



Edgewood Athletic Association Baseball Rules

Article I. Overview

Edgewood Athletic association has (3) three baseball leagues that are the Astro, Minor, and Major leagues. These leagues are designed to advance a player through the game of baseball through rule and game play that are age appropriate. The playing fields are also designed to be age appropriate with field size being suited to each league's individual needs. All leagues will begin in mid-April and end in late June. There will be a regular season championship game at the end of the regular season, and then a league tournament where teams will be seeded based on regular season performance. This tournament will end with a championship game which will be the end of play for all players except those selected for traveling All-Stars. Edgewood Baseball Leagues (Astro, Minor, and Major) shall be governed by modified IHSAA baseball rules. For rule questions please refer to this rule set (EAA rules) first and then to IHSAA baseball rules. Official league AGE is determined by the player's age on April 30th of the current league year for all (3) three leagues.

"No matter how good you are, you're going to lose one-third of your games. No matter how bad you are you're going to win one-third of your games. It's the other third that makes the difference."

-- Tommy Lasorda

"During my 18 years I came to bat almost 10,000 times. I struck out about 1,700 times and walked maybe 1,800 times. You figure a ballplayer will average about 500 at bats a season. That means I played seven years without ever hitting the ball."

-- Mickey Mantle

"You owe it to yourself to be the best you can possible be - in baseball and in life."

-- Pete Rose

"The pitcher has got only a ball. I've got a bat. So the percentage of weapons is in my favor and I let the fellow with the ball do the fretting."

-- Hank Aaron

Article II. Eligibility, Tryouts, and Draft

1. Official league age is determined by the age of each child on April 30th of the current league year.
2. Each league has league ages and all players must play in their corresponding league based on their age unless a move up in league is approved by the President, VP of Baseball (VP) and Player Agent of Baseball (PA).
3. There will be no tryouts for regular league play.
4. All Managers and Coaches will be selected by the Baseball Board and then the list will be approved by the full EAA Board before being final. After approval all Managers and Coaches will be notified of their selection and shall be required to attend a mandatory Manager/Coaches meeting in early February. The Manager/Coach meeting will provide all information to them for the Draft as well as team selection and general information for the upcoming season.
5. There will be a Draft of Players in all leagues in mid to late February. It is recommended that Managers/Coaches rate the players before the Draft using the information provided at the Manager/Coach's meeting.
6. Draft order will be determined at the Manager/Coach meeting by way of a blind draw.
7. The draft will utilize a snake format where the team with the 1st pick in the 1st round will have the last pick in the 2nd round and so forth until the last player is selected.
8. The VP of Baseball, Player Agent of Baseball, and League Representative will seed Manager's and Coach's sons' based on individual ability and previous years' status. This seeding will be open for discussion at the Manager/Coach's meeting only.
9. All players who played at EAA the previous year will be considered Available for Draft.
10. Any player who has played at EAA in the past but did not play the previous year will be treated as a New Player to EAA and placed in the Blind Draw or Hat.
11. Any player who is new to any of the (3) baseball leagues at EAA will be placed in the Blind Draw or Hat for draft purposes.
12. Brothers will be placed on the same team unless the parent(s) request separate teams. First cousins may also be placed on the same team if requested by the parent(s).
13. Trades will be allowed at the conclusion of the drafting process and must be completed before leaving the Draft meeting. Trades must be approved by the VP and PA before being declared final. Trades should be fair and in the best interest of the players and teams involved.
14. The draft will conclude with each team's roster being finalized and entered into the EAA computer for presentation in the Official League Book.
15. At the conclusion of the draft, each Manager/Coach shall notify each player on their team roster of their selection.

Article III. General Rules – All Leagues

Section III.01 Practice Rules and Clean Up Day Participation

1. Prior to the start of the season, there will be a “clean up” day at the diamonds. Each team is required to assist in the field and grounds clean up. **If this commitment is not met, the team(s) in question will forfeit their assigned pre-season practice times at the EAA playing fields.**
2. No Sunday practices.
3. The combination of practices and games must not exceed (4) four per week (Sunday – Saturday).
 - a) *If a team meets only for batting practice (inside or outside), it will be considered as a practice for the week.*
4. No practice is to be any longer than (2) two hours in length.
5. Any violation of rules 2, 3, or 4 in this section may mean suspension of the Manager from the next regularly scheduled game. A second violation may make the Manager ineligible to Manage for the remainder of the season.
6. Practices on the EAA diamonds are scheduled and assigned. No team is allowed to have practice or a game if it has not been approved and scheduled by the President, VP of Baseball, or Player Agent of Baseball.

Section III.02 Player Participation

1. Any player who fails to attend at least 50% of the team practice sessions or games, may forfeit their eligibility to remain a member of the team. With written notice to the VP and PA, the Manager may request the removal of the offending player. The player may not be dropped from the team without consent of both the VP and PA. Managers and/or Coaches must notify the VP and PA of intent to invoke this removal rule at least 24 hours before the teams next scheduled game.
2. The VP and PA must be notified immediately of a player quitting a team. If possible an appropriate substitution may be made.
 - a) *Substitutions will only be made where suitable evidence of the player’s skill and proof that adding the substitute will not upset the previously held draft.*
 - b) *It shall be encouraged that a substitute of equal skill replace the quitting player.*

Section III.03 Playing Fields

1. The playing fields for each league will be laid out in accordance with the location and dimensions determined by the EAA Board of Directors.
2. Home team Managers/Coaches will be responsible for chalking the base lines before each game. The Visiting team Manager/Coach will be responsible for dragging the infield after each weeknight game and after the last game on Saturday.

3. The Visiting team is responsible for picking a responsible person to run the scoreboard during game play.
4. The diamonds must be kept clean. At the conclusion of each and every game played at EAA, Managers and Coaches should make sure every player helps clean up the field, dugout, between the fields, and under the stands area, before receiving their treat ticket.
5. Pitching distance for each league are as follows; Astro – 40 feet, Minor – 46 feet, Major – 50 feet.
 - a) *Measurement is from the front of the pitching rubber to back point of home plate.*
6. Base path distances for each league are as follows; Astro – 55 feet, Minor – 60 feet, Major – 70 feet.

Section III.04 Equipment rules

1. Helmets with chin straps must be worn if the helmet does not fit the player.
2. For scheduled games, players must be in uniform.
3. The maximum barrel size allowed in all leagues is 2 5/8 inches. (Must have approved USA stamp)
4. Catchers must wear protective supporters with plastic cups when they are catching. We recommend that all players wear supporters.
5. Minor and Major catchers must use catchers glove.
6. Players must use safety equipment properly in both practice and games.

Section III.05 General Rules

1. Game time limit will be 1 hour and 45 minutes for all three (3) baseball leagues' games.
 - a) *No time limit on Championship Games and two Umpires will be provided.*
2. Starting time of weeknight games will be 6:00 p.m.. No innings will start after 7:45 p.m. and this will be considered a complete game. The official starting time of games starting after scheduled time by fault other than the team will be agreed upon by the managers, umpire and league official in charge that day/evening. For Saturday games, no new inning may start after 1 hour 45 minutes from the start of the game.
3. **Official game starting time shall be kept on the field by the Home team in the official book and also by the umpire on each field.**
 - a) *It shall be the Visiting Teams responsibility to record the official game starting time for their reference.*
4. No game can be postponed because of rain, except by the Baseball Player Representative on duty. Saturday games will not be called off until one hour before regularly scheduled game time unless the PA notifies the managers. The VP, PA, or their designated League Official will reschedule all rainouts.

5. If a sufficient number of innings to constitute a complete game cannot be completed, or if a game is tied and cannot be finished due to, darkness, or weather, the game will be resumed from the exact point where play was halted. Any player not available in the original game, but available in the continuation game, will be inserted in the last batting position. The Player Agent will establish the time and date for completing the game. Only the VP, PA, or Rep. on duty may call a game once play has started.
6. If a game is tied after the completion of the 6th inning, the California tie breaker will go into effect for the remainder of the game, only if time allows (1 Hour 45 Minutes). The California Rule will be 1 ball, 1 strike and last batted out runner from previous inning at 2nd base.
7. The second team listed on the Master Schedule is always the Home team. **Home teams shall occupy the 3rd base dugout.**
8. The better-seeded team has choice of Home or Visitor for the Internal Tournament.
9. Batting practice must take place prior to 4:45 p.m. "Ball toss" hitting into a fence prior to a game or during any practice will not be allowed.
10. Teams must share pregame warm up time equally. The visiting team should have their infield practice first and then the home team which should remain on the field afterward for the Anthem and start of the game. Pregame warm up should start 20 minutes before game time.
11. A Home Run is only a ball **hit over the fence** in all leagues.
12. **Umpires are representatives of the Association and shall have the authority to require the full and complete cooperation of all persons at the game. Any person who is deemed to have abused an umpire while in the course of performing his duties as an umpire shall be brought under EAA Board review. Any recourse decided on by the EAA board is final.**
Abusing an umpire is considered:
 - a) *Cursing at*
 - b) *Behavior which is designed to berate the person*
 - c) *Touching in any manner*
 - d) *Any other action that is considered detrimental to EAA by the EAA board*
13. **Managers or coaches (only) shall input PITCHING and HITTING STATISTICS into the EAA website. Each game's stats must be entered within 48 hours of the game and 24 hours prior to your next game. Because of some game schedules this might not be possible. In that case please notify the opposing manager in your upcoming game of your pitching eligibility. Falsification of statistics or failure to enter statistics within the rules will mean forfeiture of the game, without suitable excuse to the VP, PA or his representative, and will make pitcher(s) not listed ineligible to pitch in his next eligible game.**
14. All accidents and injuries should be reported to the concession stand and League Official as soon as possible and an accident report form must also be completed and filed with the EAA Safety Director.

Section III.06 Rules for Game Play

1. A copy of the batting line-up shall be given to the opposing team before game time.

2. The entire roster must be listed as the batting order and must bat in that order, whether used on defense during that inning or not. Each player must play at least every other complete inning in the field or on defense.
3. If a player is not present at the start of a game, his name shall be placed at the end of the order. The manager should indicate to the umpire and to the opposing manager when the player arrives. If a player is not present at the start of the third inning, he forfeits eligibility to play.
4. If a team is unable to field a team of 9 players, the VP, PA, or their representative will substitute available players (from the same league and preferably of comparability of the missing players) to play defense (outfield) and the game will be played as an official game. The assigned player cannot bat. A team must be able to field 7 team members or forfeit the game.
5. When a player is removed from a game for any reason, his batting position is skipped without an out being assessed. This includes:
 - a) *Leaving early*
 - b) *Injury*
 - c) *Ejection from the game by the umpire*
 - d) *Removal from the game by the coach/manager for disciplinary reasons*
6. Once a player misses his batting position, unless it was due to an injury, he may not return to the game. If a player is removed from the game for disciplinary reasons, the opposing coach and umpire must be notified immediately. The appropriate League Rep. should also be notified of the action.
7. Due to limited space, players may not warm up, or play catch, even with a coach during a game.
8. Only one (1) Manager/Coach may be out of the dugout when their team is on defense and must keep team equipment behind the fences.
9. An adult, not players, may coach either 1st or 3rd bases, or both. An adult must supervise the bench area at all times. If an adult is not available, one of the base coaches must supervise the players on the bench.
10. Manager or Coach is limited to (2) visits to any one pitcher in the same inning. A second visit to the same pitcher in the inning will cause the pitcher's automatic removal.
11. To speed up the game, pitchers should be limited to five (5) warm-ups when a new pitcher enters the game. Only Managers, coaches or team members with helmet may warm up the pitcher.
12. Innings pitched in a make-up game shall attach to the most recently completed game to determine a pitcher's eligible innings in the make-up game, and his eligible innings in his team's next two games.
13. In the event a game cannot be completed due to rain or darkness, and is not yet an official "complete" game; the number of innings pitched by all pitchers in this game shall stand alone as a complete game.
14. **A new inning starts as soon as the 3rd out is made in the bottom of the previous inning, and not when the first pitch is thrown in the top of the new inning.**
15. On Deck" batters must warm up behind the 1st and 3rd base coaches.

16. Courtesy runner will be allowed for the catcher **of the next inning** when there are two outs. The substitute runner shall be the player who made the 2nd out.
17. Time-outs may be requested by an **infielder** while in control of the baseball himself and the lead runner is not showing aggressive action on the base paths. Time will not be in effect until granted by the umpire. **If a runner is standing between bases the defensive team must force the action against said runner.** The only exception to this rule is in Minor League Section 5.02, rule 5.
18. Coaches should refrain from touching base runners. Base runners will be called out if coaches physically help a runner.
19. Sliding Rules:
 - a) *A runner is out if he does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. Any runner who deliberately runs into a fielder, who has the ball, will be removed from the game.*
 - b) *If there is a play at home by the umpire's judgment, all runners must slide. A runner who does not slide will be called out.*
20. **Protests:**
 - a) *Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player/pitcher. No protest shall be considered on a decision involving an umpire's judgment.*
 - b) *If you are protesting an interpretation of a rule, call time and settle the difference with the umpire and league official. If not satisfied, notify the umpire and opposing manager that you are protesting the game and submit the protest in writing to the VP/PA within 24 hours after the protested game.*
 - c) *A committee composed of the VP, PA and one additional member of the Board of Directors shall resolve all protests. The only exception to this committee selection shall be if there is a conflict of interest on the part of any member of the Board. The committee will inform (in writing) the managers involved of their decision (and the basis for it). The managers involved may appeal and protest committee's decision to the full Board of Directors if they can demonstrate just cause for doing so.*
 - d) *Protests involving violation or interpretation of playing rules must first be made to the umpire before the pitcher makes the next pitch. If the protest is allowed, resume game from point where the infraction occurred.*
 - e) *Protests involving use of an ineligible pitcher must first be made to the umpire before the final out of the game. If it is found that an ineligible pitcher is being used, the pitcher shall be removed as the protesting manager decides. If the game is continued under protest and the protest is allowed, the game will be resumed from the point of the infraction. (The game is not forfeited; however, the pitcher involved is subject to the penalties for pitching rule violations described elsewhere.)*
21. Pitching eligibility resets for the League Championship Game, the Internal Tournament, and the Internal Tournament Championship Game.
22. Mercy rules for all leagues: 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5/6 innings.

Article IV. Astro League Rules

Section IV.01 General Astro League Rules

23. Age eligibility: Astro league is a 7 and 8 year old league with some consideration given to 6 and 9 year olds. Please see Article II, rule 2.
24. In the Astro League, players will pitch the first 2 innings of each game. During the remaining innings, including any extra innings, the hitting team will provide the pitcher.
25. Ten players are eligible to play in the field. **No short center fielder will be allowed.** A team must be able to field 7 team members or forfeit the game. If less than 9 team members are fielded, there will be an **automatic out** every time that team reaches the bottom of their batting order. If a 9th player reports before the start of the 3rd inning, he will be able to bat at the bottom of the order and not receive an automatic out.
26. No team may score more than five (5) runs in any half inning. Managers, coaches, and the umpire must wait until all play has stopped after the fifth (5th) run scores. All 6 innings shall be played regardless of the score, as long as the time limit is not exceeded. The last half of the 6th inning shall not be played if the home team is ahead at the end of 5 1/2 innings **The 6th inning will be considered unlimited runs, time permitting.** .
27. Advancement by runners to 2nd or 3rd base or to home plate may only occur on walks, hits, errors in the field, overthrows, etc. (no wild pitches or passed balls)
28. Lead offs are not allowed in Astro league. Base runners may not leave the occupied base until the ball from the pitcher to the batter crosses home plate or is hit. A team warning will be given on the first offense and each subsequent offense will constitute an out. **There are no stolen bases in Astros.**
29. A runner cannot advance to home plate on a misplay from the catcher back to the pitcher.
30. The infield fly rule shall not be in effect.
31. Three (3) innings will constitute a complete game for Astro in case of rain or darkness. If the home team is ahead, 2 1/2 innings will constitute a complete game.
32. **An Astro player may not sit on the bench for more than (2) two innings in any game. These two innings must not be consecutive. Violation could result in forfeiture.**
33. There is no bunting allowed in Astro league.

Section IV.02 Innings 1 - 2 “Player Pitch” Innings Rules

1. During the first 2 innings of a game, balls and strikes will be called, with the usual number of 4 balls and 3 strikes.
2. Only 6, 7 and 8 year olds will be allowed to pitch in an Astro game.
3. No player may pitch more than (1) inning in any game.

a) *One pitch thrown in an inning constitutes a full inning.*

4. **NO PITCHER WILL BE ALLOWED TO PITCH IN 3 CONSECUTIVE GAMES.** Pitching eligibility will reset for the beginning of the League tournament.
5. Any combination of four (4) walks and/or hit batsman in the same inning, and the pitcher must be removed. The 4 walks can be from one pitcher or a combination of various pitchers. In this event, the defensive team will replace the pitcher with an adult pitcher of their choice. The inning will be completed under "coaches pitch" rules. If this situation occurs in the 1st inning, the 2nd inning will revert back to "player pitch" rules.
6. Astro league pitchers may not be removed as a pitcher and return to pitch in a game. A pitcher who has been removed from a game to be completed later may not be reinserted into the game as a pitcher on the date the game is resumed.
7. The strike zone will be from the top of the shoulders to the bottom of the knees and extra two (2) inches on each side of the plate.
8. There are no intentional walks or balks in Astro. If in the judgment of the umpire, a player is intentionally walked, the batter will be given an automatic triple and the pitcher will be removed from the mound and not be eligible to pitch the remainder of that game.

Section IV.03 Innings 3 – 6 “Coaches Pitch” Innings Rules

1. "Coach-pitchers" must pitch overhand from the Astro League pitching rubber. **Coaches must pitch overhand from a standing pitching position.**
2. During "coaches pitch" innings, each hitter is allowed 6 pitches or 3 swinging strikes. If the ball has not been hit after 6 pitches or 3 strikes, the batter is out. Last pitch fouls will receive an extra pitch, until the ball is hit fair or the batter strikes out. Foul tips are strikes. A foul tip legally caught on the 6th pitch or 3rd strike, is an out. Foul tips become foul balls when the ball rises above the batter's head.
3. There will be no walks during "coaches pitch" innings.
4. If a coach pitched ball hits a player, the pitch counts, with no advance to 1st base by the batter.
5. During the "coaches pitch" innings, a player from the fielding team must play the pitcher's position, to be called the "pitcher's helper." **The pitcher's helper must stand with at least one foot on the dirt part of the pitching mound and behind a "line" extending through the pitching rubber,** and may not leave his spot until the ball is hit or passes the home plate. In the event of a violation, the pitch will not count. **All pitchers' helpers must wear a batting helmet and a heart protector. Heart protectors are provided in your coaching bag.**
6. The "coach pitcher" may not interfere with normal play except to pitch the ball. After the ball is hit, the "coach pitcher" must leave the playing field in the opposite direction from where the play is being made, and stay off until time is called. If hit by a ball, the ball becomes dead, the pitch counts and the batter returns to the plate with no runner advancement.

Section IV.04 Rookie League abides by Astro rules with these amendments to Astro rules.

- 1) Age eligibility: Rookie league is a 6 year old league with some consideration given to 5 and 7 year olds. Please see Article II, rule 2.
- 2) In the Rookie league, all innings will be “Coach Pitch” and coach pitch rules. Please see Section 4.03.
- 3) Rookie “Coach Pitch” must pitch an Astro hard ball overhand from the front rubber 35’ instead of the back rubber 40’ in a standing pitching position.
- 4) 2 coaches on defense are allowed in the outfield to help direct the players to their proper positions, teach fielding techniques/strategies and to maintain proper player attention.
- 5) Defensive time may be called once a player has control of the ball in the **INFIELD GRASS**. A runner may advance to the next base if past the half way point at the moment an umpire calls time. If the runner has not reached the half way point at the moment the umpire calls time, the runner must return to the last base he touched. When the umpire calls for time, the umpire will make the decision on a runner’s position.
- 6) Rookie Overthrows: A runner shall not take an extra base as the result of an overthrow to any base.

Article V. Minor League Rules

Section V.01 General Minor League Rules

1. Age eligibility: Minor league is a 9 and 10 year old league with some consideration given to 8 and 11 year olds. Please see Article II, rule 2.
2. No team may score more than seven (7) runs in any half inning. Managers, coaches, and the umpire must wait until all play has stopped after the seventh (7th) run scores. All 6 innings must be played regardless of the score as long as the game is within the time limit.
3. Four (4) innings constitutes a complete game in case of rain or darkness (3 1/2 if the home team is ahead).
4. On a wild pitch or passed ball, which goes through the screen or becomes lodged in the screen, base runners shall only advance one base.
5. The infield fly rule shall **not** be in effect.
6. **A Minor league player may not sit on the bench for more than (2) two innings in any game. These two innings must not be consecutive. Violation could result in forfeiture.**
7. Bunting is allowed, but “slug” bunting is not allowed. If a batter squares to bunt he must either (1) bunt the ball or (2) pull the bat back without an attempt at a swing or (3) take the strike with a failed attempt.
 - a) *Slug bunting is referred to as squaring to bunt and pulling the bat back and then making an attempt to swing at the ball. This is an unsafe practice due to charging infielders who could be hit with a line drive.*
8. The visiting team will be responsible for retrieving the portable mound from storage and placing it in its' proper position on the field before the game. The home team shall be responsible for placing the mound back in storage after the game is completed.
9. Lead offs are not allowed in Minor league. Base runners may not leave the occupied base until the ball from the pitcher to the batter crosses home plate or is hit. A team warning will be given on the first offense and each subsequent offense will constitute an out.

Section V.02 Minor League Pitching Rules

1. Pitching requirements

Each pitcher is only allowed 65 pitches per day

Pitchers must adhere to the following rest requirements:

If a player pitches 65 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51 - 64 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception(s):

****If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:**

1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

2. Only 8, 9 and 10 year olds are eligible to pitch in Minor.
3. Minor league pitchers may not be removed as a pitcher and return to pitch in a game. A pitcher who has been removed from a game to be completed later may not be reinserted into the game as a pitcher on the date the game is resumed.
4. There are no balks or intentional walks in Minor. If in the judgment of the umpire, a player is intentionally walked, the batter will be given an automatic triple and the pitcher then pitching will be removed from the mound.
5. The ball is considered in play unless the umpire has called time out or the pitcher is occupying the pitcher's mound. The pitcher shall be considered occupying the pitcher's mound when he is standing or any portion of his body is on any surface (green) of the portable mound used by the pitcher which contains the pitcher's rubber. Play will not be halted unless the base runners have been stopped from making advancement. Occupying the mound by the pitcher is a judgment call by the umpire.

Article VI. Major League Rules

Section VI.01 General Major League Rules

1. Age eligibility: Major league is a 11 and 12 year old league with some consideration given to 10 year olds. Please see Article II, rule 2.

2. Four (4) innings constitutes a complete game in case of rain or darkness (3 1/2 innings if the home team is ahead).
3. Uncaught third strike or Dropped third strike will be in effect.
 - a) *Please see Article V, Section 5.01, Rule 7 for definition.*
4. The Infield Fly Rule will be in effect.
 - a) *The infield fly rule applies when there are fewer than two outs, and there is a force play at third (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight.*
 - b) *Any fair fly ball that could have been caught by an infielder with ordinary effort is covered by the rule, regardless of where the ball was caught. The ball need not be caught by an infielder, nor must it be caught in the infield.*
 - c) *On a caught infield fly, the runners must tag up (retouch their base at the time of pitch) in order to be eligible to advance, as on any catch. If the infield fly falls to fair ground untouched, or is touched and dropped, runners need not tag up. In either case, since the batter is out, the force play on other runners is removed.*
5. On a wild pitch or passed ball, which goes through the screen or becomes lodged in the screen, base runners shall advance one base.
6. LEAD-OFFS are allowed during the entire game.
7. The visiting team will be responsible for retrieving the portable mound from storage and placing it in its' proper position on the field before the game. The home team shall be responsible for placing the mound back in storage after the game is completed.
8. A Major league player may not sit on the bench for more than (2) two innings in any game. These two innings must not be consecutive. Violation could result in forfeiture.

Section VI.02 Major League Pitching Rules

1. Pitching requirements

Each pitcher is only allowed 75 pitches per day

Pitchers must adhere to the following rest requirements:

If a player pitches 65 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51 - 64 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception(s):

****If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:**

1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

2. Pitching eligibility for the tournament will start over unless a pitcher is suspended for rule violations. The STARTING PITCHER ONLY may be removed from a game and then return to pitch later in the same game.

3. A player may not be "intentionally walked" more than one time per game. If in the judgment of the umpire, a player is walked intentionally for a second time, the pitcher then pitching will be removed from the mound and ineligible to pitch the remainder of that game, and the batter will be given an automatic triple. A batter is given first base without being pitched to during an intentional walk.

4. BALKS will be called. The first offense called on each pitcher will result in a warning. On each subsequent offense for that pitcher, the base runner will advance one base.

a) With a runner on base and the pitcher on or astride the rubber, it is a balk when the pitcher:

- 1) switches his pitching stance from the windup position to the set position (or vice versa) without properly disengaging the rubber;
- 2) when going from the stretch to the set position, fails to make a complete stop with his hands together before beginning to pitch;
- 3) throws from the rubber to a base without stepping toward (gaining distance in the direction of) that base;
- 4) throws from the rubber to a base where there is no runner and no possibility of a play;
- 5) steps or feints from the rubber to first base without completing the throw;
- 6) pitches a quick return pitch, that is, pitches with the intent to catch the batter off-guard;
- 7) pitches or mimics a part of his pitching motion while not in contact with the rubber;
- 8) drops the ball while on the rubber;

- 9) after a feint or throw to a base from the rubber, fails to disengage the rubber before re-engaging and pitching;
- 10) after beginning to pitch, interrupts his pitching motion;
- 11) begins to pitch while the catcher is out of the catcher's box when giving an intentional walk;
- 12) while pitching, removes his pivot foot from the pitching rubber, except to pivot or as a natural consequence of stepping forward to release the pitch;
- 13) pitches while facing away from the batter;
- 14) after bringing his hands together on the rubber or engaging the rubber with his hands together, separates them except in making a pitch or a throw;
- 15) stands on or astride the rubber without the ball, or mimics a pitch without the ball; or
- 16) steps to first base and throws to the first baseman who, because of his distance from the base, is (or would have been) unable to try a tag against the runner at first base
- 17) A pitcher is allowed to feint toward third base, and then turn and throw or feint to first base if his pivot foot disengages the rubber after his initial feint. This is called the "fake to third throw to first play".

Article VII. Sunday Showcase / Internal All Star Team Selection

Section VII.01 Internal All Star Selection

1. On closing day, an Internal All-Star game between boys (not on the traveling All-Star teams) will be played. Boys will be named from each team by manager selection. Teams will be formed by the Baseball Board and posted.

Section 7.02 Sunday Showcase Selection

1. The VP and the Player Agent will select managers for the Sunday Showcase teams.
2. If a selected player cannot meet the required schedule, he shall not be selected to an All Star Team. **It is suggested that all Managers check player availability before selecting the player for All Stars.**
3. **All Star Parents will be required to work the concession stand during our EAA tournaments. All efforts will be made to schedule teams to not conflict with game times.**
4. **7U & 8U Season Ending Internal All-Star Teams.**
 - a) *A player must play on an Internal All-star team for the league he plays in during the regular season. i.e. A minor will not be allowed to compete for an Astro Internal All-star position.*
 - b) *Near the end of the regular season there will be an open tryout, to select one of the Season Ending Internal All-star Teams in each of the age groups groups.*
 - c) *These teams will represent Edgewood in the postseason Internal All-star season.*
5. **7U & 8U Sunday Showcase/Internal All-stars**
 - a) *Prior to the beginning of the season there will be an open tryout, eligibility is based upon league age, to select one of the Internal All Star Teams in each of the age groups. i.e. A minor player, league age 8, would be allowed to compete for an Astro 8U All-star position, or a Rookie player, league age 6 could tryout for 7U team team.*
 - b) *Each Manager will schedule games to be played on Sundays against other Leagues in the area*
 - c) *These teams will represent Edgewood in the post season All Star season.*

6. 9U, 10U, 11U, & 12U Sunday Showcase/Internal All-Stars:

- a) *Prior to the beginning of the season there will be an open tryout, eligibility is based upon league age, to select the Traveling All Star Teams. i.e. A minor player, league age 10, would be allowed to compete for a Major 11U All-star position.*
- b) *These teams will play a Sunday baseball schedule during the regular season and represent Edgewood in the post season All Star season.*

Article VIII. Requirements of Managers and Coaches

- 1. Knowledge of the EAA rules. No exceptions will be made when it comes to safety of the players. If you need a copy of the rules please let the VP or Player Agent know as soon as possible. There is no excuse for not knowing the rules.
- 2. Participation in the following:
 - a) *Draft*
 - b) *All manager and coach meetings*
 - c) *Field preparation before the season*
 - d) *Fund Raisers*
 - e) *Sponsors*
 - f) *Coordinating Teams' CONCESSION DUTY requirement*
- 3. Coordinating teams' pre-season participation in clean-up day
- 4. Conducting a minimum of eight (8) practices and two (2) practice game prior to the start of the season, and conducting practices during the season on a regular basis

5. Safekeeping of all team equipment.
6. Inputting Team Hitting and Pitching Stats in EAA website.
7. Organizing team attendance on the designated dates for Team pictures.
8. Team communication on rainouts, special events, and other necessary events.
9. Preparation of the field prior to each game and safe return of the equipment to the proper designated place in the equipment room.
10. Area clean up after each game and distribution of treat tickets.

11. CONCESSION STAND COVERAGE: Each team is responsible to work the concession stand on your assigned night(s). Review your EAA handbook for duties. **Failure to staff the appropriate number will result in loss of one games playing time for next scheduled game for affected player.**

12. Assisting League Rep. in Trophy distribution.

13. Promoting and maintaining proper team conduct, proper coach's conduct, and proper parent conduct toward opposing teams, coaches, umpires, and officials. Continually set an example for the players and the spectators. Team sportsmanship, teamwork, sound baseball fundamentals, and an environment conducive to enjoyment of the game should be the primary focus at all times!

ANY ACT DEEMED INAPPROPRIATE OF A MANAGER OR COACH OR OF ANY EAA BASEBALL TEAM DURING AN EAA FUNCTION, SHALL BE REVIEWED BY THE VP OF BASEBALL AND HIS REPRESENTATIVE. VIOLATIONS MAY RESULT IN A REPRIMAND, A ONE GAME SUSPENSION, OR UP TO EXPULSION FROM THE LEAGUE.

Miscellaneous Notes:

1. Managers and coaches should stay in or near the end of the dugout or coach's box while game is in play.
2. Wearing of shirts during games at the EAA diamonds is mandatory for all managers and coaches of all teams.
3. NO ALCOHOLIC BEVERAGES are permitted on EAA grounds during EAA functions.
4. SMOKING IS PROHIBITED AT EDGEWOOD ATHLETICS