

OPYBS Baseball Rules and Regulations 2026



GENERAL PROVISIONS

I. Scheduling

1. Scheduling and rescheduling of league games shall be the responsibility of the League Presidents, with oversight from the VPs of Baseball/Softball and board of OPYBS. We attempt for 12 regular season games, weather permitting, followed by playoffs with the season concluding within a week or two of D97's school year.

II. Playing Field & Field Maintenance

1. All teams are required to provide coaches and/or parents to maintain baseball fields when requested to do so by the league president. Teams failing to fulfill field maintenance obligations risk having regular season games cancelled. Cancelled games may or may not be rescheduled which may adversely affect playoff seeding. Teams may also, at the discretion of the league president, forfeit practice time for refusing to assist with mandatory field maintenance activities.

III. Playing Rules

1. The official playing rules, with the exceptions and variations contained in these rules, shall be "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.
2. Regulation games shall be: six (6) innings.
3. No "shift" positioning is allowed. Examples: Positioning two pitchers within the pitching area in coach-pitch games. Positioning the SS on the other side of the 2nd base to have a SS, 2B and 1B all on the right side of the infield.
4. There should be no outdoor baseball activities if the temperature falls below 40 degrees F. If there is a dispute as to whether a game should be played or continued, the dispute shall be referred to the League President who, in consultation with the VP of Baseball, will decide whether the game shall be played or continued.
5. Players can be removed from playing in the field after the end of an inning and put back into the game at any time.
6. Continuous Batting Order: All players regardless of whether they are playing in the field shall bat.

7. Courtesy runners are allowed for next inning's catcher at any time to help speed up gameplay by removing the catcher from the basepath's to put on his equipment. The runner must be the last recorded out from the lineup.
8. Safety base at first base is meant for the safety of the runner and the fielder at plays running from home plate to/thru 1st base. The addition of the safety base acts as one larger base. A play fielding the ball from a ball in the field of play, the fielder should use the white base, while the runner should use the "safety base". A play, such as a drop third strike where a throw to 1st base could be coming from foul play, the fielder should use the "safety base" and the runner should use the inside base.

After the runner has reach 1st base, the safety base is no longer eligible for use by either the runner or the fielder. Example: a pick-off attempt at 1st base or a doubling someone up. The safety base is only for the use of running from home plate to 1st base.

9. It is required that each player on the team play in at least four innings in the field of a 6-inning game (unless the team has 14 players or more, in which case the minimum number of innings shall be three) and must play a minimum of two defensive positions each game. If a player will not be playing the required number of innings due to discipline, the opposing head coach shall be so informed before the game or if during a game, then as soon as that decision is made. Players may not play the same position in the field more than the following amount:

League	Max times at the same position
T-Ball, Pinto, Mustang, Jr. Bronco	2
Shetland & Bronco	3
Pony	3

10. An ill or injured player may return to the game but shall return to his original spot in the batting order. No out will be taken for an ill or injured player. Rather, that player shall be skipped in the batter order unless or until the player is able to return to the game, in which case the player will bat in the same spot as before the player left the game.
11. On close plays at bases, runners shall avoid collision with the fielder or they are to be called out. If the collision is determined to be flagrant, the player shall be ejected from the game.
12. No slashing is permitted. A player "slashes" when he squares to bunt, draws in the opposing team's defense, and then swings freely at the batted ball. A player

who slashes during a league game will be called out by the umpire and all advancing runners must return to the base they were on before the batted ball was put into play. A second violation by the same player in the same game will result in an ejection.

13. Players who intentionally, in the judgement of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.
14. Coaches and assistant coaches are required to stay in the dugout or the dugout doorway when their teams are in the field. Failure to comply with this rule will result in the umpire charging the coach with a visit to the mound.
15. A pitcher must be removed after two coach visits to the mound in any inning. Exceptions include calling time out for player injuries, equipment issues and field maintenance.
16. The batter must not throw the bat. If the bat is thrown, a team warning will be given and on subsequent occurrences in the game any batter on that team will be called "out" if the bat is thrown.
17. Players arriving late to a game will be allowed to play. If the player arrives in time to take their place in the batting order first time through the order, then no change is needed. If they arrive after their first turn to bat comes up they will be inserted into the last spot in the batting order.
18. If a player must leave the game due to another scheduled event after the batting lineup has been turned in, the coach must inform the opposing team coach prior to the start of the game of that player having to leave in the middle of the game. The team will not be penalized an out for his remaining turns at bat during the regular season.
19. Teams failing to field at least eight uniformed players within 15 minutes after scheduled starting time of a game, or at any subsequent time during the game, shall forfeit the game. Meaning, if the team does not have 8 players. The game is over and forfeited.
20. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league head coaches or officers in writing within 48 hours of the game or games in question.
21. Penalty for use of an ineligible player, upon appeal by the opposing head coach or notification by the official scorer or league officers, when the official scorebook

or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team head coach from the game. Both the player and the head coach shall be ineligible to participate in the next scheduled game played by the team.

