forfeits</b>	Forfeit time is 15 minutes after the scheduled game start. The score of any forfeited game, regardless of the reason and the score at the time of the forfeit, will be recorded based on the number of innings in a regular season game for that league with $\frac{1}{2}$ run being allotted per inning – rounded up if an odd number of innings are played. For example, in the Rookie/Minor League, 6 innings are played in a regular season game so the score in case of a forfeit would be 3-0. In the Bronco league, 7 innings are played in a regular season game so the score would be 4-0. In the event both teams involved in the game are subject to a forfeit, the score will be recorded as 0-0.
<b>Field Availability</b>	Fields are open to either team scheduled to play on the field until 35 minutes prior to the start of a game. If both teams are at the field more than 35 minutes in advance of the game, then the teams will share the field in a fair manner. See Warm-Up Rule (immediately below) for allocation of practice time for the 35 minutes before the game.
<b>Warm-ups</b>	Warm-up time before a scheduled game is equally divided between the opposing teams. The home team has the field from 35 minutes before game time to 20 minutes before game time. The visitors have the field from 20 minutes before the game to 5 minutes before the game. The infield must be vacated five minutes before game time.

#### E. Rainouts, Make-ups & Standings

<b>Definitions</b>	<ul style="list-style-type: none"> <li>• <b>Canceled</b> – a game that has not started.</li> <li>• <b>Postponed</b> – a game not having reached the minimum game length (as determined by the applicable league's rules) and which must be continued.</li> </ul>
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<b>Final rescheduling</b>	<p>All make-up games must be played no later than two calendar days prior to the start of the playoffs for that league. Games not affecting 1<sup>st</sup> place may not be played. Games not played by this date will not be played.</p> <p>For example: If a league's playoffs start on a Monday, all league games must be completed no later than the previous Saturday.</p>
<b>Game Suspensions</b>	<p>If the umpire calls the game anytime (for darkness, rain, curfew, time limit, etc.) after the game has met the "minimum game" requirements specific to each league, the score shall be recorded as it was at the end of the last completed inning and the game will be considered complete.</p> <p>If the game has not progressed to the point where it has met the minimum game requirements applicable to that league, the umpire will call a suspension and note the game situation and time elapsed. The game must be rescheduled according to TBB rules and then resume with the same game conditions as were present when originally suspended, including the remaining game length time limit.</p> <p>If a game is suspended and continued later, any player who was not at the original game is allowed to play in the continuation game as long as they were accounted for in the scorebook at the original game. They will be placed at the bottom of the batting order. Any player at the original game, but not at the continuation will be skipped in the batting order and no out will be recorded.</p>
<b>How to reschedule a rain out game.</b>	<ol style="list-style-type: none"> <li><b>The first 2 rainouts for each league will NOT be rescheduled and therefore will not be continued to completion. The partial game will be considered incomplete and will not count in the standings. The process below applies for the 3<sup>rd</sup> rainout and any subsequent rainouts.</b></li> <li>Home team manager to contact the opposing manager and come to a mutual agreement about two alternates dates/times for the game. (Because schedules are tight, keep weekends in mind.)</li> <li>Home team manager to complete and submit the Game Reschedule Request form on the TBB website (under the Forms menu at <a href="http://troybaseballboosters.com">troybaseballboosters.com</a>). <b>Note: both Managers must agree to the proposed dates.</b></li> <li>Once you hit submit, the form goes to the TBB Scheduler. The TBB Scheduler will email both managers and the League Head with the new game date if one of the proposed dates is available. If not, the TBB Scheduler will ask for additional alternate dates.</li> <li>All requests are handled on a first come, first served basis.</li> <li>During the season, teams have 3 days to submit a reschedule request. If not submitted, the TBB Scheduler will reschedule the game and provide no less than 48 hours' notice to the managers.</li> </ol> <p>If there is no mutual consent, the TBB Scheduler will reschedule the game and provide no less than 48 hours' notice to the managers.</p> <p>Any rescheduled game not approved by the TBB Scheduler is not an official game and will not count in the standings.</p>
<b>Reschedules during playoffs</b>	<ol style="list-style-type: none"> <li>Games may continue up to 15 minutes before the next scheduled game at the field. If the game is not completed by such time (see rule #2 immediately below), the game is suspended and rescheduled.</li> <li>All games must be played to completion (i.e., six innings for Farm through Mustang and seven innings for Colt through Senior, unless the league has a mercy rule, which will apply or if the home team is ahead in the bottom half of the last inning).</li> <li>The applicable league mercy rules (if any) apply.</li> <li>Any canceled or otherwise suspended game will be rescheduled (depending on availability and conditions) immediately. The TBB Scheduler may consult with the managers (but is not obligated to) to determine preferences of dates and times. In most cases, the game will be played the following day. Managers are responsible for making their team aware of this at the time of the suspension or cancellation of the original game.</li> </ol>

<b>Rescheduling</b>	<ol style="list-style-type: none"> <li>Requests to reschedule a playoff game will not be honored.</li> <li> <u>Prior to the season:</u> TBB will allow any game to be rescheduled for any conflict, provided these procedures are followed:               <ol style="list-style-type: none"> <li>Locate the Game Reschedule form on the Forms page at troybaseballboosters.com.</li> <li>Fill out and submit the form online.</li> </ol> <p><b>Note:</b> The manager proposing to reschedule must contact the other manager and gain agreement on a revised date and an alternate date. Both managers must agree to the proposed dates.</p> <ol style="list-style-type: none"> <li>Once you hit Submit, the form goes to the TBB Scheduler. The TBB Scheduler will email both managers and the League Head with the new game date if one of the proposed dates is available. If not, the TBB Scheduler will ask for additional alternate dates.</li> <li>All requests are handled on a first come, first served basis.</li> </ol> <p><b>Note:</b> The TBB Scheduler will try to accommodate requests meeting these requirements. Reschedule requests may not be able to be accommodated due to field availability or for other reasons at the sole discretion of the TBB Scheduler.</p> <p><b><i>Requests submitted outside of the time period allowed for reschedules prior to the start of the season will not be accepted.</i></b></p> </li> <li> <u>During the season:</u> <b>Once the season begins, games can only be rescheduled for the following reasons:</b> <ul style="list-style-type: none"> <li>The game is cancelled by TBB for rain.</li> <li>Upon arriving at the field, weather or playing conditions deem the game unplayable according to TBB rules.</li> <li>When a game has been suspended by the umpire prior to it becoming a complete game.</li> </ul> </li> </ol>
<b>Standings &amp; Tiebreakers</b>	<ol style="list-style-type: none"> <li>Team standings displayed on the TBB website are based on winning percentage. Playoff and All-Star seeding will be based on this winning percentage, as displayed on the TBB website.</li> <li>If two or more teams have the same winning percentage, the following tiebreakers will be used in this order:               <ol style="list-style-type: none"> <li>Highest number of wins.</li> <li>Head-to-head competition.</li> <li>Fewest number of runs allowed.</li> <li>Coin Toss.</li> </ol> </li> <li>All teams tied for 1<sup>st</sup> place at the end of the regular season will receive trophies regardless of tiebreakers.</li> <li>For the purposes of standings and tiebreakers for championships and playoff seeding, if a rescheduled game does not get played, the game will be considered a loss for the team that does not show up to play the game. If both teams are a no-show, the game will be a loss for both teams.</li> <li>All scheduled games count towards final team standings including any inter-city games scheduled.</li> </ol>
<b>Tie Games</b>	<p>If the score is tied after the regulation number of innings, the game may continue, providing:</p> <ul style="list-style-type: none"> <li>The time limit has not been reached, AND</li> <li>Weather, light, and city ordinances permit.</li> </ul> <p>During the regular season, any tie game stopped due to darkness, or other condition or regulation, will be considered a tie, and not rescheduled if the required number of innings have been played.</p>

