



**OFFICIAL RULES FOR THE:
COMPETITIVE DIVISION
7-9 YEAR OLDS**

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Competitive Rules Summary

| Rule | Description |
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| Game Results | Home team manager shall submit results in the EYB Web site: http://eybaseball.org |
| Game Length | Five (5) innings; 2 hours maximum. No new inning shall start after 1 hour and 45 minutes. |
| Inning run limit | No more than five (5) runs per inning. Exception: no run limit in the last inning |
| Batting Helmets | Over-the-ear style. Batting Helmets with cages or "C-Flaps" required |
| Protective Cups | Yes (boys only) |
| Bats | No larger than 2 5/8" diameter. The bat must either be wood or a non-wood bat stamped with "1.15 BPF", "BBCOR", or "USA". |
| Bases/Pitching Distance | 60ft & 38ft, respectively |
| Pitching | Coaches pitch innings 1, 2, and 5. Kids pitch innings 3 and 4 |
| Coach Pitching | A batter receives 5 pitches, or 3 swings, whichever comes first. If the 5 th pitch or 3rd swing is a foul ball, the batter may continue batting until they hit into fair play, swing & miss, or fail to swing. The pitcher shall play on the side of the rubber opposite the batter. |
| Kid Pitching | Max one inning per game. Fastballs and Change-ups only; no curve or other breaking balls. Instead of walk, a coach will come in after four balls and throw up to three pitches to the batter. |
| Catching | No kid catcher during coach pitch. Coach will pitch, and baseballs will only be retrieved by a coach after a player has completed an at-bat. Kids will only catch during kid pitch innings. |
| HBP | Batter takes first base if hit by pitch. Pitcher hitting two batters per inning will be removed. |
| Running | On a ball in play, the base coaches should not attempt to "stretch an extra base." Runners may not advance on overthrows. |
| Bunting | No |
| Leadoffs | No |
| Steals | No |
| Game Procedure | Coaches are not allowed in the field at any time other than during coach pitch. |
| Courtesy Runners | Yes: With two outs, catchers and pitchers may be replaced. Last batter out will be courtesy runner |

I. THE GAME

- A. The “Official Baseball Rule Book” will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the issued books. These rules are intended to benefit and protect all players enrolled in the EYB Competitive Division.
- B. Coaches will pitch in inning 1, 2 and 5. Players will pitch in innings 3 and 4.
- C. All weekday games are scheduled to start at 6:00 p.m. with a 15-minute grace period. Weekend games will also have a 15-minute grace period. A team must place eight (8) players on the field at game time. If after the 15-minute grace period the team fails to do so, this will result in the forfeiture of the game. A team may play with 8 players but doing so will result in the 9th spot in the batting order being declared an out.
- D. Normally, thirty-five (35) minutes is allowed for pre-game practice. The home team takes the first 15 minutes and the visiting team the last 15 minutes before game time. However, due to some circumstances, the managers may agree to something else. Remember that the field must be cleared 5 minutes prior to game time for the pre-game meeting with the umpire.
- E. All games are to be five (5) innings or 2 hours MAXIMUM from the first pitch. No new inning shall start after 1 hour and 45 minutes. A new inning starts when the third out has been made at the bottom of the previous inning. If after five (5) complete innings, the game is tied, extra innings may be played until there is a winner, providing the umpire and managers consent to the extra innings and the game time limit is not violated.
- F. “Called” games are official if four innings have been completed, or the home team is ahead any time after three and one-half (3 ½) innings. If time expires during the fifth inning and visiting team was winning at the start of the inning and the home team has not retaken the lead, the visiting team wins. **Note:** Games can end in a tie if a game finishes, or is called at the end of a full inning.
- G. A “Called” game will be considered “Suspended” if:
1. Less than three and one-half (3 ½) innings have been played;
 2. An inning has not been completed after having reached official length, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning.
- H. Suspended game rules:
1. Suspended games shall be continued from the exact point of suspension.
 2. The batting order must remain the same as in the original game at the time of suspension.
 3. Any player who did not play in the original game is not allowed to play in the suspended game.
 4. A pitcher removed in the original game cannot return to pitch in the suspended game.
 5. The pitcher who was pitching at the time of suspension is allowed to continue to pitch in the suspended game, providing he does not exceed his limit for the original game or his limit for the week the suspended game is played.
 6. If a team has two (2) scheduled games in a week, plus the suspended game, the suspended game constitutes that team having three (3) games in a week, for the purpose of the "extended pitching rule" (extra inning allowed).

