

EVANSTON

BASEBALL & SOFTBALL ASSOCIATION

www.evanstonbaseball.com

Official Rules For House Bronco League

The following rules and regulations supersede the current edition of the official Illinois High School Association Rules and Regulations for baseball. The IHSA rules for baseball will apply however, in all cases not covered by the following:

Revised: April 2024

ARTICLE I

BENCH, FIELD & SPECTATOR CONDUCT

No Smoking. Smoking is prohibited in the area of the benches and the playing field.

No Harassment. EBSA expects and demands nothing less than exemplary conduct from all players, coaches, and managers during the entire season. Harassing the opposition or umpires by managers, coaches, or players is prohibited. Harassment or public humiliation of a team's players by a team's own manager or coach is prohibited. Offending players, managers, or coaches shall be warned once or immediately ejected, at the discretion of the umpire.

No Profanity. Use of profanity will be grounds for ejecting a manager, coach, or player from the game.

Bench Conduct. The bench consists of players, managers, coaches, one scorekeeper, and one on-deck batter. Managers and coaches must impose bench discipline on team members at all times and restrict all players to the sideline benches except for those occupying a defensive position, any runners, the batter, and the batter on deck.

Excessive display of anger. A team will receive one warning for a player exhibiting an excessive display of anger such as deliberately slamming or throwing equipment/uniform on the field OR in the dugout, while on offense or defense. A second infraction will result in possible player ejection from the game at the discretion of the umpire. If in the umpire's discretion the act endangers anyone present, a first offense may result in ejection from the game.

Ejection from the game. If an umpire ejects a coach or manager from a game, that coach or manager will automatically be suspended from participating in their next scheduled game. This means that the coach or manager will not be allowed in the area of the park where the scheduled game is being played. If an umpire ejects a player, that player is automatically suspended from the next game. That player may attend the game but not participate in any way. In extreme cases of unsportsmanlike conduct by a manager or coach, the commissioner can take immediate action in the best interests of the League.

Spectator Conduct. An umpire has authority to eject from the playing field any spectator or other person not authorized to be on the playing field. An umpire may ask and will receive assistance from managers and coaches involved in the game, or any Board members or league commissioners present, to help control spectators or team members who, in the opinion of the umpire, are interfering with the game.

Umpire's Decision. The umpire will control the progress of the game and decisions of the umpire are final. Managers and coaches must enforce these rules and must help promote respect towards the umpires by coaches, players, and spectators.

Rule-Interpretation Disputes. Only a team manager may discuss rule interpretations with the umpire. All other persons, including players and coaches are prohibited from arguing the

calls. After one warning, a player or coach may be ejected from the game for violation of this rule.

Post-Game Conduct. At the conclusion of every game, all managers, coaches, and players are expected to line up, shake hands, and congratulate the opposing team. Managers and coaches are expected to set a positive example of good sportsmanship at all times. The winning team is responsible for putting the bases away.

Refuse. The dugouts are to be left clean and free of debris. It is the responsibility of the managers, coaches, and players to remove any refuse from the dugout and playing field at the end of each game.

ARTICLE II

PLAYERS, FIELD, AND EQUIPMENT

Field. The scheduled home team is in charge of readying the field for play, setting out the bases, and the pitching rubber. Winning team must put away the bases.

II.1.1 If it is the last Bronco League game of the day on the field, the winning team will put away the bases and replace the base-anchor covers, and the rubber.

II.1.2 The home team will supply two NEW game balls provided by the EBSA, for the game.

II.1.3 The home team will occupy the third-base dugout.

II.1.4 Provided teams arrive early enough, the visiting team will have the right to warm-up first on the infield using ½ half of the time before the scheduled start (i.e., within 30 minutes of the game time, the visiting team will have use of the full diamond for the first 15 minutes. The home team will have use of the full diamond for the final 15 minutes). Use good judgment and courtesy in order to start the game on time.

Base Length. There will be 70 feet between bases.

