



# 2016 - GTAAA Playing Rules Bronco Division

## Playing rules

1. Bat barrel size can be up to 2 5/8". No drop limit.
2. Bats must have the new permanent<sup>(3)</sup> USSSA Mark on its taper OR be a Qualified BBCOR bat OR be a wood bat
3. No metal spikes
4. No new inning can start after 1 hour and 45 minutes. New inning begins after 3<sup>rd</sup> out from previous inning. If conditions allow (light, field time, etc.) additional innings may be played to make it a complete game or to play one extra inning to break a tie.
5. Seven inning games. Five innings for a complete game (4 ½ if home team is winning).
6. 10 run rule after five innings. 4 ½ innings if home team is winning.
7. Entire roster hits.
8. Intentional walks are issued immediately by the umpire.
9. First balk is a warning. Additional balks advance base runners one base.
10. Eight player minimum.
11. Dropped 3<sup>rd</sup> strike and balk rules will apply in all games.
12. Steal of home is allowed.
13. Any late arrivals must hit at the bottom of the order.
14. Pitching rules:
  - No more than 4 innings in a game. 6 innings per day max and 10 per week.
  - No more than 10 innings in a week. Week starts at 12:01 a.m. Monday and ends at midnight on Sunday.
  - Rest requirements:
    - 4 or more innings – 3 days rest
    - 3 innings – 1 day rest
    - 1-2 innings – can pitch consecutive days
    - Delivery of a single pitch constitutes having pitched in an inning
  - If a pitcher hits 2 batters in one inning, he must be replaced.
  - Once a pitcher leaves a game, he cannot return to pitch in that same game.
  - 1 visit per inning, 2<sup>nd</sup> visit in the same inning requires removal of that pitcher

All other rules will fall under 2011 IHSA rule book.



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### Playing time

- All teams use roster batting so “sitting out” in this document refers to time sitting out defensively.
- No player on the team may sit out a 3<sup>rd</sup> inning before without having everyone on the team already have sitting out at least two. Exceptions to this rule would include innings missed for disciplinary reasons or late arrival/early departure.
- Each player is required to play at least one inning in the infield. If a game is shortened due to rain, darkness, etc, any player who did not play in the infield must start the next game in the infield and play the first 2 innings there. If there is a player who should not play infield for safety or other reasons, it should be brought to the attending of the League Director who will take it to the Board for approval. The one inning rule is the minimum requirement and the expectation would be that all players would receive more than that. If, in the determination of the baseball committee or the board, this expectation is not being met in a fair manner, a playing time rule may be implemented on a case-by-case basis.

### Borrowed Players

- If a team finds itself with 9 or fewer players available for a game, the team may borrow players to get up to 10 players. The borrowed player(s) shall come be a registered GTAAA player in the Minors division. The player should be a 2<sup>nd</sup> year Minors player or a 4<sup>th</sup> grader or be on the approved sub list. Borrowed players must bat in the last available positions in the batting order. No regular member of the team shall sit out more innings than any borrowed players in a game. A borrowed player may play the infield only after all other players have played in the infield and shall not play more innings in the infield than any other regular player. Under no circumstances may the borrowed players used as pitcher or catcher.

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### Playoff Rule differences:

- Time limit will be 2 hours (rather than 1:45) for all games. Any game that could decide the championship will be played without a time limit.
- Regular pitcher rest rules apply.
- The higher (better) seeded team is the home team in all games. This holds regardless of where in the bracket the game is played (winners/losers/championship).