<b>Weather - Prior to the game</b>	<p>Prior to game time, TBB will make decisions on rainouts and unplayable fields. <b>The system will automatically send you a text at the cell number used for player registration informing you if a game has been cancelled. If you do not receive a text that a game has been cancelled, assume the game is on and proceed to the field.</b></p> <ol style="list-style-type: none"> <li>1. If your game has been cancelled, it will be rescheduled according to TBB rules.</li> <li>2. If your game has been cancelled and the game is played, both teams will automatically receive a one game forfeit loss and a review by the TBB Board of Directors.</li> <li>3. Should weather or bad field conditions make playing the game unsafe for the players, the decision to play or not shall be made jointly by both managers <u>at the field</u>. If they cannot agree, the umpire will cast the deciding vote. Please remember a game can be made up but injuries cannot. If the game is unplayable, the home team manager is responsible to report it to the league head and reschedule the game according to TBB rules. <b>Under no circumstances may two managers pre-arrange to not show up to a game.</b></li> <li>4. If the game has not been cancelled and the umpire shows up but the teams do not, the game is a forfeit loss to both teams. If the teams do show up and the game is cancelled at the field, the game may be rescheduled.</li> </ol>
<b>During the game</b>	<ol style="list-style-type: none"> <li>1. Game play shall stop immediately when lightning OR thunder occurs.</li> <li>2. All participants and spectators should seek cover inside a building or other safe area.</li> <li>3. Play shall not resume until at least 30 minutes after the last occurrence of lightning or thunder. If 30 minutes of safe weather is not achieved in time for the game to be completed prior to dark or time limits, the game will be suspended.</li> <li>4. Once play resumes, the game timer will resume. Time spent during a delay does not count against the time limit of the game.</li> <li>5. <b>The umpires have the authority to stop play. The umpires have the authority to declare a suspension of the game.</b> The umpires shall consult with the coaches for input prior to declaring a suspension of the game but the <b>umpires may declare a suspension at their sole discretion.</b> An umpire declaring a suspension of the game due to weather is considered a "judgement call".</li> </ol>

## F. Umpires and Protests

<b>Judgment Calls</b>	<p><b>No member of a team, manager, coach or player may question a judgment call by the umpire. The penalty for questioning a judgment call may be immediate ejection from the game. <u>Continued argument after ejection will result in a forfeit of the game.</u> THIS RULE WILL BE RIGIDLY ENFORCED.</b> In addition, no manager or coach may make any comment following a pitch prior to the umpire's call of a ball or strike with the intent of influencing the umpire's call or announce or motion safe or out prior to the umpire making the call.</p>
<b>Jurisdiction</b>	An umpire's jurisdiction begins upon arrival at the field and ends upon umpire departure.
<b>Protest Hearing</b>	The Protest Board for each league consists of the league head and/or at least three members of the TBB Board. The Ethics Committee Chairman or one of its members will be the chairman of the Protest Board. Only managers, coaches, and/or umpires (and umpire chief) may attend the protest.
<b>Protest Result</b>	<p><b>Upheld:</b> The game will be replayed from the time of the protested call only, with the new starting situation including consideration of the results of the disputed call, as determined by the Protest Board. The upheld protest will be communicated to the League Head Coordinator or TBB Rules Chairman and submitted to the TBB Board for distribution to the umpire chief and the affected managers.</p> <p><b>Denied:</b> No further action necessary.</p>
<b>Protest Submission</b>	A written protest with a \$50 remittance fee must be submitted to a TBB Board member or the league head within 48 hours of the end of the game (24 hours during playoffs, except for the Championship Game(s) as further provided in this section). If the protest is upheld, the \$50 fee will be returned. To the extent practicable, protests properly registered in accordance with the following paragraph during a Championship Game will be determined by the TBB Board member(s) monitoring such Championship Game. The TBB Board member(s) will have the right to consult with other TBB Board Members at their discretion and their decision will be final. If the TBB Board Members monitoring a Championship Game elect not to make a final decision, then the protest procedure set forth in this Section F will be followed.
<b>Protesting</b>	<p>At the time of a protest, the game is stopped immediately and the umpire and opposing manager notified of the intent to protest. If one or more pitches are thrown after the disputed play, you lose your right to protest no matter how valid the protest may be.</p> <p>With play stopped, the umpire is required to:</p> <ol style="list-style-type: none"> <li>1. Record the point in the game where the protest occurs</li> <li>2. Note the current game conditions</li> <li>3. Record the umpire's interpretation of the rule; and</li> <li>4. Sign the interpretation.</li> </ol> <p>The game should not be delayed more than five minutes to allow for review of the rule books. The game will continue to completion as soon as the above actions occur.</p>
<b>Rule Interpretation</b>	Discussion of an umpire's interpretation is allowed by the team manager – after the umpire has granted time. A protest must be filed immediately without prolonged discussion. Continued argument with or without a formal protest may result in ejection from the game.

<b>Umpire No-show</b>	If the umpire does not appear for a regular season game, the game is still played with the managers agreeing on suitable arrangements for calling balls and strikes and determining outs. If the umpire does not appear for a playoff game, the game may not be played and must be rescheduled.
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## G. Eligibility

<b>Residency</b>	TBB follows the Troy Parks and Rec Department general residency guidelines that allow up to 25% of TBB players to be from outside of Troy. Per Troy Parks and Rec Department guidelines, anyone who lives, works, or goes to school in Troy does not count towards that 25% limit. TBB will not, however, permit entire teams comprised of non-Troy residents to register as a separate team. Non-Troy registrants for Tee-Ball through Mustang will be placed on teams as determined by TBB and such placements will be final, while those registering for Pony through Bronco will be placed on teams via TBB's draft process. Questions about residency or registration may be sent to <a href="mailto:troybaseballboosters@gmail.com">troybaseballboosters@gmail.com</a> .
<b>Substitute Players</b>	To reduce forfeits, managers, before the season, will receive a list of all players in their league. Managers may ask players on other teams to play for their team under these conditions: <ul style="list-style-type: none"> <li>• Up to three substitute players may be used in any single game.</li> <li>• Any substitute player must be registered in TBB.</li> <li>• Any substitute player must be in the same league or no more than 365 days younger than the minimum age requirement for the league. If leagues are combined, this age requirement will be based on the older league.</li> <li>• If any substitute player is used, then the roster may be filled only to a maximum of ten players in the neighborhood leagues and nine in the draft leagues at the beginning of the game. If the game begins with a substitute player and a regular player arrives, then the substitute player may continue and finish the game.</li> <li>• A substitute player may not be taken away from a scheduled game with his/her assigned team.</li> <li>• The opposing manager must be informed of the full name and the regular team of any substitute player on the line-up slip. If not, the substitute will be considered an illegal player.</li> <li>• In pitching leagues, a substitute may not pitch or catch. For the other leagues, the substitute may catch – if the player desires.</li> <li>• Substitute players must bat at the bottom of the order.</li> <li>• Substitute players may only be used during regular season games. <b>Substitute players may not be used in the playoffs.</b></li> <li>• It is the manager's duty to: <ul style="list-style-type: none"> <li>• encourage attendance at games from players on the team roster. Any discouragement directed to your own players or excessive use of substitute players could lead to an ethical inquiry, suspension, forfeiture and/or other penalties.</li> <li>• fully inform the substitute players of the conditions listed above.</li> </ul> </li> </ul>

