

SPANISH FORK PARKS & RECREATION

Rules for BASEBALL TEAMS – League Play



UBBA has adopted the Baseball Rules of the Utah High School Activities Association as their official playing rules.

The rules listed below will be a supplement to the UBBA Rule Book and the UHSAA Rule Book for our league play.

Mustang: No lead-offs, for this reason this pitcher is not allowed to make pick-off moves or balk. Steals are allowed, base runners are not allowed to leave the base until a pitched ball crosses the plate. This includes players stealing after they are walked. No running on dropped 3rd strikes.

UBBA RULE: Pinto League- Lead-offs and pick-off moves are allowed, with modifications to balks and awarding of bases. Batter may run on dropped 3rd strike if less than 2 outs and first base is not occupied or any situation with two outs.

1. Traditional balks that are called due to mechanics WILL NOT be enforced in Pinto (flinching, false starts and double sets etc.), coaches must strive to teach pitching and pick-off moves to their players.

2. Base runners that are picked off due to an illegal move (balk), will be awarded the base which they are trying to obtain. Base runner that gets caught in a pickle due to an illegal balk (play will immediately be called dead), runner will be awarded the advancing base.

3. In conjunction with traditional balks, multiple base runners will be awarded base advancements when a balk is enforced. Example: a balk occurs while base runner dives back to original base, ball becomes dead and no bases awarded. If balk occurs while attempting to advance bases, ball becomes dead and all runners advance to next base.

4. 3rd to 1st pick off moves ARE legal.

5. Balks are a judgement call, umpires judgement may not be protested. Balks will only be called if the move is an act of deception.

BATTERS - Batters will get 4 balls & 3 strikes. A player can not be called out on foul balls.

In **Mustang League**, a runner may not run on a dropped 3rd strike. The batter is out.

In **Pony & Pinto Leagues**, a batter may run on a dropped 3rd strike if 1st base is unoccupied when there is less than two outs. With two outs, a batter MAY run on a dropped 3rd strike even if 1st base is occupied.

All players will bat in the line-up, which allows you to have free substitution with defensive positions, except Pitchers.

BATS - In **Mustang & Pinto Leagues**, BIG BARREL bats ARE allowed, no weight restrictions!

In **Pony League**, all big barrel bats must be -5 or lower. Wood bats and 2 1/4 barrel bats may exceed any length or weight.

CLEATS - Pony League, metal cleats are allowed. Pinto and Mustang **no** metal cleats.

DEFENSIVE PLAYERS – For all leagues, ten players will play on defense. (4 outfielders). Outfielders should play in the traditional outfield position in an umbrella shape with a left fielder, left center fielder, right center fielder and right fielder. This will also be in effect for the state tournament.

GAME TIME - For **Mustang & Pinto Leagues**, games will last for 6 innings or 1 hour 20 min time limit, whichever comes first.

For **Pony League**, games will last for 7 innings or 90 min time limit, whichever comes first.

The new inning starts when last inning ends, not with the first pitch. If boys will hustle in and hustle out as the inning changes, they will have plenty of time to get a complete game in. Umpire should warn teams when they are close to the time limit. Game time will be kept by umpire or on scoreboard.

INFIELD FLY - Rule will be enforced in all leagues.

PITCHER RE-ENTRY - A pitcher may **NOT** re-enter to pitch after having been substituted out of the game or just to another position.

UBBA 90 SECOND RULE: (Pony) Teams have 90 seconds from the point when the last out occurs to when the first pitch is thrown to start the new half inning.

1. Speed up for catcher only, must be the last out.
2. If the pitcher is not ready at the end of 90 seconds, a ball will be called.
3. If the batter is not ready at the end of 90 seconds, a strike will be called.
4. In cold weather situations, the ump should use good judgement in enforcing this rule and error on the side of safety for the players arms.
5. If either team waives their 90 seconds, the opposing team still has the option to use it.

AUTOMATIC OUTS - In all leagues an automatic out will be assessed for each missing player below nine. If both teams have an equal number of players less than nine, no automatic outs will be taken. If both teams have less than nine players, but do not have an equal number of players, the team with less players will take an automatic out for each player less than the other team. (1 team with 8 players and 1 team with 7 players, the team with 7 players will take one automatic out.) Even though we play ten players in the field, no automatic out will be assessed for a missing tenth player.

INTENTIONAL WALKS - No pitches need to be thrown. The coach should inform the umpire and the batter will be given first base.

MERCY RULE - **SF Recreation Rule and UBBA Tournament.**

In **Mustang League**, offensive team will be limited to six runs scored in each of the first two innings. After scoring six runs per inning, teams will switch with no concern to number of outs made in the inning. The six run rule will not be in effect beyond the bottom of the second inning.

More than six runs are possible in an inning when five runs have been scored and the offensive team has multiple runners on base that are able to score before the defensive team ends that play. Those runs (beyond six) will still count.

Mustang League: Once a team is ahead by 12 runs or more, no stealing will be allowed on pass balls, wild pitches or overthrows once the ball is in the infield.

UBBA MERCY RULE - In all leagues, game will be called if one team is winning by 15 or more runs after 3 innings, 12 after 4 innings or 8 after 5 innings. If the visiting team is winning then must play the bottom of that inning, if home team is winning they don't bat.

HEAD FIRST SLIDING – In all leagues, sliding head first will result in the runner being out. Diving back to a base is allowed.

INTERNATIONAL TIE BREAKER - Will be use in case of a tie at the end of time or innings. Extra inning starts off with the last out of the previous inning on 2nd base. Any additional extra innings, the last out from the previous inning begins on 3rd base.

UNIFORMS – Players **MUST** wear the current year city issued uniform and hat. Players must have matching colors (grey/white can interchange) baseball pants.

DUGOUTS – Home team will occupy the 3rd base dugout, guest team will occupy the 1st base dugout.

CEMENT PADS IN FRONT OF DUGOUTS - Cement will be out of play in all leagues. Carpet areas are in play and will not be considered a dead ball area.

No dogs, animals, scooters, bikes, rollerblades, etc allowed in the ball parks

