

# 2025 EYSA BASEBALL, SOFTBALL, & TBALL RULES

Coaches and parents are expected to know and understand these rules.

EYSA follows the general guidelines provided by U.S. Youth Baseball and Softball, except for the following modifications.

Divisions for 2025 Season:

- Pee wee T-ball (3-4 year old coed)
- 6U T-ball (5-6 year old coed)
- 8U Coach Pitch Softball (7-8 year old boys)
- 9U Coach Pitch Softball (7-9 year old girls)
- 10U Modified Coach Pitch Baseball (9-10 year old boys)
- 14U Modified Coach Pitch Softball
- 14U Baseball

## 1. GENERAL

- a. There are no protests at EYSA events.
- b. Helmets must be worn by all batters and baserunners.
- c. All parents/guardians must complete an Emergency Medical Authorization form (EMA) for each participant in the game. Coaches will keep these documents with them at all times.
- d. Rules of play will be enforced with leniency. Blatant violations will be called, but coaches should attempt to correct all players who perform violations.
- e. Games will last no longer than 1 hour for all leagues (except for 14U divisions that are 90-minute games). There is a 10-minute grace period for teams to meet the agreed-upon roster size. If a team fails to field a team within the allotted grace period, the team will forfeit.
- f. Players must wear the issued EYSA jersey as the outer-most garment that is reflective of the team on which they are rostered.
- g. Rainouts will be announced using a range of communications such as EYSA's Facebook site, text alerts via coaches and parent/guardians, EYSA Website, and Team Sideline communications.
- h. EYSA may provide umpires. If umpires are not provided, a coach, parent, or spectator may be used as an umpire agreed upon by both coaches.
- i. Exception: EYSA does not provide umpires for Tball.
- j. Players and coaches who intentionally throw equipment out of anger, frustration, or disapproval will be ejected from the game. No warning will be issued.
- k. Umpires have the authority to stop the game in the event of a spectator/participant who is disrupting the peaceful flow of the game. If the person continues to disrupt the peaceful flow of the game, the umpire may eject the person from the premises. An offender's failure to comply with an ejection may result in a forfeit.  
Exception: EYSA does not provide umpires for Tball.
- l. Coaches are required to play all players and provide the opportunity for an equal amount of playing time to the best of their ability. No player will be on the bench for more than one inning and must play an infield position prior to going back to the bench. All players should be rotated through outfield and infield positions during the game. This rule does not apply to pitchers and catchers as these are specialized positions that not all players can or want to play.

- m. Scores, standings, and stats will be kept. It is the winning coach's responsibility to report the score of their game within 24 hours of the end of their game. Teams are required to keep a scorebook on the GameChanger app. The home team's scorebook is the official book of records.  
Exception: Tball does not keep records.

## 2. TBALL

- a. Safe/soft T-balls will be used.
- b. No special playing field is required.
- c. The home team will provide the tee, game balls, and bases.
- d. Batters/runners who are put out during play will be called out and removed from the bases. However, 3 outs do not end the current team's at bats. An inning only ends when the entire batting order has batted through, regardless of how many outs a team has.
- e. Batters do not strike out.
- f. Distance between bases will be 40-feet.
- g. The ball must be hit more than 4 feet to be live.
- h. Catchers are optional. If using a catcher, he/she must wear a helmet with facemask, chest protector, and shin guards.

## 3. EQUIPMENT

- a. The home team shall provide 2 game balls. Hardballs will be used for baseball and 14U Softball and 11" safe/soft compression softballs will be used for all other softball leagues. Safe/soft T-balls will be used for the Tball league.
- b. All metal bats must have a USA Softball, USA Baseball or BB Core stamp. Wood bats no larger than 2 ¼" diameter are permitted. No cracked, dented, or damaged bats.
- c. Metal cleats are prohibited.
- d. Except for Tball, male players must wear protective cups in all games and practices for safety and liability purposes.
- e. A face mask is required for softball infield players, and it is optional for softball outfield players.
- f. All batters and baserunners must wear a helmet with a facemask in all divisions except for Tball. Tball players must helmets as batters and baserunners.

## 4. FIELD OF PLAY

- a. Coaches are not permitted on the field during the game except for Modified Coach Pitch divisions.
- b. The umpire may define the outfield prior to the start of the game if the division between the infield and outfield is unclear.
- c. Distance between bases will be 60-feet (except for Tball as stated above).
- d. Distance from the pitcher's rubber to the plate:
  - Coach pitch baseball - 42 feet
  - Modified coach pitch softball – 42 feet
  - Modified coach pitch baseball – 46 feet
  - Coach pitch softball – 35 feet
- e. Coaches must keep one foot on the pitching rubber when pitching.

