



2024

Compliance Protocol for AIA Policies/Procedures; Article 21.1.5 Arizona Pitch Smart Guideline Limits

The AIA Legislative Council, in the spring of 2016, approved AIA policy/procedure; article 21.1.5, which implemented a pitch count rule to be used at all levels of competition, including varsities, junior varsities and freshmen level teams in all six AIA conferences. See AIA bylaw; article 21.1.5 below:

AIA Policy/Procedure; Article 21.1.5

No pitcher shall exceed the daily maximum number of pitches per the [Arizona Pitch Smart Guidelines](#) limit and required rest recommendations. ([Emergency Legislation 12/5/16](#))

YEAR	MAX PITCHES	REQUIRED REST BASED ON PITCHES THROWN				
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
FRESHMAN	95	1-20	21-35	36-50	51-65	66+
SOPHOMORE	95	1-30	31-45	46-60	61-75	76+
JUNIOR	105	1-30	31-45	46-60	61-75	76+
SENIOR	105	1-30	31-45	46-60	61-75	76+

- **All** game pitches will count (Not warm up pitches)
- Required Days Rest columns are based on ALL pitches thrown to batters in competition.
- **Both teams in a game will track pitch count, and confer during and after the game. In case of dispute over the pitch count, the home team is official. Athletic Directors will confer if any disputes occur.**
- If **pitch count max** is reached during a batter by the pitcher, the pitcher can finish pitching to the conclusion of the at bat.
- Each team is responsible for providing their school athletic director a copy of the game pitch count document following the game.

In order to facilitate and provide the capability to monitor compliance to this Policy, the following procedures are in place for all Athletic Directors and head baseball coaches of varsity, junior varsity or freshmen teams for all competition (invitational, regular season and state tournament games).

1. Both teams competing in a baseball game will keep track of the number of pitches thrown by any and all pitchers in the contest. **Teams will confer re: Pitch Count during the game and agree on final pitches thrown. Home Team is final authority.**
 - Teams can utilize either method:
 - AIA Baseball Game Pitch Log (provided on the AIAonline.org Coach-Baseball Specific page)

- Link: <http://aiaonline.org/sports/baseball>
 - GameChanger computer program
2. The school athletic director or designee must enter the pitch count from each individual game by 10:00 a.m. the day following the game. This includes the varsity, junior varsity or freshman team games. Again, home team document is considered official.

3. How to enter:

- Coaches can enter their roster into MaxPreps or the AIA Admin (<https://admin.aiaonline.org/login>)
 - Coaches can obtain an account invite to the AIA admin from their AD if not already known
 - if in MaxPreps, we will sync that roster in each hour
 - If rosters are entered in both MaxPreps and the AIA, the coach would need to match up the players
- Each team is responsible for entering their pitch count
 - Coaches can enter the pitch count numbers for their team into MaxPreps or the AIA Admin (<https://admin.aiaonline.org/login>)
 - Coaches can obtain an account invite to the AIA admin from their AD if not already known
 - if in MaxPreps, we will sync the pitch count in each hour
- If MaxPreps uses a stat app to sync up with, MaxPreps should be able to pull that pitch count and provide to us
- Pitch count numbers will be displayed within the AIA Admin and on AZPreps365.com as part of the teams "box score"

Summary: It is the School Athletic Director and Head Varsity Baseball Coach's responsibility that Pitch Counts are entered, correct and adhered to by all levels – Varsity, JV, and Frosh. Pitch Count must be entered on your School AIA Dashboard by 10 am the following day for each pitcher – Varsity, JV or Freshman level.

Consequences for not following AIA Pitch Count Tracking Procedures

As with all other non-compliance with AIA bylaws and bylaw related procedures, failure to comply, at any school baseball level, will subject your school's baseball team and/or school to the penalties as indicated by AIA bylaw; article 16.1 (Penalties).