Exception: If a team has less than nine (9) players present for the suspended game who played in the original game, then a “new player(s)” can take the place of any original player not present in the batting order, to bring the roster to nine (9) in the suspended game. However, the “new player(s)” will be added to the batting order (line-up) at the bottom, as if they were a late player.

- I. Every attempt will be made to complete all games. In the event a team is unable to field seven (7) players at the start of or during the progress of the game, it is the responsibility of the managers to establish a timely and workable decision between them.
- J. In order to speed up the game, managers are expected to have a line-up and defensive positions determined prior to the game.
- K. An umpire will call balls & strikes and all plays on the bases
- L. There shall be no protests.

II. GENERAL RULES

- A. The use of drugs, tobacco or liquor is prohibited on the field at all times, both at practices and at league games.
- B. All games will be played on the date scheduled, except on request of the Competitive Commissioner.
- C. Re-scheduling of any games, because of weather or special school events, is to be done by the Competitive Commissioner.
- D. The home team, listed second on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.
- E. Only players and team staff are allowed to occupy each respective team’s bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout. **Violation:** the umpire will call a “team out” after one (1) warning. (One warning, per team, per game) It is the responsibility of the managers to enforce this rule. The managers are also responsible for making sure that spectators are not behind any portion of the backstop, at any time. **Exception:** Players "warming up" or "on-deck".
- F. Other than the batter at the plate, only one other player is allowed to swing a bat and that is the "on-deck" batter in the "designated area". The "designated area" is defined as the end of the dugout (bench) at the point furthest from home plate. The "on-deck" batter must be wearing a league approved (NOCSAE) or issued batting helmet and must be in the on-deck area on the side of the field behind the batter (e.g., for a right handed batter, the on-deck hitter must be on the third base side of the field).
- G. The manager of the home team shall enter the results of the game on the EYB Website or App within 24 hours.

III. MANAGER CONDUCT AND EJECTION POLICY

- A. A Manager, Coach or Parent can be ejected from the game or stands for inappropriate conduct as judged by the umpire. This would include excessive arguing/yelling, inappropriate language or behavior that would interrupt the game.
- B. Upon an ejection that Manager, Coach or Parent must leave the park with their child/children who is playing in the game. Players leaving the game will not count as an out when he/she comes to bat in the following innings. Forfeit rules will be used if a team cannot field at least 8 players.
- C. It is the Managers responsibility to control the fans of his team to the best of his abilities.
- D. A Manager or Coach who is ejected from a game is automatically suspended for the next game played, whether regular season or playoffs. The suspended Manager/Coach's child can participate in the game that his parent is suspended for.
- E. A Manager or Coach can be suspended additional games as judged by the EYB Board for behavior that would be considered Physical, Violent or detrimental to the league and it's players.
- F. Upon a Manager or Coaches 2nd ejection within a season, that person will automatically be suspended for the remainder of the season and playoffs.
- G. Managers and Coaches may also report an umpire's conduct using the "Umpire Disciplinary Form" distributed by the league, to report umpires who are late to games or show inappropriate behavior or language. These reports should be turned into the Competitive Commissioner within 24 hours of the end of your game.
- H. EYB does encourage discussion with the umpire concerning rules and calls on the field in a quiet and orderly manner. A meeting with both Managers and the Umpire after time has been called is welcomed and encouraged to resolve disputes.

IV. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued "over the ear style" batting helmets with cages or a "C-Flap". No exceptions.
- B. Catchers must wear mask, chest protector, shin guards, helmet, athletic cup (boys only) and supporter/sliding pants at all practices and league games.
- C. It is required that all players (boys only) wear a protective cup at all practices and games, as part of their uniform.
- D. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- E. Players may use bats with barrels that are no larger than 2 5/8" diameter in the thickest part. The bat must either be wood or a non-wood bat stamped with "1.15 BPF", "BBCOR", or "USA". No softball bats.
- F. A player's uniform is his responsibility and must be as clean as possible at the start of every league game.
- G. A player must wear his complete "issued" uniform. The jersey must be "tucked in" at all times. Any sweatshirts or jackets must also be worn under the jersey.

