LHL Bronco Rules 2022		
Baseball	Bronco	Notes
Baseball Rules	Pony Rules Changes/Highlights Below	
Base Distance	70ft	
Pitching Mound	50ft	
	 Whatever the town time limit is. Homer: 1:45, Lemont: 1:45, Lockport: 1:50. Check with the umpire. (Drop dead time is 2hrs) For standing/seeding purposes, a tie will count as 1 win and 1 loss when determining 	
Time Limit	winning percentage.	
Batting Order	Continuous	
Innings	7	
Official Game	5 Innings	
Game Balls	Home team provides 2 new balls	
Max Runs Per Inning	9 - no restriction in the 6th and 7th inning	
Mercy Rule	10 after 5	
Players on the Field	9 - must have 8 playyers to start the game, any late arrivals will be entered last in the order	forfeit. We will allow whatever number of call- ups necessary to play the game for each team. All call-ups will be allowed toplay regardless of the amount of regular players who may show up unexpectedly. All call-up players will be placed at the end of the team batting order. Call-ups may not pitch or catch. All call-up players must play offense as well as defense.
Pitch - Max Innings Allowed Pitches Per Game	4 per game - Note: an 11 year old must pitch one (1) full inning (3 outs) by the completion of the 5th inning. If violated, the manager will immediately be ejected from the game. The pitcher will then be changed and the game will continue to be played. This requirement can be met by a pitcher in one of two ways: 3 outs = 1 inning or 6 runs in one inning = 1 inning. 85 or less	Above inning rules will apply for the league. However, all innings are not created equal. A quick 3 batter inning is much easier on a pitcher than a long 6 run maximum inning filled with walks. A pitch chart has been included at the end of the rules. This pitch chart is included to provide guidelines for maximum pitches thrown per outing and rest based on the number of pitches. 1. A player may pitch a maximum of 10 innings per calendar week. 2. A calendar week is from 12:01am Monday to 12:00am the following Sunday. 3. A player may pitch a maximum of seven (7) innings in any calendar day. 4. Forty (40) hours rest is required if a player pitches four or more innings in any given calendar day.

Pitch - Max Hit Batters Per		
Game	2 in one inning or 3 in one game	
	Yes/No Fake Bunt - batter warned then	
Bunting	automatic out	
	No/No Fake Bunt - batter warned then automatic	
Drop 3rd Strike	out	
Infield Fly Rule	No	
Balks	1 warning per pitcher, per season	
Leadoffs/Runner Leave		
	No player shall sit more than one complete	
	defensive inning more than any other player at	
	any point in the game except for a player who	
	has arrived late or is leaving early (i.e. no player	
	shall sit 3 innings before every other palyer has	
	sat at least 2). Any late player will be added to	
	the end of the batting order immediately and	
	play half the remaining innings. If the number of	
	remaining innings is odd, then the late player	
	must play half of the remaining innings minus 1	
	(i.e. 5 remaining innings; player must play a	
	minimum of 2 innings). Failure to comply with	
Defensive Detetions	this rule (1st offense) will result in the manager	
Defensive Rotations	being suspended for one (1) game. Allowed	
Stealing Home		
Slide Rule	Must slide if play is made, otherwise runner is out. No head first slides.	
	out. No fiead first slides.	
Bats	MUST BE STAMPED USAA OR USAAA 2 5/8 ONLY	
Pinch Runners	Not allowed	
Substitutions	Free substitutions all defensive positions	
Catcher/Pitcher Speed Up	Apytime in inning can be sulled last out Must	
Rule	Anytime in inning can be pulled last out. Must then be used as catcher/pitcher in next inning.	
NUIC	then be used as catcher/pitcher in next infilling.	
Required Rest Days for	0 days 1-20/1 day 21-35/ 2 days 36-50/3 days 51-	
Number of Pitches Thrown		
	00/7, 00/3 00,	