II.1.5 The distance from home to first base and home to third base will be measured from the back tip of home plate to the far edge of the first-base and third-base bags.

II.1.6 The distance to second base will be measured from the 70-foot mark on the first and third base foul lines. The point at which these two lines intersect at a right angle denotes the center point of the second-base bag.

Home plate to the pitching rubber. From the back tip of home plate to the front of the pitching rubber will equal a distance of **48 feet**.

Out of Play. Out-of-play territory will be determined by the umpire and will be explained to both Managers before the first pitch.

On-Deck Circle. On-Deck Circle will be in foul territory beyond the coaching boxes at first and third base.

Uniform.

- II.1.7 Team members must be in proper Sponsored team uniform (jersey, pants, socks and cap).
- II.1.8 No metal cleats are allowed.
- II.1.9 Male players must wear a cup.
- II.1.10 All shirts must be tucked in.
- II.1.11 No jewelry is to be worn on or about the neck or wrists during play.
- II.1.12 In cold weather jackets may be worn over the jersey during play if approved by the umpire.
- II.1.13 Pitchers and batters may not wear jackets over their jerseys during play.
- II.1.14 Pitchers may not wear an exposed white or gray long-sleeve undershirt.

Bats.

- II.1.15 All metal or composite bats must be stamped with the USA Baseball logo. If the metal or composite bat does not have a USA Baseball logo, it is not allowed.
- II.1.16 One-piece wood bats are also allowed.
- II.1.17 The EBSA does not provide bats at the Bronco League level.

Helmets.

- II.1.18 It is mandatory for the on-deck batters, batters, runners, retired runners, players in the coach's boxes, as well as non-adult bat/ball-shaggers to be wearing a batting helmet when the ball is live (IHSA).
- II.1.19 A team warning will be issued on the first offense of a player removing their helmet while on the field of play. Subsequent violation may result in a possible penalty at the discretion of the umpire.

Catcher's helmets and mask. While in the crouch position, any non-adult warming up a pitcher at any location must wear a head protector, a mask, and a protective cup (male only).

ARTICLE III
ORGANIZATION AND PLAYING RULES

Rules. All rules apply to the Day, Time, and Date games are actually played regardless of when originally scheduled.

Change Date. For Pitch count:

III.1.1 The Change Date will be based on the official schedule at the start of the season and will remain the same regardless of number of games actually played.

III.1.2 Any games played after the change date regardless of the date originally scheduled will be subject to the “adjusted” rules where indicated.

III.1.3 The **Change Date** for the spring season is **Sunday April 28th at 12:00 midnight**. All play occurring on or after **Monday April 29th** through the championship game will be subject to the "adjusted" rules where indicated.

Intentionally Omitted.

Roster changes. The commissioners must authorize any roster changes. Any proposed alterations to team rosters must be requested from the league commissioners before any action is taken.

Registration. Each player must turn in a completed EBSA registration form and fees before being placed on a team.

III.1.4 Use of an unregistered player will result in a forfeit.

Length of Games: The standard length of a regulation game in the Bronco league is 6 innings, or approximately 2 hours. The intention is to play 6 innings when possible. There is no time limit in playoff games.

III.1.5 No inning may start more than 2 hours after game time.

III.1.6 Bronco league games are supposed to last 6 innings, but will be considered official after 4 innings.

III.1.7 A game is official after 3½ innings if the HOME team is in the lead.

III.1.8 After the 4th inning, the managers should conference with the umpire to decide whether the 5th inning will be the last inning due to darkness, changing weather conditions, etc. All attempts should be made to play the complete game.

Slaughter Rule. 10 runs at the end of the 5th inning.

III.1.9 If in any inning after the 5th, the Visiting team acquires a lead greater than 10 runs, the game will not automatically end and the Home team will have their turn at bat.

At Bats per Inning. A team's turn at bat ends when it scores 5 runs or makes 3 outs.

III.1.10 During the 6th inning, or the last inning of the game as agreed upon by both Managers and umpire or as determined by the umpire if time or weather becomes an issue, there is no limit on the number of batters or runs scored.

