



BASE Play

The BASE Play program, staff, volunteers, players and parents are governed by 3 priorities:

1. Player safety
2. Reaching, encouraging and praising players
3. Having fun!

UMPIRE RULES

1. Player Safety

- Helmets are required to be worn by offensive players and batboys/girls outside of the dugout.
- A player who intentionally removes their helmet during a live ball will be called out under the judgment of the umpire.
- Catchers are required to wear a protective cup. (Boys only)
- Only the batter who is up and the on deck batter are allowed to be swinging bats at any time in and around the dugout.
- Players must stay in the dugout at all times when not on the field.
- Only the players, bat boy/girl, manager and two/three coaches are allowed in the dugout during the game (with one coach pitching you will need two for the bases).
- When there is a play at the plate, the runner must slide. If he does not, he will be called out.
- If a fielder has the ball and is in position to make a play on a runner, the runner must avoid an intentional collision. If the runner, in the opinion of an umpire, intentionally or maliciously collides with the fielder, he will be called out and may be subject to ejection from the game.
- No head first slides. A runner will be called out if this occurs. A runner may dive head first going back to a base.
- No sliding into first base (unless to avoid a collision). The runner will be called out.
- A team will be given one warning per game for throwing a bat. The next infraction, during that game, will result in the batter being called out.
- If lightning is sighted, the umpire must stop the game. If the weather clears, the game may resume.
- No metal cleats are allowed. Shirts must remain tucked in. Hats must be league issued with the bill facing forward. Players must be in league issued uniforms when playing BASE Play Youth Baseball.

- No jewelry is to be worn during games.
- Managers are responsible for their players, coaches and fans conduct during the game. Any display of temper or intimidation will not be tolerated. Any swearing or other unsportsmanlike conduct will be cause for immediate ejection from the park facility by an umpire or a representative of the EPBYAA Board.
- Managers may only question an interpretation of the rules. Judgment call by the umpire is final and cannot be argued or protested.
- In case of an injury to a player, “time” will be called immediately by the umpire to tend to the injured player. Once the injured player has been dealt with, the umpire will make the necessary base awards.
- Coaches can discuss call with proper approach EXCEPT when dealing with balls and strikes.
- Umpires will be further trained on calling throws from left hand pitchers.
- Umpires will be further trained on the strike zone.

2. Game Details

- Game length is six (6) innings or one and a half hours.
- Do not start any inning after one hour and fifteen minutes.
- A game is official if called for darkness if the home team is ahead after 3 and 1/2 innings or after 4 innings if the visiting team is ahead.
- Incomplete games will be attempted to be rescheduled, continuing from the point where the interrupted game was stopped.
- Rainouts will be attempted to be rescheduled.
- Minimum of one umpire will be used throughout the season.
- There will be no forfeits. Teams should play with as many players as they have in attendance.
- The ten run rule will apply after 3 1/2 innings if the home team is ahead or after 4 innings if the visiting team is ahead. However, games can be called at any time under the agreement of both coaches.
- For efficient use of time, players should hustle on and off the field.
- Pop Up net to be included in umpire kit for baseball (To be used behind home plate)

3. Offensive Guidelines

- All players will be in the batting order. Any late players will be added to the bottom of the line-up.
- Strikes will be called on pitches in the strike zone and on a “swing and a miss”
- Runners may advance on a passed ball.
- Stealing of home plate is not allowed, nor may a player advance to home plate on a passed ball.

- There are no lead-offs. Runners cannot leave the base until the ball crosses the plate.
- If a player leaves a base early, he must return to the previous base if open.
- If a base runner is not halfway to the next base when the play is called “dead”, he must go back to the previous base if open (softball only).
- Runners may attempt to advance one base on overthrow to first base.
- Runners may attempt to advance as many bases as possible on an overthrow to any other base. (Coaches should be aware of the game situation and use respect in running the bases.)
- If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.
- A courtesy runner will be issued to the next innings’ catcher if there is at least one out when he has reached his base or during the inning after one out has occurred.
- There will be a maximum of eight runs and three outs per inning.
- Any time a coach touches a base runner (to assist) will result in that player being called out.
- No base stealing in 4th/5th grade baseball and softball.
- Nine player rule will be in effect for baseball/ softball.

4. Defensive Guidelines

- Maximum of ten players on the field at any time. Four of these players must begin the play on the grass of the outfield (baseball will have 9 players).
- No player will sit out more than two innings per game. There are no limits on substitutions except live pitchers.
- Players must play the infield two innings per complete game. Each player will play at least one inning during a shortened game.
- The catcher does not need to catch the third strike to be considered an out.
- There will be no appeals. Examples, a player misses a base and the umpire sees it, the player will be called out once the play is “dead.”
- No fake tag outs. If this occurs the offending player will sit out the remainder of the inning. Second offenses will result in ejection from the game.
- The infield fly rule is in effect when runners are on 1st and 2nd or the bases loaded with less than 2 outs.
- Play w/b limited to 90 minutes and at 75 minutes no new inning will start.
- Game ends at 90 minutes- if inning is incomplete score w/b taken from the last completed inning.
- Ten run rule w/b in effect after 3 ½ or 4 innings (if winning team is 10 runs ahead, game will be called).

5. Pitching Guidelines - Baseball

- The manager may make only one trip to the mound per pitcher per inning. The pitcher must be removed on the second visit to the mound.

- No curveballs or sliders will be allowed.
- Balks will not be called.

6. Pitching Guidelines - Softball

- Fourth grade will remain player/coach pitch combination
- Fifth grade will move to player pitch only (from the rubber w/b tested for 2 wks to determine plausibility)
- Fourth and Fifth grade will have 7 batters per inning (with 1/1 count for 2 wks to determine plausibility)
- Nine player rule will be in effect
- Ten run rule w/b in effect after 3 ½ or 4 innings (if winning team is 10 runs ahead, game is called)
- Only 1 coach may pitch per inning
- No walks will be issued, total maximum of 7 pitches per batter
- Three called strikes, 3 swings and misses or 7 pitches will result in an out
- Coach pitchers must have 2 feet inside circle when pitching.