22. An ineligible player is one who is legally a member of the league, but ineligible to play or to pitch in a particular game, because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
23. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
24. In the event the head coach of an ineligible player refuses to remove the player from the lineup and the head coach does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
25. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and head coach shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
26. No new full inning shall begin after 1 hour and 45 minutes from game start time has been reached, or the umpire decides there is not enough light to complete the inning, whichever comes soonest. An inning shall be deemed to have begun immediately after the third out is recorded. The umpire shall maintain the official clock.
27. When a game is tied at the end of regulation length, it shall go into extra innings until decision is reached or the game is called by the umpire due for one of the reasons set forth above. The exception is for tball and pinto – if a game is tied at the end of regulation length of a tball game, the result will be a tie.
28. If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three or three and a fraction innings, than the visiting team has scored in four completed innings.
29. If a game is called when it is tied before four complete innings, it shall be considered a suspended game and shall be resumed from the point of curtailment as scheduled by league officials. Games called by weather or light after four complete innings are over.

30. Continuation of a Delayed or Postponed Game:

In the instance of a postponed game being finished at a later time or date [due to weather, etc...]

- a) players that were not at the original game may be inserted into the batting order in the spot before the first batter to hit, when the game resumes. This essentially places him last in the order for the resumed game. This player may also be placed in the field with no penalty.
- b) there will be no penalty for players present at the start of the game that are not present for the finish. Therefore, no team will be required to take an out for that spot in the lineup, it is simply eliminated.

IV. Pitching Rules

1. Pitchers shall have at least 40 hours rest after pitching three innings on the same calendar day. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
2. As soon as a pitcher gets 3 outs the pitcher shall be considered as having pitched in one inning. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games, or All-Star games.
3. During a game, both teams must count their team's pitches as well as the other team's. All team's should use Gamechanger as the official scoring and give access to the League President who will monitor compliance. First violations of the game or weekly pitch count will result in a warning to the head coach. Each additional violation will result in a two-game suspension of the coach.
4. Pitchers may only throw fastballs and changeups. No breaking balls are allowed.

1st Violation: Immediately following the pitch, the umpire will privately communicate to the head coach that a breaking ball was thrown and issue the first warning. Unless the batter hits the ball and reaches base safely, the ball is called dead and the pitch is a ball.

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

3rd Violation: The head coach is ejected from the game and the pitcher must be removed as pitcher. Unless the batter hits the ball and reaches base safely, the

ball is called dead and the pitch is a ball. The head coach would be subject to the normal league rules for being ejected from a game.

5. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
6. Pitchers may not wear white long-sleeved shirts under their uniforms. The opposing head coach and/or umpire may call timeout and request the player remove the white long-sleeved shirt prior to throwing his next pitch. Pitchers may only wear prescription sunglasses.
7. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
8. A pitcher shall be removed from a game if he hits 3 batters in an inning with the pitched ball or 4 batters during a game. The pitcher may not return to pitch in the same game.
9. Pitch count and innings pitched rules are in effect during All Star games and travel tournament games. If a player pitches in an All Star or tournament game, his total number of pitches count against his weekly allotment of pitches per calendar week.

V. Equipment

1. An official ball distributed by OPYBS is required in house league and playoff play.
2. Players shall wear their White Sox jersey and White Sox hat for all regular season and playoff games. Players and coaches should refrain from wearing any other Major League baseball hats or jerseys for practices and games, respecting the significant investment the White Sox provide to our league.
3. Only bats with USA Bats certified (sticker or stamp) will be allowed for baseball play. Barrels should be round and not more than two and five-eighths inches (2 5/8) in diameter at the thickest part. Any bat being used during game play and found not to adhere to above stated rules, will be taken out of play and team in violation have an out recorded. No wooden bats will be allowed for use during games.
4. Rubber-soled or rubber-cleated shoes are permitted. No metal cleats allowed. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.

