

2019 UBBA STATE TOURNAMENT RULES

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 AREA 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 / length differential. **NO ZEN BATS ALLOWED.**

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. **NO ZEN BATS ALLOWED.**

2. **METAL CLEATS** will be allowed (except on portable mounds) in the UBBA Pony League only.
3. **FOUR OUTFIELDERS (MUSTANG & PINTO ONLY).** Four outfielders **MUST** play in an umbrella formation (Left, Left Center, Right Center and Right). Ten players **MUST** bat. This is not an optional rule. An automatic out will be enforced for anything under 9 players in the batting order.
4. **BALL GAME TIME LIMIT.** Mustang & Pinto ball games will be limited to 1½ hours 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. Championship game will go a full six innings.

Pony ball games will be limited to 2 hours or seven innings, whichever comes first. No new inning should begin after the 1 hour and 45 minute's time limit. Time limit is based on when the last out is made. 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 & 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 / 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 & 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 team's next game as well.

8. **TIME OUTS BY COACH.** 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.
9. **INFIELD OR BATTING PRACTICE.** There will be no infield or batting practice taken on the field prior to game time.
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 an out in the batting order for each missing player 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. This rule applies to team members only. Pick-up player does not have to be used.
12. **INTENTIONAL WALK.** In order to walk a batter, no pitches need to 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.** Both teams are required to bat the highest number of present players that are equal (including pick up player). If one team has more players than their opponent, they will have the choice of using substitutions (substitution rules apply) or batting ALL of their players. [See page 23, rule 13 of UBBA Rule Book.]
14. **SUBS & RE-ENTRY.** IF a team chooses to only bat same number as the other team, all other players will be considered subs. When a sub enters the game, the starter will be removed. The starter may re-enter the game one time, but must re-enter in his original batting position. Once a sub leaves the batting line-up, he cannot re-enter and is done for the game. Players in the batting order may freely rotate between any position on the field with the exception of pitcher. [See pitcher re-entry, page 16, rule 3.]
15. **NO TAUNTING RULE** will be strictly enforced. [See page 28, rule 3 of UBBA Rule Book.]
16. **Mustang 6 run limit.** Mustang tournament games will play a 6 run offensive limit for the first two innings. Once the offense has score six or more runs on the play the inning will end and teams will flip offensive and defense. The last play is live until the defense secures the ball and stops the offense from advancing.
17. **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 (3 total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.
18. **GATE FEES.** \$2.00 per person per day (age 12 and over) will be charged to those attending except for players and coaches (2 only) and the wives of coaches. This admission fee helps cover costs of umpires, baseballs, scorekeepers and awards.

19. **AWARDS.** 1st through 4th place teams at the close of each game on the final day of the tournament.
20. **ALL HOSTING CITIES MUST HAVE AN A.E.D. MACHINE ON SITE.**
21. **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 back to steps 1-3 to determine the top seeded team.
22. **PONY ONLY TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS**
- A. Best Record
- B. Head to Head (tied teams).
Does not apply if all tied teams have not played each other or have at least one win and one loss against all other tied team.
1. Exception: One team has beaten or lost to ALL tied teams. Head to Head will apply to that team only.
 2. If one team advances because of rule (B1) the remaining teams will revert back to head to head matchups.
 3. If this does not determine advancement, then the remaining tied teams will continue to the next tie breaker.
- C. Fewest runs allowed to Common Opponents. A "Common Opponent" is defined as: A team or teams that all tied teams have played. If the tied teams have a common opponent – the runs will be totaled of only the Common Opponents. Keep in mind, you cannot play yourself, so runs that other teams allowed to your team or that you allowed to their team are not considered.
- D. Fewest runs allowed to ALL opponents.
- E. Coin toss by 2 more UBBA board members.

***** 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
from adult examples to become better people.

Screaming and / or continually harassing
umpires or scorekeepers will not be tolerated!

REMEMBER . . . IT'S JUST A GAME!