## H. Equipment

<b>Catchers</b>	A player from the fielding team must play the catcher position behind home plate in every league except Tee Ball. The catcher position cannot be left empty or played by an adult. All catchers will be required to wear protective helmets with full ear protection, proper throat protection, and full chest protection and shin guards. Equipment not issued by TBB must meet MHSA requirements.
<b>Bats</b>	Bat barrel must not exceed 2 3/4" in any league. Additional League requirements: <ul style="list-style-type: none"> <li>➤ Instructional through Rookie/Minor - all bats must have the USABat licensing mark clearly visible and have certification of BPF 1.15 or less.</li> <li>➤ Major/Mustang through Pony leagues - must use a bat with the official USSSA 1.15 BPF mark permanently stamped or a USABat with BPF 1.15 or less.</li> <li>➤ Colt and Bronco leagues follow MHSA rules on bats.</li> <li>➤ Wood bats and BBCOR bats are allowed in all leagues as long as they conform to the length and diameter restrictions for that league.</li> <li>➤ Maximum drop, if any, is indicated in the league specific rules.</li> <li>➤ Bats provided by TBB are acceptable in all leagues.</li> </ul> See specific league rules for additional rules on bats.
<b>Helmets</b>	<ul style="list-style-type: none"> <li>• All helmets must have a NOCSAE emblem embossed upon them.</li> <li>• All batters and on-deck batters are required to wear helmets. If a player goes to bat without a helmet, the player is not out, but will put one on when notified.</li> <li>• While on the field, the batter, on-deck batter and runners are required to wear a helmet. No penalty is assessed for removal, just tell them to put it back on!</li> </ul>
<b>Inclement Weather</b>	During poor weather conditions, jackets may be worn during the game on the field over the TBB uniform with the exception of the pitcher (in pitching leagues).
<b>Jewelry</b>	May not be worn (of any kind).
<b>Metal Cleats</b>	Not allowed: T-ball through Mustang leagues. Allowed: Pony and Bronco leagues.
<b>Mistreatment</b>	Throwing, kicking, or mistreating equipment are grounds for ejection from the game without prior warning from the umpire.
<b>Mitts</b>	Catchers in Minor through Bronco leagues must use a catcher's mitt. 1 <sup>st</sup> basemen mitts may only be used at 1 <sup>st</sup> base. Other than catchers and 1 <sup>st</sup> basemen, all other players may use the glove of their choice at any other position.
<b>Protective Devices</b>	All male players must wear a cup protector during practice and games.

<b>Return</b>	Managers who fail to return equipment by the due date will lose current year seniority points.
<b>Uniforms</b>	All players must wear TBB-issued caps, jerseys and pants in order to play in the game. <b>If a manager would like to challenge this rule at a game, it MUST be done prior to the first pitch, otherwise any protest will be denied.</b> The home team wears red jerseys, and the away team wears blue jerseys.

## I. All Star Games

<b>Rules</b>	All Star Games are played with the same league rules as regular season games.
<b>Managers</b>	The win % will be used to determine All Star managers based on a pre-determined date set by the TBB Board.
<b>Pitching</b>	Players may pitch no more than 35 pitches.
<b>Pitching Restrictions</b>	Pitches thrown in an All-Star game do not count toward pitching limitations.
<b>Rescheduling</b>	In the event any All-Star game gets cancelled due to weather, that game will not be rescheduled. The acting All Star team manager will be responsible for distributing any participation awards to the players.



## Section 2 – All Leagues – Special Rules

<b>Batting Donuts and Weighted Bats</b>	Batting donuts are allowed in all leagues. Weighted bats are not allowed in Instructional through Mustang leagues.
<b>Batting Order</b>	All players must bat in sequence with no player batting for a second time until all eligible players have batted. Any player arriving after the game has started will bat at the end of the order.
<b>Fake Bunting</b>	Where bunting is allowed, any player indicating a bunt (squaring at the plate) must either bunt or not swing. If a full swing is taken, the batter will be called out and the play is immediately dead.
<b>Fake Tag</b>	It is illegal to fake tag a base runner. The penalty is one base forward for all forced base runners.
<b>Fielder Interference</b>	It is illegal for a defensive player to deliberately tag with force sufficient to cause bodily injury to a player. Defensive players may not block any base without possession of the ball so as to cause the runner to detour from the base path or slide unnecessarily. The penalty will be interference and the base runner will be awarded the next base at the discretion of the umpire.
<b>Hit-by-pitch</b>	<ol style="list-style-type: none"> <li>1. The hand is not part of the bat. A batter hit on the hand is awarded 1<sup>st</sup> base (assuming other hit by pitch conditions are met).</li> <li>2. If a batter makes no attempt to avoid the pitch, in the judgment of the umpire, and is hit, a strike/ball is called by the umpire and the batter is not awarded 1<sup>st</sup> base.</li> <li>3. If the batter swings to avoid the pitch and is hit in the strike zone, the call is strike and the batter remains at bat. If there are two strikes the call is out and the ball is dead.</li> <li>4. If a pitch not in the strike zone hits the batter or clothing (when they are reasonably well-fitted and the shirt is tucked in), the batter is awarded 1<sup>st</sup> base.</li> <li>5. A pitch hitting the ground and then the batter still results in a hit batsman. If the pitch hits the catcher and/or the umpire and then hits the batter, it is not a hit batsman.</li> <li>6. Regardless of whether the batter is awarded 1<sup>st</sup> base, once the pitch hits the batter, the ball is dead and other runners remain on the bases occupied at the time of the pitch unless they are forced to advance if the batter is awarded 1<sup>st</sup> base.</li> </ol>
<b>Intentional Walks</b>	In leagues allowing intentional walks, a batter becomes a runner when the umpire awards him/her 1 <sup>st</sup> base after the catcher or coach of the defensive team tells the umpire their desire to award the batter 1 <sup>st</sup> base. During the regular season, each batter may be intentionally walked only once per game. There are no limits on intentional walks during the playoffs.
<b>Minimum Players</b>	A minimum of seven players is required to start and finish a game.
<b>Game and Inning Start</b>	A game begins on the first pitch, with the time being marked by the plate umpire. An inning begins with the last out of the previous inning.
<b>Inter-City Games</b>	In leagues participating in inter-city games, Managers will be provided the governing league rules prior to the season.
<b>On-deck Circle</b>	In all leagues, the only place a batter is allowed to take a full practice swing is the on-deck circle.
<b>Pinch/Courtesy Runner</b>	<ol style="list-style-type: none"> <li>1. There will be no pinch/courtesy runners except for injured players and then it will be the player that made the last out for that team.</li> <li>2. When the injured player's turn comes up to bat, the player will not be declared out but will skip over to the next batter. An injured player that has been subbed for must miss their next at-bat before batting again, if able to return.</li> </ol>
<b>Pitcher Warm-ups</b>	Any player warming up a pitcher from the catcher's stance must wear a complete mask and head protection equipment.
<b>Pitching Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule for each league..
<b>Pitching Record</b>	In leagues with pitching limitations, the names of all pitchers and the number of pitches thrown is to be recorded by each Manager during the game. As soon as the game ends, both Managers must meet with the umpire and come to agreement on the pitching record for the game. The umpire will record the final pitching record for the game. In the event an agreement on the pitch record cannot be reached by the Managers, the record of the Home team will be accepted by the Umpire. The Visiting team Manager may protest the record, if desired, but must declare the intent to protest immediately to the umpire. Any pitcher exceeding the maximum pitch count will be considered an ineligible player, thus causing the game to be forfeit.
<b>Player leaves early</b>	If a player leaves early for any reason his/her spot in the batter order is skipped and no out is recorded.
<b>Practice Fields</b>	<b>DO NOT PRACTICE ON A GAME FIELD THAT HAS BEEN LINED/PREPARED FOR A GAME.</b> This does not apply to teams scheduled to play on the field - see the Field Availability and Warm Up Rules.
<b>Sitting on the bench</b>	No player may sit out more than one inning in a row. Players may be alternated in the field every inning.
<b>Sliding</b>	Base runners must slide at all close plays (except 1 <sup>st</sup> base), attempt to avoid contact, or give him/herself up. Base runners may not intentionally make contact or collide with a fielder attempting to tag them out hoping to dislodge the ball. Runners may not attempt to hurdle or dive over the fielder. The umpire shall determine if the play is close and the runner may be called out at the umpire's discretion. If the umpire determines a collision is flagrant, the runner or the fielder may be ejected.