5. The batter, players in the on-deck batting area, and baserunners are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained or else postponed and rescheduled by the league officers. Use of facemasks and properly fastened chinstraps on protective headgear is optional for batters and runners.
6. Catchers are required to wear proper protective equipment including a protective cup, chest protector, shin guards, and a mask that covers the top of the head and both ears when catching behind the plate.
7. Any player warming up a pitcher shall wear a catcher's mask. A player or coach is required to protect those players while the pitcher is warming up.
8. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.

VI. Conduct and Personnel

1. The age brackets for each league shall be published on the league website each year. Only players falling within the age brackets for each league are eligible to play for that league. OPYBS does not allow baseball players to play "up" or "down." The only exception is that the league, in its sole discretion, may allow a player to play "down" for a documented medical/health reason. Players that are playing "down" for such a reason are not eligible to tryout for Junior Bronco, Bronco, or Eagles teams.
2. Sportsmanship is very important and appropriate behavior by players, coaches and parents is expected at all times. There will be zero-tolerance for any unsportsmanlike conduct. All umpires and the league president reserve the right to stop play during regular season and playoff games in the event unsportsmanlike behavior is displayed by players, coaches or parents until order is restored. Players, coaches or parents who continue disruptions may be asked to leave the game or practice and the league president reserves the right to call a forfeit of any contest if unsportsmanlike conduct continues. All umpires also have the authority to issue warnings and eject coaches, parents, or players for inappropriate behavior.
3. Oak Park Youth Baseball/Softball shall reserve the right to withdraw membership from any league, team, player, or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of Oak

Park Youth Baseball/Softball. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games or permanently.

4. Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed. In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be expected to attend.
5. Persons, youth or adult, who refuse to comply with the Rules of Baseball, PONY Baseball, or the League, may be considered for disciplinary action.
6. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. League officers may impose the one which, in their opinion, appears to match the severity of the offense.
 - (a) Warning. The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.
 - (b) Suspension. The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
 - (c) Dismissal. The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - (d) Barred. The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.
7. Assignment of umpires shall be the responsibility of the league officers. At any time, the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing head coaches.
8. The umpire is the ultimate authority on the field. All decisions by the umpire are final. The umpire's primary objective is to ensure the safety of all players, coaches, and spectators.
9. One umpire will be at each regular season game.
10. Only the head coach should approach the umpire with questions, clarifications, or comments.
11. Verbal or physical abuse of the umpires will not be tolerated any level. Any such behavior will result in, at minimum, an immediate suspension from the team during an investigation into the complaints. Until said investigation is complete,

no contact can be made with the team at all. The Board's decision will dictate the terms after it has been rendered.

12. It is a felony in the State of Illinois to threaten or accost an umpire in a youth sports game. OPYBS will prosecute to the fullest extent of the law.
13. A protest based on a play which involves an umpire's judgment shall not be permitted.
14. When protests are based on an interpretation of the rules, the objecting head coach shall, at the time the play occurs, notify the head umpire, the opposing head coach and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary, or to the Decisions Committee, within 48 hours of the completion of the game.
15. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
16. Umpires should make a public announcement to the crowd when a game is being played under protest.
17. Any team head coach or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.
18. The official scorer should notify the head coach concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.
19. Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
20. White Sox sponsorship of OPYBS is significant for the organization. All players should be dressed in their White Sox Jersey and Hat for all Regular Season and Playoff Games.
21. Adult coaches should be the first and third base coaches. Coaches shall not switch coaching boxes during an inning.
22. Players, head coaches and assistant coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
23. If a head coach or assistant coach leaves the dugout and goes onto the playing field to talk to a pitcher or any player or players more than once in a half inning, a

pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.

24. Umpires shall not permit more than one offensive time out in each inning to allow a head coach or assistant coach to talk with a batter.
25. Any time one or more players are present for a league activity, or on property rented or leased by the league, two adults must also be present. This rule does not apply if the only player(s) present also have a legal guardian present.

VII. Travel Ball

1. House league practices, regular season and playoff games and OPYBS all-star games take priority over travel teams. Players must honor house league commitments first. Players may participate in travel activities only if they do not interfere with scheduled house league activities.
2. Players that are playing outside of their age group due to a medical/developmental exemption are not eligible to tryout for an OPYB/S travel baseball team.
3. The following policy was adopted by the Board of Directors of Oak Park Youth Baseball/Softball (OPYB/S) on February 12, 2002:

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

VIII. Conflict With Other Rules

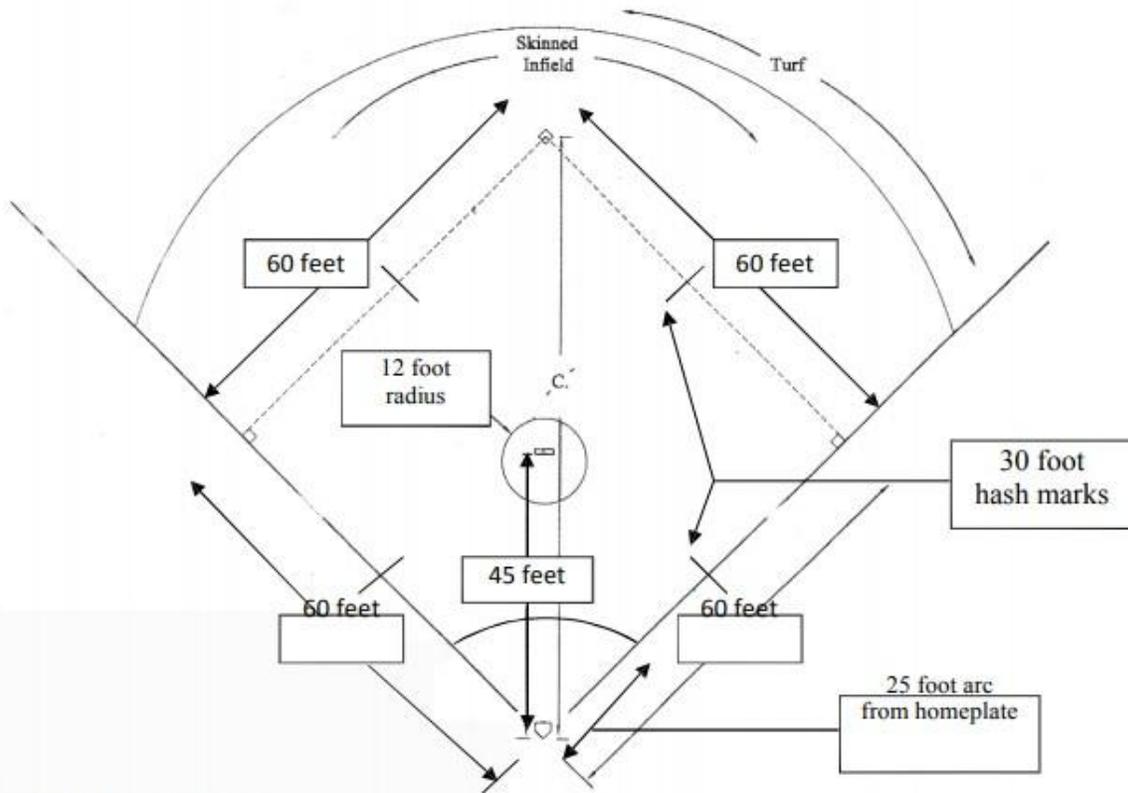
1. If there is any conflict between the General Provisions and a League Rule, then the League Rule shall control.

T-BALL LEAGUE RULES

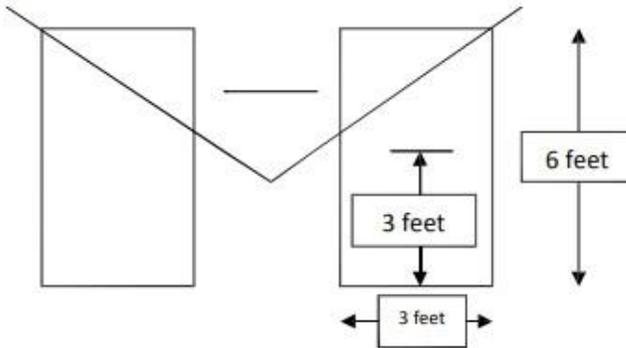
1. The pitching rules in the General Provisions do not apply.
2. **Base and Pitching Distances:**

Bases	Pitching
60 feet	44 feet
3. An arc with a radius of 25 feet from the tip of home plate will be marked. Any batted ball that fails to cross the line will be a foul ball. If any part of a batted ball crosses this line, it will be considered "in play." If the ball fails to cross the line and retreats within the arc prior to being fielded, or while being fielded, the ball is "in play."
4. There will be hash marks halfway between all bases (besides home to first) perpendicular to the baseline. A player must be past this line when play is stopped to be given the next base. Otherwise, the player will return to the previous base at the end of the play.

