

CONSTITUTION AND BY-LAWS OF THE Tri-Village Association

1. Tri-Village Association

This association shall be known as Tri-Village Association, herein after referred to as TVA. TVA is and shall be a non-profit organization.

2. PURPOSE

The purpose of TVA is to assist and govern league members of Tri-Village Association.

- Provide game scheduling.
- Provide access to registration for players
- Determine teams/coaches to represent TVA in state tournament play.
- Provide information and verify primary insurance for all members.
- Coordinate Association Fundraising & Financial oversight
- Provide trophies and awards
- Administrate & Maintain North Area Pony (13-14U) Field

If under any circumstances the TVA dissolves all assets and real and personal property will revert evenly between all individual leagues.

3. VOTING AND QUORUM

- TVA Board members and area representatives (Beaver, Estey, Linwood, Pinconning, and Standish) will vote on all matters concerning TVA.
- 3 representatives will constitute a quorum.
- A quorum must be present to vote or make changes regarding TVA business.
- Electronic meetings and voting may be used for voting purposes.

4. BOARD MEMBERS, REPRESENTATIVES, AND ELECTIONS

The officers of TVA will consist of a five-member executive board: President, Vice President, Secretary, Treasurer, and Softball President

Executive Board Members Term Limits:

- President – 3 years
- Vice President – 4 years
- Treasurer and Secretary – 5 years

Elections will consist of nominations received via area representatives. Elections of TVA board members must have a majority vote. Any member of the TVA board and/or area representative may be removed by a two-thirds vote by TVA board members and area representatives.

Bylaws approved by two-thirds motion on 3/19/25.

- The board members will also consist of one area representative from each league. Each area will elect their area representative.
 - Current Leagues:
 - Beaver
 - Estey
 - Linwood
 - Pinconning
 - Standish
- All board positions will be voluntary and tenure for area representatives will be determined by the host league.

5. OFFICERS DUTIES

- The president is to preside at all meetings of TVA. He/she will represent the association on all business affairs and contracts. He/she will prepare and/or oversee preparation of the TVA game schedules for all participating teams.
- The secretary will take minutes at all TVA meetings and distribute copies to the board members and area representatives. He/she will prepare information to be distributed to all coach's meeting and collecting scorecards and maintaining necessary statistics provided from them.
- Treasurer will be responsible for depositing and disbursing all association funds, all signed by the treasurer once approval of the invoice from the president.
- The vice president is to preside at all meetings of TVA and help out the president and represent as the president when the president is not available. When the president is not available, the vice president can break a tie.

The TVA Board members and area representatives will vote on all matters concerning TVA.

At the end of any TVA board member term all books, rules, ledgers, checks, etc. must be turned in within 2 weeks before the end of their term.

6. RULES

- TVA will use the rules from the Pony League for baseball.
- TVA will use all USA rules for softball.
- See our website, <https://tshq.bluesombrero.com/trivillagemibaseball>, for all the rules regarding each league.

7. PROTESTS

- TVA will act on and render a decision on purported violations of the rulebook.
- The decision of TVA is final.
- A protest on a rule interpretation must be filed in writing within 48 hours of the end of the game, with the area representative. No protest shall be allowed on a judgment call.

8. ASSOCIATION STRUCTURE

- Final rosters, signed and approved by the area representatives, will be submitted to the TVA board by the April meeting. No roster will be accepted if it is not complete and signed by the area representative.
- TVA Baseball age divisions are as follows:
 - Age deadline for boys is April 30th

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- Bronco – 11 and 12 years of age
 - Mustang – 9 and 10 years of age
 - Pinto – 7 and 8 years of age
- TVA Softball age divisions are as follows
 - Age deadline for girls is August 31st
 - 12U– 11 and 12 years of age
 - 10U– 9 and 10 years of age
 - 8U – 7 and 8 years of age
- TVA Tball age divisions are as follows:
 - Tball – 4 through 6 years of age
- Players wishing to play up an age division must be approved by TVA board and must sign a Hold Harmless waiver agreement.
 - Players cannot move up if it causes the team above them to exceed the maximum number of players or causes the team below to not have enough players.
 - If more than allowable number of kids want to move up in a season final determination will be made by local area board members.
 - Preferably with consultation from current or prior team coaches (if available).
- Should any area have more than one team at the same age division each team must be split equally by skillset via coaches' draft.
- The start of the season will be left to the discretion of the scheduling committee.
- All games will start no later than 7:45 PM (only after school year has ended). If a team is not ready to play 15 minutes after the agreed upon start time, the game is a forfeit.
- All games are to be played on the dates and times specified in the league schedules unless field availability, school functions, or mutual agreement between coaches creates the need for rescheduling the game. School functions which take a team roster below nine players is sufficient reason for rescheduling a game. The coach of the affected team must give the other coach 24-hour notice. With such notice, the opponent must agree to reschedule the game. If the opposing coach was not given 24-hour notice, the game is a forfeit, and does not need to be rescheduled. TVA will follow Pony and/or USA rules for game time limits and make-up procedures.

9. BOUNDARIES

An association fee, determined by the board, will be due to the secretary/treasurer no later than February 25th. A fee per team, determined by the board, shall be collected and turned over to the secretary/treasurer no later than March 1st. These fees will cover the operating expenses of the association and cover all fees due to TVA. Absolutely no registrations will be accepted after February 23rd.

- All new registrants will be assigned to areas following boundary lines for Townships. (see below) Any player falsifying registration information for the first offense will be suspended for the current season. Any player committing a second offense will be barred from the TVA .
 - Effective 06/1/2022, per TVA meeting it was voted upon that "No Grandfather rules will be granted in regard to boundaries."
- i. Amendment 1: Pinconning's south border will extend to include Newberg Rd.
 - ii. Amendment 2: Linwood's West border will include all area east of I-75
 - iii. Amendment 3: Garfield Township shall be divided using the following lines:

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- Linwood

Entry fee for each team is \$150 made payable to host of tournament. Host of tournament to cover all expenses including supplying trophies for 1st and 2nd place teams.

11. UMPIRES

All areas must supply umpires for baseball and softball games. Umpires must be at least 16 years of age. There should be two umpires per game in Mustang/U10 and above for championship games. A coach, assistant coach, relatives of coaches or team members may only be umpires in last minute emergencies only and it must be mutually agreed upon by both coaches. If an agreement is not made, the game must be rescheduled.

12. CONDUCT OF COACHES, PLAYERS, AND UMPIRES

- I. If a player/coach is ejected by an official for unsportsmanlike conduct, the incident must be reported to the Area Representative, who will contact the TVA Representative, who in turn will contact the President of TVA, prior to the player's/coach's next contest.
- II. Ejected coaches must leave the contest immediately and shall not be allowed further contact with team members for the duration of the contest. Ejected players must remain on the bench for the duration of that contest.
- III. It is the responsibility of the Association, via its Area Representative, to ensure that TVA is notified and that the ejected player/coach is disallowed from participating in the next contest. Players must attend the contest to serve the penalty. If the player does not attend the next applicable contest, the suspension will continue to apply until the player has attended and been benched for the entire contest. Should an ejected player/coach participate at the next scheduled contest, that action would be considered use of an ineligible participant and result in forfeiture of that contest. A second ejection for an unsportsmanlike act will result in a two (2) game suspension. A third ejection for an unsportsmanlike act will result in disqualification from further participation in TVA events.
- IV. Aggressive or inappropriate physical contact between individuals and/or an official is a gross act of unsportsmanlike conduct. The offending player/coach is immediately ejected and is suspended for a minimum of two (2) contests. Both associations, through their Area Representatives, shall notify TVA within 48 hours of the end of the contest.
- V. A player/coach who has been ejected because of unsportsmanlike conduct may be subject to further disciplinary action by his/her area and TVA.
- VI. Any player/coach who is ejected from two (2) TVA sanctioned contests during a season will be ineligible to participate in the State Tournament. If the Association of the ejected player/coach agrees that an ejection is unjustified, the Association may appeal in writing to TVA within 48 hours (2 days) of the end of the contest to have the ejection removed from the player's/coach's record for determining eligibility to participate in the State Tournament only.
- VII. The player/coach must always serve the suspension required.

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- VIII. Complaints about umpires will be handled between the two area representatives.
- IX. The NO TOBACCO, ALCOHOL, VAPES, OR DRUG USE rule will apply to all coaches, players, and spectators during games, on the league fields, on the bench, or in the stands while games are going on. There will be a Zero Tolerance for any coaches under the influence.
- X. No FIREARMS, or any other WEAPONS shall be possessed by any Coaches, Players, or Spectators at any of the individual league's fields.
- XI. The use of profanity by players, coaches, or spectators will not be tolerated. Coaches will control their spectators.
- XII. All music, cheers, and chants shall be stopped prior to any pitch thrown.
- XIII. Failure of coaches, players, or spectators to comply with these rules of conduct will be considered sufficient cause for suspension from the TVA.

13. LIABILITY FOR INJURIES

TVA is responsible for insurance for the players of each league. Parents are responsible for the safety, care and supervision of their own children who are in attendance of practices and games, but not playing.

14. SCORECARDS

It is the responsibility of each home team coach to make sure the information on both home and visiting scorecards are identical and that the scorecards are submitted to the TVA secretary within 48 hours after the game. Beyond 48 hours, the home team will incur a loss for that game.

- a. Each page will be completed with the following information:
 - i. Number of innings pitched by each player, with each pitcher's full name
 - ii. The score of both teams.
 - iii. The date the game was scheduled and played IF different
 - iv. Full name and uniform number of players ejected during the game, if applicable.
 - v. Full name and uniform number of players complying with the suspension rule during the game, if applicable.
- b. The TVA will not allow a scorecard to be submitted if all information is not completed.
- c. Once received by the TVA, all scores and innings pitched are final.

15. ALL-STAR TOURNAMENTS

- Each team entered in the All-Star tournament shall be sponsored by the TVA up to \$200 for tournament entry fees. Any other expenses are to be covered by each team.
- Tournament team's player eligibility will be determined by the TVA area board. The board will poll all coaches for the given age division. Coaches will submit any number of potential All-Star players. If more than 15 players

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are nominated in an age division a tryout will take place. If a tryout is needed final determination of roster will be at the discretion of the TVA appointed all-star coach.

- Players must play in 60% of league games in order for the player to be eligible for the all-star play.
- Any person interested in coaching an All-Star team will submit in writing to TVA president by the spring coaches meeting and final decision will be voted on by the TVA board
- Resume type methodology will be used to determine best candidates
- TVA All-Star teams will have a maximum of 15 players and a minimum of 12
- Players submitted by 1st week of May

Tri-Village Association Score Submission Instructions

It is the responsibility of each home team coach to make sure the information on both home and visiting scorecards are identical and that the scorecards are submitted to the TVA secretary within 48 hours after the game. Beyond 48 hours, the home team will incur a loss for that game.

Email trivillage@hotmail.com and rcskidoo@yahoo.com to submit scores with the subject line to include age and leagues played. Example: Pinto - Standish 4 vs Pinconning 2

- I. Each page will be completed with the following information:
 - a. Number of innings pitched by each player, with each pitcher's full name (**ONLY for Mustang, Bronco, 10U, 12U**) Tball and Coach Pitch do not need to track.
 - b. The score of both teams.
 - c. The date the game was scheduled and played IF different.
 - d. Full name and uniform number of players ejected during the game, if applicable.

Tri-Village Baseball By-Laws

Shetland (T-Ball) League

1. Rules and regulations are found in the Pony Baseball Handbook, these are the rules and regulations unless superseded by the Tri-Village By-Laws.
2. Players abusing equipment and throwing of the bat by the batter will result in:
 1. First offense- player is warned.
 2. Second offense- player is out.
 3. Third offense- player is ejected from game.
3. Rain-out or cancelled game; make-ups are optional.
4. Home team will supply a home plate umpire and the game ball(s). Visiting team will provide a field umpire. It is recommended that the defensive team only have **three** coaches on the field assisting players and should be located behind base coaches and second base.
5. USA Bat – players must use a bat certified with the USA Bat licensing stamp on the bat
6. Unlimited substitutions. Batting order does not change.
7. Batter and catcher must wear a helmet.
8. The bases are to be **sixty** feet.
9. When an **outfielder** throws a ball **toward** the infield base runners are to stop at the base they are advancing to. If any base runner is in **forward** motion between bases they may try to reach the next base, keeping in mind that the ball is still alive, and a play can be made.
10. Runners may **not** advance on **infielder** overthrows.
11. Length of game: **3** innings with the first 2 innings ending with 3 out or 5 runs. No new innings to start after 8:00pm or if 1 ½ hours have passed. Example: Game started at 6:45pm then you would play until 8:15pm.
12. The team at bat will be limited to **five** runs per inning, batting through the order once, or **three** outs. The team with the most players will constitute once through the order. Example: If team A has eleven players and team B has thirteen players, team A would bat through their order plus two additional players to equal thirteen.
13. The coach will pitch no more than **three** pitches. If the ball has not been put into play it will be placed on the tee. Coach pitch position is to be a reasonable distance from home plate.
14. The player in the pitcher's position is to be at the pitching mound 38 feet from home plate and infielders must play behind pitcher. Outfielders must play at least **fifteen** feet behind baselines.
15. If the bat hits the ball and tee, it is a live play. If the bat hits only the tee, it is considered a foul ball. The ball must travel **twelve** feet into fair territory or will be considered a foul ball. A 12' arc chalk line from third base line to first base line is recommended.

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16. Promote and enforce "TVA Sportsmanship Guidelines".

Bylaws approved by two-thirds motion on 3/19/25.

Tri-Village Baseball By-Laws

Pinto League

1. Rules and regulations are found in the Pony Baseball Handbook, these are the rules and regulations unless superseded by the Tri-Village By-Laws.
2. Players abusing equipment and also throwing of the bat by the batter will result in:
 1. First offense- player is warned.
 2. Second offense- player is out.
 3. Third offense- player is ejected from game.
3. In the event of a rained-out game, coaches have one week to reschedule. If two weeks have lapsed and the game has not been made up, the day, time, and the field will be set by Tri-Village officers.
4. A team may start with **eight** players. The ninth batter is an automatic out. If a player shows up late, they can be added to the bottom of the order. If a situation arises where there are only seven players are left, the game is forfeited by that team.
5. Home team will supply **two** new baseballs, Wilson 1075 or equivalent, umpire-in-chief, and third base umpire. The visiting team will supply first base umpire. Only two umpires may be used if both teams agree.
6. USA Bat – players must use a bat certified with the USA Bat licensing stamp on the bat per PONY. TBall bats are excluded from use for any age group other than TBall. Any play caught using a non-USA Bat or TBall bat will be called out and that player and coach will be ejected for the remaining game and the next game. The ump must enforce this rule as a safety concern.
7. Metal cleats are **not** allowed.
8. A roster of players must be submitted to the Tri-Village Vice President before the first game. Roster shall include birth dates and phone numbers. Failure to do so will result in forfeiture of all games until which time it is turned in.
9. No inning shall be started after **two** hours from the scheduled start time of the game, except in the event of a tie. With the discretion of the umpire-in-chief. The umpire shall call out the starting time of the game after the first pitch.
10. Batters get 6 pitches. Foul balls on or after sixth pitch is **not** an out. Batter can continue over 6 pitches if fouls continue until either a fair ball is hit, or batter strikes out.
11. 5 run max until 6th inning which is unlimited
12. Bases are to be **sixty** feet apart.
13. Pitching machine must be used.
Old style machine (small block on throwing arm)
 - Spring setting = #5
 - Vertical block = #4
 - Height adjustment screw block = #3

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New style machine (large block on throwing arm)

- Spring setting = #5
- Vertical block = #3
- Height adjustment screw block = #3

14. Once a ball is thrown by the defense, base runners are to stop at the base they are advancing to. The ball is considered live until the runner reaches the base they are advancing to and can be thrown out.
15. Overthrows Infield and Outfield – NO Advancement on overthrows
16. Hitting pitching machine; hits machine OR Coach unintentionally, LIVE ball. If hits machine or coach and goes foul without touching a player, counts as foul/strike.
17. Coach Pitcher location – must remain behind the machine during inning or until the ball is hit. Coach Pitcher can only address batter as to direction within the box however, cannot leave the mound to speak to the batter or “coach” between pitches.
18. Ten players can be used, and the tenth player is to be an outfielder.
19. All players must play at least two innings on defense.
20. Promote and enforce “TVA Sportsmanship Guidelines”.

Tri-Village Softball By-Laws

8U League

Playing Rules follow USA Softball Rulebook with the following exceptions/explanations:

1. All present players will be listed in the batting order (whether in the field or not); Teams will bat through the order continuously throughout the game.
2. No Base Stealing allowed. Base runners may not leave the base until the ball is hit.
3. Overthrows Infield and Outfield – No Advancement on overthrows.
4. Once a ball is thrown by the defense, base runners are to stop at the base they are advancing to. The ball is considered live until the runner reaches the base they are advancing to and can be thrown out.
5. Games are 5 innings or 90 minutes. In the case of a tie (at the end of 5 innings or 90 minutes), a single inning will be played in attempts to break the tie.
6. When a game is called by an umpire due to weather before 3 complete innings, the game will resume exactly at the point it was called. A game is considered complete after 3 complete innings. An attempt will be made to finish the game within 2 weeks.
7. Unlimited Substitutions.
8. Playing field shall consist of 10 players with the 10 player as a rover in the outfield.
9. A team may start with **eight** players. The ninth batter is an automatic out. If a player shows up late, they can be added to the bottom of the order. If a situation arises where there are only seven players are left, the game is forfeited by that team.
10. No batting/lineup penalty for a player being removed from the game for medical reasons or injury. The batting order will skip the missing or injured player.
11. Outfielders must start each pitch at least on the edge of the outfield grass. (Judgment based on grass depth in field)
12. The defensive player must stay no closer to home plate than the pitcher's rubber until the ball crosses the plate (no encroachment on the batter's box).
13. Bases are set at 60 feet.
14. 5 run maximum until 5th inning which is unlimited runs. The umpire shall announce the last inning.
15. Official 11" yellow softball with raised red stitching will be used.

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16. Facemasks and chinstraps on batting helmets are mandatory. Facemasks are mandatory for infielders and advised for outfielders.
17. USA/ASA Bat – players must use a bat certified with the USA/ASA Bat licensing stamp on the bat per PONY. TBall bats are excluded from use for any age group other than TBall. Any play caught using a non-USA/ASA Bat or TBall bat will be called out and that player and coach will be ejected for the remaining game and the next game. The ump must enforce this rule as a safety concern.
18. Coaches will instruct players not to throw the bat. After an Umpire’s warning has been given to a player from each team, the next offense will be an out.
19. Batters get 6 pitches. Foul balls on or after sixth pitch is **not** an out. Batter can continue over 6 pitches if fouls continue until either a fair ball is hit or batter strikes out.
20. Hitting pitching machine; hits machine OR Coach unintentionally, LIVE ball. If hits machine or coach and goes foul without touching a player, counts as foul/strike.
21. Coach Pitcher location – must remain behind the machine during inning or until the ball is hit. Coach Pitcher can only address batter as to direction within the box however, cannot leave the mound to speak to the batter or “coach” between pitches.
22. The Blue Louisville Slugger pitching machine will be used. The machine will be 32 feet from the back of home plate (back of the plate, at the point, as reference). The following machine settings will be used for all games:
 1. A NEW SPIRING WILL BE PLACED BY APRIL 1st EVERY SEASON
 2. Power Foot lever set on pin 3
 3. Release block set at Lower pitch on Pin 3
 4. Microadjust should be set at Pin 2
 5. Screw 1/4 out for ball placement (adjusted as needed through the game)
 6. Place ball in feeder the same for each pitch
23. Metal cleats are not allowed.

Coach’s expectations:

1. Umpires will be at least 16 years old.
2. Umpires should be aware of by-laws; home team coach is responsible for reviewing.
3. Batting practice on the field must be completed 15 minutes prior to game time
4. Time between innings should be approximately 90 seconds. Coach must have player positions organized prior to the upcoming inning
5. Remind players about good sportsmanship and cheers

Tri-Village Softball By-Laws

10U League

Playing Rules follow USA Girls Softball Rulebook with the following exceptions/explanations:

1. All present players will be listed in the batting order (whether in the field or not); Teams will bat through the order continuously throughout the game.
2. Runners on first and second may steal after the ball is released by the pitcher. Runners at third may not steal home but may leave third base once the ball crosses home plate.
3. Runner may not continue advancing once the ball is in the pitcher's circle (may only progress to the base immediately in front of them if in motion).
4. A walk = 1 base. No continuous advancement to 2nd.
5. On the third strike (called or swung at) if the catcher drops the ball the batter is out.
6. Games are 5 innings or 90 minutes. In the case of a tie (at the end of 5 innings or 90 minutes), a single inning will be played in attempts to break the tie. A game is considered complete after 3 innings. Rain delays or rain cancellations will begin a new game if less than a complete game.
7. Unlimited Substitutions.
8. Playing field shall consist of 10 players with the 10th player as a rover in the outfield.
9. Team must have 8 players to start the game. An out will be taken in the batting lineup for the missing 9th player. Newly arriving players will be added to the end of the batting line up and have the opportunity to hit as their turn arrives (they will not be placed mid-lineup).
10. No batting/lineup penalty (out) for a player being removed from the game for medical reasons or injury. The batting order will skip the missing or injured player.
11. Outfielders must start each pitch at least on the edge of the outfield grass. (Judgment based on depth of field/grass)
12. 3 inning limit per pitcher per game. The pitcher may move to the mound at any time during the game, however, one pitch thrown to a batter in an inning is considered as a full inning pitched.
13. Bases are set at 60 feet; the pitcher's mound set at 35 feet. A 16 foot (diameter) circle will be placed around the pitching mound.
14. Maximum of 5 runs per inning except for 5th inning in which runs should be unlimited.

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15. Mercy Rule: A 15 run advantage after 3 complete innings; a 10 run advantage after 4 complete innings.
16. Bunting is allowed.
17. Official 11" yellow softball with raised red stitching will be used.
18. Facemasks and chinstraps on batting helmets are mandatory. Facemasks are mandatory for infielders and advised for outfielders.
19. Coaches will instruct players not to throw the bat. After an Umpire's warning has been issued to a player (only one warning each team), the next offense will be an out.
20. Windmill pitching technique must be used.
21. A pitcher will be pulled from the position if she hits 3 batters in a single inning. Pitcher may return to game if less than 3 innings pitched. (Umpire discretion to remove pitcher for additional hit players)
22. No illegal pitches will be called for pitch presentation or lack of forward motion. In between batters the umpire will inform the coach of illegal pitch, and coach will instruct player to pitch correctly. It is the COACH's responsibility to teach player correct pitching form. (If there are continual issues, a complaint will be brought to the board)
23. When a pitched ball hits the ground then bounces up and hits the batter, this is a dead ball and the batter is entitled to her base. The batter must make an attempt to move away from the pitched ball, Umpire discretion.
24. Encourage batters not to step completely out of the batter's box between pitches to "practice swing"
25. No Umpire = No Game, It was amended that IF no sanctioned umpire was available or at the game location at game time, it was recommended to find a suitable volunteer to officiate the game and complete the scheduled game.

Coach's expectations:

1. Umpires will be PONY/USA Official Umpires assigned by the League
2. Umpires should be aware of by-laws; home team coach is responsible for reviewing.
3. Batting practice on the field must be completed 15 minutes prior to game time.
4. Time between innings should be approximately 90 seconds. Coach must have player positions organized prior to the upcoming inning.
5. Coach will remind players of good sportsmanship and use of proper cheers.

Bylaws approved by two-thirds motion on 3/19/25.

Tri-Village Baseball By-Laws

Mustang League

1. Rules and regulations are found in the Pony Baseball Handbook. These are the rules and regulations unless superseded by Tri-Village By-Laws.
2. Players abusing equipment and/or throwing the bat by the batter will result in:
 - A. First offense player is warned.
 - B. Second offense player is out.
 - C. Third offense player is ejected from game.
3. In the event of a rained-out game coaches have one week to reschedule. If two weeks have lapsed and the game has not been made up the day, time, and the field will be set by Tri-Village officers.
4. A team may start with eight players. The ninth batter is an automatic out. If a player shows up late they can be added to the bottom of the order. If a situation arises where there are only seven players left the game is forfeited by that team.
5. Home team will supply two new baseballs (Wilson 1075 or equivalent).
6. Umpires provided by home team. Must be 16+ in age.
7. Metal cleats are not allowed.
8. A roster of players must be submitted to the Tri-Village Vice President before the first game. Roster shall include birth dates and phone numbers. Failure to do so will result in a forfeiture of all games until which time it is turned in.
9. Teams will sign each other's score books to verify score and the number of pitches pitched.
10. Pitch count for Mustang: Daily-

1-20	21-35	36-50	51-65	66+	75 max
Rest-	None	22hrs.	46hrs.	70hrs.	94hrs.
- a. Batters can be intentionally walked without throwing a pitch however 4 pitches will be added to the pitcher's pitch count.
11. No inning shall be started after two hours from the scheduled start time of the game, except in the event of a tie (discretion of umpire), or during a playoff game. The umpire-in-chief shall call out the starting time of the game after the first pitch.
12. Balks (an illegal motion made by a pitcher that may deceive a base runner) will be called only for informational purposes and discussed with the offending pitcher and runners will not advance.
13. Teams will bat their complete rotation to a maximum of 15 players and there is unlimited substitution.

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14. Stealing will be allowed per Pony baseball handbook Option #2 (Modified). Modifications: A runner on third base cannot steal home on a pass ball or on the catcher pitcher exchange. Additionally, runners must stay in contact with 1st and 2nd base until the pitcher releases the ball.
15. Any inning shall end after five runs have been scored or the offensive team has batted its complete line up. This does not include the 6th inning which is unlimited.
16. 10 players can be used & the 10th player is to be an outfielder.
17. On the third strike (called or swung at) if the catcher drops the ball the batter is out.
18. Sliding is mandatory at second, third, and home, unless there is no possibility of a play at the base. Sliding with the apparent intention of injuring or threatening the fielding player is not permitted.
- Head first sliding is not permitted, unless going back to base on a pick-off play. If a runner slides head first a warning will be issued, second violation runner will be called out.
 - If a runner does not slide and a collision occurs, the runner will be called out.
 - The only exceptions to being called out, is if the fielder is blocking the base/plate and no play is being made (this will be at the umpires discretion).
19. Promote and enforce "TVA Sportsmanship Guidelines".

Tri-Village Baseball By-Laws

Bronco League

Rules and regulations are found in the Pony Baseball Handbook. These are the rules and regulations unless superseded by Tri-Village By-Laws.

1. All present players will be listed in the batting order (whether in the field or not); Teams will bat through the order continuously throughout the game.
2. Players abusing equipment and/or throwing the bat by the batter will result in:
 - A. First offense player is warned.
 - B. Second offense player is out.
 - C. Third offense player is ejected from game.
3. In the event of a rained-out game coaches have one week to reschedule. If two weeks have lapsed and the game has not been made up the day, time, and the field will be set by Tri-Village officers.
4. A team may start with eight players. The ninth batter is an automatic out. If a player shows up late they can be added to the bottom of the order. If a situation arises where there are only seven players left the game is forfeited by that team.
5. Home team will supply two new baseballs (Wilson 1075 or equivalent).
6. Umpires provided by home team. Must be 16+ in age and complete background check with TVA if over 18.
7. Metal cleats are not allowed.
8. 7 run maximum per inning. Unlimited runs only in the 7th inning. League games shall be 7 innings in duration.
9. A roster of players must be submitted to the Tri-Village Vice President before the first game. Roster shall include birth dates and phone numbers. Failure to do so will result in a forfeiture of all games until which time it is turned in.
10. Teams will sign each other's score books to verify score and the number of pitches pitched.
11. Pitch count for Bronco: Daily- 1-20 21-35 36-50 51-65 66+ **85 max**
Rest- None 22hrs. 46hrs. 70hrs. 94hrs.

Bylaws approved by two-thirds motion on 3/19/25.

12. No inning shall be started after two hours from the scheduled start time of the game, except in the event of a tie. With the discretion of the umpire-in-chief. The umpire-in-chief shall call out the starting time of the game after the first pitch.
13. Balks (an illegal motion made by a pitcher that may deceive a base runner) will be called only for informational purposes and discussed with the offending pitcher and runners will not advance.
14. Sliding is mandatory at second, third, and home, unless there is no possibility of a play at the base. Sliding with the apparent intention of injuring or threatening the fielding player is not permitted. Head first sliding is not permitted, unless going back to base on a pick-off play. If a runner does not slide and a collision occurs, the runner will be called out. The only exceptions to being called out, is if the fielder is blocking the base/plate and no play is being made (this will be at the umpires discretion).
15. Promote and enforce "TVA Sportsmanship Guidelines".
16. Everyone bats in Bronco.