<b>Special Rules/Rules Interpretation</b>	The TBB Board reserves the right to make changes to any rule at any time. The TBB rules are not designed to address every baseball situation and situations not specifically addressed will be handled and interpreted in accordance with general baseball rules appropriate for the league (e.g., for leagues involving high school age players, the NFHS Baseball Rules Book)
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## Section 3 – TEE BALL League – Special Rules

### A. Specifications

<b>Game Length</b>	One hour and 15 minutes, no minimum innings required.
<b>Time Limit</b>	No game may continue after one hour and 15 minutes
<b>Pitching Mound</b>	46 feet, 6 inches
<b>Home Plate</b>	Width of Tee
<b>Base Length</b>	60 feet
<b>Bats</b>	Tee Ball bats are provided by TBB or must be labeled by the manufacturer as being approved for Tee Ball play. No composite barrel bats are allowed in this league. Wood bats are allowed as long as they are specified for Tee Ball use.
<b>Balls</b>	Tee Ball specific balls must be used in games and practices. Hardballs are not to be used in Tee Ball.
<b>Players</b>	A minimum of 5 players is needed to play a game. The game will not be played unless both teams have at least 5 players. A missed game will not be rescheduled.
<b>Umpires</b>	None: There are no balls or strikes and a game score is not kept.

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	All players play in the infield each inning. No players play in the outfield. There is no catcher.
<b>2</b>	<b>Defensive Positions</b>	<u>Pitcher</u> Must stand on the pitching mound and may not move until ball is in play. <u>Infielders</u> May stand no more than three steps in front of the base path until the ball is hit. May not stand in the base path. Doing so may block the runner and will be considered obstructing with the runner being awarded the base.
<b>3</b>	<b>Defensive Coach</b>	The defensive team may position a coach on the playing field for instructional purposes. The coach must assume a position beyond second base and cannot provide instructions or direct players while the ball is in play.
<b>4</b>	<b>Recording Outs</b>	An out on a ground ball can be made by throwing the ball to 1 <sup>st</sup> base, or at another base on a force out. Also, by tagging a runner that is off the base. However, all batters bat each inning regardless of the number of outs recorded by the defensive team.
<b>5</b>	<b>Infield Play</b>	All defensive players play in the infield: pitcher, 1 <sup>st</sup> – 2 <sup>nd</sup> – 3 <sup>rd</sup> base, shortstop and spots in-between the traditional infield positions. Only one player can play at the pitcher's mound. There are no outfielders in Tee Ball.
<b>6</b>	<b>Overthrows</b>	Base runners cannot advance on an overthrow regardless of whether the overthrown ball is in play or out of play.

### C. Offensive Play Rules

<b>1</b>	<b>Batting</b>	All players bat each inning regardless of the number of outs recorded by the defensive team.
<b>2</b>	<b>Bunting</b>	Batters intentionally bunting will be automatically out.
<b>3</b>	<b>Duration</b>	An offensive inning is over when each player on the batting team has batted.
<b>4</b>	<b>Fair ball</b>	Fair territory is defined as the part of the field between the baselines and beyond the 15 ft. circle with its center being home plate. Both baselines and the 15 ft. circle line are in play.
<b>5</b>	<b>Foul ball</b>	A ball is foul when (a) it is hit outside the base lines or (b) it comes to rest inside the 15 ft. circle or (c) it is touched by a defensive player inside the 15 ft. circle.
<b>6</b>	<b>Leadoff</b>	Not allowed. Cannot leave base until the ball is hit.
<b>7</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.
<b>8</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the coach has the discretion to call the batter out and the ball dead.
<b>9</b>	<b>Score</b>	Score is not to be kept in Tee Ball. There are no winning or losing teams in Tee Ball. Make it fun for all!

## Section 4 – Instructional & Farm Leagues – Special Rules

### A. Specifications

<b>Game Length</b>	Six innings - subject to the rules on Time Limits and Weather. All games, including playoff games, are to be played to their six innings completion. However, if the home team is ahead, it need not bat in the bottom half of the last inning.	
<b>Time Limit</b>	Instructional - No inning may start after 1¾ hours from the 1st pitch. Farm - No inning may start after 2 hours from the 1st pitch.	
<b>Minimum Game</b>	4 innings (3½ if home team ahead)	
<b>Pitching Mound</b>	46 feet, 6 inches – placement of the pitching machine	
<b>Home Plate</b>	Two inches wider than standard on both sides of the plate	
<b>Base Length</b>	60 feet	
<b>Bats</b>	32 inches maximum length. All bats must have the USABat licensing mark clearly visible and have certification of BPF 1.15 or less. USSSA bats are not allowed. Please note that the 32" bat is a maximum bat length and TBB suggests consulting with a sizing chart (available on the internet or most sporting goods stores) to determine the proper bat length for the player.	
<b>Umpires</b>	Instructional: no umpires	Farm: one umpire – standing behind home plate

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	Ten fielding positions. Four players in the outfield, forming a uniform arc not less than 25' beyond the base paths in fair territory. In the Farm league and above, the catcher position must always be fielded by a player from the defensive team. Neither an adult nor the umpire may act as the catcher. In the Instructional League only, if you have <u>less</u> than 9 fielders, the catcher position can be left open at the defensive manager's discretion.	
<b>2</b>	<b>Defensive Positions</b>	<u>Pitcher</u> Within five feet on either side of the pitching machine and may not move until ball is in play. Must wear a batting helmet when playing "pitcher" for added protection. <u>Infielders</u> May stand no more than three steps in front of the base path until the ball is hit. May not stand in the base path. Doing so may block the runner and will be considered obstructing with the runner being awarded the base.	
<b>3</b>	<b>Defensive Coach</b>	The defensive team may position a coach on the playing field for instructional purposes. The coach must assume a position beyond second base and cannot provide instructions or direct players while the ball is in play.	
<b>4</b>	<b>Infield Fly</b>	Not applicable in this league.	
<b>5</b>	<b>Infield Play</b>	All players must be assigned an infield position (pitcher, catcher, 1 <sup>st</sup> – 2 <sup>nd</sup> – 3 <sup>rd</sup> base, and/or shortstop for a <b>minimum</b> of two innings in a complete six inning game. If a manager suspects the opposing team is violating this rule, the other manager must produce line-up notes validating conformance to this rule at the game. Follow the protest procedures during the game if a violation is suspected (see section I-F). Any protest filed after the game is completed will be denied.	
<b>6</b>	<b>Overthrows</b>	<u>Ball is Out of Play</u> If an overthrow of a batted ball results in the ball going out of play, the batter and each base runner is awarded (i.e., advanced) one base.	<u>Ball is in Play</u> If a batted ball is overthrown and remains in play, the batter and base runners are limited to attempting one extra base. If a second overthrow occurs, no further advance is allowed.

### C. Offensive Play Rules

<b>1</b>	<b>Bunting</b>	Batters intentionally bunting will be automatically out.
<b>2</b>	<b>Duration</b>	An offensive inning is over when the batting team has: <ol style="list-style-type: none"> <li>three outs, OR</li> <li>scored five runs in the inning.</li> </ol>
<b>3</b>	<b>Fair and Foul Territory</b>	Fair territory is defined as the part of the field between the baselines and beyond the 15 ft. arc with its center being home plate. A ball is foul when (a) it is hit outside the base lines or (b) it comes to rest inside the 15 ft. circle or (c) it is touched by a defensive player inside the 15 ft. circle.
<b>4</b>	<b>Leadoff</b>	Not allowed. Cannot leave base until ball crosses home plate. When the umpire notices a runner leaving early: <ul style="list-style-type: none"> <li>A warning will be issued to both teams</li> <li>The next runner leaving a base early may be declared out.</li> </ul>
<b>5</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.
<b>6</b>	<b>Stealing</b>	Not allowed. A pitched ball is deemed dead once the ball has passed home plate. If a pitched ball travels out of play without being hit, the batter and any base runners will not be allowed to advance.
<b>7</b>	<b>Advancing to First Base on Strikeout</b>	Batter may not advance to 1 <sup>st</sup> base on a dropped pitch, wild pitch or passed ball resulting in a 3 <sup>rd</sup> strike whether called or swinging. The batter is out.
<b>8</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the managers (Instructional) or Umpire (Farm) have the discretion to call the batter out and the ball dead.
<b>9</b>	<b>Score</b>	Score is not to be kept in Instructional. There are no winning or losing teams in Instructional. Score is kept in Farm.