Field Dimensions Diagram:



Batter's Box Layout:



5. Runners may only leave bases after the batter makes contact. No Leadoff is permitted.
6. 5-run rule: Each team can score a maximum of 5 runs per inning.
7. When a game is tied at the end of regulation length, the result will be a tie.
8. Once the ball is placed on the tee by the catcher, and the umpire announces,

“Ball up,” or similar; the pitcher should announce the start of a play by shouting “All set?” or similar to the defensive players before the start of each “pitch.”

9. The pitcher must then start the “pitch” with one foot on the pitcher’s rubber and make an obvious pitching motion. The pitcher may not leave the pitcher’s circle (12’ diameter) with any part of his body prior to the ball being struck. Any unorthodox motion by the pitcher, in an attempt to confuse the batter, or the pitcher leaving the pitching rubber before the hit, is an illegal pitch and the umpire will call play dead. (Exception - if a known “big hitter” is up, the pitcher may move to the back of the circle directly behind the rubber for safety).
10. If the ball is struck prior to “the pitch” the umpire will call “no pitch” and start the play over.
11. Runners may not advance to extra bases on an overthrow to first base to effectuate a force out. Example - with a runner on first, and the batter hits to the pitcher, who overthrows to first base, the runner on first may advance to second and no farther.
12. **Tball Dead Ball Rules – The Play is Over When ...**

The ball is under the control of a player on the infield who is no longer attempting to make a play on a base runner. Advancing runners must return to the prior base if less than halfway to the next base.

The ball has been thrown out of play by the umpire who has called “DEAD BALL” and runners have advanced their maximum allowable number of bases.

The lead runner has been stopped on a base by the defending team and play is called dead by the umpire.
13. Outfielders must begin the play with their feet in the outfield grass.
14. No infielders may begin play in the grass.
15. All infielders must begin play not in the middle of a runner’s baseline. They need to be positioned behind the running lane or in front of the running lane (1B & 3B only)
16. First and third basemen can begin play up to three feet in front of the baseline. Shortstops and second basemen may not begin play in front of the baseline.
17. The batter must wear a helmet.
18. Only one player in the on-deck area at a time. Please have a coach monitor the on-deck area.

19. After the 8th game, coaches should minimize player positioning in the batter's box. Younger players or players with special needs may need help all season, but coaches should remember the point is to develop good baseball fundamentals.
20. Teach players to position themselves to hit as if a pitch is coming (so not standing behind the plate pointed to third base).
21. The batter may not shift his feet after the ball is on the tee and the umpire has called "ball up," or similar. A dead ball will be called. If the player shifts his feet after the "ball up" call, the team will be warned and on subsequent occurrences the batter will be called out.
22. The batter may not swing until the pitcher has made a pitching motion. Any ball hit after being placed on the tee and prior to the pitching motion will be called "dead ball".
23. The batter must make a full swing when hitting the ball. No chopping or halfswings.
24. As of each teams 8th game, the batter will have 5 swings to put the ball in play. If he does not, he will be called out on strikes.
25. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be single elimination as scheduling allows and at the discretion of the league president and vice-president of baseball.
26. Seeding for the first two rounds only will be based on regular season record. Home team will be higher seed. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
 - a) Head-to-Head
 - b) Common Opponents
 - c) Head-to-Head Run Differential
 - d) Coin Flip

PINTO LEAGUE RULES

1. Bases shall be 60 feet apart.
2. Runners may only leave bases after the batter makes contact. No leadoff is permitted.

3. No bunting.
4. 5-run rule: Each team can score a maximum of 5 runs per inning.
5. Runners may not advance to extra bases on an overthrow to first base to effectuate a force out. Example - with a runner on first, and the batter hits to the pitcher, who overthrows to first base, the runner on first may advance to second and no farther.

6. **Dead Ball Rules – The Play is Over When ...**

The ball is under the control of a player on the infield who is no longer attempting to make a play on a base runner. Advancing runners must return to the prior base if less than halfway to the next base.

The ball has been thrown out of play by the umpire who has called “DEAD BALL” and runners have advanced their maximum allowable number of bases.

The lead runner has been stopped on a base by the defending team and play is called dead by the umpire.

7. Outfielders must begin the play with their feet in the outfield grass. No infielders may begin play in the grass. All infielders must begin play not within the middle of a runner’s baseline. They need to be positioned behind the running lane (except for 1B & 3B).
8. First and third basemen can begin play up to three feet in front of the running lane. Shortstops and second basemen may not begin play in front of the baseline.
9. The first 5 games of the season shall be coach pitched only. In the remaining games, the first three innings shall be coach pitched and the final three innings shall be hybrid kid pitched as set forth herein.