V. GAME PROCEDURE

- A. Only one person can be the manager for game, even if the team has two (or more) co-managers. That person must introduce himself to the umpire prior to the game and only they will be involved in any discussions with the umpire. All others will work in the capacity of coach. No exceptions.
- B. The manager must supply the opposing manager with his batting line-up prior to the start of the game.
- C. All players present for the game are to be placed in the official batting order and will bat in their respective turn during the full course of the game (continuous batting). A player arriving late must be reported to the umpire, opposing manager and added to the bottom of the line-up. A player leaving before the game is over must be reported to the umpire and opposing manager. That spot in the batting order will be skipped and no penalty will occur assuming at least nine players remain. If a departing player reduces the team to less than nine players, an out will be called when the ninth (or eighth or seventh) player's batting turn comes up. Only one out per batting rotation. A game must start with at least eight players, but a team may continue to play with less than eight players if it is a result of players leaving early.
- D. All players present for a game shall play in the game with 9 players used in the field at one time. Field positions shall be pitcher, catcher, third base, short stop, second base, first base in the infield and 3 outfielders. For innings 1, 2 and 5 Catcher position will play outfield. Any extra players must sit out.
- E. Players must not sit for more than 2 defensive innings in any game unless the game goes extra innings. In an extra inning game, a player must not sit a 3rd defensive inning until all players have sat at least one inning. Free substitution, except for pitchers, is allowed and suggested. Coaches should make a reasonable effort to have the players learn all the positions, except to the extent it may increase the risk of injury to the player (e.g., playing first base).
- F. Infielders must be positioned to the outfield side of the base paths. Outfielders must be positioned on the outfield grass for smaller fields. At Berens 1-4, Outfield may be positioned in the dirt in front of the outfield grass. Position players may not move from their positions until the ball is put in play (NO POSITION JUMPING). See **Appendix** for fielding options
- G. During the Coach Pitch portion of the game, the pitcher shall be positioned to the side of the pitching rubber opposite the batter (example: with a right-handed batter, the pitcher will stand on the 2nd base side of the pitching rubber)
- H. It is the managers' responsibility to have their batters ready to take their turn at bat. Any player refusing to bat will be deemed "out", but must remain in the batting order. An umpire can call a batter "out" if he is not ready to bat within a reasonable amount of time.
- I. For the first 4 innings of the game, an inning shall be considered complete when 3 outs have been recorded or 5 runs have scored. Runs that scored during a play that total more than 5 within that inning will not count. (i.e. If 4 runs have already scored in an inning and the next batter hits a home run with 2 runners on base only one of those runs counts towards the score for a maximum of 5 runs an inning).
- J. In the 5th inning there is no run limit. Inning ends when 3 outs are recorded.
Exception: If it's clear that the game will not make it to five innings because of time, and with the permission of the umpire and agreed upon by the coaches, the umpire may declare the 4th inning the final inning and wave the run limit.

- K. A player may re-enter a game to replace an injured or sick player. Note: An injured or sick player can return to the game.
- L. For reasons of discipline, a player can be “benched”, but only when the personal conduct of the player is involved. The manager must report a “benched” player to the umpire and the opposing manager. “Benched” players cannot play in that game. The league commissioner must be contacted.
- M. Adults will coach 1st and 3rd base. If an adult is not available, a team member may be selected by the manager to fill the 1st or 3rd base coach’s box. If a player is used as coach, he must wear a batting helmet. Only one (1) coach is allowed at first base and one (1) coach at third base.
- N. Managers (or coaches) shall not enter onto the playing field until the umpire has granted time.
- O. Coaches are not allowed in the field at any time other than during coach pitch.

VI. COACH PITCHING – Innings 1, 2, and 5

- A. A batter receives 5 pitches of any kind (no underhand pitches allowed), or three swings, whichever comes first. If the ball is not put into play he/she shall be called out. If the fifth pitch or third swing is a foul ball, the batter may continue batting until they hit into fair play, swing & miss, or fail to swing.
- B. Coaches shall pitch from the rubber (38ft).
- C. No catcher during coach pitch. Coach will have access five baseballs to be used during each at bat. The baseballs will be retrieved after each player has finished batting and be made available to the coach for the next batter.
- D. The pitcher shall be positioned to the side of the pitching rubber opposite the batter within 3 feet of the pitching rubber. (Example: with a right-handed batter, the pitcher will stand on the 2nd base side of the pitching rubber).