**D. Pitching Rules – Instructional and Farm Leagues**

1	<b>Pitching Machine Malfunction</b>	In the event of a malfunction, the game shall continue with the batting team manager or an adult designate pitching. No TBB player shall act as pitcher. The Home Manager is responsible for reporting the equipment problem to the League Head.
2	<b>Hit Batsman</b>	Hit batsman rules DO NOT apply.
3	<b>Pitching Machine</b>	Any batted ball striking the pitching machine will be ruled as a dead ball. The batter will be awarded first base and any base runner will be allowed to advance one base.
4	<b>Home Manager</b>	Responsible for picking up the machine and setting it up. Once the game has ended, the Home Manager is responsible to return it to the storage area.
5	<b>Intentional Walks</b>	Not allowed.
6	<b>Machine Speed</b>	The manager for the batting team shall set the machine speed for that half-inning. Adjusting the pitch speed per batter is prohibited.
7	<b>Protocol</b>	An adult representative from the batting team will hold the ball aloft in order to prepare the batter to hit, and then feed the ball into the machine. The adult may coach the batter but not any runners.
8	<b>Walks</b>	No walks - a batter may not reach 1 <sup>st</sup> base on a walk.
9	<b>Pitching Rules</b>	<div> <b><u>Instructional:</u></b>  A batter is out if: <ol style="list-style-type: none"> <li>1. After hitting the ball into fair territory, tagged out or forced out before reaching the base.</li> <li>2. Six (6) pitch maximum. If 6 pitches have happened and the ball has not been hit into fair territory, the batter is out after the 6<sup>th</sup> pitch. Note that if the 6th pitch is fouled off, another pitch is awarded and additional pitches will continue to be awarded for subsequent fouls.</li> </ol> </div> <div> <b><u>Farm:</u></b>  A batter is out if: <ol style="list-style-type: none"> <li>1. Swing and miss on the 3<sup>rd</sup> strike.</li> <li>2. Fouled 3<sup>rd</sup> strike held by catcher.</li> <li>3. 3<sup>rd</sup> Strike called by umpire.</li> <li>4. Tagged out or forced out before reaching the base.</li> </ol> </div>

## Section 5 – Rookie League – Special Rules

### A. Specifications

<b>League Rules</b>	If Rookie and Minor leagues are combined, the combined league will follow the rules in Section “7” below.
<b>Game Length</b>	Six innings - subject to the rules on Time Limits and Weather, all games, including playoff games are to be played to their six innings completion provided, however, if the home team is ahead, it need not bat in the bottom half of the last inning.
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch
<b>Minimum Game</b>	Four innings (3½ if home team ahead)
<b>Pitching Mound</b>	46 feet, 6 inches, measured from the back point of home plate to the front of the pitching rubber.
<b>Home Plate</b>	Two inches wider than standard on both sides of the plate
<b>Base Length</b>	60 feet
<b>Bats</b>	32 inches maximum length. All bats must have the USABat licensing mark clearly visible and have certification of BPF 1.15 or less. USSSA bats are not allowed. Please note that the 32” bat is a maximum bat length and TBB suggests consulting with a sizing chart (available on the internet or most sporting goods stores) to determine the proper bat length for the player.

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	Nine fielding positions. Three players are to play in the outfield, forming a uniform arc not less than 25' beyond the base paths in fair territory. May stand no more than three steps in front of the base path until the ball is hit.
<b>2</b>	<b>Infield Fly</b>	Not applicable in this league.
<b>3</b>	<b>Infield Play</b>	All players must be assigned an infield position (pitcher, 1 <sup>st</sup> – 2 <sup>nd</sup> – 3 <sup>rd</sup> base, shortstop and/or catcher) for a minimum of two innings in a complete six inning game. If a manager suspects the opposing team is violating this rule, the other manager must produce line-up notes validating conformance to this rule. Follow the protest procedures during the game if a violation is suspected (see section I-F). Any protest filed after the game is completed will be denied

### C. Offensive Play Rules

<b>1</b>	<b>Bunting</b>	Batters intentionally bunting will be automatically out.
<b>2</b>	<b>Duration</b>	An offensive inning is over when the batting team has: <ol style="list-style-type: none"> <li>three outs, OR</li> <li>scored five runs in the inning</li> </ol>
<b>3</b>	<b>Leadoff</b>	Not allowed. Cannot leave base until ball crosses home plate. When the umpire notices a runner leaving early: <ul style="list-style-type: none"> <li>A warning will be issued to the team that violated the Leadoff rule.</li> <li>The next runner leaving a base early from that team will be declared out.</li> </ul>
<b>4</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.
<b>5</b>	<b>Stealing</b>	Not allowed. A pitched ball is deemed dead once the ball has passed home plate. If a pitched ball travels out of play without being hit, the batter and any base runners will not be allowed to advance.
<b>6</b>	<b>Advancing to First Base on Strikeout</b>	Batter may not advance to 1 <sup>st</sup> base on a dropped pitch, wild pitch or passed ball resulting in a 3 <sup>rd</sup> strike whether called or swinging. The batter is out.
<b>7</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.

### D. Pitching Rules

<b>1</b>	<b>Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.
<b>2</b>	<b>Balk</b>	Not applicable since no leadoffs are allowed.
<b>3</b>	<b>Charged Conferences</b>	Not charged. However, the umpire has the duty to prevent slowdowns. After a warning, managers guilty of slowdowns will be told to start the game or take a forfeit.
<b>4</b>	<b>Coach Pitcher</b>	Once the batter has received four balls from the player-pitcher, a coach/adult from the batting team (the “Adult Pitcher”) will pitch until the at-bat is complete. The Adult Pitcher is required to pitch from the pitching mound. The strike count continues from the player pitcher. A batted ball that hits or makes contact with the Adult Pitcher will be ruled as a dead ball. The batter will be awarded first base and any base runner will be allowed to advance one base. The Adult Pitcher must take reasonable measures to avoid making contact with a batted ball and if the umpires determine that the Adult Pitcher did not take reasonable measures, the batter will be ruled out and any base runners will return to their previous base.
<b>5</b>	<b>Hit Batsman</b>	With the player pitching, normal hit batsman rules apply. With the Adult Pitcher pitching, hit batsman rules DO NOT apply.
<b>6</b>	<b>Intentional Walks</b>	Not allowed.

<b>7</b>	<b>Maximum Pitches per Game and Required Rest</b>	<ol style="list-style-type: none"> <li>1. A pitcher may not pitch more than 75 pitches in one game.</li> <li>2. Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b>before</b> pitching in another game.</li> <li>3. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>
<b>8</b>	<b>Player - Pitcher</b>	When an Adult Pitcher enters a game, the player-pitcher will take up a defensive position within five feet of the adult, not moving until the ball is hit. If the defensive team is short of players, the pitcher may take any vacant field position. Once the Coach Pitch situation is over for the current batter, the player resumes pitching to succeeding batters.
<b>9</b>	<b>Relief</b>	A relief pitcher may be brought in from any position or the bench.
<b>10</b>	<b>Removal</b>	Once a pitcher has been replaced on the mound, the player may not pitch again in that game.
<b>11</b>	<b>Walks</b>	No walks - a batter may not reach 1 <sup>st</sup> base on a walk.
<b>12</b>	<b>Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.