9. **Rules Applicable to Coach Pitch**

- a. The pitching area will be within a circle of 10’ diameter with the front of the circle 35’ from the front of the plate.
- b. Pitching will be done by an offensive team’s coach and the coach must pitch within the designated circle and must pitch overhand. There will be a limit of 7 pitches per batter. If the batter does not put the 7th pitch in play, it is a strikeout, provided, however, that if the 7th pitch is fouled, the batter gets additional pitches until he puts a ball in play or swings and misses. I.e., the batter may not strike out on a foul ball.
- c. The Pitching Coach shall be an adult at least eighteen (18) years of age.

- d. The pitching coach shall not verbally or physically coach their own player while in the pitching position.
- e. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- f. If the ball hits the pitching coach or his bucket of balls, it shall be a dead ball and considered no pitch. Player takes first base and players on base only advance if forced to advance.

10. **Rules Applicable to Hybrid Pitch**

- a. The pitching distance shall be 42 feet.
 - b. All players have the right to pitch at least one inning per season if desired.
 - c. No pitcher shall pitch more than one inning (three outs) in a game. No pitcher shall pitch more than two innings in any one calendar week. A calendar week begins on Monday and ends the following Sunday.
 - d. Players are on a strict pitch count. Pitchers can throw no more than 25 pitches per game, and no more than 50 pitches per calendar week. Pitch counts reset to zero on Monday of every week. If a pitcher reaches the limitation in the middle of an at bat, he shall be allowed to complete that at bat and then must be removed from the game as pitcher.
 - e. No balks will be called.
 - f. There shall be no walks. If the pitcher throws four balls to a batter, a coach from the batters team will come in the game to throw up to three pitches to the batter. If the batter does not put the 3rd pitch in play, it is a strikeout, provided, however, that if the 3rd pitch is fouled, the batter gets additional pitches until he puts a ball in play or swings and misses. I.e., the batter may not strike out on a foul ball.
11. Playoffs shall be coach pitch for the first 3 innings and kid pitch for the second 3 innings.
12. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be single elimination as scheduling allows and at the discretion of the league president and vice-president of baseball.

13. Seeding will be based on regular season record. Home team will be higher seed. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
- a) Head-to-Head
 - b) Common Opponents
 - c) Head-to-Head Run Differential
 - d) Coin Flip

MUSTANG LEAGUE RULES

1. **Base and Pitching Distances:**
- | | |
|--------------|-----------------|
| Bases | Pitching |
| 60 feet | 44 feet |
2. Field Park North ground rules:
- a) Batted balls that are ruled fair and then roll into foul territory past the dugout fence line in the outfield shall remain in play.
 - b) Any batted ball that lands in the shrubs or construction site in right field shall be ruled dead, and the batter shall be awarded an automatic double and baserunners awarded two bases from where they started. Unless the ball goes over the fence on a fly – then it is a homerun.
 - c) If a thrown ball ends up in the shrubs, play is dead and the umpire shall award each runner two bases from the last base he touched.
 - d) Batted balls that hit the tree in center field, any soccer goals set up in the outfield, or any other equipment, fencing or seating (including chairs brought by fans) in the grassy area or in the playground beyond shall remain in play.
 - e) If a fan interferes with a batted ball, after the play is over the umpire shall have sole discretion to determine how many bases the runner(s) shall be awarded, based on what would have happened without interference.
3. For games not played at Field/Mann North, both coaches and the umpire (in conjunction with the LP, as needed) shall deliberate and agree on ground rules.
4. 5-run rule: Each team can score a maximum of 5 runs per inning.
5. A play is ruled over once the pitcher receives possession of the ball within proximity of the pitcher's mound. If the ball is in the possession of a defensive player and all runners are occupying a base, a play may also end if either a runner or fielder asks for and receives a timeout from the umpire.
6. Runners may steal bases after the ball has crossed home plate. If a runner steals early, the play will be called dead, the umpire shall send the runner back to the

previous base, and the umpire will give the offending team a warning. Any subsequent runners in that game who are ruled to have left early will be called out and the play will be called dead.