## 5. ROSTERS

- a. All players must be registered with EYSA and the age-appropriate division as assigned to participate.

- b. Teams found playing unregistered players will forfeit their game. The head coach will be subject to review and suspension.
- c. Coaches are required to provide all players with the opportunity to an equal amount of playing time during practices and games. To ensure fair play, playing time for players may be monitored and if a coach fails to provide fair play, a complaint may be lodged and addressed by and via the EYSA board.
- d. Coaches shall provide the opposing team and the umpire with their batting order prior to the start of a game. Any changes to the batting order after that must be provided to the opposing team and umpire.
- e. Minimum number of players is 7.
- f. There is a 10-minute grace period for teams to meet the agreed-upon roster size. If a team fails to field a team within the allotted grace period, the team will forfeit. Coaches may request substitute players from the Director of Coaches.
- g. All players are in the batting lineup at the start of a game. If a player shows up late to the game, they are added to the end of the batting order and must wait until which time in the game they are reached in the batting order.
- h. Players may re-enter the game, either on offense or defense.
- i. A pitcher may not pitch in the same game after being relieved.

#### 6. SUBSTITUE PLAYERS

- a. Substitute players may be requested by coaches who will not be able to meet the minimum number of players for a regulation game. Substitute players from other divisions are not allowed.
- b. Coaches must contact the Director of Coaches to request a substitute player.
- c. Nothing in these rules entitles a coach to receive a substitute player. The Director of Coaches will attempt to locate substitute players but may not be able to.

#### 7. INJURY/ILLNESS

- a. If a player becomes sick/injured and his/her spot is passed over in the lineup with one missed turn. If the player is still sick/injured the next time that player's turn comes up again, it will count as an out.

#### 8. LENGTH OF GAME

- a. A full game is 6-innings or 60-minutes (except for 14U divisions that are 90-minute games). No new innings will start after the 60 or 90-minute mark, regardless of the score and/or inning.
- b. A regulation game shall be 3 innings (2 ½ if the home team leads) in the case of an umpiring ending a game.
- c. A 5-run rule is in effect.
- d. If, on the same play that the 5<sup>th</sup> run crosses the plate and additional runs score prior to the end of the play, the additional runs will count unless they are the product of an error on the play (see what constitutes an error in USA Baseball and USA Softball organizations).
- e. The last inning allows unlimited runs. The last inning will be called by the umpire.

#### 9. DEFENSE

- a. A team may have no more than 10 players on the field and may have no more than 6 players on the infield.
- b. Pitchers must stand inside the pitching circle while the ball is being pitched.
- c. Players may not play the same position in consecutive innings (see rule in General section).  
Exception: pitchers and catchers.
- d. No player is allowed to sit on the bench for consecutive innings.

- e. Defensive players may not occupy the running lane if they do not have possession of the ball. Doing so may result in an obstruction call.
- f. Offensive players must strive to avoid contact with defensive players making a play on the ball. Failing to do so may result in an interference call.

10. PITCHING

- a. Coaches or their designee will pitch to their own teams.
- b. For Coach Pitch divisions: Pitching coaches will keep 5 balls at the pitching area. After a ball is pitched, it's placed behind the catcher until the current at-bat is completed.
- c. If the batter does not get on base with a hit in the 5 pitches the batter is out.
- d. The batting team's coach or designee will enter the game and pitch the number of pitches that represent the remaining number of strikes to their player. The player has that many attempts to put the ball into play. If the batter fails to put the ball into play, they are out.  
Example with a new batter at the plate:  
Pitcher pitches ball 1, then ball 2, then strike 1, then ball 3 then ball 4.
- e. The batter does not walk. The count is 4 balls and 1 strike. The pitching coach will now come in and will have 2 pitches for the batter to try to put into play, regardless of the quality of the pitching coach's pitch. If the batter fails to put one of the pitches in play, he is out.
- f. The pitching coach must keep one foot on the rubber while pitching to their team. All coach pitches must be thrown overhand.

11. PITCH COUNT

- a. Pitch counts are determined by age and are designed to minimize the risk of arm injuries. Pitchers are prohibited from exceeding the number of pitches outlined below. A pitcher's age is defined as their age of the day they are pitching.

