



SEI Baseball Rules

Effective date 4/27/2021
(with updated time-out rule for 8U)

Home teams league rules apply when not addressed in the rules stated on this document.

Guidelines for Lightning Safety

As noted previously, a chain of command and designated decision-maker should be established for each organized practice and competition.

Recognition:

Coaches, concession staff, athletes and board members should be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately 2-3 miles. Anytime that lightning can be seen, or thunder heard, the risk is already present. Weather can be monitored using the following methods:

- Monitor Weather Patterns - Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the practice or competition, and by scanning the sky for signs of potential thunderstorm activity.
- National Weather Service (NWS)-Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area: a warning dictates severe weather has been reported in an area and for everyone to take proper precautions.

Management:

- Evacuation - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters.

30 MINUTE* RULE - ONCE LIGHTNING HAS BEEN RECOGNIZED, IT IS REQUIRED TO WAIT AT LEAST 30 MINUTES* AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD. GIVEN THE AVERAGE RATES OF THUNDERSTORM TRAVEL. THE STORM SHOULD MOVE 10-12 MILES AWAY FROM THE AREA. THIS SIGNIFICANTLY REDUCES THE RISK OF LOCAL LIGHTNING FLASHES. ANY SUBSEQUENT LIGHTING OR THUNDER AFTER THE BEGINNING OF THE 30-MINUTE* COUNT SHOULD RESET THE CLOCK AND ANOTHER COUNT SHOULD BEGIN. (*Trojan Youth Baseball Softball recognizes a 20-minute delay)

| COACHES QUICK REFERENCE | Majors | AAA (10U) | AA (8U) | A (Tball/Coach Pitch) |
|----------------------------------|--------|-----------|---------|-----------------------|
| Base paths | 70' | 60' | 60' | 60' |
| Pitchers' Mound | 50' | 46' | 35' | 35' |
| Steals permitted | Yes | *Yes | No | No |
| Lead-offs permitted | Yes | No | No | No |
| Balks | Yes | No | N/A | N/A |
| Infield Fly | Yes | No | No | No |
| Bunts | Yes | Yes | No | No |
| Drop 3rd Strike | Yes | No | No | No |
| Inning run rule | N/A | 6 | 6 | N/A |
| Game length | 1h/45m | 1h/30m | 1h/15m | 1h |
| Mercy Rule (after 3/after 4,5,6) | 15/10 | 15/11 | 15/12 | N/A |

* *subject to Catcher Control rule in AAA League (Minors) section of rules.*

Pitching Guidelines (if following a pitch count rule):

| |
|-------------------------------------|
| -66-85 pitches 4 calendar days rest |
| -51-65 pitches 3 calendar days rest |
| -36-50 pitches 2 calendar days rest |
| -21-35 pitches 1 calendar days rest |
| -20 or less no days rest |

Max Pitches per day

| | |
|----------------|----|
| 11/12 year old | 85 |
| 10 and under | 75 |

PITCHER & CATCHER REFERENCE (this is the Little League policy and should be considered for game play):

Note 1: A **pitcher** who delivers 41 or more **pitches** in a game cannot play the position of **catcher** for the REMAINDER OF THAT DAY, UNLESS the pitcher is engaged with a batter at the time of the 41st pitch.

Note 2: Any player who has played the position of **catcher** in four or more innings in a game is NOT eligible to pitch ON THAT CALENDAR DAY. One pitch in an inning is considered an inning pitched.

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BAT RULE (all levels)

Each league will determine their rule for the 2021 bat standard. At the very least ALL bats should meet the following standards: Approved by USSSA, CABA and 1.15 BPF stamped bats or USA Baseball stamped bats 2-5/8" or 2-1/4" diameter. **NO 2-3/4" BATS ALLOWED AT ANY LEVEL OF PLAY.** Maximum 32' length.

It is suggested that all leagues, whether affiliated, or independent, adopt the USA Baseball bat standards starting with the 2020 season.

CATCHER CONTROL RULE (10u only)

Once the Catcher has control of the ball and the runner at 3rd base has stopped all forward progress, the runner at 3rd base **MUST** return to the base. ***(This does not apply to any runner at any base other than 3rd. All stealing is still LIVE for all other runners.)*** ***Once all legal runners have stopped, the play is dead until the next pitch.***

E.G.

Situation #1 - Pitcher delivers the pitch. Catcher catches the ball and is in control of the ball. Runner from third stops OR takes a step back towards third base. Runner from third **MUST** return to third base. All other runners can advance at their own risk.

Situation #2 - Pitcher delivers the pitch. Catcher catches the ball, but then drops the ball and is **NOT** in control of the ball. Runners may advance at their own risk.

Situation #3 - Pitcher delivers the pitch. Catcher catches the ball and is in control of the ball. Runner from 1st is advancing to 2nd and the catcher throws to second base OR overthrows the pitcher, all runners may advance at their own risk.

SLAP/SLASH BUNT (Butcher Boy play)

A batter who squares to bunt **CANNOT** return to a hitting stance AND swing at the ball. Once the batter has squared to bunt, they must try to bunt the ball or pull the bat back to a non-hitting position. ***(This applies at all levels.)***

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Majors League (12U)

- Major league field is a 50/70 set-up. 50' pitching rubber 70' bases.
- Steals are permitted.
- Lead-offs are permitted.
- Games scheduled on Field 1 at Aurora will be 46/60 and No Lead-offs.
- Balks will be called after 1 warning is issued.
- Infield fly rule is in effect.
- Drop 3rd strike rule is in effect.
- Bunts are allowed.
- Games will be 6 innings or 1 hr 45 min whichever comes first. Please keep the pace of game moving along.
- No new inning will begin with less than 5 minutes remaining on game clock.
- MERCY RULE: 15 runs after 3 innings. 10 runs after 4, 5 or 6 innings.
- Pitchers and coaches will follow these pitching rules. (*Aurora to follow Little League Rules*)
 - 66-85 pitches = 4 calendar days rest
 - 51-65 pitches = 3 calendar days rest
 - 36-50 pitches = 2 calendar days rest
 - 21-35 pitches = 1 calendar days rest
 - 20 or less no days rest
- 10 yr olds have a max of 75 pitches per day. 11-12 yr olds have a max of 85 pitches in one day.
- If a pitcher reaches their maximum count during an at-bat they may finish that at-bat.
- A pitcher CANNOT come off the mound and play in the catcher position if they have reached their maximum pitch count.
- A catcher who has caught any part of 4 innings CANNOT pitch for the remainder of the day. (1 pitch caught constitutes an entire inning.)
- Official rules of baseball apply to all other rules not mentioned.

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AAA League (10U - MINORS)

- AAA (Minor) league field is a 46/60 set-up. 46' pitching rubber 60' bases.
- Steals are permitted once the ball crosses home plate. Leading off is not allowed.
(Subject to the walk rule described below)
- Catcher Control Rule:** Once the Catcher has control of the ball and the runner at 3rd base has stopped all forward progress, the runner at 3rd base must return to the base. ***(This does not apply to any runner at any base other than 3rd. All stealing is still LIVE for all other runners.)***
Once all legal runners have stopped, the play is dead until the next pitch.
- 10 players may be on the field with 4 of them in the outfield. All outfielders must start the play in the grass.
- Bunts are allowed.
- Games will be 6 innings or 1 hr 30 min., whichever comes first. **(Games in Lawrenceburg, being played on Mon-Thurs, during month of May will end promptly at time limit. Batter at bat will finish at-bat, then game is over.)**
- 6 runs max per inning. If it is determined BEFORE an inning starts that it will be the last inning, then the run limit will not be in force.
- No new inning will begin with less than 5 minutes on the game clock.
- No infield fly rule.
- MERCY RULE: 15 runs after 3 innings. 10 runs after 4, 5 or 6 innings.
- Pitchers and coaches will follow these pitching rules *(Aurora to follow Little League Rules)*
 - 66-75 pitches = 4 calendar days rest
 - 51-65 pitches = 3 calendar days rest
 - 36-50 pitches = 2 calendar days rest
 - 21-35 pitches = 1 calendar days rest
 - 20 or less no days rest
- 75 pitches is the maximum allowed in one day. If a pitcher is facing a batter while that limit is reached he may finish at bat.
- 12/11 year old players are NOT permitted to pitch at this level.
- Balks will not be called in this division, but coaches are encouraged to teach pitchers proper form.
- A pitcher CANNOT come off the mound and play in the catcher position if they have reached their maximum allowed pitches.
- A catcher who has caught any part of 4 innings CANNOT pitch for the remainder of the day. (1 pitch caught constitutes an entire inning.)

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- Official rules of baseball apply to all other rules not mentioned.

WALK RULE (THIS RULE RESTARTS WITH EACH INNING AND EACH NEW PITCHER)

- Each inning the pitching team is allowed one walk. After the first walk of the inning, any batter walked by the opposing team will continue the at bat with the batting team supplying a pitching coach to finish the at bat. (Thus, any subsequent walk in the inning will not take first base automatically) A foul ball on last pitch will result in another pitch.
- Once the pitching coach has taken the mound, he must pitch with foot on the pitching rubber. The position player (pitcher) must be even with or behind the pitching coach. (On field #1, the player pitcher must have at least one foot on the dirt of the pitchers' mound area. On Field #2, the player pitcher must have both feet on the dirt of the pitchers' mound area.)
- The batter will continue the current at bat with the balls/strikes count that is current. The umpire will continue to call strikes. The batter can strike out or put the ball in play. (e.g. the coach comes into the game with a 4 ball 2 strike count. The batter swings and misses on the pitch from the coach. The batter is out.)
- Once the pitching coach is on the mound, stealing is not permitted. However, when the ball is put in play by the batter, regular baseball rules apply to the end of the play or until time is called.

-The walk rule restarts each inning, and with each new pitcher.

-Rules about hit batter apply, even if on the 4th ball, except when pitching coach is on the mound. (e.g. 3-1 count, first walk has already been put on base. Pitcher hits batter. Even though this is the second walk of the inning, the batter is awarded first base.)

-The pitching coach, after delivering the pitch, must make every effort to avoid interfering with the play or being struck by the ball. If, in the opinion of the umpire, the coach does not make a reasonable effort to avoid such interference, the batter is out and a warning is issued to that coach. On the second occurrence that coach will be ejected, and batter will be called out.

-If the batter puts the ball in play and it hits the pitching coach, the play is dead and the batter is awarded first base. In this case, runners MUST be forced to advance to the next base. (e.g. Runner on third. Ball put in play but hits pitching coach. The play is dead, the batter is awarded first and the runner on third stays at third.)

AA Level (8U - Coach Pitch)

- Coach pitch field is a 35/60 set-up. 35' pitching rubber 60' bases.
- There is no stealing in coach pitch level.
- There is no infield fly rule.
- 10 players may be on the field, with 4 of them in the outfield. All outfielders must start in the grass.
- The coach/pitcher must pitch with foot on the pitching rubber. The position player (pitcher) must be even with or behind the pitching coach.
- Games will be 6 innings or 1 hr 15 min., whichever comes first.
- No new inning will begin with less than 5 minutes on the game clock.
- MERCY RULE: 15 runs after 3 innings. 10 runs after 4, 5 or 6 innings.
- 6 runs max per inning. If it is determined BEFORE an inning starts that it will be the last inning, then the run limit will not be in force.
- A batted ball, unintentionally coming in contact with the coach/pitcher, in fair territory, will be considered a dead-ball and the batter will be awarded first base. All other runners must stay at their current base unless FORCED.
- If a coach/pitcher intentionally interferes with the ball in play or fielders, the batter will be called out and a warning is issued to that coach. On the second occurrence that coach will be ejected, and batter will be called out.
- A batter will receive up to 7 pitches to put the ball in play or strike out WHICHEVER COMES FIRST. There are no walks. A foul ball on last pitch will result in another pitch.
- A base runner may advance one base on overthrows at their own risk (i.e., play at first and the ball is overthrown, player may advance to second ONLY, but is at the risk of being out if a tag is applied before that player reaches second base safely). The same goes for other base runners on base at that time.
- Runners may advance during play at their own risk. Once infielder is in possession of the ball, the defensive team may call time to stop the play. **NOTE: CALLING TIME MUST BE A VERBAL AND HANDSUP GESTURE BY THE INFIELD PLAYER IN POSSESSION OF THE BALL AND IN THE IN-FIELD DIRT. NOT THE COACH OR ANOTHER PLAYER.** If time is called, the lead runners' position will be evaluated (at the moment of time being called). If that runner is beyond halfway to the next base all runners will be allowed to advance. If that runner is halfway or less than halfway, ALL runners must return to previous base, no matter their position on base paths, unless the runners are forced otherwise. (It is suggested that fields be marked with a hallway line between 1st and 2nd, 2nd and 3rd, and 3rd and Home.)

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Note: TIME-OUT RULE: The intent of this rule is to allow defensive team to stop the play instead of throwing the ball around. This keeps singles from becoming runs on the same play because players can't catch. It also allows for coaches to teach their players to actually try to throw the ball to first base since that is a fundamental part of the game. The runner may get an extra bases in that instance, but they certainly shouldn't be allowed to score on that overthrow. This rule is also intended for balls that go into the outfield grass, **NOT BALLS THAT NEVER LEAVE THE INFIELD.**

- Example for ball not leaving in-field - Ball is hit to third base. The third baseman fields the ball and holds up hands and calls time-out. Time-Out is **NOT** granted. That play is still a live ball play and the runners may advance at their own risk.
- Example for ball leaving infield – Ball is hit to third base and rolls into outfield grass. The third baseman fields the ball and returns to the in-field and holds hands up and calls time-out. The time-out **IS** granted and the runners are subject the base they are intitled to via this rule. If an outfielder fields the ball he must return the ball to an infielder before time can be granted.

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Time-out is granted if all of these criteria are met:

- **Ball is fielded in outfield grass**
- **Ball is in possession of infielder (by position)(outfielder cannot call time-out)**
- **Ball and player have returned to infield dirt**
- **Hands-up gesture and verbal Time-Out has been called.**

- Official rules of baseball apply to all other rules not mentioned.

A Level (Tball/Coach Pitch)

- There is no stealing in coach pitch/tball level.
- There is no infield fly rule.
- All players may be on the field, with normal infield and the remaining players in the outfield. All outfielders must start in the grass. **NO CATCHER. Please allow a coach to catch the balls and return to pitcher. Also, it is suggested to have two or three balls for use during game. This will speed up the game and give the players more game time.**
- The coach/pitcher must pitch near the pitching rubber (35' minimum distance is suggested). The position player (pitcher) must be even with or behind the pitching coach.
- Games will be a minimum of 2 innings. Do not start a new inning after 45 minutes of game time, unless you have not played the first 2 innings to completion.
- All players will bat each inning with the last batter running the bases and reaching home plate. Each base runner advances one base at a time, with the exception of the last runner. Since there are no outs and score is not kept, the runner will stay on the base regardless of safe/out.
- All players will receive 5 pitches. If they do not put the ball in play within the initial 5 pitches, a ball will be placed on a tee until the batter puts the ball in play. A foul ball on the last pitch will result in another pitch by the coach.
- Official rules of baseball apply to all other rules not mentioned.