7. Runners may steal only to 3rd base. There is a wall at third. - Runners may never steal home or take home after an overthrow. . There is a wall at third, meaning you need to be driven in from that base by either a hit ball in play or a walk. You can not steal 3rd and then go home on an overthrow.
8. **There is no dropped third strike rule;** if a player is called out on strikes, either swinging or called, he is out regardless of whether the catcher catches the ball. Baserunners may advance pursuant to the rules outlined here for stealing bases.
9. Pitchers shall not pitch in more than two innings per game. Pitchers shall be allowed to pitch in no more than eight innings in any one calendar week. A calendar week begins on Monday and ends the following Sunday. In the event of multiple games in a single day, a pitcher may pitch up to three innings in a day.
10. Players are on a strict pitch count. Pitchers can throw no more than 55 pitches per day, and no more than 110 pitches per calendar week. Pitch counts reset to zero on Monday of every week. If a pitcher reaches the limitation in the middle of an at bat, he shall be allowed to complete that at bat and then must be removed from the game as pitcher.
11. Mercy Rule: If a team is ahead by 10 or more runs after the trailing team takes its at-bat in the fourth inning, the game is concluded and the team who is ahead is declared the winner. During the regular season, the losing team will have the discretion to either finish the game or continue playing for player development purposes; provided, however that the losing team will have no such discretion in the playoffs.
12. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be double elimination, as scheduling allows and at the discretion of the league president and OPYBS vice-president of baseball.
13. Seeding for all pre-championship rounds will be based on regular season winning percentage, with ties worth $\frac{1}{2}$ a victory. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
 - e) Head-to-Head
 - f) Common Opponents
 - g) Head-to-Head Run Differential
 - h) Coin Flip

14. In all games before the championship round, the higher-seeded team shall be the home team.
15. In the championship round, the winner's bracket champion is the top seed in the first game, regardless of its original seed. In the second game only (if necessary), the team seeded higher in the beginning of the playoffs shall be the home team.

JUNIOR BRONCO LEAGUE RULES

1. For the purposes of clarity of these rules - players born during the first year of the eligible age bracket will be referred to as 9-year-olds while players born during the second year of the eligible age bracket will be referred to as 10-year-olds.

Base and Pitching Distances:	Bases	Pitching
	65 feet	46 feet

2. Until May 11th, 2026 Jr. Bronco will play "Little League Rules" with no leadoffs allowed, but stealing any base after the pitch crosses Homeplate (including home) is allowed. This rule is in place to help pitchers and hitters develop without the distraction of leadoffs and pickoffs and make the gameplay more resemble baseball and what the Little League World Series on TV every year looks like.
3. May 11th and beyond, Jr. Bronco will play full MLB rules – leadoffs, stealing at any time, etc. Travel baseball, and Eagles baseball will typically convert from Little League Rules to MLB rules between 9 & 10U which are the age levels of our Jr. Bronco players. In an effort to set our players up for this level of play and the next level we use the Jr. Bronco leagues to develop our players into this level of competition.
4. The dropped 3rd strike is in effect for this league and should be taught to all players and coaches.
5. For games played at Field South, if a batted ball hits the tree overhanging the field, it shall be a foul ball and a dead ball.
6. 6-run rule: Each team can score a maximum of 6 runs per inning. There is no run limit in the last inning. The last inning is the 6th inning only. It is not mutually decided by coaches based on time or daylight. The 6th inning is the last inning.
7. Pitchers shall not pitch in more than two innings per game. Pitchers shall be allowed to pitch in no more than eight innings in any one calendar week. A

calendar week begins on Monday and ends the following Sunday. In the event of multiple games in a single day, a pitcher may pitch up to three innings in a day.

8. Players are on a strict pitch count. Pitchers can throw no more than 55 pitches per day, and no more than 110 pitches per calendar week. Pitch counts reset to zero on Monday of every week. If a pitcher reaches the limitation in the middle of an at bat, he shall be allowed to complete that at bat and then must be removed from the game as pitcher.
9. Mercy Rule: If a team is ahead by 10 or more runs after the trailing team takes its at-bat in the fourth inning, the game is concluded and the team who is ahead is declared the winner. During the regular season, the losing team will have the discretion to either finish the game or continue playing for player development purposes; provided, however that the losing team will have no such discretion in the playoffs.
10. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be double elimination as scheduling allows and at the discretion of the league president and vice-president of baseball.
11. Seeding for the first two rounds only will be based on regular season record. Home team will be higher seed. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
 - a Head-to-Head
 - b Common Opponents
 - c Head-to-Head Run Differential
 - d Coin Flip
12. Once the playoffs have started and the first two round has been completed, then in subsequent rounds:
 - a Home team will be the team in the winner's bracket who is facing a team coming out of loser's bracket.
 - b Home team in a loser's bracket game in which each team has the same loss record (1 loss each) will be the team that held onto their seed the longest (i.e. stayed in winner's bracket longest) - regardless of original seed. e.g. if #1 seed drops down to loser's bracket after 1st round and the #5 seed doesn't drop down into loser's bracket until after the 3rd round and plays the #1 seed, the #5 seed is the home team in the game.
 - c In the championship round (2nd game only (if necessary)) and both teams with 1 loss, team with original highest seed starting the playoffs will be home team.

