

# **2026 EYSA SOFTBALL RULES & REGULATIONS**

## 12UG (Modified Coach Pitch)

EYSA follows the general guidelines provided by USA Softball, 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. 11in Softballs 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 batters and baserunners must wear a helmet.

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- e. Players and coaches who intentionally throw equipment out of anger, frustration, or disapproval will be ejected from the game. No warning will be issued.
- f. 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 60-feet.
- c. Distance from the pitcher's rubber to the plate will be 42-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 60-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 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.
- d. Players may not play in the outfield and sit on the bench in consecutive innings.
- e. 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.
- f. Defensive players may not occupy the running lane if they do not have possession of the ball.
- g. Defensive players may not occupy the running lane if they do not have possession of the ball.

## **11. PITCHING**

- a. If a pitcher throws 4 balls to a batter, the batter is not awarded first base.
  - i. The batting team's coach or designee will enter the game and pitch the number 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.
    - 1. Example with a new batter at the plate:
      - a. Pitcher pitches ball 1, ball 2, strike 1, ball 3, then ball 4.
        - i. 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.
    - ii. The pitching coach must keep one foot on the rubber while pitching to their team. All coach pitches must be thrown overhand.

## **12. 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.

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- 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>

### **13. BATTING**

- a. Batters that are hit by a pitch do not advance to first base.
- b. Batter do not walk
- c. 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.
- d. 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.
- e. 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.

### **14. BASERUNNING**

- a. Primary 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.
  - i. The umpire will not confirm prior to an appeal as to whether the runner left early.
  - ii. Once a pitch is received by the following batter, there is no appeal available for the opposing team.
- d. Runners must make appropriate use of the 1st base running lane.
- e. Runners continue to advance until the defense controls the ball in the pitching circle.

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- f. If an overthrow results in a dead ball, runners will be awarded an extra base
- g. Runners may advance until the ball is controlled by a defensive player in the pitching circle.
  - i. Runners who are more than  $\frac{1}{2}$  way to the next base when the ball is returned to the infield may continue advancing to the next base.
  - ii. Runners who are less than  $\frac{1}{2}$  way to the next base when the ball is returned to the infield must return to their previous base.
  - iii. 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.
- h. No headfirst slides. Runners who slide headfirst will be called out.
- i. Diving back to a base is permitted.