

# **2026 EYSA BASEBALL RULES & REGULATIONS**

## **14UB (FASTPITCH BASEBALL)**

EYSA follows the general guidelines provided by USA Baseball, except for the following modifications.

### **1. GENERAL**

- a. There are no protests in the coach pitch baseball program.
- b. EYSA will follow the basic rules of baseball play, in addition to the modifications listed herein.
- c. All parents/guardians must complete an Emergency Medical Authorization form for each participant in the game. The head coach is responsible for maintaining possession of these forms.

### **2. RAINOUTS**

- a. Rainouts will be determined by the director of Fields and Courts up to 2-hours before the scheduled game time. The director of coaches will notify team coaches of rainouts. Team coaches will notify their team. If a rainout is not announced within 2-hours of a game, it will be a gametime umpire decision.
- b. Rainouts will be posted on EYSA's Facebook page. Coaches are responsible for ensuring that they communicate rainout information to parents.

### **3. UMPIRES**

- a. EYSA may provide an umpire. If an umpire is not provided, coaches, parents and/or spectators may be used.
- b. Umpires have the authority to enforce the rules and regulations of the game.
- c. 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.

### **4. SCORES**

- a. 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.
- b. Teams are required to keep a scorebook on the Game Changer app. The home team's scorebook is the official book of record.

### **5. EQUIPMENT**

- a. The home team shall provide 2 game balls. Hardballs will be used.
- b. All metal bats must have a USSSA, USABaseball or BBCore stamp. Wood bats no larger than 2 ¼" diameter are permitted. No cracked, dented, or damaged bats.
- c. Metal cleats are prohibited.
- d. All players must wear a protective cup.

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- e. All batters and baserunners must wear a helmet.
- f. Players and coaches who intentionally throw equipment out of anger, frustration, or disapproval will be ejected from the game. No warning will be issued.
- g. Teams will be required to keep a scorebook. The home team's scorebook is the official book of record.

### **6. FIELD OF PLAY**

- a. Coaches are not permitted to coach on the field.
- b. Distance between bases will be 80-feet.
- c. Distance from the pitcher's rubber to the plate will be 54-feet. Coaches must keep one foot on the pitching rubber when pitching.
- d. The umpire may define the outfield prior to the start of the game if the division between the infield and outfield is unclear.

### **7. ROSTERS**

- a. All players must be registered with EYSA to participate.
- b. Players must wear their EYSA shirt as the outer-most garment that is reflective of the team on which they are rostered. A garment of like color may be used in the event of a missing shirt.
- c. Teams found playing unregistered players will forfeit their game. The head coach will be subject to review and suspension.
- d. Coaches are required to provide all players the opportunity to an equal amount of playing time during practices and games.
- e. 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.
- f. There is a 10-minute grace period for teams to field 8 players. A team's failure to field 8 players within the grace period will result in a forfeit. Coaches may request substitute players from the Director of Coaches in accordance with the policy manual.
- g. All players are in the batting lineup at the start of a game. If a player shows up late, they are added to the end of 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.

### **8. INJURY/ILLNESS**

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

### **9. LENGTH OF GAME**

- a. A full game is 6-innings or 90-minutes. No new innings will start after the 60- minute mark, regardless of the score and/or inning.

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- 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.
  - i. If, on the same play that the 5th run crosses the plate, 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.
- d. Last inning is unlimited runs.

### 10. DEFENSE

- a. A team may have no more than 9 players on the field and may have no more than 6 players on the infield.
- b. Players may not play in the outfield and sit on the bench in consecutive innings.
- c. Defensive players may not occupy the running lane if they do not have possession of the ball.
- d. Offensive players must strive to avoid contact with defensive players making a play on the ball.

### 11. PITCH COUNT

- a. 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.
  - i. 7 and 8 year olds max pitch count is 50 per day.
  - ii. 9 and 10 year olds max pitch count is 65 per day.
  - iii. 11 and 12 year olds max pitch count is 75 per day.
  - iv. 13 and 14 year olds max pitch count is 85 per day.
- b. Pitch counts must be agreed upon by each team's scorekeeper and entered into the scorebook.
- c. 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.

<i>And here's the pitch</i>	
<b>66+</b>	<b>4</b>
<b>PITCHES</b>	<b>DAYS REST</b>

<i>And here's the pitch</i>	
<b>51-65</b>	<b>3</b>
<b>PITCHES</b>	<b>DAYS REST</b>

<i>And here's the pitch</i>	
<b>36-50</b>	<b>2</b>
<b>PITCHES</b>	<b>DAYS REST</b>

<i>And here's the pitch</i>	
<b>21-35</b>	<b>1</b>
<b>PITCHES</b>	<b>DAYS REST</b>

<i>And here's the pitch</i>	
<b>1-20</b>	<b>0</b>
<b>PITCHES</b>	<b>DAYS REST</b>

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### **12. BATTING**

- a. Players who accidentally throw the bat may be issued a warning or called out. Thrown bats that strike any player, coach, or game official – regardless of the team the struck player is on – shall be called out without warning.
- b. Order of batting (“improper batter”) is an appeal play.
  - i. Coaches must notify the umpire of the improper batter prior to pitching to the following batter.
  - ii. 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**

- a. Stealing is permitted.
- b. Runners must make appropriate use of the 1st base running lane.
- c. If an overthrow results in a dead ball, runners will be awarded an extra base
- d. The batter becomes a runner on an uncaught 3rd strike if there is no runner on first base or if there is a runner on first base and 2 outs.
- e. No headfirst slides. Runners who slide headfirst will be called out.
- f. Diving back to a base is permitted.