

## 680 Diablo League Rules

### 13u/14u Rules (MLB Rules Apply Otherwise) 54/80 & 60/90 Field Dimensions

1. 2:15 hour time limit for ALL SINGLE games – Doubleheader time limits as follows:
  - a. Game 1 – 2:00
  - b. Game 2 – 2:15
2. All games are 7 innings
3. 680 Tiebreaker Rule goes into effect after one regular extra inning of play regardless of time left:
  - a. Managers get to choose where to start the batting order ( if a 2nd extra inning is required the hitting team shall continue the batting order where the batting order left off after the 1st extra inning)
  - b. 2 lineup spots before the chosen spot to start will run at 1st and 2nd – Example; manager decides to have his #3 batter leadoff the inning, this means #1 batter runs at 2B and #2 batter runs at 1B
  - c. Inning starts with 0 outs
  - d. Game is then played by regular league rules.
4. 13U will be played at 54/80 ( SOME 13U FIELD ARE 60/90 )
5. 14U will be played at 60/90
6. 10 run mercy rule after 5 complete innings. 4 ½ innings if home team is ahead. This rule is ALWAYS in affect.
7. Teams can bat 9,10,11 or the entire lineup
8. You may start a game with 8 players but cannot finish with less than 8 players. An out is recorded in the 9th position EVERY TIME through the order if playing with 8 players.
9. All baserunners must make an attempt to avoid potential violent contact
10. Pinch runners for the catcher or pitcher of the previous inning are allowed ANYTIME. Substitute player/s is the first eligible runner/s. If no substitute/s is available then the last out can become the pinch runner. If no outs in the inning then the last out of the previous inning can be a pinch runner for pitcher or catcher providing there is no substitute players available.
11. Bats – all barrel sizes can be no bigger than 2 5/8 inch in diameter. Per 680 Diablo League rules, all bats MUST have the USSSA 1.15 stamp on them OR be BBCOR. ALL WOOD BATS ARE ALLOWED
  - a. 13U – Must be a -5 or -3 bat with 2 5/8 in barrel
  - b. 14U – Bat must be a -3 bat with BBCOR stamp
12. PROTESTS – If you feel so inclined to protest a call, the manager protesting must announce their protest. If necessary, a review of the call in question will then go to the board AND the Chief Umpire of the Association used on the Wednesday following your game. . Rule interpretations can be protested,

judgment calls can never be protested. Unfortunately, due to scheduling constraints, The game and decision by the umpire will not be overruled, but future games and rules might be changed based on the reviewing committee's findings.

13. HOME team pays for and provides 2 professional umpires

14. HOME team supplies 4 baseballs (four)

15. Pitchers will not be given a warning on a Balk call. All balks should be awarded to the team at bat. MLB balk rule is in affect, this means it is a delayed dead ball. . If a balk is called and the batter becomes a runner on a batted ball or award and acquires first base and every runner acquires his advance base, then the balk is disregarded.

16. Common Sense SPORTSMANSHIP (courteous, polite, respectful, complementary, etc.) All teams make the playoffs.

a. Please remember that how you, your coaches, your parents, your players, your spectators, etc., conduct themselves is witnessed by all. We are trying to raise decent young men and your actions will speak louder than your words. Treat everyone with respect especially the umpires. They have difficult jobs and will not be 100% perfect on every call. We cannot have a league without them. They are vital to your individual leagues and the 680 Diablo Leagues success.

b. When mature teams are playing developing teams please do not throw your number 1 and 2 pitchers. Be cognizant of whom you are playing and the purpose for which we are here. Use this opportunity to develop your pitchers and throw those that may not pitch as often. Also, adjust your batting line-up and your substitutes. Maybe you sit your studs for a few innings and give your developing players the opportunity to play the entire game. Use common sense and everyone will have a fun and productive season.

c. Get to know your opponent (coaches, players, parents, etc.). Odds are you will be playing against one another for years to come. Compete hard, but when the game is over shake hands. It is much more fun to play against someone you respect and like then not.

17. Rosters – Any player who is in your line-up must be on your Official Roster. A player who is not on your roster and who plays in your game will force you to forfeit that game. Have your roster at every game. It is your responsibility as manager to have this available in case an issue comes up. You lose the protest if you cannot provide a roster.

a. Amendment to rule #17. If a team is short a player or needs an extra player or two to play the game the manager can call the opposing manager in advance and explain the issue. If the opposing manager agrees then the additional players may be added for the agreed upon game/s. If the opposing manager does not agree with you adding an additional player and you have enough to play the game then no additional players may be added.

18. Pitching - Pitching Rules – 7 innings allowed in a single day, 4 innings max in one day to pitch the next, 10 innings max in 1 week. Hence, if your pitcher throws 3 on Saturday he can come back and throw 7 on Sunday (not advised) If he throws more than 4 on Saturday he cant throw on Sunday. A calendar week is 12:01am on Monday through Midnight on Sunday.

19. Have a great season, but most importantly have fun! Its youth baseball.....