III.1.10.1 In a tie game, extra innings will be the same as for the 6th or "final inning."

Player Playing Time. Playing time is to be distributed in a fair and equitable way between all players in attendance.

III.1.11 All players must play 3 full innings in the field.

III.1.12 All players must play a minimum of two innings in an infield position. Pitcher and catcher qualify as an infield position.

III.1.13 No player may sit out more than two innings.

III.1.13.1 No player shall sit out for a second inning until all players present have sat for at least one inning.

3.9.3.2 No player shall sit out 2 innings in a row

III.1.14 All players must be in the batting order.

III.1.15 Late arrivals are added to the end of the bottom of the order and shall play the field commensurate to their arrival time.

Number of Players on the Field. There are to be 9 defensive players on the field. There must be 3 outfielders spread across the outfield. There are to be no short-center fielders. The outfielders must be at least 25 feet behind the infielders at the start of each play.

Lack of Players. A team failing to field at least 8 players within 15 minutes of the scheduled game time will forfeit the game.

III.1.16 If both managers and the umpire can agree, the game may still be played with the available players (or with substitutes) as scheduled with the forfeit being recorded as the official result.

III.1.16.1 If any players are showing they are not playing the game with full intent to succeed, the game may be ended at the discretion of the umpire.

III.1.17 **Substitutes.** When facing a team with fewer than 8 players, the opposing manager may if they so choose provide players from their team to the other team. The team managers in this case can agree ahead of the game to count it as an official game, rather than a forfeit game.

III.1.17.1 Opposing players acting as substitutes may play only in an outfield position.

III.1.17.2 Any player substituting for the opposing team will be automatically selected by having caused the last out in the previous half inning.

III.1.17.3 Any player acting as a substitute must play with full intent to succeed.

3.11.2.3.1 At the discretion of the umpire, a batter/runner may be called out if a substitute fails to attempt a play with intent to succeed.

III.1.18 **Mustang League Substitutions.** To avoid a forfeit, a team may call players from the Mustang league team(s) assigned to them under the following conditions.

III.1.18.1 Only second-years (fourth graders) are permitted to play as substitutes.

III.1.18.2 An e-mail requesting authorization must be submitted to the commissioners of the Bronco league by both parents and manager/coach of each player before being permitted to play.

III.1.18.3 Substitute players will be permitted to play only in the outfield.

III.1.18.4 Substitute players will be added at the end of the batting order.

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Scorebook. Each manager must keep an accurate scorebook.

III.1.19 Managers must exchange lineups before the start of the game.

III.1.20 Managers or their designate must keep track of the pitch count each inning. In addition, Managers or their designate must keep a pitch count on both pitchers and reconcile with the person keeping score for the other team to verify score after every inning and to ensure that the pitch count for each pitcher is accurate.

III.1.21 No Protests regarding pitch count will be heard without proof of reconciliation at the end of every prior half inning.

Intentional Walks. A team may intentionally walk only one batter per game, during the 5th or 6th inning, and only if first base is unoccupied. If a manager wants to have an opposing batter intentionally walked, he will inform the umpire, who will instruct the batter to go to first base. Time is out during the intentional walk.

Playing field. Only the manager, the two allotted base coaches, and players are allowed on the field. Any violation of this rule should be handled by asking the offending individual to leave the field.

Running for Catcher. With 2 outs, the batting team must insert a substitute runner if the player scheduled to play catcher reaches base or is on base. A manager may run for a catcher at any point - but that player must start at catcher the next inning. The courtesy runner must be the last player to have caused the last scored out.

Bunts. Bunting is legal. If a player squares to bunt, however, they must bunt or take the pitch. If the batter takes a full or half swing, the batter is out and the play is dead.