- e. Head-to-Head
 - f. Common Opponents
 - g. Head-to-Head Run Differential
 - h. Coin Flip
10. Once the playoffs have started and the first two round has been completed, then in subsequent rounds:
- d. Home team will be the team in the winner's bracket who is facing a team coming out of loser's bracket.
 - e. Home team in a loser's bracket game in which each team has the same loss record (1 loss each) will be the team that held onto their seed the longest (i.e. stayed in winner's bracket longest) - regardless of original seed. e.g. if #1 seed drops down to loser's bracket after 1st round and the #5 seed doesn't drop down into loser's bracket until after the 3rd round and plays the #1 seed, the #5 seed is the home team in the game.
 - f. In the championship round (2nd game only (if necessary)) and both teams with 1 loss, team with original highest seed starting the playoffs will be home team.

BRONCO LEAGUE RULES

1. For the purposes of clarity of these rules - players born during the first year of the eligible age bracket will be referred to as 11-year-olds while players born during the second year of the eligible age bracket will be referred to as 12-year-olds.
 - a. **6. Base and Pitching Distances:**

Bases	Pitching
a. 70 feet	50 feet
2. For games played at Ridgeland, out of play will be considered an extension of the dugout fence down both foul lines, both dugouts and the nook on deck area at both Ridgeland East and West. For any ball hit in play through the fence, the batter shall be awarded a home run.
3. 10-run rule: Each team can score a maximum of 10 runs per inning. There is no run limit in the last inning. The last inning is the 6th inning. The last inning is not mutually agreed upon by coaches due to time or light. The 6th inning is the "last" inning.
4. Pitchers shall not pitch in more than three innings per game. Pitchers shall be allowed to pitch in no more than eight innings in any one calendar week. A

- i. calendar week begins on Monday and ends the following Sunday. In the event of multiple games in a single day, a pitcher may pitch up to three innings in a day.
5. Players are on a strict pitch count. Pitchers can throw no more than 70 pitches per day, and no more than 160 pitches per calendar week. Pitch counts reset to zero on Monday of every week. If a pitcher reaches the limitation in the middle of an at bat, he shall be allowed to complete that at bat and then must be removed from the game as pitcher.
6. Mercy Rule: If a team is ahead by 10 or more runs after the trailing team takes its at-bat in the fourth inning, the game is concluded and the team who is ahead is declared the winner. During the regular season, the losing team will have the discretion to either finish the game or continue playing for player development purposes; provided, however that the losing team will have no such discretion in the playoffs.
7. Playoffs will occur immediately after the end of the regular season and completed before July 1 if possible. Playoffs will be double elimination as scheduling allows and at the discretion of the league president and vice-president of baseball.
8. Seeding for the first two rounds only will be based on regular season record. Home team will be higher seed. In the event of two or more teams having the same regular season record, the following tiebreakers in order will be used to determine the seeds:
 - a. Head-to-Head
 - b. Common Opponents
 - c. Head-to-Head Run Differential
 - d. Coin Flip
9. Once the playoffs have started and the first two round has been completed, then in subsequent rounds:
 - a. Home team will be the team in the winner's bracket who is facing a team coming out of loser's bracket.
 - b. Home team in a loser's bracket game in which each team has the same loss record (1 loss each) will be the team that held onto their seed the longest (i.e. stayed in winner's bracket longest) - regardless of original seed. e.g. if #1 seed drops down to loser's bracket after 1st round and the #5 seed doesn't drop down into loser's bracket until after the 3rd round and plays the #1 seed, the #5 seed is the home team in the game.
 - c. In the championship round (2nd game only (if necessary)) and both teams with 1 loss, team with original highest seed starting the playoffs will be home team.

League	Bases	Pitching Rubber	Stealing	Drop 3rd Strike
T-Ball	60 feet	44	No	No
Pinto (Coach/Kid Pitch)	60 feet	42	No	No
Mustang	60	44	Yes – after ball crosses home (can't steal home)	No
Jr. Bronco	65	46	Yes	Yes
Shetland	65	48	Yes – after ball crosses home (all bases allowed)	Yes
Bronco	70	50	Yes	Yes
Pony	80	54	Yes	Yes