## Section 6 – Minor League – Special Rules

### A. Specifications

<b>League Rules</b>	If Rookie and Minor leagues are combined, the combined league will follow the rules in Section “7” below.
<b>Game Length</b>	Six innings - subject to the rules on Time Limits and Weather, all games, including playoff games are to be played to their six innings completion provided, however, if the home team is ahead, it need not bat in the bottom half of the last inning.
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch.
<b>Minimum Game</b>	Four innings (3½ if home team ahead)
<b>Pitching Mound</b>	46 feet, 6 inches, measured from the back point of home plate to the front of the pitching rubber.
<b>Home Plate</b>	Two inches wider than standard on both sides of the plate
<b>Base Length</b>	60 feet
<b>Bats</b>	32 inches maximum length. All bats must have the USABat licensing mark clearly visible and have certification of BPF 1.15 or less. USSSA bats are not allowed. Please note that the 32” bat is a maximum bat length and TBB suggests consulting with a sizing chart (available on the internet or most sporting goods stores) to determine the proper bat length for the player.

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	Nine fielding positions. Three players are to play in the outfield, forming a uniform arc not less than 25' beyond the base paths in fair territory. May stand no more than three steps in front of the base path until the ball is hit.
<b>2</b>	<b>Infield Fly</b>	Not applicable in this league.
<b>3</b>	<b>Infield Play</b>	All players must be assigned an infield position (pitcher, 1 <sup>st</sup> – 2 <sup>nd</sup> – 3 <sup>rd</sup> base, shortstop and/or catcher) for a minimum of two innings in a complete six inning game. If a manager suspects the opposing team is violating this rule, the other manager must produce line-up notes validating conformance to this rule. Follow the protest procedures during the game if a violation is suspected (see section I-F). Any protest filed after the game is completed will be denied.

### C. Offensive Play Rules

<b>1</b>	<b>Duration</b>	An offensive inning is over when the batting team has: <ol style="list-style-type: none"> <li>three outs, OR</li> <li>scored five runs in the inning</li> </ol>
<b>2</b>	<b>Leadoff</b>	Not allowed. Cannot leave base until ball crosses home plate. When the umpire notices a runner leaving early: <ul style="list-style-type: none"> <li>A warning will be issued to the team that violated the Leadoff rule.</li> <li>The next runner leaving a base early from that team will be declared out.</li> </ul>
<b>3</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.
<b>4</b>	<b>Stealing</b>	Stealing of 2 <sup>nd</sup> base and 3 <sup>rd</sup> base permitted. A runner may NOT attempt to advance to the next base on an overthrow during a steal attempt. Stealing of home is not permitted in any circumstance including after a passed ball or wild pitch.
<b>5</b>	<b>Advancing to First Base on Strikeout</b>	Batter may not advance to 1 <sup>st</sup> base on a dropped pitch, wild pitch or passed ball resulting in a 3 <sup>rd</sup> strike whether called or swinging. The batter is out.
<b>6</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.

### D. Pitching Rules

<b>1</b>	<b>Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.
<b>2</b>	<b>Balk</b>	Not applicable since no leadoffs are allowed.
<b>3</b>	<b>Charged Conferences</b>	Not charged. However, the umpire has the duty to prevent slowdowns. After a warning, managers guilty of slowdowns will be told to start the game or take a forfeit.
<b>4</b>	<b>Intentional Walk</b>	Allowed
<b>5</b>	<b>Maximum Pitches per Game and Required Rest</b>	<ol style="list-style-type: none"> <li>A pitcher may not pitch more than 75 pitches in one game.</li> <li>Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b>before</b> pitching in another game.</li> <li>No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>
<b>6</b>	<b>Relief</b>	A relief pitcher may be brought in from any position or the bench.
<b>7</b>	<b>Removal</b>	Once a pitcher has been replaced on the mound, the player may not pitch again in that game.
<b>8</b>	<b>Walks</b>	Allowed.
<b>9</b>	<b>Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.



## Section 7 – Combined Rookie/Minor League – Special Rules

### A. Specifications

<b>Game Length</b>	Six innings - subject to the rules on Time Limits and Weather, all games, including playoff games are to be played to their six innings completion provided, however, if the home team is ahead, it need not bat in the bottom half of the last inning.
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch.
<b>Minimum Game</b>	Four innings (3½ if home team ahead)
<b>Pitching Mound</b>	46 feet, 6 inches, measured from the back point of home plate to the front of the pitching rubber.
<b>Home Plate</b>	Two inches wider than standard on both sides of the plate
<b>Base Length</b>	60 feet
<b>Bats</b>	32 inches maximum length. All bats must have the USABat licensing mark clearly visible and have certification of BPF 1.15 or less. USSSA bats are not allowed. Please note that the 32" bat is a maximum bat length and TBB suggests consulting with a sizing chart (available on the internet or most sporting goods stores) to determine the proper bat length for the player.

### B. Defensive Play Rules

<b>1 Field Positions</b>	Nine fielding positions. Three players are to play in the outfield, forming a uniform arc not less than 25' beyond the base paths in fair territory. May stand no more than three steps in front of the base path until the ball is hit.
<b>2 Infield Fly</b>	Not applicable in this league.
<b>3 Infield Play</b>	All players must be assigned an infield position (pitcher, 1 <sup>st</sup> – 2 <sup>nd</sup> – 3 <sup>rd</sup> base, shortstop and/or catcher) for a minimum of two innings in a complete six inning game. If a manager suspects the opposing team is violating this rule, the other manager must produce line-up notes validating conformance to this rule. Follow the protest procedures during the game if a violation is suspected (see section I-F). Any protest filed after the game is completed will be denied.

### E. Offensive Play Rules

<b>1 Duration</b>	An offensive inning is over when the batting team has: <ol style="list-style-type: none"> <li>three outs, OR</li> <li>scored five runs in the inning</li> </ol>
<b>2 Leadoff</b>	Not allowed. Cannot leave base until ball crosses home plate. When the umpire notices a runner leaving early: <ul style="list-style-type: none"> <li>A warning will be issued to the team that violated the Leadoff rule.</li> <li>The next runner leaving a base early from that team will be declared out.</li> </ul>
<b>3 Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.
<b>4 Stealing</b>	Not allowed. A pitched ball is deemed dead once the ball has passed home plate. If a pitched ball travels out of play without being hit, the batter and any base runners will not be allowed to advance.
<b>5 Advancing to First Base on Strikeout</b>	Batter may not advance to 1 <sup>st</sup> base on a dropped pitch, wild pitch or passed ball resulting in a 3 <sup>rd</sup> strike whether called or swinging. The batter is out.
<b>6 Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.

### F. Pitching Rules

<b>1 Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.
<b>2 Balk</b>	Not applicable since no leadoffs are allowed.
<b>3 Charged Conferences</b>	Not charged. However, the umpire has the duty to prevent slowdowns. After a warning, managers guilty of slowdowns will be told to start the game or take a forfeit.
<b>4 Coach Pitcher</b>	Once the batter has received four balls from the player-pitcher, a coach/adult from the batting team (the "Adult Pitcher") will pitch until the at-bat is complete. The Adult Pitcher is required to pitch from the pitching mound. The strike count continues from the player pitcher. A batted ball that hits or makes contact with the Adult Pitcher will be ruled as a dead ball. The batter will be awarded first base and any base runner will be allowed to advance one base. The Adult Pitcher must take reasonable measures to avoid making contact with a batted ball and if the umpires determine that the Adult Pitcher did not take reasonable measures, the batter will be ruled out and any base runners will return to their previous base.
<b>5 Hit Batsman</b>	With the player pitching, normal hit batsman rules apply. With the Adult Pitcher pitching, hit batsman rules DO NOT apply.
<b>6 Intentional Walks</b>	Not allowed.