Ineligible Player. Protest made due to use of an ineligible player or suspended coach or manager must be made to the umpire and other team manager or coach, any time before the last out of said game. The steps 1 through 5 will be followed when making this kind of protest. If the commissioner and presidents find that an ineligible player or suspended coach or manager was used as stated in the protest, the violating team will automatically be declared the loser of the game.

Protest Procedures. Protests will only be considered when based on the violation or interpretation of a playing rule, or the use of an ineligible player, or the participation of a suspended coach or manager. No protest will be considered on a decision involving an umpire's judgment. If a manager, or in the manager's absence, a coach, wishes to protest a violation or interpretation of a playing rule, that coach or manager will immediately and before any succeeding play begins, ask for time out, and will announce to the umpire and the other team manager or coach, that the game is being protested and give the reason for the protest. At this point of the protest the following steps will be followed:

1. There will be no discussion of the protest by any participants of the game.
2. The umpire will mark in each scorebook, the date and time of the protest, and at what point the protest was declared.
3. The umpire will immediately continue the game from the point just before the timeout was called.
4. The protesting manager or coach will have 24 hours from the date and time recorded in the scorebooks by the umpire to separately notify the commissioner of the League and the presidents of EBSA. Notification should be in writing and all details regarding the protest will be covered.
5. The commissioner and presidents of EBSA will make a ruling.

Game Results. Within 24 hours, winning managers must inform the commissioner, or their designee, of the results of each game.

III.1.22 Failure to report may result in recording the game as a tie.

III.1.23 **Ties.** In the event of a tie, extra innings should be played assuming there is sufficient time available. **See Sec 3.5 Length of game.** If a game is tied at the end of the available time, the game will be reported as a tie. There will not be a resumption of the game at a later time.

Inclement Weather. Before games, commissioners will decide whether there will be a cancellation due to rain, temperature, other inclement weather, or other unplayable conditions and inform managers. They will reschedule games if possible.

III.1.24 In the event of rain during the game, the umpire will decide on continued play.

III.1.25 In the event of lightning, the game shall be immediately suspended and will be resumed at the spot of the suspension regardless of how many innings have been played.

III.1.26 It is in the umpire's discretion whether to wait in a sheltered area for the all clear signal (at James Park or Robert Crown) or other appropriate time as set forth by previously enacted lightning procedures.

See additional early warning system instructions for James Park and Robert Crown fields in Article V- Additional Safety Rules.

No Dropped 3rd strike. The batter is out regardless of whether or not the catcher catches the third strike.

Infield-Fly Rule is in effect. An infield fly is a fair pop-fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when 1st and 2nd bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire must immediately announce “Infield fly” for the benefit of the runners. If the ball is near a baseline, the umpire will declare, “Infield fly, if fair.”

No fake tags. First offense will result in a team warning; subsequent offenses will be treated as an obstruction.

III.2 Runners

III.2.1 **Base Stealing.** The Bronco League plays with leadoffs and base stealing.

III.2.1.1 A three-step lead-off to a set position is allowed. A runner may not initiate a steal from a set (stopped) lead until after the pitcher becomes set in their windup (hands come set together at or near the chest before pitching) AND after the pitcher initiates the pitch by moving the front (non-pivot) foot, or initiates a pick-off move with the rear (pivot) foot. (Not when the ball leaves the pitcher's hand, which was the rule in 2016).

First violation: If a runner initiates a steal before the pitcher moves either foot, the umpire will call the play dead and send the runner back to the original base, and issue a warning to the team. **Subsequent violations:** the umpire will call the runner out.

III.2.1.2 Only one base may be stolen by an individual runner per play. In other words, if a runner steals second and the throw goes into the outfield, that runner may not take another base.

III.2.1.3 Stealing home is not allowed during any point in the season, including on pick-off throws to third base or overthrows on pick-off throws to third base. The runner assumes the risk of too large of a lead off at third base.

III.2.1.4 Batters may not advance past first base on a pitched ball 4. Runners who steal on a pitched ball 4 may not advance more than 1 base from their original base

III.2.2 The “wall” at third. A runner can advance home from third base ONLY:

III.2.2.1 On a batted ball in fair territory (including subsequent overthrows during a ball batted into play).

III.2.2.2 On a caught ball in fair or foul territory (and not out of play), the runner may "tag up" and attempt to score.

III.2.2.3 On a bases loaded walk or batter hit by pitch with bases loaded.

Overthrows.

III.2.2.4 A runner may advance or will be awarded base(s) based on when an overthrow goes out of play based on IHSA rule standards.

III.2.2.5 The runner may advance at their own risk on those throws that remain in play until the pitcher has control of the ball in the close proximity of the pitching rubber ("the mound"). Once the pitcher has regained control of the ball, the runners may not further advance. There is no wall at third on overthrows occurring after a ball is batted into play.

3.24.2.6 On an errant pick-off throw move toward first or second, the runner will be allowed to advance to the next base at their risk, as long as the runner did not steal outright on the pick-off move.

Coaches. During the course of the game, coaches must stay in the coaching areas.

III.2.3 IHSA rules specify that base coaches may not touch runners. A coach's touch that propels or catches a player will result in that player being called out and result in a delayed dead ball.

ARTICLE IV **PITCHERS AND PITCHING SAFETY**

Warm-ups. If any player needs to warm up, that player and one additional player or adult may warm-up in the area beyond the bleachers.

IV.1.1 Pitchers must throw in the direction away from the bleachers and parallel to the foul line.

IV.1.2 Under no circumstances are warm-ups to be taken in the area of the backstops or bleachers.

Pitch Count. From Opening Day through the Change Date the maximum number of pitches for a single player is 50. From the Change Date through the championship game the maximum number of pitches for a single player is 60.

Maximum pitches. Any pitcher reaching the maximum number of pitches while facing a batter, may continue to pitch until the batter concludes their turn at bat, but may not pitch to another batter.

IV.1.3 No pitcher, regardless of age or number of pitches thrown may pitch more than six consecutive outs; provided, that a pitcher may throw up to nine consecutive outs if the game goes to extra innings.

Rest between pitching. Any pitcher reaching 25 pitches (35 pitches after the Change Date in a game must have two days (48 hours) rest before pitching again. We consider the time between games played 5:45 pm Thursday evening and 3:30 pm Saturday afternoon to meet this requirement. This rule applies to the day the game is actually played and will not be waived for makeup games (i.e., if you have a makeup game on Friday and a player pitches over the 25/35 limit, they may not pitch on Saturday regardless of when the game was originally to have been played.

Please be mindful of over pitching kids. While the following is not a rule, it is a strong request. If a player throws the maximum number of 50 pitches on Thursday (60 after the Change Date), keep them to a maximum of 25 (30 after the change date) on the following Saturday.

No pitcher should pitch more than 80 pitches (100 after the Change Date) between Thursday and Saturday.

Age of Pitchers. All teams must utilize both 5th grade/11-yr. old and 6th grade/12-yr. old pitchers during the course of every game played. There are a multitude of reasons for this rule and therefore it will be enforced and may not be adjusted or eliminated in part or in whole in any way.

11-Year Olds Pitching. You must get 6 outs from 5th grade/11-year old pitcher(s) before the end of the 4th inning. Five "charged" runs within one inning will constitute "3 outs."

Visits to the playing field/mound. Any manager or coach who goes onto the field twice in one inning to talk to a player will be required to remove the pitcher.

IV.1.4 Each Manager is allowed three (3) defensive conferences in a 6-inning game. After the third charged conference, the pitcher will be removed as pitcher for the duration of the game. A conference is not charged if the pitcher is removed before accumulating the three conferences. (IHSA)

IV.1.5 Each Manager is allowed a maximum of one offensive conference per inning (IHSA). Communications with batters should be done through signals or when the batter is on-deck.

IV.1.6 EXCEPTIONS

IV.1.6.1 For injury/safety.

IV.1.6.2 The opposing Manager/Coach calls time out for a conference.

No return to the Mound. A pitcher, who has been removed from the mound, but remains in the game at a different position, will not be allowed to return to the mound.

Hit-Batter Limit. You must remove a pitcher after hitting 2 batters within one inning or hitting 3 batters within one game.

Balk Rule. If, in the opinion of the umpire, the pitcher commits a balk, it will result in an immediate dead ball and a ball will be added to the count on the batter.

IV.1.7 From the beginning of the season until the Change Date, each pitcher will be given a warning for their first TWO balks. After that, a balk will be called.

IV.1.8 From the Change Date through the championship game, ONLY ONE warning will be issued before a balk is charged.

IV.1.9 No runners will advance on a balk unless the balk results in a walk forcing runners to advance and only in the event this happens with the bases full will a run score.

IV.1.10 A Balk will be called for the following actions:

2. 4.11.4.1 Failure to come to a complete pause (set position) following the stretch or before delivering the ball.
3. 4.11.4.2 Failure to deliver the ball to the catcher once the natural pitching motion has begun.
4. 4.11.4.3 Failure to step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.
5. 4.11.4.4 The pitcher, while touching the rubber, feints a throw to first base and fails to complete the throw.
6. 4.11.4.5 The pitcher swings his free foot past the back edge of the pitcher's rubber; he is required to pitch to the batter except to throw to second base on a pick-off play.

4.12 No Curve Balls are allowed in Bronco. The umpire shall be the sole determiner of whether a pitch is a curveball or not. Violations are a dead ball and an automatic called ball. (Change-up pitches are allowed.)

ARTICLE V

ADDITIONAL SAFETY RULE

Slide to avoid contact. Base runners must slide into a base other than first base if there is a play on that runner.

- V.1.1 If the runner fails to slide and significant contact is made, the runner will be declared out.
- V.1.2 If in the umpire's judgment, the runner's contact was flagrant or was with intent to injure the fielder, the runner will be ejected from the game.
- 5.1.3 Only feet-first slides are allowed on a ball in play or a steal attempt. Head-first slides are not allowed and will result in the runner being called out. Exceptions to this rule are: 1) when the runner is diving back to the base on a pick-off attempt; or 2) if the runner has missed or passed a base on their feet-first slide attempt, they can dive back to the base head first.

Throwing Bats. Any batter throwing their bat, either accidentally, or with intent in anger, will receive one TEAM warning. A second infraction by the same team will result in an out. Intentionally thrown bats are subject to possible ejection on the first offense at the discretion of the umpire.

On-Deck Circle. The on-deck batter should be positioned and time practice swings to avoid injury.

Lightning warning system in select Evanston parks.

- V.1.3 The City of Evanston's Recreation Division installed lightning prediction and warning systems at James Park and Robert Crown Park in spring 2007.
- V.1.4 The warning system measures the surrounding atmosphere's electrostatic energy and warns of an impending lightning strike. If you are in the area of the warning system and conditions favorable to the creation of lightning have been detected, you will hear one 15-second blast of the horn and a strobe light will begin flashing. This signals that you must immediately seek an appropriate, safe shelter. The strobe will continue flashing until safe conditions return.
- V.1.5 You may resume activities only after three 5-second blasts of the horn are sounded and the strobe light stops flashing.
- V.1.6 If you remain outdoors after the warning is issued, you are putting yourself at serious risk
- V.1.7 The system will operate from 9 am to 10 pm seven days a week from April through November.

Additional Lighting Procedures - the 30-minute rule. The lighting-warning system does not need to activate for the 30-minute rule referenced below to take effect. Umpires have been instructed to follow the 30-minute rule regardless of other "all clear" signals.

V.1.8 When thunder is heard or a cloud-to-ground lightning bolt is seen, the storm is close enough to strike your location with lightning. Suspend play and take shelter immediately.

V.1.9 30-Minute rule - Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed before resuming play.

V.1.10 Any subsequent thunder or lightning after the beginning of the 30-minute count reset the "clock" and another 30-minute count should begin.

Shelter information. Not all parks have shelter for heavy weather or large groups.

V.1.11 **James Park.** Use the Levy Center as a primary shelter, if the field house is open, it may also be used as a shelter. DO NOT use the metal canopy in the concourse as shelter during lightning events.

V.1.12 **Robert Crown.** Use the Robert Crown Center. All players are required to stay under the covered area by the main entrance if not inside the building.

V.1.13 **Foster.** If open, use the Fleetwood-Jourdain Center.

Additional Information:

Field Box/Equipment Combinations: All field box combinations should be the same- **3272 (EBSA).**

The boxes at Robert Crown have key locks. The keys are in a combination lock box locked to the equipment box.

Park Ranger Phone Number: (for questions about lights) 847-875-3414

Levy Center Phone Number: 847-448-8250 (They can also turn on lights.)

NOTES: _____

ARTICLE VI **THE PLAYOFF TOURNAMENT AND POST-SEASON**

Player evaluations

VI.1.1 Each Manager/coaching team is required to provide player evaluations for each member of their team before the beginning of the playoffs.

VI.1.2 The commissioner(s) will provide the form and instructions on how to assess players.

Playoffs

VI.1.3 All regular season rules apply throughout the championship game unless specifically stated otherwise.

VI.1.4 The playoffs are a single bracket, single-elimination tournament.

VI.1.5 Every team in the Bronco league will participate in the end of season playoff tournament.

VI.1.6 No player substitutions are permitted in the playoffs.

VI.1.7 Seeding

VI.1.7.1 Teams will be seeded based on their win percentage.

VI.1.7.2 Seeding will take place after the second to the last originally scheduled regular season game.

VI.1.8 **Tied Standings.** Ties will be broken in the following manner

VI.1.8.1 **Two-team tie.** When two teams are tied for a finish the following procedure will be used (in the following order until the tie is broken):

1. Won-lost results of head-to-head competition between the two tied teams.
2. Won-lost record of the two teams versus the No. 1 seed using common opponents only (and proceeding through the last or final seed if necessary).
3. A coin flip by the commissioner(s).

VI.1.8.2 **Three-or-more team tie.** When three or more teams are tied for a finish, the following procedure will be used (in descending order until the tie is broken): Once and if the tie has been reduced to two teams, the two-team tiebreaker procedure as stated in 6.2.6.1. above will be used.

1. Won-lost results of head-to-head competition between the tied teams.

2. If all teams are common opponents: Total won-lost percentage of games played among the tied teams.
3. Won-lost percentage of the tied teams versus the No. 1 seed and proceeding through the last or final seed, if necessary, using common opponents only.
4. If three or more teams still are tied, the Commissioner(s) will conduct a draw.

VI.1.9 Game balls. Throughout the tournament, each team will bring ALL unused game balls to each playoff game. Following completion of the game, the eliminated team will surrender any unused balls to the winning team to be used for the remainder of the playoffs.

Equipment.

VI.1.10 Following completion of your last game (elimination from the playoffs), the Manager is responsible for making arrangements with the Commissioner(s) to return the equipment.

VI.1.10.1 If your team's equipment is going to be used for summer or fall ball, notice must be given to the Commissioner(s).

VI.1.10.2 If possession of your team's equipment is going to be passed to another manager/coach for summer or fall ball, notice must be given to the Commissioner(s).

VI.1.11 The equipment bag should be emptied and cleaned of trash or personal belongings and shaken out from dirt

VI.1.12 Equipment should be cleaned off and packed back into the bag.

- One (1) set rubber bases (3 bases, one rubber, one home plate)
- Two (2) Catcher chest protectors
- Two (2) Catcher helmets
- Two (2) Sets shin guards
- One (1) Catcher's mitt
- One (1) Pitch counter
- One (1) Equipment bag

Trophies and Souvenirs. At the Bronco league level only the first and second place teams receive trophies. Other souvenirs or participation awards vary year to year and have generally not been provided at the Bronco league level.