



QUICK RULES REFERENCE SHEET:

The ABA plays by National High School Federation Rules with the following modifications:

Time Limits	Determined at plate meeting due to facility constraints, travel restrictions or weather.	Whenever possible, Premier should have no time limit and all other levels 2.5 hours.
Run Rules	10 after 5 innings.	
Courtesy runners	Premier = None permitted	All other divisions - last batted out for P or C.
Batting lineup max	Premier = 10, Prospect = 11, Varsity, JV, MS = 12	
Re-entry	Premier = No re-entry	All other divisions is permitted
1B to 3B Pickoff Move	Not permitted.	
Mound visits	3 per game max. A pitcher sub does not count as a visit.	
HBPs	HS Rules.	
Balks Live	Yes	
EH	Can freely substitute any position on the diamond and "roam"	
Player ejections	Disciplinary action is based on a Tier System. Umpires submit post game ejection reports to the league. See below.	
	Tier 2 (That game + 1 addtl game suspension)	Tier 3 (That game only)
Tier 1 Red (That game + 2 addtl game suspension)	Tier 2 (That game + 1 addtl game suspension)	Tier 3 (That game only)
Fighting, physical threats to harm another player ("meet me in the parking lot", "I'll beat you up", physical contact, shoving, etc outside of collisions. Umpire deeming the player intentionally threw at a batter / escalation after a warning was issued and game temperature was high.	Dirty play / Ignoring of warnings. Over the top collision, blatant spikes up sliding, over the top, ongoing emotional outbursts lasting longer than a quick shout that are embarrassing to the league. A player who was officially WARNED to stop a particular action (such as bench jockeying) and continued to do so.	Quick verbal shouts. Heat of the moment F bombs, quick umpire triggers without warnings, arguing balls and strikes, saying something walking back to dugout, bench jockeying ejection without warning.)
Coach Ejections	1st ejection in a season = No fine	



	<p>2nd ejection in a season = \$100 fine + 1 game suspension. Fine to be paid in full before the next game coached.</p> <p>3rd ejection in a season = \$500 fine + 3 game suspension. Fine to be paid in full before the next game coached.</p>
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Ejections & Automatic Suspensions (Doubleheaders)

Any player or coach ejected in the first game of a doubleheader will be automatically suspended for the second game of that doubleheader when the same umpiring crew is assigned to both games.

This rule is intended to maintain order, consistency, and professionalism throughout doubleheader play and de-escalate. As such, ejections in Game 1 carry an immediate competitive consequence in Game 2 unless a different umpiring crew is assigned.

Limited Exception (Players Only):

In the rare circumstance that a player (not a coach) is ejected in the first game of a doubleheader for a Tier 1 or Tier 2 infraction, and verified cross-checkers or General Managers from Major League organizations are present specifically to evaluate that player, the league may allow the player to participate in the second game at its discretion.

- This exception applies only to players
- Coaches are never eligible for this exception
- The decision rests solely with the league and is not automatic
- The intent is to avoid materially impacting a player’s recruiting or professional evaluation opportunity in exceptional situations

All other ejections will be enforced strictly per league policy.

Floater Deadlines	
<p>Floater Deadlines</p> <p>Floater Definition: Floaters are players that can be listed on multiple rosters in adjacent divisions. Adjacent means Premier and Prospect. Prospect and Varsity. Varsity and JV. JV and Middle School.</p> <p>Floater Rules: Floaters must be declared by the following deadlines and must remain a floater until the next deadline when you can submit a new list.</p>	
FEB 20 at 5:00PM	7 floaters max
MAR 30 at 5:00PM	6 floaters max
MAY 7 at 5:00PM	5 floaters max