<b>7</b>	<b>Maximum Pitches per Game and Required Rest</b>	<ol style="list-style-type: none"> <li>1. A pitcher may not pitch more than 75 pitches in one game.</li> <li>2. Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b><u>before</u></b> pitching in another game.</li> <li>3. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>
<b>8</b>	<b>Player - Pitcher</b>	When an Adult Pitcher enters a game, the player-pitcher will take up a defensive position within five feet of the adult, not moving until the ball is hit. If the defensive team is short of players, the pitcher may take any vacant field position. Once the Coach Pitch situation is over for the current batter, the player resumes pitching to succeeding batters.
<b>9</b>	<b>Relief</b>	A relief pitcher may be brought in from any position or the bench.
<b>10</b>	<b>Removal</b>	Once a pitcher has been replaced on the mound, the player may not pitch again in that game.
<b>11</b>	<b>Walks</b>	No walks - a batter may not reach 1 <sup>st</sup> base on a walk.
<b>12</b>	<b>Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.

## Section 8 – Major/Mustang Leagues – Special Rules

### A. Specifications

<b>Game Length</b>	Six innings
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch
<b>Minimum Game</b>	Four innings (3½ if home team ahead)
<b>Pitching Mound</b>	48 feet, measured from the back point of home plate to the front of the pitching rubber.
<b>Home Plate</b>	Standard
<b>Base Length</b>	70 feet
<b>Bats</b>	32 inches maximum length and must be a bat with no more than a drop 10 (-10). Must use a bat with the official USSSA 1.15 BPF mark permanently stamped or a USABat with BPF 1.15 or less.
<b>Special Note</b>	If the Major/Mustang leagues have been combined, this league will be governed by these rules and any differences between the Major and Mustang rules from prior years will not apply.

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	Nine fielding positions. Three players are to play in the outfield, forming a uniform arc not less than 25' beyond the base paths in fair territory. May stand no more than three steps in front of the base path until the ball is hit.
<b>2</b>	<b>Infield Fly</b>	Applicable in these leagues.

### C. Offensive Play Rules

<b>1</b>	<b>Duration</b>	An offensive inning is over when the batting team has: <ol style="list-style-type: none"> <li>three outs, OR</li> <li>scored seven (7) runs in the inning</li> </ol>	
<b>2</b>	<b>Mercy Rule</b>	Home Team Ahead: After 3 ½ innings, by 15 runs or more After 5 complete innings, by 8 runs or more	Away Team Ahead: After 4 innings, by 15 runs or more. After 5 complete innings, by 8 runs or more
<b>3</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.	
<b>4</b>	<b>Leadoffs</b>	A player is allowed to leadoff no more than 1 stride from the base and may not take a step towards the next base until the pitch crosses home plate. For clarity, the player's closest foot to the current base must be no further from that base than the length of 1 of his/her strides. One warning per team will be granted by the umpires for a larger leadoff than permitted. A runner leaving early will be called out and no warnings will be provided.	
<b>5</b>	<b>Stealing</b>	Stealing of 2 <sup>nd</sup> base, 3 <sup>rd</sup> base and home permitted. A runner may attempt to advance to the next base on an overthrow during a steal attempt.	
<b>6</b>	<b>Advancing to First Base on Strikeout</b>	Batter may not advance to 1 <sup>st</sup> base on a dropped pitch, wild pitch or passed ball resulting in a 3 <sup>rd</sup> strike whether called or swinging. The batter is out.	
<b>7</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.	

### D. Pitching Rules

<b>1</b>	<b>Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.	
<b>2</b>	<b>Balk</b>	Each pitcher will receive one warning with instruction from the umpire before the balk penalty is enforced against that pitcher; regardless of balk type.	
<b>3</b>	<b>Charged Conferences</b>	Not charged. However, the umpire has the duty to prevent slowdowns. After a warning, managers guilty of slowdowns will be told to start the game or take a forfeit.	
<b>4</b>	<b>Maximum Pitches per Game and Required Rest</b>	<ol style="list-style-type: none"> <li>A pitcher may not pitch more than 85 pitches in one game.</li> <li>Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b>before</b> pitching in another game.</li> <li>No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>	
<b>5</b>	<b>Relief</b>	A relief pitcher may be brought in from any position or the bench.	
<b>6</b>	<b>Removal</b>	Once a pitcher has been replaced on the mound, the player may not pitch again in that game.	
<b>7</b>	<b>Intentional Walk</b>	Allowed	
<b>8</b>	<b>Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.	

## Section 9 – Pony League – Special Rules

### A. Specifications

<b>Game Length</b>	Seven innings
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch
<b>Minimum Game</b>	Five innings (4½ if home team ahead)
<b>Pitching Mound</b>	54 feet, measured from the back point of home plate to the front of the pitching rubber.
<b>Base Length</b>	80 feet
<b>Bats</b>	34 inches maximum length and must be a bat with no more than a drop 8 (-8). Must use a bat with the official USSSA 1.15 BPF mark permanently stamped or a USABat with BPF 1.15 or less.

### B. Defensive Play Rules

<b>1 Field Positions</b>	Nine fielding positions
<b>2 Infield Fly</b>	Applicable in this league.
<b>3 Substitutions</b>	Except for pitcher, defensive substitutions may be made at the Manager's discretion. A player who returns to the bench as a result of a defensive substitution may re-enter the game in the next inning or any subsequent inning. See the Pitching Rules for specifics for players that pitch.

### C. Offensive Play Rules

<b>1 Mercy Rule</b>	Home Team Ahead: After 4½ innings or later by 10 runs or more	Away Team Ahead: After five innings or later by 10 runs or more. If the away team reaches the mercy rule during their at bat, the inning continues and the home team still gets their at bat for that inning.
<b>2 Leadoff</b>	Allowed anytime.	
<b>3 Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.	
<b>4 Stealing</b>	All bases.	
<b>5 Advancing to First Base on Strikeout</b>	Allowed	
<b>6 Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.	
<b>7 Batters</b>	All players bat regardless of whether they are in a defensive position or not when it's their time to bat.	

### D. Pitching Rules

<b>1 Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.	
<b>2 Balk</b>	Balk penalty is enforced from the first pitch.	
<b>3 Charged Conferences</b>	Three allowed per game, without removing the pitcher. If the pitcher is removed during a conference, then it is not considered a charged conference.	
<b>4 Maximum Pitches per Game and Required Rest</b>	<ol style="list-style-type: none"> <li>1. A pitcher may not pitch more than 95 pitches in one game.</li> <li>2. Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b>before</b> pitching in another game.</li> <li>3. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>	
<b>5 Relief</b>	A relief pitcher may be brought in from any position or the bench.	
<b>6 Removal</b>	Once a pitcher has been replaced on the mound, the player may not pitch again in that game.	
<b>7 Intentional Walk</b>	Allowed	
<b>8 Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.	

## Section 10 – Colt & Bronco Leagues – Special Rules

### A. Specifications

<b>Game Length</b>	Seven innings
<b>Time Limit</b>	No inning may start after 2 hours from the 1 <sup>st</sup> pitch
<b>Minimum Game</b>	Five innings (4½ if home team ahead)
<b>Pitching Mound</b>	60 feet, 6 inches, measured from the back point of home plate to the front of the pitching rubber.
<b>Base Length</b>	90 feet
<b>Bats</b>	36 inches maximum length and must be a bat with no more than a drop 3 (-3). Must follow MHSAA rules on bats.
	If the TBB Board combines the Colt and Bronco leagues, then the special rules in this section will apply as set forth in this section without modification as there are no differences between the Colt and Bronco rules when they are separate leagues.

### B. Defensive Play Rules

<b>1</b>	<b>Field Positions</b>	Nine fielding positions
<b>2</b>	<b>Infield Fly</b>	Applicable in these leagues.

