



**OFFICIAL RULES FOR THE:
MAJOR DIVISION
10-12 YEAR OLDS**

INDEX

| | |
|-------|-------------------------------------|
| I. | THE GAME |
| II. | GENERAL RULES |
| III. | MANAGER CONDUCT AND EJECTION POLICY |
| IV. | EQUIPMENT |
| V. | GAME PROCEDURE |
| VI. | PITCHING |
| VII. | BATTING |
| VIII. | BASERUNNING |
| IX. | FIELD DIMENSIONS |
| X. | SUBSTITUTES |
| XI. | IN-HOUSE TOURNAMENT |

Major Rules Summary

| Rule | Description |
|-----------------------------|--|
| Game Results | Home team manager shall submit results in the EYB Web site: http://eybaseball.org |
| Game Length | Six (6) innings; 2 hours and 15 minutes maximum. No new inning shall start after 2 hours |
| Number of Players | Game must start with min. of eight (8); 9 th player will be an out |
| 12/10 Run Rule | Team leading by 12 runs after four innings, or 10 runs after five innings, shall be declared the winner |
| Inning run limit | No more than five runs per inning. Exception: no run limit in last inning |
| Batting Helmets | Over-the-ear style. Cages on helmets not required |
| Protective Cups | Yes (boys only) |
| Metal Spikes | No |
| 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 | 60ft |
| Pitching Distance | 46ft |
| Pitching | Max three innings/game; Sunday part-time travel players may pitch 2 innings per game; Travel players may only pitch one inning per game; |
| Pitches | Fastballs and Change-ups only; no curve or other breaking balls |
| HBP | Pitcher hitting two batters per inning will be removed |
| Balks | Yes; each pitcher to receive one warning without penalty |
| Intentional Walks | No |
| Dropped Third Strike | Yes; runners may advance home on a dropped third strike |
| Bunting | Yes; no fake bunts |
| Infield Fly | Yes |
| Leadoffs | No |
| Steals | Can steal 2 nd and 3 rd ; No stealing home |
| 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 Major Division.
- B. All weekday games are scheduled to start at 6:00 p.m. with a 15-minute grace period. Weekend games starting times 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.
- C. 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.
- D. All games are to be six (6) innings or 2 hours and 15 minute MAXIMUM from the first pitch. No new inning shall start after 2 hours. A new inning starts when the third out has been made at the bottom of the previous inning. If after six (6) 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.
- E. “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 or sixth 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.
- F. 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.
- G. 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.

H. In order to speed up the game, managers are expected to have a line-up and defensive positions determined prior to the game.

I. An umpire will call balls & strikes and all plays on the bases

J. 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 Major Commissioner.

C. Re-scheduling of any games, because of weather or special school events, is to be done by the Major 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. 12/10 Run Rule: If a team is leading an opponent by 12 runs or more after four (4) complete innings have been played, or after three and one-half (3 ½) innings, provided the home team is ahead, or if a team is leading an opponent by 10 runs or more after five (5) complete innings have been played, or after four and one-half (4 ½) innings, provided the home team is ahead, the game shall be terminated and the team in the lead shall be declared the winner.

H. The manager of the home team shall call or email the Major Commissioner with the results of the game 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 Major 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. No exceptions.
- B. Catchers must wear mask, chest protector, shin guards, helmet, athletic cup 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 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. 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. 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.
- G. For the first five (5) 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).
- H. In the 6th 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 six innings because of time, and with the permission of the umpire and agreed upon by the coaches, the umpire may declare 4th or 5th inning the final inning and wave the run limit.
- I. 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.
- J. 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.

K. 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.

L. Managers (or coaches) shall not enter onto the playing field until the umpire has granted time.

VI. PITCHING

A. A pitcher may pitch three (3) innings per game maximum and the total of six (6) 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 nine (9) innings maximum that week, but only a maximum of three (3) innings in one game that week. This exception is to be allowed only if a 3rd game is actually played.

B. A pitcher who also plays Travel Ball may only pitch one (1) inning per game; a pitcher who plays in the Sunday part-time travel program may pitch up to two (2) innings per game.

C. Once a player has been removed from pitching, he may remain in the game, but may not pitch again.

D. The week will start on Monday and extend through Sunday.

E. Each pitcher in the game will receive one (1) balk warning per game without penalty. The Umpire is encouraged to instruct the player on why he balked for learning purposes.

1. The pitcher delivers the pitch from a set position without coming to a stop.

2. The pitcher, after coming to a set position, makes any move other than to (1) deliver the ball to the batter, (2) play on a runner or (3) step off the rubber.

3. The pitcher, while touching the rubber, fails to step directly toward a base before throwing to that base. All other balks will not be called; however, the umpire will give the pitcher an instructional warning(s).

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 pitcher shall be removed from the pitching position upon hitting his 2nd batter in the same inning.

I. 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. Intentional walks will not be allowed.

K. A player playing in a lower division than his division age would dictate may not pitch in that division.

L. Opposing players may not harass/distract the pitcher in any manner.

M. 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 for duration of game.

VII. 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. Bunting is allowed. No fake bunts (batter showing bunt and then pulling the bat back and taking a full swing)
- E. The in-field fly rule will be in effect.

VIII. BASE RUNNING

- A. Lead-offs may not be taken.
- B. Runners can steal second and third (but not home) at any point after the ball crosses the home plate until the pitcher has control of the ball back on the pitching rubber.
- C. Dropped third strike rule will apply and runners may advance home on a dropped third strike.
- D. No BULLDOZING opposing players. (Umpire decision: automatic out, possible ejection from the game)
- E. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- F. With two (2) outs in the inning and the catcher and/or pitcher is a base runner; a courtesy runner may be utilized. The last batter to make an out will be the courtesy runner.
- 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”.
- H. If a ball is thrown out of play by a fielder, the umpire will allow the proper advancement of bases for all base runners.

IX. 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 46 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.

X. SUBSTITUTES

- A. Major Division teams may use players from EYB's Minor 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.

XI. 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.