

## **AZ Playball Rules –2024**

RULE 1.00 RULES OF PLAY—Any rule not listed below will be governed by Official Baseball Rules

RULE 2.00 BAT RULES: All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

All 13U players must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark permanently stamped, BBCOR or wood bats.

All 14U players must use a maximum drop 3 (-3) bat with the official USSSA 1.15 BPF Mark permanently stamped, BBCOR or wood bats.

Any bat permanently stamped with the official USA Baseball logo is legal to use.

First Offense – If the Umpire discovers that a bat does not conform to RULE 2.00 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play, or the batter being called out and all runners returning to the base occupied at the time of the pitch.

Second Offense—If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

RULE 3.00 ATTIRE: Metal cleats may be worn in all age divisions, with the exception of pitchers on temporary mounds. The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup. In all age divisions, the catcher's helmet shall fully cover both ears. All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

RULE 4.00 FIELD DIMENSIONS:

10U + Mustang – 46/60

11U + 12U + Bronco – 50/70

13U – 54/80

14U – 60/90

Rule 5.00 – GAME BALLS – Each team will receive 12 approved baseballs from the League Director. Each coach is required to bring an additional game ball to the plate meeting. Ball can be new or slightly used.

RULE 6.00 –FORFEITS - If a team forfeits for any reason, the team forfeiting will be fined \$100 per game and will be charged with a loss of 10-0 for run differential purposes.

RULE 7.00 – PITCHING LIMITS – Each pitcher will be limited 7 innings per week. An inning will be counted if 1 pitch is delivered in an inning. A week will be considered Monday – Sunday. Any pitcher caught violating will be removed from the mound and unable to pitch the remainder of the week. Additionally, the manager will be ejected from the game as well as the teams' next game.

RULE 8.00 – MERCY RULE – An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning, and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end:

**15 runs after 3 innings**

**12 runs after 4 innings**

**10 runs after 5 innings**

For recreational division only –If an inning gets out of hand, coaches may agree to switch the inning and inform the umpire accordingly.

RULE 9.00 – HITTING LINEUP – Must consist of 9 players minimum with no maximum. The lineup must stay with the same number of batters for the entire game.

RULE 10.00 – PROTESTS - Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests will be heard and ruled on by the league commissioner. The team protesting must make a cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor, the \$100 will be refunded. The ruling made by the commissioner will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave the field if after a game.

RULE 11.00 – GAMES/TIME LIMITS - Games can end in a tie if the time limit is up or a complete game has been played.

**10U and Mustang: No new inning after 1:45, Hard Stop at 2:00.**

**11U and Above (Including Bronco): No new inning after 2:00, Hard Stop at 2:15.**

If a game is called due to rain, weather, light failure, or other acts of nature and cannot be resumed it is a regulation game. For a six (6) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game. For a seven (7) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

RULE 12.00 – ROSTER CHANGES – Any player may be added to a team's roster at any time. However, any player not appearing in 50% of the teams' games will NOT be eligible for postseason play.

RULE 13.00 – TOBACCO - The use of ANY tobacco or any electronic smoking devices such as e-cigarettes, vape pens or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires) within the confines of the playing field, dugouts, and fan areas. Anyone interested in participating in any tobacco related activities must be out of sight and sound.

Sportsmanship: In the interest of maintaining quality play, the umpire and/or commissioner reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Any coach or player who is ejected for the second time during the season will be declared ineligible for participation in the post season tournament.

Not covered in the Rules: In the event any item is not covered in the rules, the commissioner will make the fairest possible ruling and that ruling will be final!