VII. KID PITCHING – Innings 3 and 4

- A. Three strikes is an out. There will be no walks. If a pitcher has thrown 4 balls, the batting team's coach will throw three (3) pitches. That coach should pitch from the same distance as the pitcher. If the ball is not put in play after three pitches, the batter will be declared out. But if the last pitch is a foul ball, the batter will continue until he hits into fair play, swings and miss, or fails to swing
- B. No balks are to be called.
- C. A pitcher may pitch one (1) inning per game and the total of two (2) innings per week maximum. If a pitcher only delivers one (1) pitch, that pitch constitutes an inning.
- Exception:** If there are three (3) or more games scheduled for the week, a pitcher may pitch three (3) innings maximum that week, but only a maximum of one (1) inning in one game that week. This exception is to be allowed only if a 3rd game is actually played.

- D. Once a player has been removed from pitching, he may remain in the game, but not return to pitching.
- E. The week will start on Monday and extend through Sunday.
- F. The pitcher is allowed up-to eight (8) warm-up pitches between innings. Per the umpire's discretion, that number can increase or decrease based on weather or how long it's taking the pitcher/catcher.
- G. Pitchers are not allowed to wear sweatbands, white long sleeved shirts, white baseball gloves, batting gloves or jewelry.
- H. A batter will take first base if he is hit by a pitch.
- I. A pitcher shall be removed from the pitching position upon hitting his 2nd batter in the same inning.
- J. Each manager will be allowed two (2) trips to the mound per inning, per pitcher. On the second trip, the pitcher must be removed from pitching, but may remain in the game at another position.
- J. Opposing players may not harass/distract the pitcher in any manner.
- K. Pitchers may only throw Fastballs and Change-ups. No curveballs or other breaking pitches. First violation will be a warning. Second violation will be removal from pitcher position for the duration of the game.

VIII. BATTING

- A. The umpire shall warn batters who throw their bat. If after having been warned once, the same player throws his bat a second time shall be declared out by the umpire and ball ruled "dead".
- B. Opposing players may not harass or call the batter by name.
- C. No pinch-hitting will be allowed. If the original batter has been forced to leave the game for physical reasons that occurred during the course of the game, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order. Please let it be noted that the automatic out will be in affect in every instance EXCEPT if the 9th player is injured during the course of the game and therefore must leave that game.
- D. No bunting.
- E. On a ball in play, the base coaches should not attempt to "stretch an extra base." This rule is for the safety of the players and to avoid the disorganization and frustrations that are caused by multiple errors on one play. On balls hit to the outfield, the batter/runner may run the bases until the defensive team controls the ball in the infield. The runner proceeding beyond the base remains at risk and may be tagged out. However, if the runner safely proceeds beyond the allowed base they must return to the proper base after the play is dead.
- F. Batters must assume a legal position within an imaginary batter's box. At no time should they be allowed to stand with either foot extending over a line parallel to and one inch away from the side of home plate.
- G. The in-field fly rule will **not** be in effect.

IX. BASE RUNNING

- A. No lead-offs and no stealing allowed.
- B. No BULLDOZING opposing players. (Umpire decision: automatic out.)
- C. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- D. With two (2) outs at bat in the inning and the catcher is a base runner, a courtesy runner may be utilized for the catcher. The last batter to make an out will be the courtesy runner.
- E. Runners may not advance on an overthrow. A runner that is half way to the next base is given that base. If the runner is less than halfway, he must return to the previous base. This rule is meant to encourage the defensive players to make the proper play without penalty.
- F. The ball is considered dead and play stops when controlled by an Infielder and no play is being made. All runners are to be held and the above rule of advancement is in place.
- G. Over or under the fence or past an imaginary extended fence on each side of the field will be declared “out of bounds” or “out of play”. No advancement is allowed.

X. FIELD DIMENSIONS

- A. Distance between bases will be 60ft from the back tip of home plate to the outfield side of bases at 1st and 3rd and from the foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 60ft square except 2nd base.
- B. Pitching distance will be 38 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 84ft, 10in from the back of home plate to the center of second base.

XI. SUBSTITUTES

- A. Competitive Division teams may use players from EYB’s Farm Divisions as substitutes
- B. A manager may only bring up enough substitutes to fill the team roster to 10 players -3 maximum.
- C. A substitute may not become permanently assigned to a higher division or team in that division.
- D. A substitute must play at least three (3) complete innings in the field, but may not play more innings in the field than a rostered player. A substitute must bat last.
- E. A substitute may only play the outfield.
- F. A substitute must be registered to play in the league and must be wearing their complete uniform.

XII. IN-HOUSE TOURNAMENT

- A. All rules as stated in sections I through X above, shall apply to each game of a tournament. In addition, no game shall end in a tie. If a game needs to go past the time limit due to a tie game, it may continue until there is a winner.

XIII. APPENDIX