<b>Pitch Count Limits by Age Group</b>	<b>Rest Guidelines</b>
	Rest requirements are based on the number of pitches thrown.
Ages 6-8: 50 pitches per day	21-35 pitches: 1 day rest
Ages 9-10: 75 pitches per day	36-50 pitches: 2 days rest
Ages 11-12: 85 pitches per day	51-65 pitches: 3 days rest
Ages 13-16: 95 pitches per day	66+ pitches: 4 days rest

- b. Pitch counts must be agreed upon by each team's scorekeeper and entered into the scorebook.
- c. Each team is required to submit pitch counts to the Athletic Director or their designee after each game for accountability.
- d. No pitcher may start consecutive games. There must be a minimum of 2 innings between starts for the same player, regardless of the number of days rest that pitcher has received.

12. BATTING

- a. Bunting is allowed in all divisions.
- b. In player pitch leagues 10U and above: Batters that are hit by a pitch advance to first base.
- c. In coach pitch leagues 9U and below: Batters will have 5 pitches to put in play regardless of the pitch quality (location, speed, etc.). If a batter fails to put a ball into play after the 5<sup>th</sup> pitch, he is out.
- a. Batters do not walk in coach pitch or modified coach pitch.

- b. If a player accidentally throws a bat while swinging, a warning will be issued. Every time after, an out will be issued. Intentional bat throwing constitutes an immediate out or a player ejection depending on the seriousness of the situation as deemed by the umpire.
- f. Batted balls that hit the pitching coach are live. Pitching coaches must make a reasonable effort to avoid being hit by the ball. Those who do not may be called for interference.
- g. Order of batting (“improper batter”) is an appeal play.
- h. Coaches must notify the umpire of the improper batter prior to pitching to the following batter.
- i. If an improper at bat has occurred and the follow batter has received a pitch, there is no appeal for an improper at bat.

### 13. BASERUNNING

#### Baseball

- a. Primary and secondary leads are prohibited.
- b. Stealing is allowed in only 10U divisions and above.
- c. Runners may not advance on overthrows that remain in the infield. Overthrows that go into the outfield are considered live and runners may advance accordingly.  
This does not pertain to 14U baseball or 14U fastpitch softball.
- d. If an overthrow results in a dead ball, runners will be awarded an extra base.
- e. Runners may advance extra bases if the ball is hit into the outfield and may continue to advance until the ball is returned to the infield and controlled by a defensive player.
- f. Players who are more than ½ way to the next base when the ball is returned to the infield may continue advancing to the next base.
- g. Runners who are less than ½ way to the next base when the ball is returned to the infield must return to their previous base.
- h. It is the umpire’s discretion as to the location of the runner in relation to when the ball was returned to the infield and controlled by the defense.
- i. Headfirst slides while advancing bases is prohibited. Runners who slide headfirst while advancing will be called out. Diving back to a base is permitted.

#### Modified coach pitch baseball

- a. Primary leads are prohibited.
- b. Runners may not take a secondary lead or steal until the pitched ball leaves the pitcher’s hand.
- c. If an opposing coach believes that a baserunner left a base early, they appeal the steal by tagging the advanced runner. If the umpire believes the runner left early, the runner will be called out.
- d. The umpire will not confirm prior to an appeal as to whether the runner left early.
- e. Once a pitch is received by the following batter, there is no appeal available for the opposing team.
- f. Runners must make appropriate use of the 1<sup>st</sup> base running lane.
- g. Runners may advance until the ball is controlled by a defensive player in the pitching circle.

#### Modified coach softball

- a. Primary leads are prohibited; secondary leads are permitted. Runners may not take a secondary lead/steal until the pitched ball leaves the pitcher’s hand.

- b. If an opposing coach believes that a baserunner left a base early, they appeal the steal by tagging the advanced runner. If the umpire believes the runner left early, the runner will be called out. The umpire will not confirm prior to an appeal as to whether or not the runner left early.
- c. Once a pitch is received by the following batter, there is no appeal available for the opposing team.
- d. Stealing is prohibited.  
Exception: 14U divisions
- e. Runners must make appropriate use of the 1<sup>st</sup> base running lane.
- f. Runners may continue to advance until the defense controls the ball in the pitching circle.
- g. If an overthrow results in a dead ball, runners will be awarded an extra base.
- h. Runners may continue to advance until the ball is controlled by a defensive player inside the pitching circle.
- i. Players who are more than ½ way to the next base when the ball is returned to the infield may continue advancing to the next base.
- j. Runners may advance until the ball is returned to the pitcher's circle.
- k. Runners who are less than ½ way to the next base when the ball is returned to the infield must return to their previous base.
- l. It is the umpire's discretion as to the location of the runner in relation to when the ball was returned to the infield and controlled by the defense.
- m. In only player pitched divisions: The batter becomes a runner on an uncaught 3<sup>rd</sup> strike.