### C. Offensive Play Rules

<b>1</b>	<b>Mercy Rule</b>	Home Team Ahead: After 4½ innings or later by 10 runs or more	Away Team Ahead: After five innings or later by 10 runs or more. If the away team reaches the mercy rule during their at bat, the inning continues and the home team still gets their at bat for that inning.
<b>2</b>	<b>Leadoff</b>	Allowed anytime.	
<b>3</b>	<b>Sportsmanship</b>	Managers and coaches are expected to coach the bases with restraint and sportsmanship.	
<b>4</b>	<b>Stealing</b>	All bases.	
<b>5</b>	<b>Advancing to First Base on Strikeout</b>	Allowed	
<b>6</b>	<b>Thrown Bat</b>	Whether accidental or intentional, the umpire has the discretion to call the batter out and the ball dead.	

### D. Pitching Rules

<b>1</b>	<b>Appearance</b>	Any appearance on the mound consisting of at least one pitch when play is live will count towards the maximum pitches allowed per pitcher and the required rest before pitching again, even if the game is suspended before completion. Please also see the Maximum Pitches per Game Rule below.
<b>2</b>	<b>Balk</b>	Balk penalty is enforced from the first pitch.
<b>3</b>	<b>Charged Conferences</b>	Three allowed per game, without removing the pitcher. If the pitcher is removed during a conference, it is not considered a charged conference.
<b>4</b>	<b>Maximum Innings &amp; Pitches</b>	<ol style="list-style-type: none"> <li>1. A pitcher may not pitch more than 95 pitches in one game.</li> <li>2. Based on the number of pitches thrown in a game, a pitcher must rest the required number of days as shown in the chart on page 23 <b>before</b> pitching in another game.</li> <li>3. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.</li> </ol> <p>Please note, a pitcher may complete an at-bat if the maximum pitch count is reached during the at-bat. Coaches are encouraged to prioritize pitcher safety and remove a pitcher prior to an at-bat starting if the pitch count is likely to be reached during the at-bat.</p>
<b>5</b>	<b>Relief</b>	A relief pitcher may be brought in from any position or the bench.
<b>6</b>	<b>Removal</b>	Once a pitcher has been replaced on the mound, that player may not pitch again in the same game.
<b>7</b>	<b>Intentional Walk</b>	Allowed
<b>8</b>	<b>Sunglasses</b>	Pitchers are not allowed to wear sunglasses unless they are prescription sunglasses.

**Rule Changes Adopted After the Rules Were Published on 1/01/2024**

Date Rules Updated	Effective date of change	League(s)	Topic	New Rule	Previous Rule
1/20/24	1/20/24	Major/Mustang	Leadoffs	N/A	Further clarified leadoff rule – p19
3/09/24	3/09/24	Major/Mustang	Mercy Rule	Corrected rule to be 8 runs after 5 innings	Incorrectly stated 10 runs

## **General Guidelines to the Pony, Colt and Bronco Draft**

At the end of each season, managers from the Mustang, Pony, Colt and Bronco leagues all rate their players in preparation for next season's team draft.

These ratings are put into a spreadsheet giving the player an individual rating at all positions and also an overall rating. Prior to the draft taking place, every manager will go over these and unanimously agree on each player's rating.

When the draft begins, the manager's son/daughter and one coach's son/daughter are pulled from the player pool and placed on a roster. A combined score is determined based on these two players. The first round of the draft is called an "Equalization Round", this is used to make sure all rosters are equal prior to the draft beginning. A manager cannot select a player that exceeds a specified number based on the ratings of their child and their coach's child.

Once the equalization round is completed, a true player draft will begin, with the managers selecting players one at a time in a serpentine method. This will continue until all players have been selected. Once the draft has ended, the managers will have 30 minutes to make any trades with one another. After the 30 minutes has elapsed, no further trades can be made.

REQUIRED REST BEFORE PITCHING AGAIN						
League	Daily Max Pitches in Game	0 Days Rest Required	1 Days Rest Required	2 Days Rest Required	3 Days Rest Required	4 Days Rest Required
Rookie/Minor	75 pitches	1-20 pitches	21-35	36-50	51-65	66+
Major/Mustang	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+
Bronco	95	1-30	31-45	46-60	61-75	76+

**EXAMPLE 1:** If a pitcher in the Pony league throws 71 pitches in a game on Monday, that player may not pitch again until resting for 4 days. That player is eligible to pitch again on Saturday.

**EXAMPLE 2:** If a pitcher in the Pony league throws 29 pitches in a game on Monday, that player may not pitch again until resting for 1 day. That player is eligible to pitch again on Wednesday.

#### **OVERUSE and FATIGUE:**

By far, the biggest risk factor for pitchers is overuse and fatigue. **Compared to healthy teammates, adolescent pitchers who undergo elbow or shoulder surgery were 36 times more likely to have routinely pitched with arm fatigue.** Pitching mechanics, such as hip-to-shoulder separation and forward trunk tilt, change as players become fatigued. Numerous studies have shown that pitching too many months, pitching too many innings, pitching too deep into games, violating pitch count recommendations and acute spikes in workload significantly increase the risk of injury.



League	Number Innings	Minimum Innings	Time Limit	Base Length	Pitcher	Pitching Distance	Home Plate	Bat Maximum Length/Weight	Fielders	Lead-offs & Stealing	Metal Spikes	Weighted Bat & Donuts	Minimum Infield play	Mercy
Tee Ball (6u)	N/A	N/A	1 Hour 15 Minutes	60	N/A	N/A	N/A	Bats Provided	10	No	No	Donuts only	2 innings	No scoring
Instructional (7u)	6	Home ahead-3.5 Away ahead-4	1 Hour 45 Minutes	60	Machine	46' 6"	2" wider on both sides	32" long USABat BPF 1.15 max	10	No	No	Donuts only	2 innings	5 runs max per half-inning
Farm (8u)	6	Home ahead-3.5 Away ahead-4	2 Hours	60	Machine	46' 6"	2" wider on both sides	32" long USABat BPF 1.15 max	10	No	No	Donuts only	2 innings	5 runs max per half-inning
Rookie (9u)	6	Home ahead-3.5 Away ahead-4	2 Hours	60	Player then Adult	46' 6"	2" wider on both sides	32" long USABat BPF 1.15 max	9	No	No	Donuts only	2 innings	5 runs max per half-inning
Minor (10u)	6	Home ahead-3.5 Away ahead-4	2 Hours	60	Player	46' 6"	2" wider on both sides	32" long USABat BPF 1.15 max	9	No Leadoff Yes Stealing	No	Donuts only	2 innings	5 runs max per half-inning
Rookie/Minor Combined League	6	Home ahead-3.5 Away ahead-4	2 Hours	60	Player then Adult	46' 6"	2" wider on both sides	32" long USABat BPF 1.15 max	9	No	No	Donuts only	2 innings	5 runs max per half-inning
Major/Mustang (12u)	6	Home ahead-3.5 Away ahead-4	2 Hours	70	Player	48	Standard	32" long max drop 10 USSSA or USABat BPF 1.15 max	9	Yes	No	Donuts only	N/A	7 runs max per half-inning. Home team leads by 15 after 3.5; Away team leads by 15 after 4; either team leads by 10 after 5 full innings
Pony (14u)	7	Home ahead-4.5 Away ahead-5	2 Hours	80	Player	54	Standard	34" long max drop 8 USSSA or USABat BPF 1.15 max	9	Yes	Yes	Yes	N/A	Home team leads by 10 after 4.5; Away team leads by 10 after 5 but home gets last bat
Colt/Bronco (18u)	7	Home ahead-4.5 Away ahead-5	2 Hours	90	Player	60' 6"	Standard	36" long max drop 3 MHSAA	9	Yes	Yes	Yes	N/A	Home team leads by 10 after 4.5; Away team leads by 10 after 5 but home gets last bat
* see league rules for details														