



Bronco Girls - 2010 League Rules

Game Information

- Games will consist of 7 innings or 1 hour and 45 minutes. No inning will be allowed to start after 1 hour and 35 minutes.
- An inning will consist of 3 outs or 7 runs, whichever occurs first.
- Mercy rule: 15 after 4 innings, 10 runs after 5 innings.
- Tie games will be permitted to continue ONLY if it is the last game of the day. In the event of a tie, the last batter from the prior inning will start on second base.
- The umpire will keep the game clock and will notify both teams of the game start time.
- In an effort to keep the games on schedule, please pinch run for the catcher if he is on base with two outs. The last player out in that inning will be your pinch runner.

Field Information

- Base paths are 60'.
- The pitching distance will be 40'.
- Teams will play 10 players in the field (six infield, four outfield).
- Ball size: 11" softball.

Pitching Rules

- A pitcher may pitch up to 4 innings in one game.
- A single pitch constitutes an inning.
- A coach is allowed one visit to the pitcher's mound in an inning. The pitcher must be removed on the second visit in an inning.
- The pitcher must have her leading foot on the pitching rubber to start her pitch.
- No intentional walks are allowed.
- The balk rule is not in effect.

Additional Rules

- Free substitution is allowed. All players may leave and enter the game at anytime with the exception of the pitcher who may not re-enter as a pitcher once she has pitched.
- All players will be placed in the batting lineup for the entire game.
- A team may start a game with only 8 players. When batting with only 8 players, the 9th and / or 10th batters will not be declared as automatic outs. Teams may borrow an OSAA registered player. The substitute player must bat last and play in the outfield.
- No intentional bunting is allowed.
- Runners can steal only second and third bases. If a runner is on third base when a steal of second is attempted, the runner can not advance home unless the ball goes into the outfield.
- A base runner may not leave the base until the ball leaves the pitcher's hand.
- The dropped third strike rule is not in effect.

- The infield fly rule is in effect. The batter is automatically out if hitting a catchable pop fly in the infield, with runners on first and second, or first, second and third, with less than two outs. Base runners can advance at their own risk but are not required to run in the event the ball is not caught **AND** the umpire has called an infield fly.
- Runners may advance at their own risk on overflows within the field of play. Runners are allowed to advance to the base they were running to, plus one base, in the event the ball leaves the playing field on an overthrow.
- When the ball is hit, runners advance as able. Once the ball is secured by the pitcher within the pitching circle (approximately 7 to 10 feet radius from the rubber), it is declared dead and runners may not advance. The base coaches must stop the base runner at the closest base when the ball is secured. If this rule is violated, the runners must return to the previous bases after the play is over. If the runner is past the base and momentum is toward the next base, the runner may proceed.
- Slide guideline: There is no requirement to slide. Players should, however, make every attempt to avoid collisions with opposing players. A runner may be called out for running into a fielder who is attempting to make a play on the ball. Under no circumstances can a player intentionally run into a fielder. It will be at the umpire's discretion to call the runner out if contact is made. In the case of a runner intentionally running into the fielder, the runner may be removed from the game. **Please instruct your players to slide on close plays at any base.**

General Rules / Information

- All players MUST wear helmets with face guards in the on-deck area, when at bat, and while on base.
- Catchers must wear chest protector, shin guards and a helmet during the game and while warming up the pitcher.
- The home team will occupy the third base dugout.
- The home team should supply one game ball.
- Dugouts should be left clean after each game.
- **The ZERO TOLERANCE rule is in effect.** Coaches are responsible for their conduct, their players' conduct, and that of the parents and fans. The umpire has the authority to eject any player, coach or fan that is deemed to be disruptive of the game. Please display good sportsmanship toward the umpires.
- If no umpire is available, the coaches should report the situation to the OSAA Field Director on duty.
- All judgment calls by umpires are final. A call made incorrectly due to a rules interpretation may be addressed to the umpire by both coaches. The umpire's decision will stand if no agreement is reached (the intent is to make the correct call on a rules-related call, not to change a judgment call made by the umpire).
- The winning team's coach should record the game score in the league book in the Snack Shack.
- The use of alcohol, tobacco, and illegal drugs in any form, by players or coaches in the dugout areas, on the benches, or on or near the field of play is not permitted.

Rain Out Number – 932-7246 (932-RAIN)

League Commissioner Name:

Commissioner Phone Number: