

2024 U.B.B.A. STATE TOURNAMENT ADDENDUM

The U.B.B.A. has adopted the baseball rules of the High School Federation as their official playing rules. The information contained in this rule book is designed to make the game meet with the U.B.B.A. philosophy, and the information herein will act as a supplemental to anything found in the rule books produced by the High School Federation.

1. **CHECK IN WITH TOURNAMENT DIRECTORS AT LEAST ONE HOUR PRIOR TO YOUR FIRST GAME:**

They will review rosters with you (they will have an official copy) and add pick-up player and uniform numbers where needed. Plan to have your equipment checked at this time. Please review the rules about bat sizes and check rubber grips on all bats. Mustang and Pinto **are allowed** to use bats up to 2 3/4" diameter and have no restriction on weight and length differential.

PONY LEAGUE bats must not exceed 2 3/4" in diameter with a differential of -5 [Any bat above 2 1/4 will have a similar differential rating.] Catcher's mask must have a throat guard. Newer masks have built in guards. Batting helmets cannot have any cracks in them. One foot in the batter's box with an illegal bat is an automatic out, even before the first pitch is thrown.

U.B.B.A. follows the USSSA current restricted bat list. Wood bats will be allowed, as long as they meet the specifications for each league. No retooled bats allowed. (see URL below for a list of restricted bats)

<http://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models/>

2. **METAL CLEATS: PONY LEAGUE ONLY** will be allowed, except on portable mounds.

3. **FOUR OUTFIELDERS (ALL DIVISIONS):** Four outfielders MUST play in an umbrella formation (Left, Left Center, Right Center and Right).

4. **BALL GAME TIME LIMIT:** Mustang & Pinto ball games will be limited to 1 hour and 30 minutes or six innings, whichever comes first. No new inning should begin after the 1½ hour time limit. Time limit is based on when the last out is made. The championship game will go a full six innings.

Pony ball games will be limited to 1 hour and 45 minutes. This supersedes what is stated in the current rulebook. No new inning should begin after that time limit expires. Time limit is based on when the last out is made. The championship game will go a full seven innings. Run rule will be in effect for all games including the championship game.

For all leagues, when a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.

5. **PITCHER'S OUTS:** Mustang and Pinto Pitchers will be allowed 33 outs during the tournament, but under no condition may a pitcher pitch more than 18 outs in one day. Pony Pitchers will be allowed 39 outs during the tournament, but under no condition may a pitcher pitch more than 21 outs in one day. **Pitchers pitching 13 or more outs in one day must have at least one calendar day rest.**

SAME DAY COMBINATION PITCHING RULE: Mustang and Pinto may pitch 18 outs in a day. Pony may pitch 21 outs in a day. Pitchers may pitch any combination between the two games in a day. Rest rules for next day will apply.

NO PITCHER RE-ENTRY: A pitcher cannot pitch again in the same game once he is removed from the mound, even though he remains in the game at another position.

6. **PICK-UP PLAYER:** Can play in any position and must play in their own team's uniform.

7. **SLIDE RULE:** This is an avoid contact rule that will be enforced by umpire judgment (interference). Be smart and slide. Malicious contact will result in an ejection. You may not blow up the catcher. Ejected players or coaches will sit their next game as well.
8. **TIME OUTS BY COACH:**
 - A. If a coach goes onto the playing field to talk to a player or players more than once in a half inning while the same pitcher is pitching, a pitching change must be made. **Upon the fourth visit and every subsequent visit, a pitching change MUST be made.** A visit is not charged if pitching change is made.
 - B. Offensive timeouts are limited to one per inning.
9. **INFIELD OR BATTING PRACTICE:** There will be no infield or batting practice taken on the field prior to the game.
10. **LEAVING BASE EARLY: MUSTANG ONLY** - When a pitcher is in contact with the pitcher's rubber with the ball in his possession and the catcher in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
 - A. When a base runner leaves his base before the pitched ball has reached the batter the ball is dead. All runners must return to their base and the pitch does not count.
 - B. This rule is enforced as a team. When the 1st infraction occurs, the umpire will give official warning to the player, coach, and team. Any subsequent infraction by the team that has been warned will result in the runner being called out with no advancement by any other runners.
11. **AUTOMATIC OUTS:** Any team failing to field at least nine uniformed players will be assessed one out in the batting order, at the place designated by the coach. If a team has nine eligible players, the coach must use those players and will not have the option of playing with less and taking an automatic out. Teams with only seven players will be assessed two outs. Teams with less than seven players will forfeit the game.
12. **INTENTIONAL WALK:** In order to walk a batter, pitches must be thrown.
 - A. **MUSTANG ONLY** The batter on a base on balls cannot advance past 1st base unless it is a pass ball, catcher over-throws the pitcher or catcher throws to any other fielder. All other runners can advance at their own risk.
13. **LINE-UPS: ALL LEAGUES** Both teams are required to bat ALL players listed on the roster who are present at the game. If one team has more players than their opponent, both teams are still required to bat ALL of their players.
14. **NO TAUNTING RULE:** This will be strictly enforced.
15. **MUSTANG SIX RUN LIMIT:** Mustang tournament games will play a six-run offensive limit for the first two innings. Once the offense has scored six or more runs on the play, the inning will end, and teams will flip offensive and defense. Note: The last play of an inning is live until the defense secures the ball and stops the offense from advancing.
16. **PROTESTS:** Any protest must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (three total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.
17. **GATE FEES:** \$3.00 per person per day (age 12 and over) will be charged to those attending except for players and coaches (two only) and the wives of coaches. This admission fee helps cover costs of umpires, baseballs, scorekeepers and awards.

18. **AWARDS:** 1st through 4th place teams at the close of each game on the final day of the tournament. Tournament brackets with only eight (8) teams will be awarded 1st and 2nd place.
19. **ALL HOSTING CITIES MUST HAVE AN A.E.D. MACHINE ON SITE**
20. **SEEDING FOR BRACKET PLAY:** The two teams that will advance from each pool will be determined as follows: 1) Best record, 2) Head-to-Head play, 3) Runs allowed. If there is a three-way tie for one spot, use a coin flip with the odd team out and then revert to steps 1-3 to determine the top seeded team.
21. **NO DOGS OR PETS ALLOWED IN THE BALLPARKS**

***** THESE & ALL OTHER U.B.B.A. RULES APPLY *****

GOOD LUCK! PLAY WELL ... PLAY FAIR ... AND HAVE FUN!

These programs are to help our youth learn
to become better people through positive adult role models.

Yelling at and/or harassing
umpires or scorekeepers will not be tolerated!

REMEMBER . . . IT'S JUST A GAME!

